

Tournaments

Reference Document – Rules



Version 1, April 2026

Duché de Bicolline ®



Version 1, April 2026



If there are any differences between this English translation and the original French text, the French version takes precedence.



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General Information

Tournaments at the Duché de Bicolline consist of a series of varied events designed to encourage participation, cooperation, and immersion in a sporting, fun, and unifying context. Although an official tournament can be organized as part of any immersive activity in the Duché de Bicolline, two annual events highlight these competitions of athleticism, skill, and strategy:

- The *Tournoi des nations* is a major sporting and immersive gathering where all the nations of the world come together to challenge one another. Champions are sent from far and wide to prove to the entire world that their region has not only overcome countless challenges, but is still powerful enough to wage war: the clashes take the form of tournaments and competitions rather than massacres and fatal blows.
- The *Grande Bataille de Bicolline* is a summer gathering outside the bounds of time and space where participants from all over take part in the many activities on offer: tournaments, battles, quests, shows, festivals, and much more.

The purpose of this document is to present the rules that govern and regulate the various tournaments: it serves as a common reference for the tournaments as a whole. However, some tournaments feature distinct scenarios or challenges that may vary from one event to the next: in such cases, these additional details will be outlined in the program or game document for the specific event. Therefore, we encourage all participants to review both this main document and the event-specific document to ensure the smooth running of the tournaments.

This tournament reference document will be updated annually and published on the Bicolline website : <https://bicolline.org/en/reglements-des-tournois/>.

Schedules, Locations, Registration, and Earnings

The schedules, locations, registration procedures, and earnings for the various tournaments will be announced in the program or game document for the relevant event. Depending on the event, registration fees (in-game) may also apply. Please check the event document regularly to note any changes or special details, if applicable.

Rules Applicable to All Tournaments

- Some tournaments follow the standard combat rules of the Duché de Bicolline. They are available here: <https://bicolline.org/en/participants-guide/combat-rules/>.
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- It is the hit that counts, not the force with which it is dealt.
- Support referees and tournament organizers by remembering your fairplay and not disputing their decisions.





Artillery



Description

A unique competition, steeped in medieval splendor, is fast approaching. The drums are beating, heralding the gathering of eminent minds and the most talented engineers, all united for a celebration of human ingenuity and genius.

So, oh valiant architects of destruction, prepare yourselves for the ultimate challenge. Join us in this competition steeped in medieval magic, where war machines will reveal their true potential. May the gods of battle be with you, and may your genius light up the skies. May history remember your name, and may your eternal creations inspire future generations. Come, and let the competition begin

Categories

Mixed and Cannons

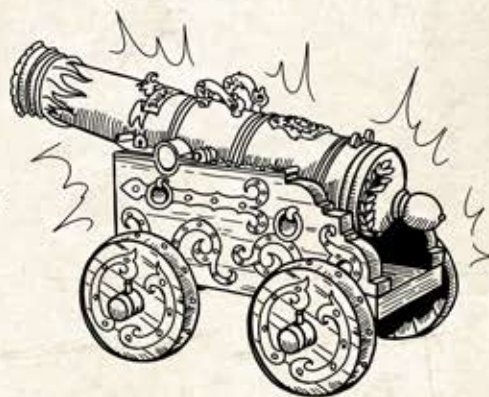
- The competition will not be limited to brute force and firepower alone, but will scrutinize every detail with precision. The speed of your war machines, the efficiency of your operators, the rate of fire, the aesthetics of your creations and—of course—the accuracy of your shots, will all be assessed. Your skill and dexterity may well enable you to etch your name in the annals of the art of war, becoming the heroes of this legendary tournament.
- The various challenges in this category will be announced in the relevant event document or on-site at the start of the tournament.



Artillery

Lavish Display

- For the most grandiose, captivating, and spellbinding war machines, it is possible to win first place in the Lavish Display category! Unfurl your banners and sound your trumpets! May the most dazzling machine and team of operators triumph!



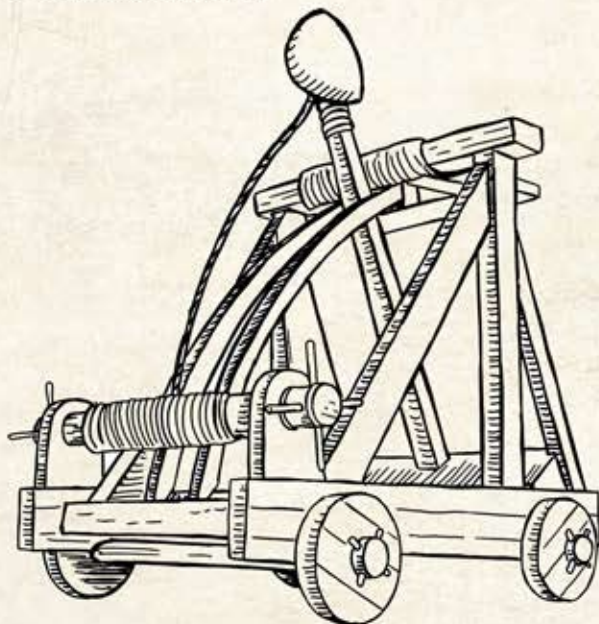
Tournament Rules

- Teams of up to six (6) participants (operators).
- Each war machine must arrive with its operators and all its projectiles.
- Each war machine must be officially homologated immediately prior to the tournament. When required, homologation procedures will be specified in the relevant event document.
- Specific tournament instructions will be provided to participants on-site.
- Support referees by remembering your fairplay and not disputing their decisions.



Equipment

- Cleated or spiked shoes are prohibited.





Assassins

Description

In the shadow of ancient walls, in the heart of the Duché de Bicolline, a sinister tournament will take place. It is there, during this annual gathering, that the most skilled assassins will rise, ready to demonstrate their stealth, their deadly precision, and their unshakeable resilience. The motto that echoes through the dark corridors: kill or be killed.

Will you dare face these fleeting shadows and become the next master assassin?



Tournament Rules

- The sound of trumpets announces the start and end of the tournament. Participants may arrive at any time, but once their armband is fastened, it cannot be removed unless the wearer is assassinated.
- The tournament takes place in Vieille Ville, between the 1540 building and the Coque Rouge's wharf.
- The goal is to eliminate as many opponents as possible and take possession of their armbands.
 - An assassination occurs when a blow is struck to the body (torso and back) or head.
 - If a blow is struck to a limb, it is possible to fight or flee. The injured limb will then respawn.
 - For an assassination to count, the armband (two pieces) must be taken from the victim during the assassination and then handed over to the organizers.
 - The armband must be placed around the LEFT arm, between the shoulder and the elbow, and must be visible—that is, it must not be hidden by any clothing, cape, accessories or other item.
 - When a participant loses their armband, they can no longer commit assassinations until the end of the tournament.
 - If a participant manages to stay alive until the end of the tournament, their armband is included in their total.
 - At the end of the tournament (or once assassinated), participants must go to the edge of the Lice de Trollball to record their assassinations.
 - In the event of a tie, a duel will be organized.
- It is forbidden to seek help or assistance from non-participants.
- Participants may not form teams.
- There will be identifiable referees on the field. They will not help you.
- In the event of a violation, referees reserve the right to disqualify participants.
- Support referees by remembering your fairplay and not disputing their decisions.

Equipment

- Only one (1) dagger (30 cm) per participant is allowed.
- Armor offers no protection: **It is the hit that counts, not the force with which it is dealt.**



Arm Wrestling

Description

Instead of crossing swords, opponents must instead lock hands. This handshake, however, is anything but friendly; the sole objective is to break your opponent's mental and physical strength in order to make them submit. Make sure your tankard is full of gut-busting beer, and watch out for enemies who cough—they might take you down with the plague rather than their muscles.

Categories

- Women's
- Mixed

Tournament Rules

- This is a single-elimination tournament.
- Initial opponents will be drawn at random.
- Participants must arrive at the table within thirty (30) seconds; a delay is considered a loss.
- If there is an odd number of participants, a draw will be held.
- Choice of which arm to use. In case of disagreement, the right arm takes precedence.
- The referee is responsible for ensuring that participants are in proper position before announcing the start of the match.
- The referee will be assisted by two (2) marshals, who are also responsible for monitoring the position before the start and ensuring it is maintained during the round.
- Arms must be bare from the hand up to 4" above the elbow; hands must be centered on the table and wrists must be straight. Shoulders must be parallel to the table.
- The free hand must hold the hand peg. At no time may the free hand leave its position. If the free hand leaves its position, the referee will call a foul and restart the round.
- The elbow of the wrestling hand must remain at all times within the cushion included in the table.
- If the grip is released, the referee will restart the round and may tie the opponents' hands together if necessary.
- On the second foul, the victory will be awarded to the opponent.
- During the match, participants must never be touched.
- Support referees by remembering your fairplay and not disputing their decisions.





Decorum

Camp



Description

The guild with the most beautiful camp will be crowned with a trophy and a reward worthy of its grandeur. Let the hammers ring, the torches blaze, the ornaments sparkle! Your craftsmanship, your imagination, and your shared efforts will be the jewels of this contest where only originality and charm shine! Who knows what fate awaits you... Perhaps you will be the proud victors!

This tournament takes place only during the Grande Bataille of Bicolline.

Categories

Construction

- Guild site that must contain at least one permanent structure (building).
- The entire site will be evaluated, not just the structures (decorum tents, common areas, etc.).

Camp

- Guild site consisting of decorum tents.
- The entire site will be considered, including access points and common areas.



Decorum

Camp

Tournament Rules

- Only guilds that have pre-registered are eligible.
- Guilds that have previously won this tournament may enter again only if they have a new concept or a major improvement to their camp.
- Constructions and camps that receive the highest scores based on the criteria below will be declared winners for their respective category. Each criterion is worth up to five (5) points, for a maximum total of 35 points.
 - Overall cleanliness and maintenance of the site.
 - General site layout and organization.
 - Absence of visible non-decorum elements.
 - Visual elements and guild identifying marks.
 - Atmosphere, accessibility, and hospitality.
 - Concept originality and level of wonder ("wow" factor).
 - Creativity in concealing anachronisms.
- The jury consists of four (4) members from different guilds, the Tournament Coordination Team, and a representative from the previous year's winning guild.
- Show the jury members your camp life, its thematic aspect, and its uniqueness. This is not just a simple tour of the physical facilities.
- The jury will conduct its evaluation tour according to a predetermined schedule.





