



Jyväskylä Academy of Historical Martial Arts
Jyväskylä

AhmaCub 2026 Tournament rules

Tournament rules
19.5.2026



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1. Tournament rules

The competition organizer reserves the right to make any changes.

The fencers participate at their own risk and discretion and are expected to follow the spirit of the tournament rules. Each bout should maintain a polite quality and instructions from tournament officials respected.

The fencers will receive red or blue armband before the bout, and they will be known by their colours during the bout.

The fencers will start on either the blue or red end of the fencing area. The fencers will start at their respective starting position. When the bout is ready to start the referee will call the fencers to salute and begin the bout by calling “fence”. When the referee calls “break”, the fencers must immediately halt their actions, separate and return to their starting position until the referee calls “fence” again.

The bouts will be fought until ten (10) points have been reached. If time is reached before the cap, the bout will be won by the fencer who has more points when “time” is called.

If the score is equal when the bout ends, the bout is declared a draw. In the event of a draw during an elimination bout, the bout will continue to sudden death, the first fencer to win an exchange wins the bout.

2. Bout time

A bout is fought for 3 minutes or until one fencer has reached the score cap.

Timekeeping is not paused during the scoring. In case there is a longer break in the bout for any reason, the referee will call a time-out.

Ten seconds before the time limit is reached the table will call “Last Exchange!”. The current exchange will be allowed to run to its end, as long as the fencers are actively trying to engage. If the fencing becomes passive the referee will call an end to the exchange. If “last exchange” is called after an exchange has ended, or while scorable actions are being performed, there will be one more exchange, which will be the last.



3. Scoring

The following targets are illegal and do not score points.

- Back of the head
- Spine
- Groin
- Back of the knee
- Achilles tendon
- Foot

If the cap is reached during the bout, the table will inform the referee who will terminate the bout.

The maximum points fencers can receive in an exchange is three (3).

3.1 Scoring during the bout

Points will be awarded for strikes, thrusts and slices made with the edge of the weapon. Strikes made with the crossguard are not allowed. The strikes must be controlled. Strikes that land with the flat of the blade or are made without proper arc and intention are worth no points.

- Strikes to the head and neck area will be awarded three (3) points.
- Thrusts to the torso and to the head will be awarded three (3) points.
- Other allowed targets and controlled strikes with the pommel to the mask or indicating a strike to the mask will be awarded two (2) points.
- All one-handed strikes outside of grappling will be awarded two (2) points regardless of the target.
- All one-handed thrusts outside of grappling will be awarded two (2) points regardless of the target.
- The after-blow should happen immediately after the opponent's strike. Strikes after this are not qualified. The after-blow should be executed with intention and proper arc and be in motion at the latest when the opponent's strike lands.

After the first hit either of the judges will call "point". After a possibility for the after-blow has been given, the referee will end the match by calling "halt" or "break". After this the fencers must discontinue attacking and return to their starting positions. The referee will ask the judge to show the points by calling "judge". After this the judge will indicate the highest scoring blow for each fencer.



The point judge will use the following semaphores to indicate points after an exchange:

- 3 points: holding flag straight up
- 2 points: holding flag straight out to the side
- Insufficient quality: waving flag straight down
- No hit: holding flag down, crossed in front of body
- A hit was landed, but the judge didn't see where it landed: holding flag horizontally before the eyes

The referee will decide the final scoring but can use points given by the judge. If needed, the referee can have a short interaction with the judge, but they should abstain from longer discussions.

After-blows and simultaneous hits are treated the same and both can score regardless of who struck first. The hits from both fencers are scored independently by the judges; the scorekeeper is responsible for calculating the final score of the exchange.

Incidental strikes, cuts with poor edge alignment, very light cuts with the point and cuts made with a very small arc do not score. It is up to the fencers to demonstrate "good" and clear hits.

Only indicating attacks with sword due to safety reasons will still score, for example, indicating a strike to the back of the head during a grappling situation will score.

3.2 Scoring in grappling

In a grappling situation, a fencer can score by striking with the weapon or by specific grappling actions. These special situations are scored by the referee alone; the judge only scores possible strikes with the sword. The referee will halt the action in case of a judge calling "point", if there is a scoring grappling technique, if the grappling is at stalemate, or if the referee thinks there is a safety issue. A stalemate is five (5) continuous seconds without either fencer advancing into a more advantageous position.

Grabbing a hold on a stationary sword is allowed.

