

**IGX Fall 2025
Family Stick Fight
Tournament Ruleset**

Summary & Tournament Structure:

The Family Stick Fight will be a one-hit elimination, team-based Irish stick fighting competition. Shillelagh simulators will be provided (rattan sticks). At check-in, fencers will be sorted into two “families.” Tournament staff will take requests to be placed on a specific team into account, but reserve the right to put you on either team in order to make team numbers equal. Families may name themselves. This tournament is intended to be casual and fun. Don’t get nasty. We love you.

Matches will be conducted in the following manner:

- Each family will form a single file line. This line will be maintained throughout the entirety of the tournament (No trading places!). When it is time to start a new match, the fencers in the front of each line will meet in the ring.
 - “The Ring” is just the field that the tournament takes place on, and will not have set boundaries. If the fencers get too close to spectators during their match, the judges may reset them. If a fencer attempts to run away from the field, they will be eliminated for cowardice.
- The two fencers will be directed to fence by the judges, and their match will continue until either fencer makes a scoring action. The fencer against whom a scoring action was made is eliminated. If both fencers have scoring actions made against them within the same tempo (action), both are eliminated. If any fencer performs an illegal action, they will be eliminated.
 - Self-calling hits made against yourself is allowed, but judges have the authority to overrule a self-called action if they deem the action had insufficient quality. Fencers may not call hits that they have made on their opponent.
- The eliminated fencer goes off somewhere else to spectate or meditate on their defeat. The fencer who was not eliminated will go back to the end of their family’s line.
- Families will send forward fencers to fence until only one family has fencers remaining. The family with remaining fencers will be declared the winning team. If neither family has any fencers left after the final match, both have lost, and we have no winner. Oops.

Scoring Actions:

- Cuts (strike with the side of the stick)
 - No edge alignment requirement (duh)
 - May be made with any part of the stick
 - 90° travel requirement
 - No force requirement! Be chill and have enough travel. These are sticks, not swords.
- Dominance in grappling
 - May be achieved in one of two ways:

- Suppress the opponent's weapon and keep your own weapon free (show us that it's free. You don't need to indicate a strike, but we need to see it clearly)
- Take the opponent's back (i.e. force them to expose their back of head)
 - Can be accomplished via elbow push or other grappling actions, movement around the opponent, or any other legal action
- Disarm
 - A disarm occurs when a fencer drops their weapon for any reason, other than those regarding safety

Thrusts and slices do not score. Thrusts are an illegal action.

- **Target areas:**
 - Head
 - Arms
 - Hands
 - Knees
 - Shins
 - Shoulders
 - Chest (ribs)
- **Non scoring areas:**
 - Stomach/ sides/ hips
 - Thighs
- **Illegal areas:**
 - Back of head
 - Spine
 - Groin
 - Feet

Illegal Actions:

- Striking an illegal area
- Performing a thrust (sticks don't flex)
- Punching, kicking, or otherwise striking an opponent with anything other than the weapon
- Intentionally removing protective gear (yours or your opponents)
- Performing or attempting to perform a throw
- Throwing a weapon
- Striking with excessive force, or performing any action that a judge deems to be reckless or unsafe
- Performing a leaping/ flying attack (attack with both feet off the ground)
- Arguing with or disobeying a judge

Required Gear:

- Fencing mask with no dents or major damage
- Rigid back of head protection
- Rigid throat protection
- Rigid chest protection
- Hard elbow and forearm protection
- Groin protection, if anatomically appropriate
- Hard knee protection
- Hard shin protection
- Shoes
- Gloves: Red Dragons/ lacrosse gloves or better (heavy/ longsword rated gloves recommended). **Red Dragons and lacrosse gloves must have hard fingertip inserts in order to be used.**