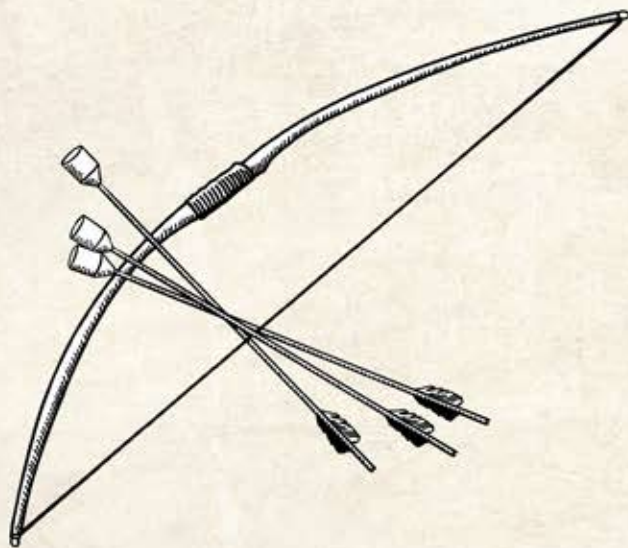
Cercle de Loren



Description

A legendary competition is underway: the Cercle de Loren tournament. Like flying arrows piercing the sky, the most skilled archers gather to compete in a test of skill, precision, and speed. In a symphony of bow and string, arrows soar, grazing the target with mesmerizing grace.

Will you be daring enough to join the ranks of legendary archers and add your name in the annals of the Cercle de Loren, where mastery of the bow and the elegance of the arrow reach their apogee?



Tournament Rules

- Qualification round : double elimination.
- Final round : single elimination of the qualifying round's 16 best archers.
- One-on-one match: two (2) archers face each other around a circle 30 feet in diameter, each holding three (3) arrows.
 - One (1) arrow may already be nocked.
 - Archers must complete at least half a turn (passing their opponent's starting position) before they can take their first shot.
- All contact count (hands, bow, held arrows, private parts, etc.).
- Starting positions alternate between each successful shot and all arrows are recuperated by the archers.
- The first archer to score two (2) hits wins the match.
- Support referees by remembering your fairplay and not disputing their decisions.

Equipment

- Participants must have their own equipment (previously homologated):
 - One (1) bow.
 - Three (3) arrows.
- Cleated or spiked shoes are prohibited.



Champions



Description

In medieval lands, an exceptional tournament is underway. Brave fighters proudly brandish their shields and have the opportunity to choose from a wide range of weapons. For years, the most formidable warriors of the Duché de Bicolline have been facing off in this competition, offering a captivating spectacle for all to enjoy.

Be prepared to witness the skill, strength, and strategy of these valiant combatants. May the gods of war guide you as you immerse yourself in this medieval clash, where only the best will emerge victorious and etch their names in the annals of time.

Tournament Rules

- One-on-one matches.
- Double elimination: each participant has a minimum of two (2) matches before being eliminated.
- Armor, including the helmet, offer no protection. **For safety reasons, wearing a helmet and eye protection is strongly encouraged.**
- The applicable combat rules are those of the battlefield.
- **It is the hit that counts, not the force with which it is dealt.**
- A participant who displays aggression or violence toward other participants or referees may be expelled from the tournament.



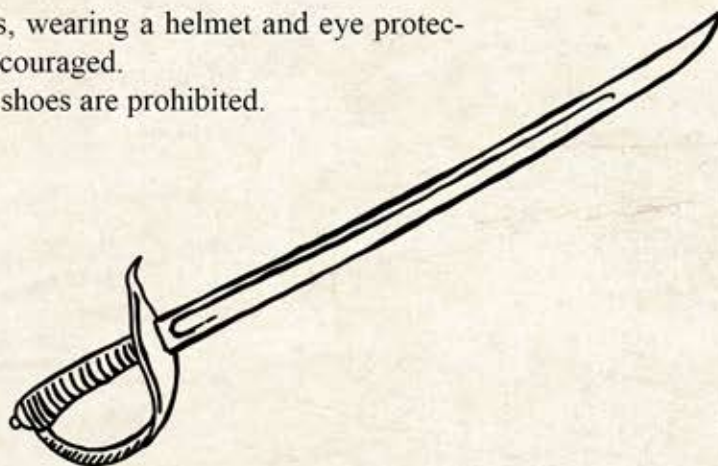
Champions

- A point is cancelled if the winner of the exchange is the participant who struck their opponent in the face or too hard in such a way that a referee felt the need to intervene.
- If the dangerous behaviour highlighted by the referees is repeated, the participant loses their match.
- No physical contact (automatic disqualification).
- Participants can use different weapons and/or shields.
 - During a “best two out of three” series, participants must keep the same weapons and/or shield for all rounds.
 - Participants may however change weapons and/or shields between rounds of the ranking table.
- Support referees by remembering your fairplay and not disputing their decisions.



Equipment

- Participants must have their own equipment (previously homologated):
 - Weapons under 152 cm (60").
 - Shield.
- For safety reasons, wearing a helmet and eye protection is strongly encouraged.
- Cleated or spiked shoes are prohibited.





Kroft's Hunt

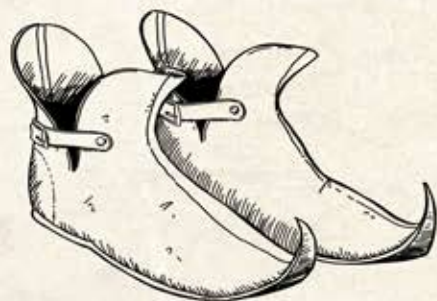


Description

Can you find a set of random objects across the Duché de Bicolline as quickly as possible? If you answered yes, then this is the perfect event for you.

Tournament Rules

- Participants can register individually or in teams.
- Participants will receive a list of items to collect as quickly as possible.
- Items must be handed over to a referee at the Auberge before the end of the tournament.
- The participant or team with the most items on the list will win the prize and the honor of being declared the winner.
- All items must be returned to the participants.





Combat

Archery



Description

Arrows are flying everywhere. You must be fast, precise, and agile to stay alive until the end of the various rounds. A fine blend of cowardice and skill. New legends are about to be born!

Your best archers will face off against their rivals in six-on-six skirmishes while defending their own flags. These archery battles take place in a defined area and are supervised in collaboration with the Combats d'archers de Montréal team.

Tournament Rules

- The tournament format (round-robin, single elimination, etc.) will be announced in the event document or on site at the start of the tournament.
- Matches between two (2) teams of six (6) participants.
- The winning team will be the one that wins the most rounds in 15 minutes.

Fairplay

- Any verbal or physical abuse is prohibited.
- Respect for participants and referees is paramount.
- Moving or striking arrows in the center: It is prohibited to strike your opponent's arrows when taking arrows from the center.



Combat

Archery

- **Being struck by an arrow:** If a participant is struck by an arrow, they must leave the field. The referee will intervene if required, but the participant should leave the field on their own. If a participant strikes an opponent with an arrow and they do not leave, they must wait until the end of the round and report this to the referees. Participants who cheat will receive a warning and/or a penalty.
- **Hiding among the “dead”:** To avoid confusion surrounding “dead” participants, a participant may not hide near those who have been eliminated.

Field

- **Neutral zone :** The neutral zone is delimited by the white lines in the center of the field. A participant must have both feet behind this line to shoot.
- **“Dead” zone :** The starting zone is marked by a yellow line. Participants who have been eliminated must stay there. If a participant shoots from the “dead” zone, they are eliminated.
- Structures on the field cannot be moved.

Arrows

- **Center placement:** Arrows are placed next to each other in the center of the field. Each arrow is placed in the opposite direction to the arrow next to it.
- **Selecting an arrow on the first run:** On the first run to the center to pick up an arrow, a participant may not pick up an arrow whose notch is not pointed toward them. These arrows are reserved for the opposing team.
- **Only one arrow at a time in the neutral zone:** A participant may take only one arrow at a time in the neutral zone at any given time. A participant may return to take another arrow as many times as desired, but always only one arrow at a time.

Target

- **Moving the target:** The target may not be moved. If a target is moved, the referee blows the whistle to call a time-out and put the target back in place.
- **Balls:** The balls are placed in the target so that they protrude partially from the target. The referee checks them between each round.
- **Hitting a ball:** When a ball is hit out of the target, one participant returns to the game. If two balls fall at the same time, two participants return to the game.
- **Blocking the target:** A participant may not block the target. If a participant catches an arrow or is hit in front of the target, the referee counts the target as hit and brings a participant back into play. However, the ball remains in the target and can still be used.



Combat Archery

Catch

- **A caught arrow:** A caught arrow brings an eliminated participant back into play.
- **What counts as a catch:** An arrow is considered caught if it comes into contact with a participant or their bow and then touches nothing else before coming to a stop.
- **What is not considered as a catch:** If the arrow touches anything after hitting a participant, it is not considered caught. If the arrow touches the ground, the net, a wall, or an obstacle, the participant is eliminated. The arrow must come to a complete stop before coming into contact with an object for it to count as a catch.



The Pan

- A metal plate is suspended in the air at the far end of the field on either side.
- Once per game, a team can aim at the plate (the pan) to bring all eliminated team members back into play.

Back into Play

- When a participant comes back into play (returns to the game), they must touch their own back wall before they can be considered “alive” once again.
- A participant who is coming back into play cannot pick up arrows as they pass and they cannot be eliminated until they’ve touched their back wall.
- However, the participant must touch the back wall within five (5) seconds of a caught arrow or a dropped ball.

Elimination

- **Elimination :** A participant is eliminated if they are hit by an arrow and fail to catch it before it touches the ground or an object.
- **Rebounds:** If the arrow touches the ground, wall, net, target, another participant, or an obstacle before hitting a participant, the participant is not eliminated. An arrow eliminates only on first contact.