The following techniques score in grappling:



- If a fencer pushes both feet of their opponent outside the fencing area and remains inside with at least one foot. Likewise, if a fencer accidentally leaves the area with both feet, the opponent is awarded two (2) points. When a fencer has one foot outside and the other is in the air, the fencer has left the area. Strikes with the sword done by a fencer outside the arena do not score.
- If a fencer loses their weapon for any reason, and grappling distance is broken, their opponent will score three (3) points if they retain their weapon.
- Controlled takedowns that place any other part of a fencer but their feet on the ground, the fencer that remains standing scores three (3) points. Likewise, if a fencer falls outside grappling distance, their opponent will score three (3) points. If both fencers go to the ground, points are not awarded.
- When a fencer has four or more points of contact on the floor, the fencer has fallen down. However, it is not falling down if a fencer temporarily has three points of contact and is able to get up swiftly and is able to continue the bout normally.
- If the other opponent is in a clearly dominant position, three (3) points will be awarded. Situations in question include but are not limited to following: grappling where other fencer has control over the opponent's sword or dominant hand and is indicating a strike with the blade or the pommel of their own sword, if in grappling a fencer has control over the opponent and is indicating a throw or takedown by lifting the opponent in the air, in a manner that the opponent's feet are not touching the floor.
- Kicking, punching and joint locks are not allowed.
- Uncontrolled and dangerous throws or takedowns are disallowed and will be penalized. This includes but is not limited to takedowns or throws that place one fencer in the ground headfirst, takedowns where one fencer lands outside the fencing area, and throws where a fencer is lifted up before being thrown to the ground.

4. Errors and penalties

Each bout should be conducted in a safe and respectful manor. The penalties for errors against these guidelines will be penalized. They can be:

- Warning
- Penalty hit
- Disqualification

The referee will rule according to the tables below.



Format of the bout	First time	Second and following times
Not present during bout call	Warning	Penalty hit
Non regulatory equipment	Warning	Penalty hit
Leaving the fencing area without permission	Warning	Penalty hit
Addressing the referee before the final score for the exchange is announced	Warning	Penalty hit
Unwarranted suspension of the bout	Warning	Penalty hit

Safety	First time	Second and following
Turning the back to the opponent before the referee has called “break”	Warning	Penalty hit
Striking an illegal target	Warning	Penalty hit
Taking the mask off before the referee has called “break”	Warning	Penalty hit
Striking after the referee has called “break”	Warning	Penalty hit
Uncontrolled fencing	Warning	Penalty hit
Violent, dangerous or vindictive action	Penalty hit	Penalty hit
Intentional brutality	Disqualification	Disqualification

Sportsmanship	First time	Second and following
Refusal to obey the referee	Warning	Penalty hit



Refusal to salute the opponent before the bout	Warning	Penalty hit
Refusal to salute the opponent after the bout	Warning	Penalty hit
Refusal to face contestant	Warning	Penalty hit
Person that interferes with the order on the fencing area	Warning	Penalty hit

Use of foul language	Warning	Penalty hit
To favour the opponent or benefit from unauthorized agreements	Disqualification	Disqualification
Violation against sportsman spirit	Disqualification	Disqualification

A warning is valid for the bout at hand. If a fencer commits an error that should result in a warning after already having received a warning the opponent receives two (2) points regardless of which the second error is. If both fencers are given a penalty hit during an exchange, neither will receive points from the penalty hit. If a fencer is given a warning or a penalty hit, they cannot score points from executed techniques in the exchange.

Each warning and other sanctions are recorded in the bout protocol.

If a fencer, second or member of the audience is disqualified they must leave the premises immediately. Violation against the sportsman spirit include, but is not limited to, using foul language, throwing equipment and threatening tournament officials. Sportsmanship spirit is not limited to examples given above, but the situations will be interpreted on the occasion.

In cases where an offense cannot properly be addressed by the referee during the bout, it is possible for the referee or any of the fencers to make an appeal to the tournament manager. The manager has the authority to remove match points from a fencer for a violation and distribute the required sanctions.



5. Injuries

If a fencer is injured during the bout, the referee will call a time-out, and the medical staff will examine the fencer. If the medical staff clears the fencer to continue, and the fencer wishes to do so, the bout can proceed.

If the bout cannot continue within three (3) minutes, the injured fencer will have forfeited the bout.

6. Equipment failure

The referee will call a time-out when equipment being broken or displaced is noticed. If a fencer or judge notices an equipment failure, they should point it out to the referee.

If a piece of personal protective gear is broken, the fencer has three (3) minutes to find a replacement. If this is not possible, the fencer will have forfeited the bout.

