

Foam Weapons Contact Sparring-Equipment



Required Equipment — Headgear with full face cage, mouthpiece, groin cup, and safety gloves



Optional Equipment - Chest protector, shin pads, footgear which offers full coverage from heel to toe.



Weapon Contact Sparring Fighting Rules

Equipment:

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Weapon Specifications:

Core: The core part of the weapon should be soft and light wood or synthetic plastic material.

Cushion: The cushion must be of sponge or foam that is light and soft. There should be at least 1/3” of free moving space between the core and the cushion all around in order to buffer the shock.

Cover: The cloth cover material made of slippery texture is required to secure the core and the cushion. And, it should not be sandy or rough in texture, so it does not cause any abrasion when it contacts and brushes the bare skin.

Tip: The Tips of the weapons should be cushioned at least 2 inches thick with very soft sponge, not hard foam.

Handle: The Handle does not require any cushion.

Tip of the handle: The Tip of the handle must be cushioned at least 1 inch thick.

Guards: The guards for swords or spears must be made of soft rubber or foam, or hard sponge.

Tassel: Not required. If used, only red non-metallic tassels are allowed. If any weight is used on the tassels, only sponge weights are allowed.

Flexibility: All weapons should be somewhat flexible, not rigid.

Breakage: If your weapon breaks during a match, the judge will suspend the fight and you may change the weapon (only the same type, identical weapon). No one is allowed to lend a weapon for the safety reason. Therefore, each competitor should have spare weapons.

Damage: If any damage of a weapon occurs, both competitors should voluntarily and immediately stop the engagement. Continuing the fight with a damaged weapon will cause disqualification of the fighter.

Metal: Absolutely no metal parts allowed in the structure.

Weight: All weapons should be light in weight. If a competitor has a heavier than normally accepted ICWSF/WSF certified weapon, he/she should obtain pre-authorization from the center referee prior to competition to avoid disqualification.

A short weapon is defined as any weapon up to 48 inches in overall length. A long weapon is defined as any weapon longer than 48 inches in overall length.

Acceptance of required equipment is at the sole discretion of the Center Referee and tournament staff.

Time: Running two minutes. Time stopped only at the request of the Center Referee. If no scoring or even scores at the end of two minutes, “Quick Death” method is used to determine the winner within