Combat Archery

Exiting the Field

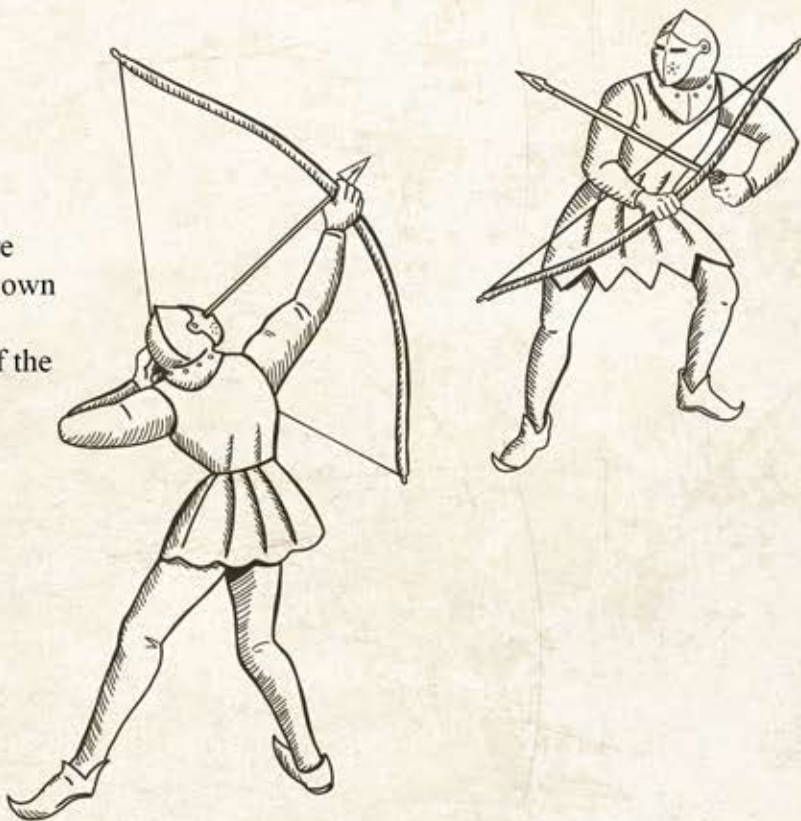
- When hit, a participant must raise their hand in the air and leave the field as quickly as possible, trying to walk along the end of the field so as not to obstruct the view of other participants.

Fouls

- Anything that goes against fairplay is considered a foul.
- If a participant commits a foul, the referee blows their whistle and all participants must stop moving immediately.
- Participants who had an arrow in hand must place it on the ground in front of them and wait for the referee's whistle to resume play.
- The referee who blew the whistle indicates which participant has committed the foul and sends them to the “dead” zone.
- The game resumes at the sound of the referee's whistle.
- A participant may be expelled from the game if they commit four (4) fouls or one (1) serious foul.

Equipment

- Arrows are provided.
- One (1) homologated bow and one (1) mask are provided to participants who do not have their own equipment.
- Participants can use their own mask and bow if the latter has been homologated beforehand.





Kroft's Race

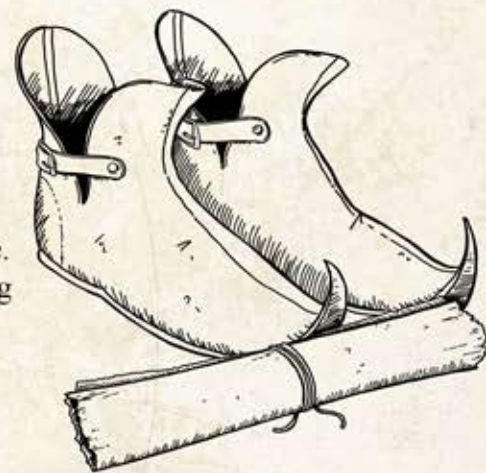


Description

Are you fast, clever, and dexterous? Are you good with a spear, sword, or bow? If you answered yes to any of these questions, then this is the event for you! Kroft's Race is a competition that requires you to move quickly through the Duché de Bicolline while completing a series of different challenges. Some are physical, some are intellectual, but all are entertaining.

Tournament Rules

- Teams must consist of between three (3) and five (5) participants.
- At the start of the tournament, a referee will explain the first challenge to be completed.
- Once this first challenge is completed, teams will receive an envelope containing a map and four (4) additional challenges to tackle.
 - These challenges can be completed in any order.
 - A team receives one (1) token for each successfully completed challenge.
- Once all five (5) tokens have been collected, teams must return to the starting point of the race to receive their final challenge.





Cutpurse Challenge of the Great Violet Company

Description

Think you're smart, sly and, above all, patient? Take part in the Great Violet Company's Cutpurse Challenge! The challenge runs from Monday to Friday, day and night. When you sign up, you'll receive a red pouch with clothespins attached to it. You must always wear the pouch and protect your clothespins from theft during the challenge while trying to steal other participant's clothespins. Whoever has the most clothespins at the end of the challenge will be named Pickpocketing King or Queen and will have all the glory that goes with such a title.

May the best pickpocket win!

This tournament takes place only during the Grande Bataille of Bicolline.

Tournament Rules

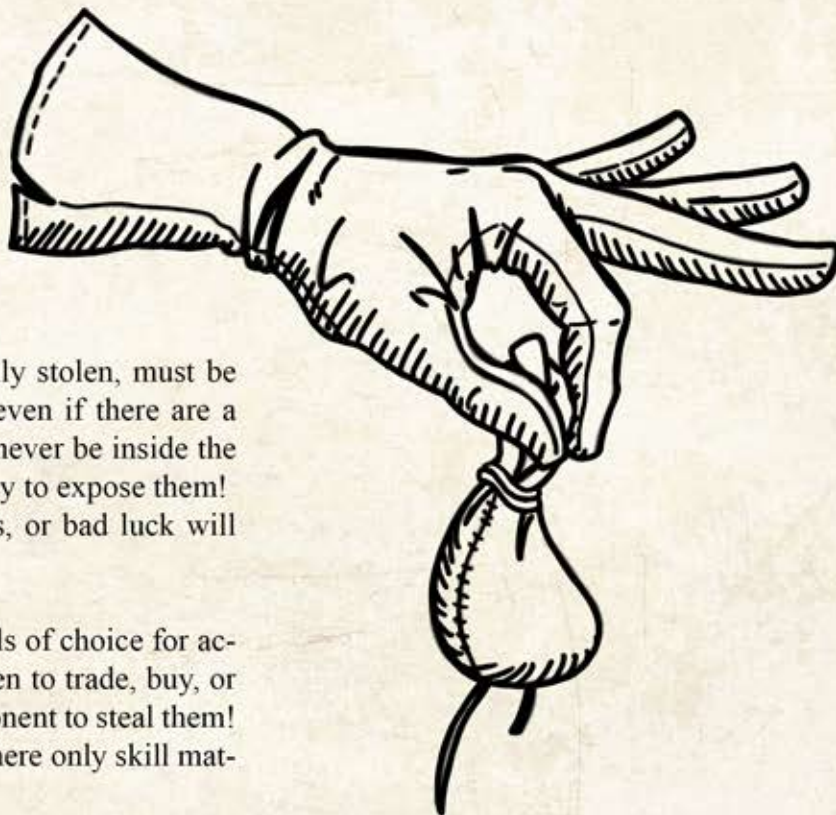
- Participants will receive a red pouch with clothespins attached to it:
 - The pouch must be worn in the front on a belt or around the waist (avoid the crotch area or any other private area of the body).
 - The pouch must be visible and must not be covered or hidden.
 - A participant may not attempt to steal another participant's clothespins if their own pouch is not visible.
 - The pouch must be worn at all times during the tournament, except when swimming or during combat.





Cutpurse Challenge of the Great Violet Company

- The theft cannot take place if the victim is not wearing their pouch: this is not a reflection of pickpocketing skills!
- Please return the pouches and clothespins to the organizers at the end of the tournament.
- A participant must attempt to steal another participant's clothespins without getting caught. If the victim reports the theft within three (3) seconds, the stolen clothespins must be returned.
- As a target, you can quickly push away the hand that is trying to steal your pouch, but this must be done respectfully. If contact is made with the pickpocket's hand, the pickpocket is obliged to hand over one of their own clothespins to the intended target.



- All clothespins, including those successfully stolen, must be attached to the outside of the red pouch, even if there are a large number of them. Clothespins should never be inside the pouch. It's up to the participant to find a way to expose them!
- Clothespins lost through neglect, accidents, or bad luck will not be replaced.
- Broken clothespins don't count.
- Deception, skill, and distraction are the tools of choice for acquiring clothespins. However, it is forbidden to trade, buy, or negotiate for them, nor to "murder" an opponent to steal them! The Cutpurse Challenge is a tournament where only skill matters.



Baron's Chess



Description

An exceptional tournament takes shape. Here, battles take a different turn, as strategists swap the battlefield for the chessboard, revealing the ingenuity of their tactics and the unpredictability of their troop movements, all in the quest for victory. Nothing is ever clear-cut or obvious in this war of wits where every decision can change the course of destiny.

Get ready to dive into this battle of wisdom and intelligence, where the most brilliant minds compete for dominance. May your strategy be daring and your moves unpredictable, for in this merciless confrontation, only the most cunning will triumph.

Tournament Rules

- Semi-rapid game, 25 minutes per participant.
- Round-robin tournament based on Swiss system.
- A piece that is touched is a piece that is played.
- Participants will be ranked by level if known, then by random draw.
- Subsequent rounds will be determined according to the rules of the Swiss system.
- In the event of an odd number of participants, a bye worth one (1) point will be awarded to one participant by random draw.
- One (1) point for each win, half (0.5) a point for each draw.
- The winner is the participant with the highest total. In the event of a tie, a win with black pieces takes precedence over a win with white pieces.
- In the event of a tie at the end of the rounds, a tiebreaker will be held using five (5)-minute blitz games. The winner will be the first participant to accumulate a two-win lead.





Warrior's Endurance



Description

The Duché de Bicolline is populated by intrepid warriors, and we're on a quest to find the most resilient soul among them! Combatants will face off in duels within a merciless arena. But here's the twist: points are not only awarded to the victors, but also to those who suffer defeat! A participant must accumulate as many points as possible throughout the tournament, demonstrating their courage and perseverance.

Rise to the challenge and prove your worth in this tournament, where every fight is an opportunity to excel. May every blow you receive bring you one step closer to glory. Show the world that you're ready to endure the trials of the arena, to fight with honor, and to rise again, ever stronger. Ultimate victory awaits, offering a place among the living legends of the Duché de Bicolline.

Tournament Rules

- The applicable combat rules are those of the battlefield.
- It is the hit that counts, not the force with which it is dealt.
- Whether they wear armor or not, participants have one (1) point of protection on each limb, in addition to the basic life point. For safety reasons, wearing a helmet and eye protection is strongly encouraged.
- Each participant will be numbered, and the field will be divided into several lanes so that at least four (4) duels will always take place simultaneously.

