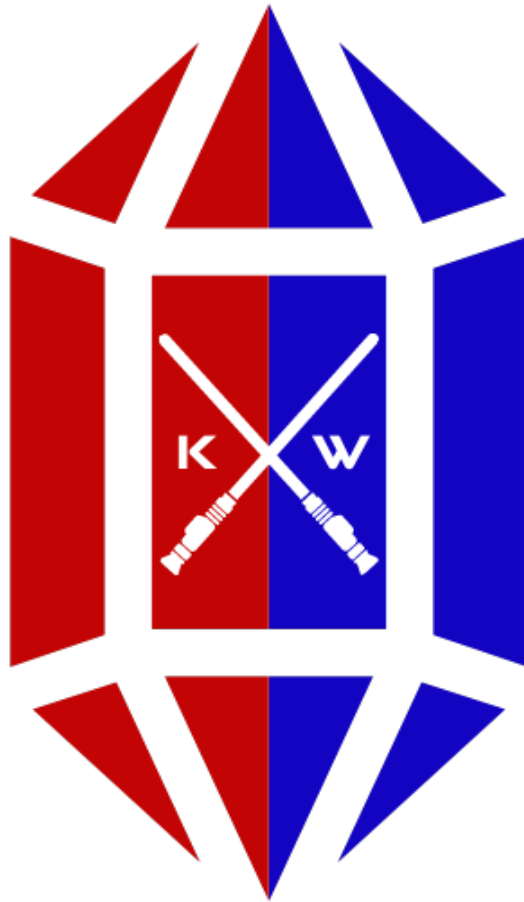




LIGHT FORCE ACADEMY & LIGHT FORCE SABER LEAGUE (LFSL) PRESENTS:

KYBER WARS: ELITE



OFFICIAL GAMEPLAY & RULE-SET

OCTOBER - 2021

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OVERVIEW

Welcome to the newest, most exciting, high-energy sport to join the saber combat community...KYBER WARS: ELITE! This brand-new sport utilizes methods of saber combat in a team play setting with the use of exotic weapons. Saber combat is constantly growing and evolving, with many new clubs, academies, and leagues popping up all over the world with all groups focusing on training and competing in a one-on-one setting. Our group here at Light Force Academy and Light Force Saber League have worked tirelessly at creating another fun and exciting method of saber combat in a Team Sport setting! This new option allows for larger groups to engage in a high-energy event using strategy and skill to defeat the opposing team by capturing their crystal canister. Kyber Wars is designed to offer members of any league, club or academy to form a 6-member team to compete in a mutli-team tournament season with the final championship event taking place at the end of the season. Players of the winning team from each event will each receive their own crystal (colored the same as their team color) to collect as a small token representing number of battles won. The championship team at the end of the season will receive trophies for each member of their team AND their team's name on the plaque section of the giant KYBER WARS TROPHY which has the team name of every season championship team on it. The crystal will then be lit with the color of the current championship team until there is a new winner the next season. Please read through our gameplay and we look forward to seeing you and your team out in the field!

GAMEPLAY

Kyber Wars: Elite is played by two teams made up of 6 players each: 1 Kyber Bearer, 2 Guards, 2 Vanguard, & 1 Ranger. Players can choose from any of the following weapons: single saber, dual wield sabers, saber staff, saber pike, and saber & shield. The object of the game is to capture the opposing team's Crystal Containment Unit (CCU). A match consists of 3 timed rounds. A round ends at the end of the time for that round or when a team scores 3 captures. The team with the most rounds won, wins. The Kyber Bearer carries the CCU and protects it. The only way to take the CCU from the Kyber Bearer is to defeat him/her during an engagement. To score a successful capture, one team's (i.e. TEAM A) CCU must be brought to the other team's (i.e. TEAM B) base while still having possession of their own CCU in their base. Both CCUs must be at the base to win. If a Kyber Bearer is defeated, he/she must remove the CCU, place it on the ground where he/she was defeated, and must walk out the arena to the team sideline. The CCU can then be picked up by a player from either team who will become the new Kyber Bearer or The Kyber Rogue. CCUs can not be thrown, passed, handed off, or hidden. Players who are defeated must raise their sabers, walk off the field to their sideline then turn off their saber.

