



LIGHT FORCE ACADEMY & LIGHT FORCE SABER LEAGUE (LFSL)



SABER COMBAT RULE-SET

(MIDGRADE)

REVISED OCTOBER - 2021

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INTRODUCTION

Light Force Academy, Order of the Paladin, is a premier academy where students are instructed in the art of Light Force Saber Combat (LFSC), currently one of the only complete Saber Combat Systems in the United States, focusing on both the martial art and the sport aspect of saber combat. Developed by the Masters of Light Force Academy, the LFSC system utilizes methods and techniques of weapon combat from several disciplines: Japanese Kendo & Bojutsu, Korean Haidong Gumdo, Chinese Jian Sword, Fencing, Filipino Escrima, and various historical European weapon arts (i.e. long sword, cutlass, rapier, pike, etc.). Utilizing traditional weapons arts in a fun and engaging atmosphere, students will have the opportunity to learn, train and compete in an official tournament dueling capacity, using high quality LED stunt sabers.

Light Force Academy offers an effective yet safe method of weapons training that is both extremely fun and rewarding! In addition to being challenged both physically and mentally through various exercises and drills, students will learn important life skills through constant focus on the Light Force Academy motto: Discipline, Honor, Respect.

The Light Force Academy / Light Force Saber League midgrade ruleset was designed for competition and league play. Our goal is to provide a new option for saber combat competition, in addition to the other awesome styles of saber combat competition such as: LSL, TSL, PSA, SMAF, LSOT etc. We desire to fill the void in saber grades competition (between Light & Heavy) with the opportunity for all to learn, improve upon, or further add to their training and by offering a fun and dynamic midgrade ruleset. We find value in all styles of saber combat and competition, and we hope you all find value in our ruleset as well. Our primary goals are fun, safety, and unity. Enjoy and thank you for choosing to take part!

TOURNAMENT STRUCTURE/GEAR REQUIREMENTS

OFFICIALS:

Director, Two referees (Head & Secondary), and a scorekeeper/timekeeper. Referees will reward points.

RING SIZE:

- Standard 20' x 20'
- Alternate 15' x 30'
- Maximum 30' x 30'.

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

BOUTS:

- Pool Qualifiers: 2 ½ -3 minutes or 10 points
- Elimination Brackets (25%-50% promotion): 2 ½ -3 minutes or 12 points
- Semi-finals & Finals: 3-5 minutes or 15 points
- Bout Length: 2 ½ -5 minutes

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

SABER REQUIREMENTS:

- Hilt maximum length: 13.5"
- Blade maximum length: 36" measured from outer edge of emitter.
- Must have working LED...flickering sabers are NOT PERMITTED.

**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)
- **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. No sharp parts or metal quillions. Quillions to be no more than 6".

GEAR:

- **Requirements:** Fencing Mask, Red dragon gorget or similar, Lacrosse gloves, groin cup, elbow guards, knee guards, light to midgrade torso protection (chest & ribs), closed toe rubber soled shoes (cleaned and debris free if martial arts mats are used)
- **Recommendations:** shin pads, full torso protection (Shoulders, ribs, chest, back), forearm guards, thigh padding (Padded compression shorts), back of head protector

STRIKES/SCORING

- **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, back, abdomen) = 3 points
 - Head (Front, Side, & Top) = 2 points
 - Arms (shoulders/collar bone, upper arm, elbow, forearm) = 1 point
 - Legs (thigh, knee, shin) = 1 point
 2. **THRUSTS**: Strike with tip of blade
 - Chest (below collar bone to sternum) = 1 point
 - Upper Ribs (only at the same level as valid chest thrust) = 1 point
 - Arms (**above** wrists to below shoulders) = 1 point
 - Shoulders
- **Invalid (NON-Scoring)/Strike zones**:

Strike to wrist, hands, hilt, ankles, feet, thrust (to abdomen or legs) = 0 points no stoppage
- **Simultaneous scoring**:
 1. **True Double**: When combatants strike at the “exact” same time as perceived by the referees. The higher scoring strike zone will be awarded the point(s) by deducting the opponents strike zone score. (i.e. Red strikes the head (2 points) while Blue strikes the leg (1 point) simultaneously. Red is awarded 1 point (Head strike – Leg strike = 1 point)
 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 full points. No deductions.

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 1 point to opponent*
 - **Ring Out** - when any part of the foot lands on or passes the boundary line = *1st time is a warning. 2nd and thereafter is 1 point to opponent*
- **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.*
- **Disarm:** Dropping saber from legal strike, being struck, or poor handling = *3 points to opponent*

MAJOR VIOLATIONS:

1st infraction is a verbal warning. 2nd infraction/Yellow Card is a warning with 1 point awarded to opponent. 3rd infraction/Red Card is a final warning with 3 points awarded to the opponent. 4th infraction/Black Card is a disqualification of the bout and will carry a red card to every match thereafter in the competition or can be a possible ejection from the competition. At the discretion of the Tournament Director.

- **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 one's self.*
- **Illegal Strike/Strikezones:**
 - Strike to the back of the head, neck/throat, groin.
 - Thrust to the face, back of the head, neck/throat, groin
- Any move that would put you or your opponent at risk is disqualified

DISQUALIFICATION

- **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 is 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:

- There will be three referees/judges. Two in the ring and one table referee/judge. Table referee/judge will only score or make a decision if there is a discrepancy between the two ring referee/judges
- Competitors will be given a color (red or blue) and will be asked to stand in his/her corner.
- While the match is in effect, the referee will call "BREAK" when a point or penalty has occurred.
- Competitors will stop immediately return to their corners after every "BREAK".
- Matches will resume when the referee says "FIGHT, DUEL, BEGIN, etc"

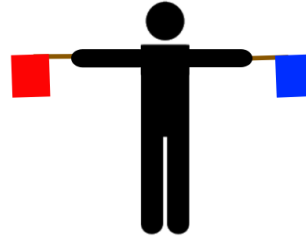
REFEREE SIGNALS



CLEAN HIT



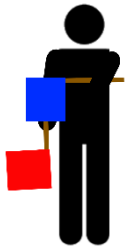
SIMULTANEOUS CONTACT
POINT RED



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