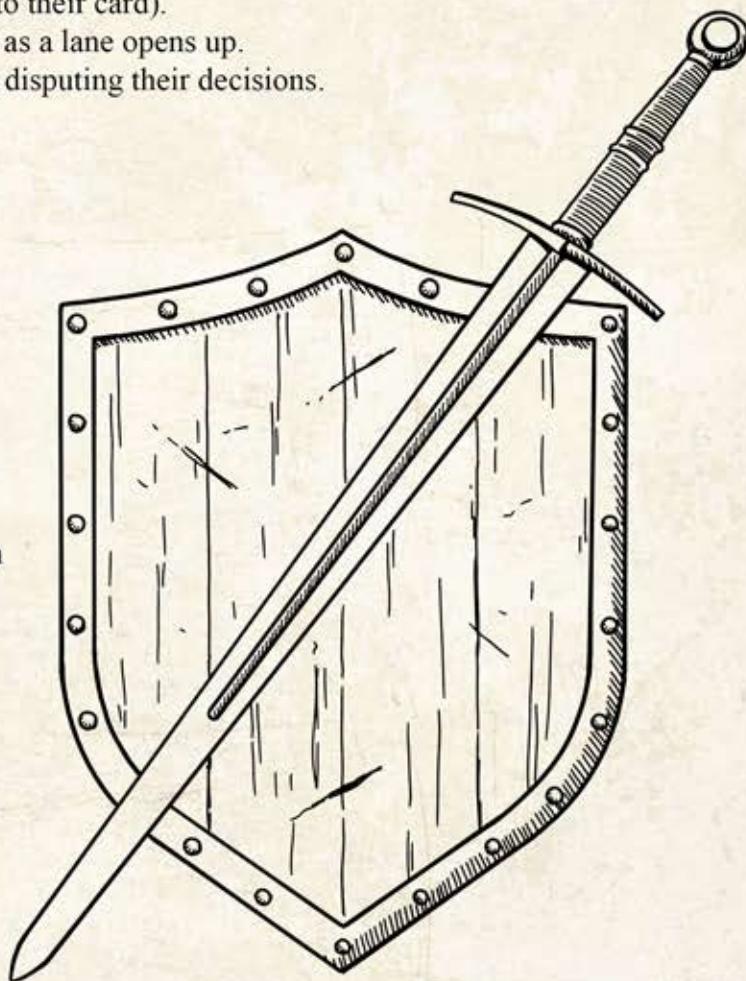


Warrior's Endurance

- Contact between the two weapons must be made to signal the beginning of the fight.
- When a participant wins their duel:
 - They remain in their lane and immediately face another opponent.
 - If they lost one or many points of protection or life during the previous duel, these losses carry over to the next duel.
- When a participant loses their duel:
 - They approach the marshal in charge of scoring and provide two (2) pieces of information:
 - The winning participant's number (the marshal adds two [2] points to their card).
 - Their own number (the marshal adds one [1] point to their card).
 - They then go back to the line to fight again as soon as a lane opens up.
- Support referees by remembering your fairplay and not disputing their decisions.

Equipment

- Participants must bring their own equipment (already homologated):
 - Weapons under 152 cm (60").
 - Shields are permitted.
- Projectile weapons are forbidden.
- For safety reasons, wearing a helmet and eye protection is strongly encouraged.
- Cleated or spiked shoes are prohibited.





Trials of Strength

Description

The Duché de Bicolline trials of strength are back! The Lotus No Chi's legendary finesse is being put to work to make the Duché de Bicolline's greatest strength tournament official. Under the watchful eye of officials, participants will compete in five events—five challenges—with only one first-place winner per category.

Come witness feats that will make history, or better yet, sign up to become a legend yourself!

Categories

Our organization is committed to implementing inclusive policies that ensure fair participation for all participants, regardless of gender identity. We strive to create an environment where everyone feels welcome and respected, including non-binary individuals.

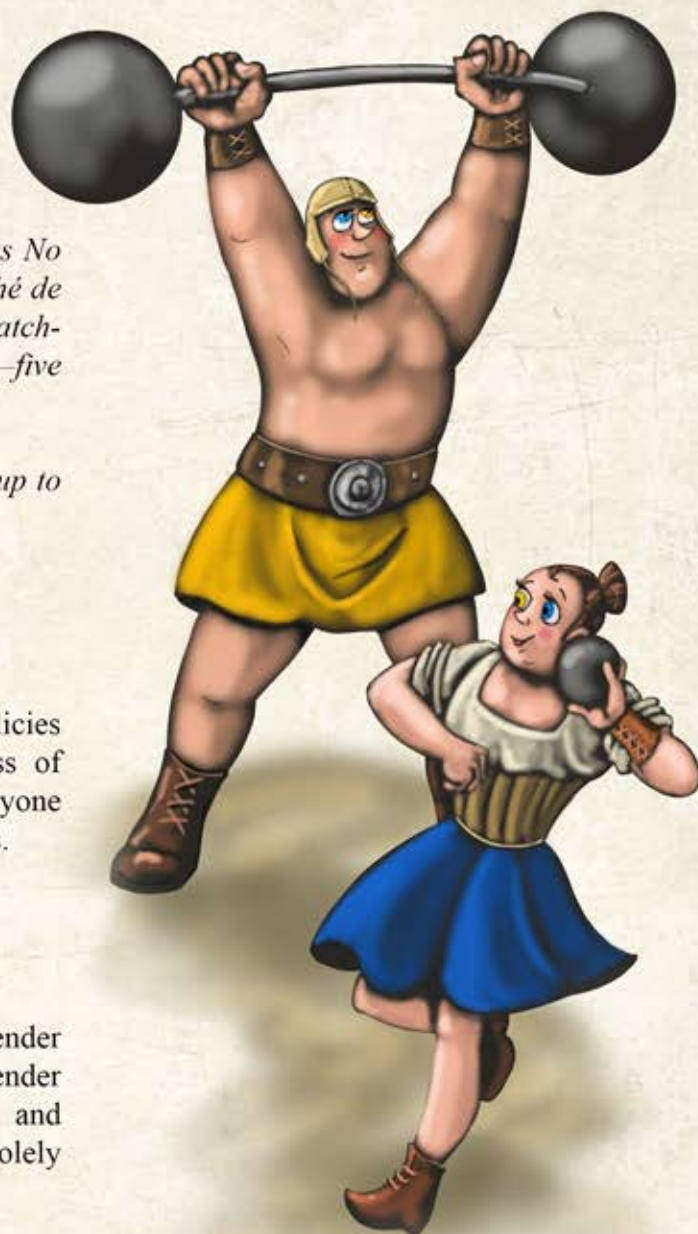
Open and Lightweight Open

These categories are open to all participants, regardless of gender identity. Eligible participants include cisgender men, cisgender women, transgender individuals, non-binary individuals, and anyone of any other gender identity. Participants are ranked solely based on their performance.

- Open (no weight limit) :
 - Men +90kg
 - Women +65kg
- Lightweight Open :
 - Men -90kg
 - Women -65kg

Women and Lightweight Women

- This category is reserved exclusively for cisgender women.
 - Women's : +65kg
 - Lightweight Women's : -65kg





Trials of Strength

Tournament Rules

- The various challenges for this tournament will be announced in the relevant event document.
- Support referees by remembering your fairplay and not disputing their decisions.

Scoring

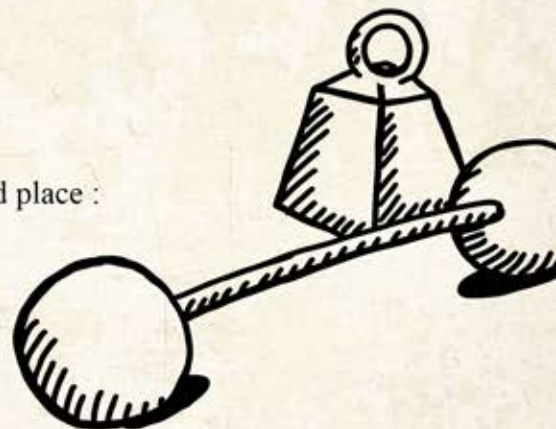
- A participant who is unable to complete a movement does not receive any points for that challenge.
- A participant who is absent from a challenge is considered eliminated. However, they may continue the competition as a non-competitor (no official ranking).
- There are eight (8) ranking positions. First place is worth eight (8) points, and last place is worth one (1) point. In the event of a tie, participants receive half (0.5) a point less than their rank.

- For example, if there are six (6) participants and a tie for 2nd place :

- | | |
|-------------------------|-----------------------|
| ◦ 1st place = 8 points | ◦ 3rd place= 5 points |
| ◦ 2nd place= 6.5 points | ◦ 4th place= 4 points |
| ◦ 2nd place= 6.5 points | ◦ 5th place= 3 points |

- For example, if there are six (6) participants and a three-way tie for 2nd place :

- | | |
|-------------------------|-------------------------|
| ◦ 1st place= 8 points | ◦ 2nd place= 5.5 points |
| ◦ 2nd place= 5.5 points | ◦ 3rd place= 4 points |
| ◦ 2nd place= 5.5 points | ◦ 4th place= 3 points |



Withdrawal

In the event of a withdrawal, the scoring system for Challenge 1 remains unchanged. For example, if ten (10) participants take part in Challenge 1, the 1st place winner receives ten (10) points and the participant ranked last receives one (1) point.

If, by Challenge 3, two (2) participants have withdrawn, the 1st place winner still receives ten (10) points, but the last among the remaining participants receives three (3) points.

Equipment

- The use of gloves, powerlifting belts, and tape is permitted as long as it remains decorum. Tournament organizers and referees reserve the right to refuse any equipment that violates the event's spirit or decorum.
- The use of chalk is permitted for all challenges.
- Cleated or spiked shoes are prohibited.



Fines Lames



Description

Swordsmanship competitions are back in all their medieval glory! The most bloodthirsty and battle-hardened warriors gather to pit their wits against the best in an atmosphere of open camaraderie. Under the admiring gaze of the crowd, gleaming blades meet in a ballet of skill and determination.

Whether you're a fearless female combatant or a formidable male fighter, prepare to enter the arena with grace and courage. Competitions include women's and mixed duels, as we celebrate the strength and skill of all fighters.