WINNING AND ENGAGEMENT:

Player engagements can occur in many different situations (i.e. 1v1, 1v2, 1v3, 2v2,2v3, etc). Winning an engagement is achieved by any of the following:

- 1) a strike to the head
- 2) a strike to the torso (shoulders midsection, or back
- 3) a thrust to the torso
- 4) both arms must be struck. A strike must be to the saber wielding arm. Once the arm is struck then the player must immediately switch arms and place the struck arm behind the back. If a strike is made to the second arm, then the engagement is won. Striking the arm that does not have a saber does nothing. If a player is fighting with a two handed grip then either arm is live and the player must continue with the one arm that wasn't struck.
- 5) The opposing players saber, blade, or tip has broken OR the saber turns off for any reason
- 6) The opposing player was either disarmed or dropped his/her saber

GAME/EVENT STRUCTURE

OFFICIALS:

Director/Event organizer, 3-6 referees, and a scorekeeper/timekeeper.

TEAMS:

- 2 Teams

ARENA:

- Standard size 50' x 100'
- Any smooth hard surface or flat grassy field
- Basketball court can be an option as well

**Special variations will be acceptable depending on the venue size and location.*

ARENA EQUIPMENT:

- Perimeter barrier (physical barrier or ground lines)
- Interior barriers (optional variant)
- Team crystals x 2
- CCU = Crystal Containment Unit = Team crystal canisters x 2
- Scoreboard/time clock

PLAY DURATION:

- **Best of 3 rounds**
- **Round:** 6-8 minutes (with stoppage after every score) OR a crystal is captured
- **Single event**
 - 6 minutes each round
- **Tournaments**
 - Elimination Brackets: 6 minutes per round
 - Semi-finals 7 minutes per round
 - Finals 8 minutes per round

**Some variations may occur depend on competition size and location*

WINNING TEAM:

The winning team is the team that wins the most rounds. Winning a round is either by having the most captures at the end of the round time or by achieving 3 captures in the round.

DRAW:

In the event of a tie score at the end of a round, a Champion from each team will battle in a sudden victory match following the Light Force Saber League scoring system to 10 points or highest score in 5 minutes (whichever occurs first). All active plyers from each team must form a circle surrounding the Champions with sabers lit. The Champion can be anyone from the team who was playing in the round. The winner of the duel will have won the round for their team.

TEAM STRUCTURE & PLAYER POSITIONS

TEAM STRUCTURE:

- Battlemaster (Head Coach)
- General (Assistant Coach - optional)
- 6 player team
- Up to 6 additional alternates (Maximum number of players on a roster is 12)

PLAYER POSITIONS:

- **KYBER BEARER: (center rear)** The Kyber Bearer is situated in their fortress (KYBER) but can go anywhere in the field. He/she holds/wears the Crystal Containment Unit (CCU) during the duration of play. The CCU can only be taken when the Kyber Bearer has been defeated. The Bearer cannot throw, pass, or hand-off CCU. If a Kyber Bearer is defeated, any other player may pick up the CCU and become the new Kyber Bearer. The Kyber Bearer is usually an agile fighter with excellent spatial and enemy awareness.
- **GUARD (x2): (rear left & rear right)** There are two guards on a team. The primary duty of the guard is to protect the Kyber Bearer. Although, they are first stationed to the rear left and right of their region, the guards are not required to stay near the Kyber Bearer and may go off to retrieve the opposing teams CCU at any time.
- **VANGUARD (x2): (mid left & mid right)** There are two Vanguards on each team. The duties of the Vanguard are to aid the Ranger in attacking the opposing team and retrieving that team's CCU. They Vanguard start from the front Left and Right side of their team's region and may travel anywhere within the arena.
- **RANGER: (front & center)** The Ranger is considered the most agile and active member of the team and usually an expert in saber combat. The Ranger can travel anywhere in the arena and is usually the main player to seek out the opposing team's CCU. Often the Ranger will find himself/herself engaging multiple fighters at once (1v2, 1v3, etc).
- **ROGUE:** Any player from the opposing team who grabs the other team's CCU.

