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Knights Tournament Rules

Participants

Only the officially invited Knights can join the tournament

The Tournament

All participants will face duels in combat, fighting with the two-handed sword and the spear.

With every weapon is allowed to bring and use also a dagger.

All duels will see the participants face with the same weapon.

All participants in the first phase will fight an equal number of fights with the sword and the spear.

First phase and final phase

At the end of the first phase will be chosen the best knights that will join the final phase of the tournament and fight in direct-elimination duels.

Equipment

Each Knight must have complete armor with a closed helmet.

The armor should be placed in a historic period between 1360 and 1410.

The armor should be previewed and accepted by the judges through photographs.

Armor will be further checked on the tournament day.

The armor must have:

- Steel greaves or made with leather and steel.
- Steel legs or made with leather and steel, with steel knee.
- Gambeson
- Riveted chain mail
- Steel arms protection or made with leather and steel, with steel elbow
- Steel chest or alternatively knight brigantine (no Wisby-style are accepted)
- Steel Gloves.
- Helmet with closed visor.
- Steel chest or alternatively knight brigantine (no Wisby-style are accepted)
- Padded neck protection with chain mail.

Weapons

The weapons that will be used are:

- Long sword, rounded and not sharpened.
- Spear with maximum 2m length, rounded and not sharpened. It can have a steel butt.
- Dagger: this will be provided by the judges and will be the same for all the fighters.



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The Duel

All clashes involve the two knights facing each other with the sword and with the spear in two successive rounds. Each round will last for an hourglass lasting approximately 2 minutes (120 seconds). During these 2 minutes the clash will NEVER be interrupted by the judges except to stop potentially dangerous situations for the fighters or in case of surrender of one of the two knights. At the end of the first round the change of weapon will take place and the second will start immediately.

Winning a Duel

The duel will be judged by the other knights who observe the clash. The entire tournament will be divided into two distinct groups, the knights of one group will judge the clashes of the other. Each knight has to choose who the winner of the duel is for him, keeping these rules in mind. The votes will be collected by the notary and will not be made public until the end of the first phase.

Sword Duel Rules

The two fighters who will face each other with a long sword will be able to hit with the cut and the tip of the sword at any point of the opponent. Hits with the pommel of the sword are also allowed. It is allowed to grab the opponent's weapon and disarm him.

Valid points are limited to all tips or cuts of the sword at all points not covered by armor plates.

Hits will have to be carried with right strength, shots too weak can be considered invalid. Hits must be carried with 2 hands, hits with 1 hand are valid only in tight game.

All other games like a disarming or takedown the opponent are also allowed.

Spear Duel Rules

The two fighters who will face each other with a spear will be able to hit with the cut and the tip of the spear any opponent's point. Hits can also be carried with the tip or cut of the dagger.

Are allowed also hits carried with the stick or kick of the spear, or the dagger's pommel.

It is allowed to grab the opponent's weapon and disarm it.

Valid points are limited to all tips of the spear at all points not covered by armor plates.

Hits will have to be carried with right strength, shots too weak can be considered invalid. Hits with spear must be carried with 2 hands, hits with 1 hand are valid only in tight game.

All other games like a disarming or takedown the opponent are also allowed.