Categories

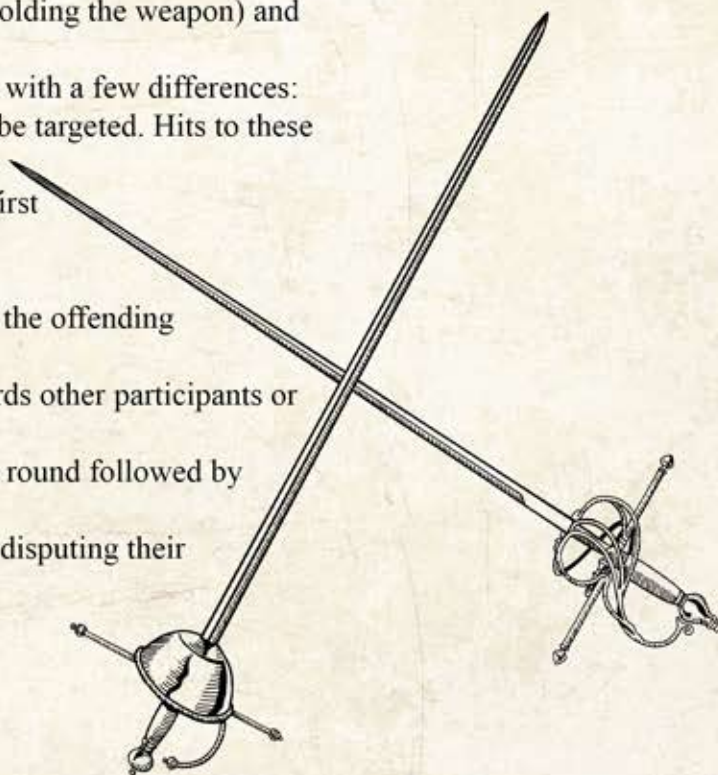
- The tournament consists of three (3) different leagues (during the Grande Bataille de Bicolline only):
 - Women's League.
 - Regular Mixed League: This league is mostly for new participants registering for this tournament.
 - Mixed Duché League: Maximum of 32 participants.
- Participants who have won previous editions of the tournament are strongly encouraged to register for the Mixed Duché League. If the maximum number of registrations is exceeded, their applications will be given priority.
- Registration for the Mixed Duché League excludes the possibility of participating simultaneously in the Regular Mixed League.



Fines Lames

Tournament Rules

- Refereeing for this tournament is primarily carried out by the competing participants.
 - The participant who receives the first hit must concede the point to their opponent.
 - Be courteous: It is up to your opponent—not you—to declare if they have been hit. No attempts at intimidation or manipulation will be tolerated.
 - It is the hit that counts, not the force with which it is dealt.
 - Participants may agree that the hits were simultaneous, in which case the point is cancelled.
 - If the participants competing against each other cannot reach an agreement, the referees will intervene.
 - At any time, if the referee observes any irregularities or behavior contrary to the values of the Duché de Bicolline during the tournament or in the decisions taken by the competing participants, they may overturn the participants' decision and decide the outcome of a point or the duel.
- All valid hits are counted (including those to the hand holding the weapon) and earn one (1) point for the participant.
- The applicable combat rules are those of the battlefield, with a few differences:
 - The eyes, nose, mouth, throat, and genitals may not be targeted. Hits to these areas are not valid.
 - A point is canceled if the participant who made the first contact strikes an invalid target area.
 - Thrusts above the shoulders are prohibited.
- If dangerous behavior noted by the referees is repeated, the offending participant loses the duel.
- Any participant displaying aggression or violence towards other participants or referees can be expelled from the tournament.
- The tournament consists of two (2) phases: a qualifying round followed by an elimination round.
- Support referees by remembering your fairplay and not disputing their decisions.

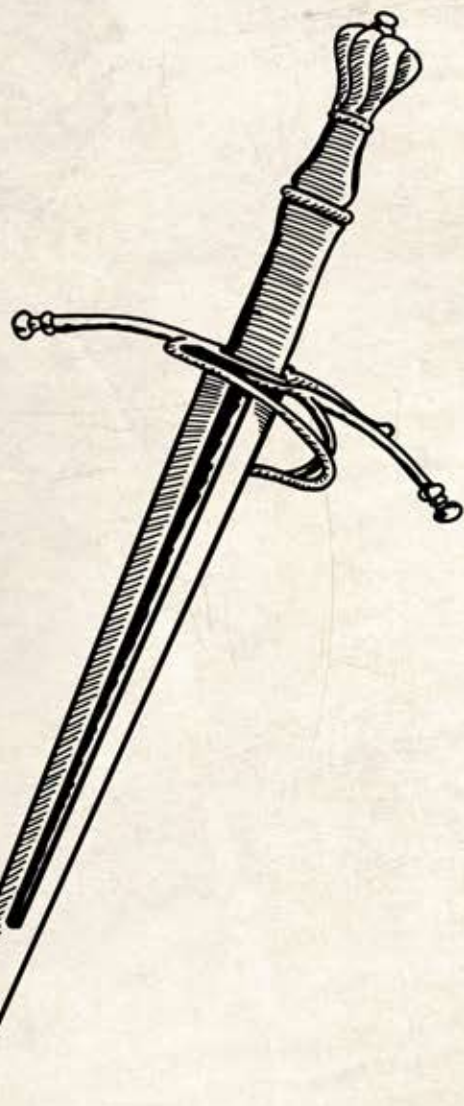




Fines Lames

Qualification Round

- Each participant competes in **three (3) duels** against randomly selected opponents.
- Qualifying duels are best two out of three.
- The scoring system is as follows:
 - **2–0** victory: **3 points**
 - **2–1** victory: **2 points**
 - Loss: **0 points**
- At the end of the three duels, participants are ranked based on their total points.
- Participants with the highest number of points advance to the next phase.



Elimination Round

- The elimination rounds are **best two out of three**, up to and including the semifinals.
- The **semifinals and the final** are played as **best three out of 5**.
- Starting with this phase, duels are **single-elimination**: the loser of a duel is eliminated from the tournament.

Fairplay

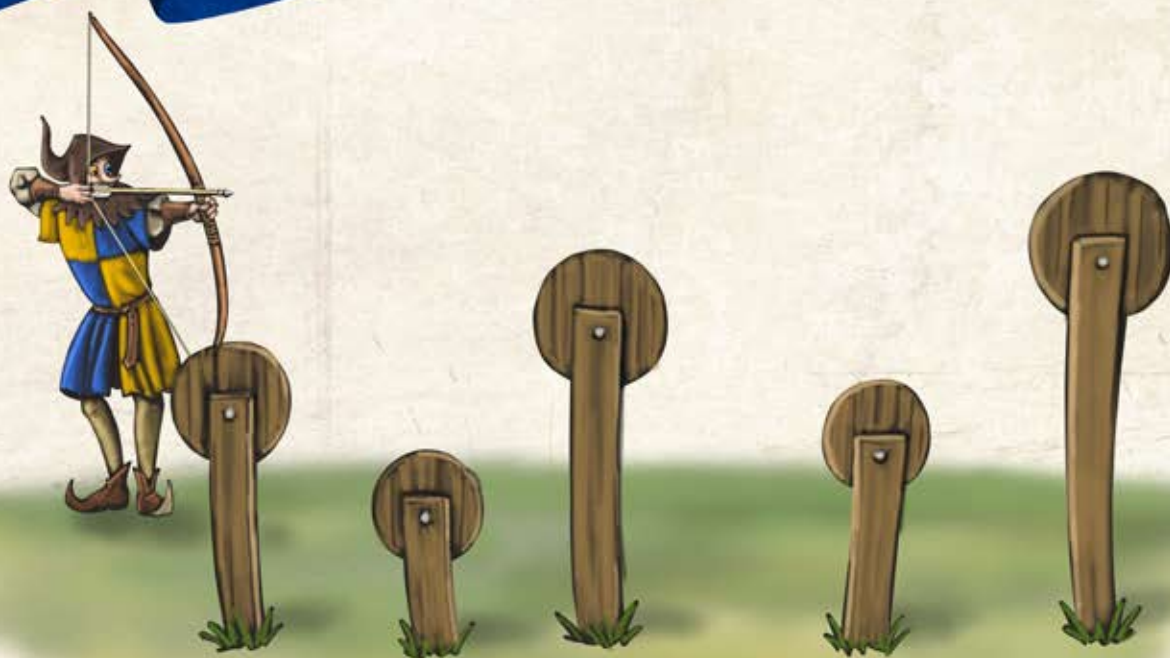
- Any verbal or physical abuse is prohibited.
- Respect for participants and referees is paramount.

Equipment

- Participants must bring their own equipment (already homologated) :
 - Swords under 112 cm (44 po).
- Armor, including the helmet, offers no protection. **For safety reasons, wearing a helmet and eye protection is strongly encouraged.**
- Cleated or spiked shoes are prohibited.



Francs archers



Description

In the heart of medieval lands, archers gather for a legendary tournament. Inspired by the Elves of Irendille, they have established a competition that showcases the crucial skills of archery. Precision, quick decision-making, and speed of execution are the cornerstones of this fixed-target tournament, offering participants an exciting challenge in a setting less intimidating than the formidable Cercle de Loren.

Join us in this event where your skills with a bow will be put to the test, your name can shine, and your art of archery can soar in an unparalleled medieval symphony.

Tournament Rules

- Support referees by remembering your fairplay and not disputing their decisions.

Qualification Rounds

Target Shooting

- Five (5) targets of identical size and identified by different colors and/or symbols will be placed at varying heights and distances.
- The participant must have an arrow nocked, but their bow pointed toward the ground.
- In their hand, the referee will hold five (5) flags identified in the same way as the targets (color and/or symbol).



Francis archers

- At the archer's signal, the referee will raise the first flag, and a 50-second countdown will begin.
 - As long as the flag is raised, the archer has a maximum of ten (10) seconds to shoot at the corresponding target.
 - Once the arrow has been loosed or the ten seconds have elapsed, the referee will raise another flag and so on until the 50 seconds have elapsed or the archer has loosed all five arrows.
 - The hit must be clean, with the tip of the arrow. If the shaft or feathers knock the target down, the hit is not valid.
- The process is repeated until the participant has taken two (2) shots at each target.
- The participant scores one (1) point for each valid target hit, for a maximum of ten (10) points.

Speed Shooting

- One (1) target is placed 15 feet from the participant.
- The participant has 15 seconds to shoot as many arrows as possible at the target.
- The participant scores one (1) point for each arrow that hits the target cleanly.

Final

- Participants have five (5) arrows each and compete for the same targets, standing side-by-side on a line.
- Five (5) targets are placed at equal distances from the two (2) participants.
- Participants may have one (1) arrow nocked, but their bows must be pointed toward the ground.
- At the referee's signal, participants may shoot at will.
- The first participant to hit three (3) targets is declared the winner.
- If no participant has hit three (3) targets after shooting all their arrows, they retrieve them for a second round.
- In the event of a tie, archers lose successive arrows until one of the participants misses a target.

Equipment

- Participants must have their own equipment (previously homologated):
 - One (1) bow.
 - Ten (10) arrows.
- Cleated or spiked shoes are prohibited.



Gladiators



Description

The rules of this tournament are simple and straightforward: no subtleties, no conventions, and no etiquette. Opponents face off, wielding their weapons of choice and seeking to spill blood on the arena's sands, to the great delight of thrill-hungry crowds.