GEAR REQUIREMENTS

SABER TYPES:

- Standard single saber
- Two sabers (Duel Wield)
- Saber & shield
- Saber staff
- Saber pike

SABER REQUIREMENTS:

- Standard single saber
 - Hilt maximum length: 13.5"
 - Blade maximum length: 36" measured from outer edge of emitter.
 - Must have working LED...flickering sabers are NOT PERMITTED.
- Standard single saber
 - **INFO COMING SOON**
- Saber & shield
 - **INFO COMING SOON**
- Saber staff
 - **INFO COMING SOON**
- Saber pike
 - **INFO COMING SOON**

**Sound sabers are permitted but not required*

- **Blade Type:**
 - **ADULTS/TEENS:** Polycarbonate "Midgrade Blades Only" – 1" Diameter and wall thickness of 1/16". Empty "white frosted" Blades with **NO diffusor film allowed**
 - **YOUTH:** Polycarbonate 7/8" Diameter thin walled. Empty "white frosted" Blades with **NO diffusor film allowed**
 - **NO diffusor film allowed** (for proper weight and rigidity of our ruleset)
 - **DAY BLADES PERMITTED**
- **Tips:** Mirrored Round tips only. Tips must be secured with tape or heat shrink for safety. Additional requirements may be added according to venue requirements.
- **Hilt accessories:** Tsubas and Crossguards are allowed. Plastic or polycarbonate tsubas only. No sharp parts or metal quillions. Polycarbonate Quillions to be no more than 6".

GEAR:

- **Requirements:** Fencing Mask, Red dragon gorget or similar, Lacrosse gloves, groin cup (men required, ladies optional), elbow guards, knee guards (for during 1v1 tiebreaker), light to midgrade torso protection (chest, ribs, spine), closed toe rubber soled shoes (cleaned and debris free if martial arts mats are used), lightsaber with blade color matching team color
- **Recommendations:** shin pads, full torso protection (Shoulders, ribs, chest, back, and stomach), forearm guards, thigh padding (Padded compression shorts), back of head protector

STRIKES/SCORING

STRIKES:

- **Valid Strike/Cut:** A strike where the blade contacts a legal strike zone
- **Percussive strike:** A strike where the blade is immediately chambered/recoiled after impact. Light full cuts permitted. NO FULL CUTS BELOW THE WAIST (Any injury will result in opposing team receiving a capture.)
- **Excessive Force (Brutality):** A strike that is deemed excessive by the referees/judges. Attacking with enough force to break, crack, dent, kink your blade, inflict serious injury on opponent, or a strike “deeper than the surface of the target”.
- **Legal (Valid) Scoring/Strike zones:**
 1. **CUTS:** Strike with the side of the blade
 - Torso (ribs, chest, abdomen)
 - Head (Front, Side, & Top)
 - Arms (upper arm, elbow, forearm)
 2. **THRUSTS = (NO THRUSTING WHILE RUNNING)**
 - Torso (ribs, chest, shoulders) No thrusts to the abdomen
 - Arms (upper arm, elbow, forearm) = 1 point
 3. **FORCED DISARM:** Automatic loss of engagement
 4. **SELF-DISARM:** (dropping the saber due to poor handling and away from any opponents): Automatic loss of engagement
 - *NO STRIKING TO BACK OF HEAD (SEE ILLEGAL STRIKES IN MAJOR VIOLATIONS)**
- **Invalid (NON-Scoring)/Strike zones:**
Strike to wrist, hands, hilt, legs, ankles, feet
- **Simultaneous scoring:**
 1. **True Double:** When combatants strike at the “exact” same time as perceived by the referees. Both strikes count for their respective strike zones
 2. **Staggered Double:** When a combatant strikes, with the other striking immediately after (approximately 1/3rd of a second or after). First to strike gets awarded win if major target or gets awarded the attack if a minor target with no penalty to the first attacker.

FIGHTER ENGAGEMENT:

- **APPENDAGE RULES:** First to score to the head or torso wins. First to take out both arms, wins. Saber wielding arm is the only live arm target. Arm that is struck must be kept behind the back.
- Multiple fighters can engage one fighter at the same time

GAMEPLAY SCORING:

- Capturing the opposing team’s CCU by bringing it to your base along with your own CCU wins a capture.