This tournament features team duels, where fighters descend two by two into the arena to compete against another duelling pair. These team clashes are spectacular and demand exemplary coordination from the fighters. Only one team will emerge victorious from this intense tournament!

Tournament Rules

- The tournament is played in teams of two (2) versus two (2).
- The tournament consists of a qualifying round followed by an elimination round.
- If fewer than eight (8) teams are registered, the tournament will be played directly in a single-elimination bracket.
- Participants can use different weapons and/or shields.
 - During a “best two out of three” or “best three out of five” series, participants must keep the same weapons and/or shield for all rounds.
 - Participants may however change weapons and/or shields between rounds of the ranking table.



Gladiators

- **It is the hit that counts, not the force with which it is dealt.**
- A participant who displays aggression or violence toward other participants or referees may be expelled from the tournament.
- A point is cancelled if the winner of the exchange is the participant who struck their opponent in the face or too hard in such a way that a referee felt the need to intervene.
- If the dangerous behaviour highlighted by the referees is repeated, the participant loses their match.
- **No physical contact** (automatic disqualification).
- Support referees by remembering your fairplay and not disputing their decisions.

Qualification Round

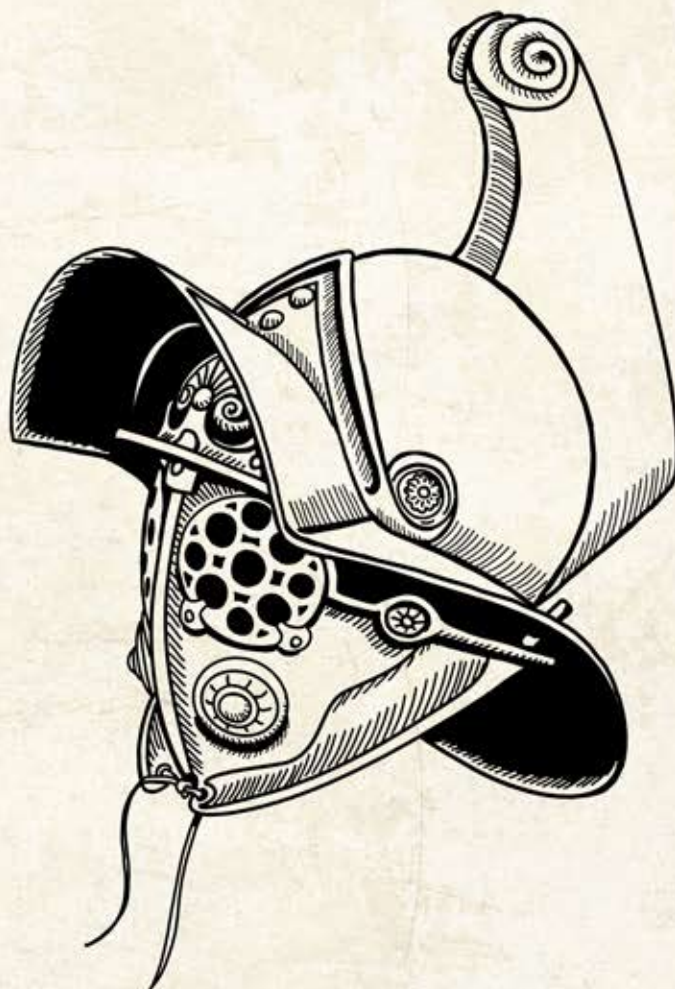
- Each team competes in **three (3) duels** against randomly selected opponents.
- Qualifying fights are **best two out of three**.
- The scoring system is as follows:
 - 2-0 victory: **3 points**
 - 2-1 victory: **2 points**
 - Loss: **0 points**
- At the end of the three fights, teams are ranked based on their total points.
- Teams with the highest number of points advance to the next phase.

Elimination Round

- The elimination rounds are **best two out of three**, up to and including the semifinals.
- The **semifinals and the final** are played as **best three out of 5**.
- Starting with this phase, fights are **single-elimination**: the team that loses a fight is eliminated from the tournament.

Equipment

- Participants must bring their own equipment (already homologated):
 - All weapons are allowed except for projectile weapons.
 - All shields are allowed.
 - Helmets are strongly encouraged for safety and for protection points.
- With the exception of the helmet, armor offers no protection. **For safety reasons, wearing a helmet and eye protection is strongly encouraged.**
- Cleated or spiked shoes are prohibited.





Petanque

Description

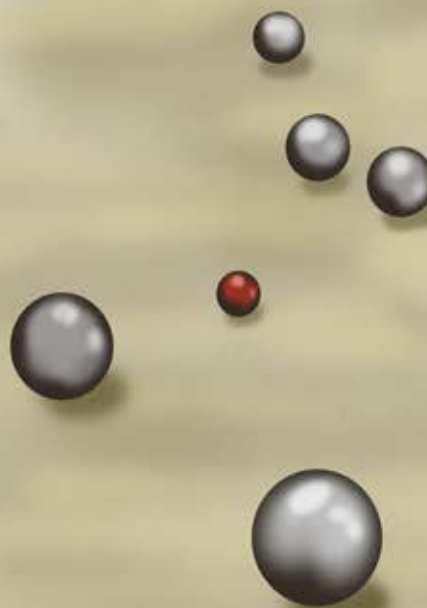
Petanque enthusiasts, get ready for the most exciting tournament of the season! Whether you're a seasoned player or new to the game, this is your chance to showcase your skills on the petanque field. The sun is shining, the boules are polished and the competition is at its peak.

Join us for a day of friendly competition, camaraderie and, of course, those satisfying clinks when the boules collide. So, get your team together, practice your throws, and let the tournament begin! Don't miss this opportunity to satisfy your petanque craving and fight for the title of ultimate petanque champion.



Tournament Rules

- The objective is to score points by placing your boules closer to the jack than your opponent.
- Games are played in teams of two (2).
- Each participant throws two (2) boules per end.
- A participant throwing a boule must do so with the palm facing up.
- The tournament is played on different fields simultaneously in a format where each team will have the chance to play a minimum of two (2) games.
- Each game will be officiated by a scorekeeper.





Petanque

How It Works

- The team that starts the game is chosen by drawing lots, and any participant from that team chooses the starting point and positions themselves in the circle.
- The latter throws the jack to a distance of between six (6) and ten (10) meters before throwing their first boule, attempting to place it as close as possible to the jack.
- A player from the opposing team enters the circle and throws their boule, attempting to place it even closer to the jack than their opponent or knocking it out of the way.
 - If they succeed, it is the other team's turn to play again.
 - If they fail, the players on their team take turns throwing their boules until they win the point or run out of boules.
- As soon as the players on one team have no more boules, their opponents play theirs, trying to place them as best they can.
- Once both teams have no more boules to throw, the points for the current end are tallied.
- A member of the winning team then throws the jack and the next end begins.

Scoring

- A thrown boule that hits the jack immediately scores one (1) point.
- When both teams have no more boules to throw, the team whose boule is closest to the jack scores points for the current end. The team scores as many points as the number of boules placed closer to the jack than the opposing team.
- A regular game is played to thirteen (13) points.
- If the game is tied, an extra end is played.
- If, after 25 minutes of play, neither team has reached 13 points, the teams finish the current end, and the team with the most points wins the game.
- When only eight (8) teams remain, matches (and the final) will be played to twenty-one (21) points with three (3) boules per end.

Equipment

- Teams must provide their own boules.



Tug-of-War



Description

To achieve victory, everyone must contribute to the team effort. Instead of each participant trying to pull the rope on their own, everyone must join forces to prevent their opponents from crossing the line.

Tournament Rules

- Teams are mixed and must include at least one (1) woman.
- Each team may have two (2) substitutes in case of absence.
- Participants must grip the rope any way they choose behind their starting line.
- It is forbidden to wrap the rope around one's body
- Each team must stand behind its starting line when the referee signals the beginning of the round.
- Victory is awarded to the first team to pull the colored ribbon marking the center of the rope back across their own starting line.
- Victory can also be achieved by causing the entire opposing team to trip.



Tactika



Description

Get ready for the battle to crown all battles! In the Tactika tournament, the most intrepid guilds have the opportunity to prove their tactical prowess and determination on the battlefield.

Only the most daring will dare to embark on this quest, where numerous strategic objectives must be achieved to claim the prestigious Tactika Cup. Rise up to the challenge, forge your strategy, and join forces with your companions for the ultimate victory!

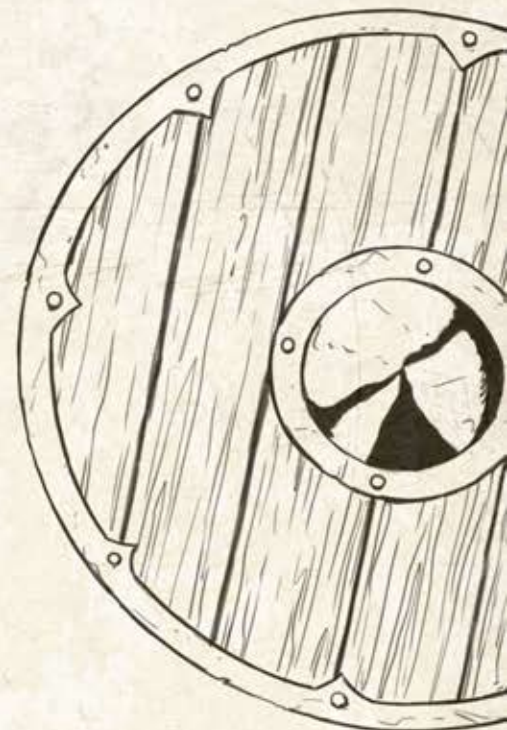
Tournament Rules

- The various challenges for this tournament will be announced in the relevant event document.
- The applicable combat rules are those of the battlefield.
- **It is the hit that counts, not the force with which it is dealt.**



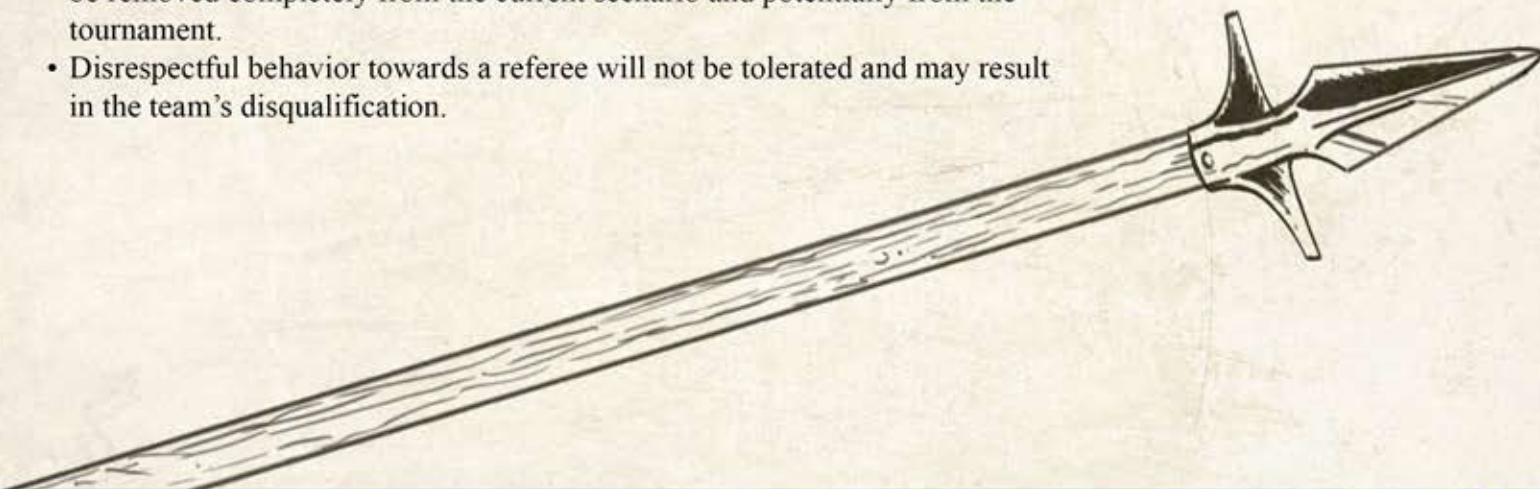
Tactika

- Teams for this tournament are mixed and consist of:
 - Fourteen (14) participants (eight on the field, six substitutes/ reinforcements).
 - One (1) coach (if desired). The coach is not included in the list of participants.
 - In the event of injury requiring a participant to leave the field, they may be replaced by one of the reinforcements.
- This is a round-robin tournament by group. After Scenarios 1 and 2, a ranking will be determined and points awarded to the three (3) best-performing teams in each event:
 - 1st place: 15 points
 - 2nd place: 10 points
 - 3rd place: 5 points
- Each participant must have a visible number. Participants must keep the same number throughout the tournament.
- Support referees by remembering your fairplay and not disputing their decisions.



Fairplay

- If the referees agree that a team (and not individual participants) has not shown fairplay during a scenario, it will be disqualified.
- If the offense is deemed severe by the referees, the offending participant will be removed completely from the current scenario and potentially from the tournament.
- Disrespectful behavior towards a referee will not be tolerated and may result in the team's disqualification.





Tactika

Penalties

- In the event of a penalty, a whistle will indicate a stop in play, the referees consult each other and, if warranted, the head referee calls the penalty.
 - A first offence results in a penalty (orange flag) and a stop of play. The offending participant will be removed from the event for 120 seconds.
 - A second offence results in a penalty (orange flag) and a stop of play. The offending participant will be completely withdrawn from the scenario in progress.
 - If a team accumulates three (3) penalties, it automatically loses the scenario that is in progress.
- **Physical contact:** Penalty awarded when a participant makes physical contact with another participant. The penalty is given to the participant who initiated the contact.
- **Shield bash:** Penalty awarded when a participant initiates contact on another participant or shield with their own shield.
- **Excessive force:** Penalty awarded when a participant uses force deemed excessive by the referees when using their weapon.
- **Ignoring a hit:** Penalty awarded when a participant ignores one or more hits.
- **Unsportsmanlike conduct:** Penalty awarded when a participant constantly argues with the referees, verbally increases the tension between the teams, or disrupts the smooth running of the tournament because of their general attitude.
- **Ignoring a scenario rule:** Penalty awarded when a participant breaks one of the rules of the current scenario (too many polearms, commander hiding in the respawn point, etc.).
- **Jumping:** Penalty awarded when a participant jumps to hit an opponent with their weapon.
- **Not respecting combat rules:** Penalty awarded when a participant does not respect the Duché de Bicolline's combat rules (i.e.: repeated strikes to the face, hooking/immobilizing an opponent's weapon with their own, etc.).

Equipment

- Participants, including substitutes, must bring their own equipment (already homologated):
 - A maximum of three (3) polearms on the field per team, including lances and halberds ranging from seven (7) to nine (9) feet in length.
- Cleated or spiked shoes are prohibited.



Trollball

Description

Trollball is one of the most demanding, exhausting, and spectacular disciplines in the world of the Duché de Bicolline. Elevated to the status of national sport in several Mundus provinces, its athletes often achieve idol status in their homeland. Healer, troller, or reservist, each participant has a well-defined position within their team. The strategy? Strong team cohesion and a solid understanding of fencing are major assets in this enchanting sport.

Will the stadium gods assume their leadership to guide their team to victory, or will they blame the referees again and again for their defeat?



Categories

- During the Grande Bataille de Bicolline, the Trollball tournament is divided into three (3) competitive leagues and one (1) recreational league:
 - Women's League: maximum of six (6) teams.
 - Duché Mixed League: maximum of four (4) teams.
 - Regular Mixed League: maximum of eight (8) teams.
 - Recreational Mixed League: maximum of four (4) teams.
- A team in the Regular Mixed League may include only one (1) participant from the Duché Mixed League, who must be listed on the team roster.
- A team in the Women's League may include multiple players from the Regular Mixed League and/or the Duché Mixed League.



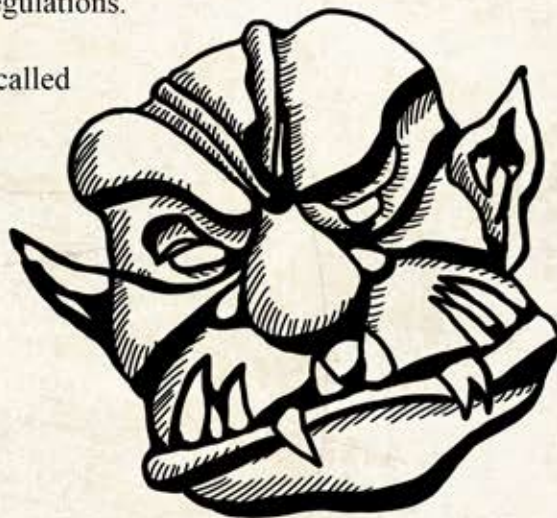
Trollball

Tournament Rules

The objective is to place a troll's head (ball) into a barrel (goal) as many times as possible without being hit by the opposing Trollers (swordsmen). The team with the most points wins.

Team

- A team consists of the following participants, for a maximum of sixteen (16) participants per team (excluding the coach):
 - Seven (7) to ten (10) Trollers.
 - Two (2) Healers.
 - Four (4) Reservists (maximum).
 - One (1) coach, if desired.
- During a match, there are five (5) Trollers and two (2) Healers on the field and between two (2) and five (5) Trollers waiting behind the line in the replacement zone.
- Substitution of a participant during a game is only possible in the event of injury, during a time-out, or at half-time (Reservists). Substitution of a participant between matches is allowed as long as there are no more than 16 participants on the team roster.
- Each team must appoint a Captain whose role is to:
 - Update the team roster during the tournament.
 - Communicate their team's needs/requests to the existing Trollball Committee.
 - Ensure that the numbers of team members are visible to the referees at all times.
 - Promote team spirit and fairplay.
- Each team can have a Coach whose role is to:
 - Ensure compliance with and mastery of current rules and regulations.
 - Ensure their team receives as few penalties as possible.
 - Remove swords from play when one or more penalties are called against their team.
 - Promote team spirit and fairplay.





Trollball

How It Works

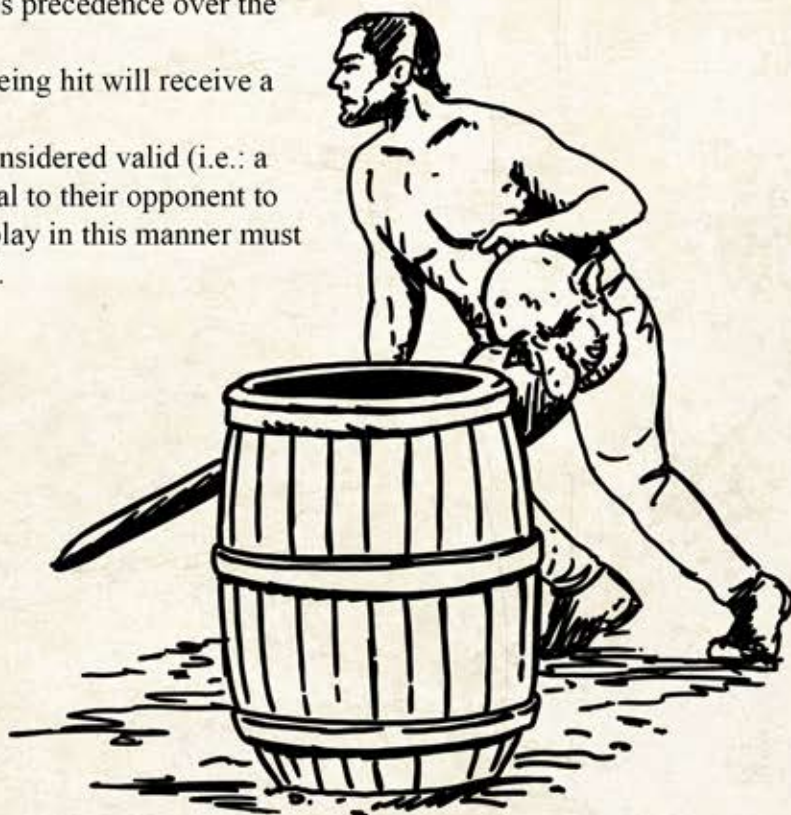
- Any questions or requests to the Trollball Committee must be communicated either before a match, at half-time, or after a match.
- The field measures 27mx15m (90'x50') and is surrounded by a 1 m (4') corridor for Healers. The replacement entry zone measures 2.5 m (8'). Distances in meters have been rounded.
- Team Captains may flip a coin for the choice of field side if they wish.
- The objective is to place a troll's head (ball) into a barrel (goal) as many times as possible without being hit by the opposing Trollers (swordsmen). The team with the most points wins.
- Matches last twenty (20) minutes (two ten-minute halves), plus a three (3) minute break to switch sides on the field. Each team is entitled to one (1) time-out per half.
- In the event of a tie following the three (3) qualifying matches, tie-breaker conditions are as follows, in order of priority:
 - Qualification rounds: If the two teams that are tied faced each other during the qualification round, the winner of that match-up wins the tie-breaker.
 - Point differential: The team with the highest point differential wins the tie-breaker.
 - Penalties: The team with the fewest penalties wins the tie-breaker.
- Troll heads can only be touched with the hands, not with a weapon or feet. The only exception: if a Troller holds the troll head in their hand, it is considered an extension of their body. If the troll head is hit with a sword, the Troller "dies".
- The troll head cannot be thrown: passing to another Troller is therefore from hand-to-hand.
- Only a referee can decide whether a goal is valid by blowing a whistle or, if necessary, retrieving the troll head from the bottom of the barrel and putting it back into play when the goal is invalid.
 - If the barrel has been moved, the referee must return it to its original position as soon as possible without interfering with play.
 - If the barrel has fallen or been moved and the referee is unable to intervene, the participant may put the troll head back where the barrel was originally (which will be marked by the referee, if required).
- There are two (2) Healers per team, as well as a maximum of five (5) Trollers on the field and a minimum of two (2) Trollers in the replacement zones.
- Trollers are armed with one (1) 112 cm (44") sword. There are five (5) swords per team. These must be checked by the referees before the start of the tournament. Bring spare homologated swords in case one breaks.
- At the start of each face-off, the troll head is placed on the line in the center of the field. Both teams must stand behind their respective goal lines and wait for the starting whistle.
- All participants come back to "life" after each point.