VIOLATIONS

MINOR VIOLATIONS:

- **Movement warning**
- **Falls/Dives** - whether intentional or unintentional, where combatant dives, falls, slips, sits down, or lies down during match. (One knee and one hand may touch the ground during an attack only and must be no longer than 1 second) = *1st time is a warning. 2nd and thereafter is loss of an appendage flag* **NO PLAYER MAY STRIKE A PLAYER WHO HAS FALLEN DOWN (SAFETY)**
 - **Out of bounds** - when any part of the foot lands on or passes the boundary line = *Automatic loss of engagement/disqualification*
- **Illegal Blocking:** Intentional blocking of the opponent's strike/thrust attempts with anything other than your blade.
 - **Intentional** = *points will be awarded to the attacker equal to where the strike/thrust attempt was made (i.e. blocking a strike to the head with your arm will be 2 points to your opponent).*
A block will be ruled as unintentional vs intentional by the head referee.
- **Accidental Disarm:** Dropping saber due to poor handling and whether or not engaged with an opponent = loss of engagement/disqualification. **NO PLAYER MAY STRIKE AN UNARMED OR DOWNED PLAYER (SAFETY)**

MAJOR VIOLATIONS:

VERBAL WARNING: 1st infraction is a verbal warning

YELLOW CARD: 2nd infraction/Yellow Card is a loss of engagement and player is out for the round or CCU capture, whichever is first. No player substitutions

RED CARD: 3rd infraction/Red Card is a final warning with a loss of engagement and the player is out for entire match. A red card will follow the player through every match of the day if in a tournament setting. Player can be substituted after the initial capture of the violation

BLACK CARD: 4th infraction/Black Card is a disqualification of the match and will lead to a 1 game suspension whether in a single event or tournament for the very next day of event.

CASUES FOR MAJOR VIOLATIONS

- **Excessive Force (Power Warning):** Any strike considered excessive force or "too hard" (referee/judge's discretion) will be thrown out and will be considered a violation.
- **Illegal Contact:** Contact to the opponent with anything other than your blade.
- **Illegal Defense (Turtling):**
Intentionally turning away from the attack, exposing your back, neck, or back of your head. *This is deemed a danger to oneself.*
- **Illegal Strike/Strikezones:**
 - Strike to the back of the head, neck/throat, groin
 - **Running thrusts:** Running at an opponent and thrusting while running.
- Any move that would put you or your opponent at risk is disqualified

DISQUALIFICATION

A disqualification can lead to permanent ejection from all LFSL league competitions and events. This is at sole discretion of the league committee.

- **Intentional Non-blade attack:** Intentional contact with anything other than the blade = disqualification and ejection from the competition.
- **Aggression:** Making any threats, verbal assault, or fighting with intent to harm = disqualification and ejection from the competition.
- **Brutality:** Attacking with enough force to cause injury= disqualification and ejection from the competition.
- **Arguing with Referee:** The head referee has the final call. A competitor may ask a question to the referee or make them aware of a call contrary to the LFSL ruleset, but a competitor MAY NOT argue with, fight, or threaten a referee = disqualification and POSSIBLE ejection from the competition.
- **Property damage:** The intentional damaging of anyone's property or the property of the venue where the tournament is held will result in immediate disqualification, ejection from the tournament, and possible legal action.

ETIQUETTE & PROCEDURE

Respect is of utmost importance

SALUTATION:

- Competitors will salute each other before and after the match.
- Competitors will shake hands, fist bump, or hug after the match.

VOCALIZATION:

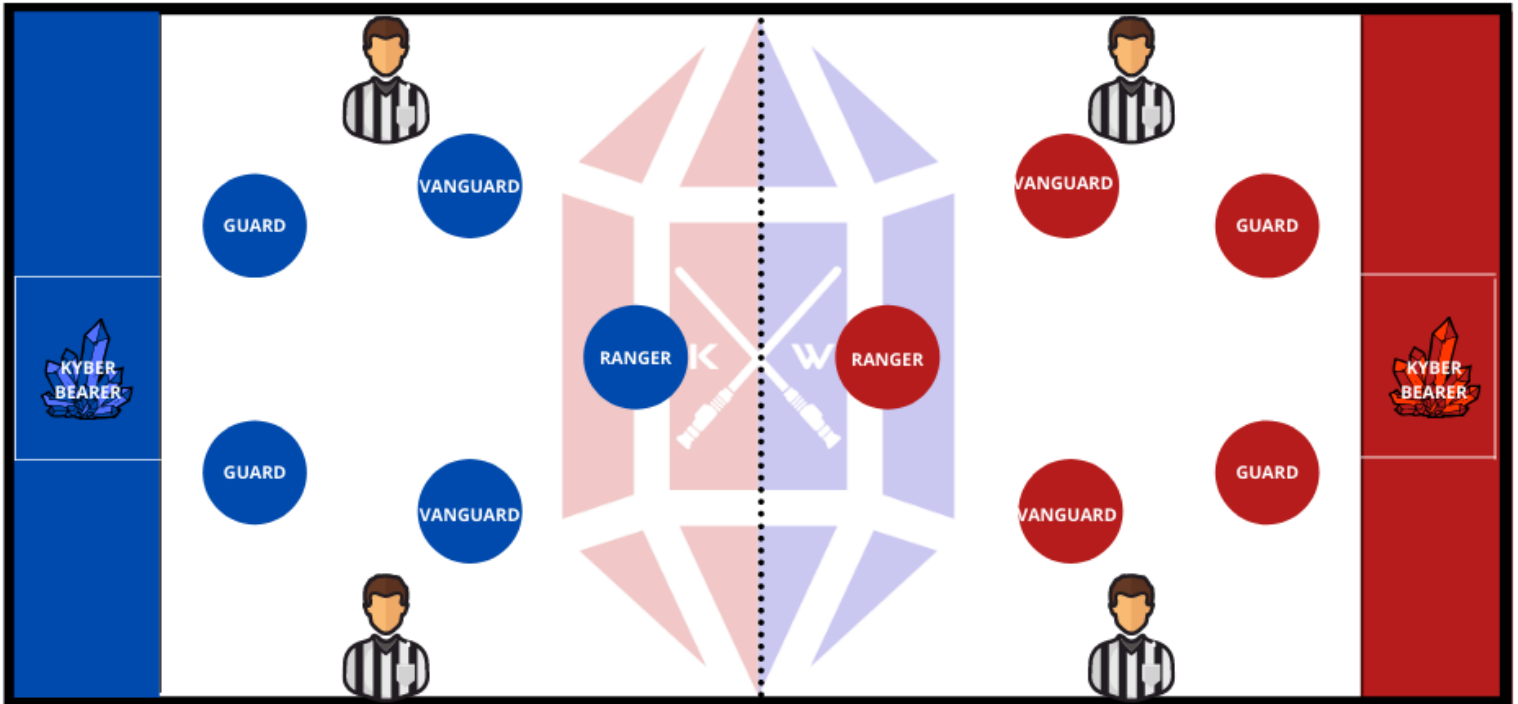
- Competitors may speak to or exchange friendly banter, as long as it is respectful and not distracting. NO TRASH TALKING!
- Celebrations are acceptable as long as they are tasteful, not overly done, or hurtful to the opponent.
- Competitors are encouraged to concede a landed strike against themselves, if a referee has missed it.
- Competitors may not argue with or deny a referee's ruling. Head referee's ruling is final.
- Competitors may not try and intimidate/threaten another competitor or official. THIS IS NOT THE UFC!
- There will be no swearing or foul language allowed at any time. This is a family event.

MATCH PROCEDURES:

- Each team will be given a color at the start of the season
- Each team will start on their own side of the arena in their respective positions.
- When a team is ready to begin the round, all members must raise their sabers to signal the referee.
- Teams will then salute and begin the round once the referee blows his whistle.
- While the match is in effect, the referee will blow a whistle and call "BREAK" when a capture or penalty has occurred.
- Competitors will stop immediately return to their sides after every "BREAK".
- Matches will resume when the referee blows the whistle and says "BATTLE, FIGHT, DUEL, BEGIN, etc"

ARENA LAYOUT

FIELD OF PLAY



KYBER WARS



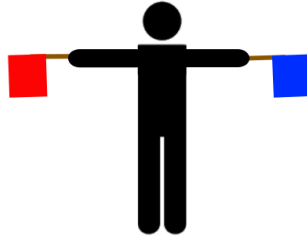
REFEREE SIGNALS



CLEAN HIT



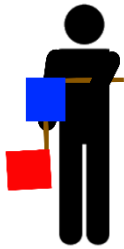
SIMULTANEOUS CONTACT
POINT RED



SIMULTANEOUS CONTACT
NO POINT



NO CALL
ABSTAIN



MINOR VIOLATION
WARNING



MINOR VIOLATION
POINT RED



DISARM BLUE
3 POINTS RED



YELLOW CARD
MAJOR VIOLATION



RED CARD
MAJOR VIOLATION



BLACK CARD
MAJOR VIOLATION
DISQUALIFICATION