Trollball

Trollers

- A hit with the blade or point of the sword on any part of the body, (except above the shoulders) “kills” the participant (ally or opponent). Pay particular attention to hits to hands, fingers, wrists, feet, and clothing.
 - Participants’ heads do not count in Trollball and must not be targeted.
 - All hits above the shoulders are forbidden in Trollball (throat, neck, head, face).
 - A Troller who accidentally delivers a hit above the shoulders DOES NOT “DIE”. They will, however, receive a warning or penalty at the end of the point.
 - A Troller or Healer who RECEIVES a hit above the shoulders DOES NOT “DIE”.
- Substitute Trollers waiting behind their line can only re-enter the field if one of their Healers hands them a sword within the entry zone.
- When a Troller scores a goal, they must return the troll head to the center of the field.
- We ask everyone to show fair play and not swing their sword after being hit.
 - Simultaneous hits are valid. It is up to the referees or the opponent to call out a participant who was unfairly eliminated, based on their best judgment.
 - A hit is considered “simultaneous” when a Troller’s sword is already moving forward at the moment they are struck by their opponent. The time between the two hits must be reasonably short. The referees’ judgment takes precedence over the participants’ perception.
 - A Troller caught swinging their sword after being hit will receive a penalty.
- A Troller who feels that their hit should not be considered valid (i.e.: a not-quite-simultaneous hit) is encouraged to signal to their opponent to stand up. The opponent who is comes back into play in this manner must shout “Vivant!” before returning on the offensive.





Trollball

“Death”

- A “dead” Troller immediately kneels, turns over their sword and holds it vertically close to them. They are allowed to pivot in the direction of the entry zone/baseline, but not in the direction of one of the Healers.
- A Troller may not, for any reason, start moving into a “dead” position and then change their mind unless the opponent who dealt the “killing” blow indicates it clearly or a referee intervenes.
- The “dead” Troller can do nothing more. They kneel where the last hit occurred and wait for a Healer to retrieve their sword, thereby allowing them to return behind the entry zone. If they had the troll’s head in their possession, it must simply be placed next to them, without throwing or hiding it.
- A Troller who leaves the field or steps on a line “dies” and must kneel at the exit point (one foot and their sword inside the field).
- If a Troller completely leaves the field (due to momentum), they “die” the moment the line is touched or crossed. The Troller must return inside the field (one foot and their sword inside the field) to allow a Healer to collect their sword.
- Once the sword has been taken by a Healer, the “dead” Troller must exit the field and join one of the entry zones without obstructing the movement of other participants.





Trollball

Healers

- Healers retrieve swords from “dead” Trollers on the field and return them to substitute Trollers in the entry zones (areas marked out at the four corners of the field). Healers cannot throw swords to substitute Trollers.
- Healers can only carry one (1) sword at a time and cannot touch the troll head.
- Healers cannot heal a Troller that is completely outside the boundaries of the field.
- Healers can run in and out of the field.
- It is allowed to interfere with a Healer's movements as long as there is no physical contact.
- Any part of a Healer's body that is inside the field, including a sword in their possession, is considered in play. Therefore, if a Troller hits this part with their sword, the Healer “dies”.
 - If a Healer is outside the field lines, they are considered out of bounds and can't be the target of sword swings.
 - For example: If a Healer is hit on the elbow while this part of their body was within the field, the hit is valid even if the rest of their body is on the other side of the line (out of bounds). The Healer “dies”.
- When a Healer retrieves the sword of a “dead” Troller and an opponent has already placed their sword on it in a static manner (without movement), the Healer does not “die”. For the Healer to be “killed”, the opponent must deliver a valid strike during the interaction.



- A Healer “dies” in the same way as a Troller. The sword carried by the Healer counts if it is touched by an opposing Troller. If a Healer is hit, they kneel where the hit occurred and wait for the next point before returning to the game.
- Another Healer can retrieve the sword held by a “dead” Healer and return it to a substitute Troller, but this does not bring the “dead” Healer back to life. They must remain kneeling where the hit occurred or leave the field.
- If a team loses both its Healers, it can no longer heal its “dead” for the current point. Whichever team scores the goal, it is counted, the match continues, and the Healers come back to “life”.
- The team that “kills” the two (2) Healers from the other team earns five (5) extra points.



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Numbers

- Participants must have a visible number during every match.
- Participants must keep the same number throughout the whole tournament.

Warnings and Penalties

- **Basic principles:**
 - A penalty results in the loss of one (1) sword for the next point.
 - Penalties and warnings may be given to a specific participant, to a team as a whole, or to both teams as appropriate, at the discretion of the referees and commissioners.
 - If a violation becomes recurrent during the same match, the head referee may issue a general warning to both teams to raise awareness.
 - Three (3) warnings within the same team (whether from the same participant or not) constitute a penalty (all types of warnings combined).
 - A participant who accumulates three (3) penalties in the same match will be disqualified (regardless of the type of penalty).
 - Any form of physical or verbal abuse will result in the immediate disqualification of the offending participant from the tournament, with no possibility of reinstatement. More serious consequences may apply depending on the circumstances.

- **Challenging a decision:** Penalty
 - The referees' decisions are final. Neither participants, captains, coaches, nor spectators may challenge their decisions.
 - If necessary, referees may ask to consult certain participants regarding a situation that requires clarification.
- **Ignoring a hit:** Penalty
 - A participant who ignores a hit will be immediately "killed" by a referee and will receive a penalty at the end of the point.
 - Referees also reserve the right to raise one or more participants who have been "killed" by a Troller who ignored a hit.
 - Warning: if the team of the participant who ignored the hit scores one (1) point, that point will be canceled in addition to receiving the penalty. This also applies to the five points for killing both healers.
- **Striking after "death":** Penalty
 - The Troller takes advantage of the simultaneous hit rule to "kill" one or more opponents before dying. It is forbidden to initiate a sword swing after being hit.
 - Note: This penalty differs from "ignoring a hit" penalty.
- **Extra participant:** Penalty
 - At all times, there must be a maximum of five (5) Trollers and two (2) Healers per team in play. If there are too many participants, the point will be stopped and restarted, this time applying the "extra participant" penalty.
- **Unsportsmanlike conduct:** Warning or penalty, as appropriate
 - This warning or penalty may be given for several reasons: for example, to a Troller who deliberately puts their head in front of opponents' swords to cause them to receive penalties, or a Troller who walks to score a goal or simply does not score a point intentionally.



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- **Physical contact:** Warning or penalty, as appropriate
 - Several actions can lead to physical contact: for example, charging, a poorly controlled jump, a dangerous slide, etc.
 - The result (the physical contact) is penalized, not the cause.
- **Delaying the game:** Warning
 - Several behaviors can lead to delaying the game: for example, excessive showboating, a team arriving late for their game, Trollers on a team taking too long to return behind their starting line after a point, a Troller failing to return the troll head to the center of the field after a goal (or placing it incorrectly), a participant failing to give their number to the statisticians, etc.
- **Hitting the "dead":** Warning
 - Avoid hitting participants who are already "dead". This is unpleasant behavior that causes tension between teams.
- **Hits above the shoulders (head, face, throat, neck, etc.):** Warning or penalty, as appropriate
 - All hits above the shoulders are prohibited.
 - A Troller who accidentally or intentionally strikes above the shoulders does NOT "die." However, they will receive a penalty or warning at the end of the point.
 - A participant who receives a blow above the shoulders does NOT "die" either.
 - Clarification: A participant who receives a blow above the shoulders THAT CONTINUES onto a valid part of their body (shoulder, arm, torso, etc.) must count the blow and kneel.
- **Starting line:** Warning
 - It is forbidden to start with one foot in front of the baseline.
- **Presenting the sword to the Healer:** Warning
 - It is forbidden to extend your sword towards a Healer.
 - However, a "dead" participant may pivot towards the entire zone/baseline.
- **The "dead" don't speak:** Warning
 - The "dead" do not speak, encourage teammates, give advice or warnings to their team, criticize the opposing team or the referees' decisions. They are "dead." ."
- **Damaging game equipment:** Warning
 - It is forbidden to deliberately hit the troll's head (unless it is being carried by a Troller), throw it, kick it, etc.





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Equipment

- Participants must bring their own equipment (already homologated) :
 - Sword 112 cm (44") or shorter.
- Armor and shields are forbidden.
- Only homologated swords of 112 cm (44") or less are allowed, with or without a guard. If the sword does have a guard, it must meet the following criteria:
 - No length restrictions.
 - Total width cannot exceed 15.24 cm (6").
 - The curvature of the guard's arc cannot exceed 180°.
 - The curvature of the guard's arc cannot exceed 25.40 cm (10") in width.
- Costumes must be decorum.
- Armor and shields are forbidden.
- Cleated or spiked shoes are prohibited.
- Playing barefoot is allowed.
- Shoes with turf or indoor soccer soles are allowed, as well as flat-soled shoes without cleats. For safety reasons, all participants wearing shoes must show them to a referee or commissioner before the start of their first game of the tournament to confirm that they comply with regulations.
- Although sneakers or sports shoes are allowed for safety reasons, a standard of decorum must still be observed:
 - Choose neutral colors such as brown, black, or gray.
 - Avoid bright or flashy colors.
 - Avoid very visible branding and logos.

