



# 2007 FINGER JOUSTING

**RULES AND REGULATIONS**

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**2007 WFJF  
UNABRIDGED  
FINGER JOUSTING  
RULES AND  
REGULATIONS**

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**WORLD FINGER JOUSTING FEDERATION**



THE WORLD FINGER JOUSTING FEDERATION

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October 2007

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# WFJF Rules Committee

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Julian Gluck



Aaron Contreras

**Chair:** Julian Gluck  
President and Lord of the Joust  
Executive Committee

**Vice-Chair:** Aaron Contreras  
Chief Marshal  
Executive Committee

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## **General Code of Conduct**

**Respect** - Always honor the outcome of a match. Without personal integrity the WFJF would cease to exist. Respect also includes not intentionally aiming for the groin.

**Decorum** - Do not use profane or lewd speech before, during, or after the match. Remember every time a member jousts, he/she is acting as an ambassador of the WFJF.

**Indisturbance** - Avoid disquieting surrounding bystanders and inanimate objects while leisure jousting. Do not engage in finger jousting matches at inappropriate settings or during inappropriate times.

**Manicure** - Taking care of your fingernails is a sign of respect for your opponent and shows an interest in maintaining a healthy body.

## **Competitors' Code of Conduct**

It is the responsibility of all finger jousters to conduct themselves in such a way as to reflect credit upon their entourage, the sport, and themselves. Further, all finger jousters should realize that their personal appearance, behavior, and standards are related closely to the image of the sport as perceived by all segments of the public and sporting communities. This applies to conduct as a competitor in the arena, while attending the event, while traveling to and from the event, and conduct both on and off the arena. Moral obligation and ethical conduct are parts of winning and losing. Good sportsmanship, pride, honor, and personal behavior should be placed above all else. The rules have been established in the spirit of this statement.

## **Entourages' Code of Conduct**

It is the moral obligation of all members of a competitor's entourage to conduct themselves in such a way as to reflect credit upon their competitor, their profession, and themselves. Personal grooming and appropriate dress is a standard of professionalism. Informal clothing is not considered appropriate attire. Moral obligation and ethical conduct are parts of winning and losing. Good sportsmanship, appearance, pride, honor, and concern for the welfare of the competitors should be placed before all else. The rules have been established in the spirit of this statement.

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## **Referees and Marshals' Code of Conduct**

Finger jousting referees and marshals have the responsibility for conducting matches in a dignified, professional, and unbiased manner and shall deal with all situations in the spirit of good sportsmanship and in the best interest of the finger jousters and the sport. The character and conduct of referees and marshals must be above reproach. When in uniform or on site, a referee or marshal shall not fraternize indecently with competitors and/or entourages. Referees and marshals must keep themselves prepared both physically and mentally to administer matches. Referees will respect the leadership of their marshals in and out of the arena. Referees and marshals will enforce the rules firmly and fairly in both letter and spirit in such a way that attention is drawn to the finger jousters rather than themselves.

## **Spectator Sportsmanship**

The WFJF promotes good sportsmanship through competitors, entourage, and spectators. We request your cooperation by supporting the participants and officials in a positive manner. Profanity, racial, or sexist comments, or other intimidating actions directed at officials, competitors, or entourages will not be tolerated and are grounds for removal from the premises.

## **WFJF Charter**

The World Finger Jousting Federation is dedicated to the jurisdiction and promotion of the sport of finger jousting and providing the necessary instruction for the playing of said sport. We, the members, take it upon ourselves to educate others regarding the rules, customs, and etiquette of the sport. As the official authority on finger jousting, we shall also act as the overseeing body of all official tournaments. Furthermore, we shall make every effort to protect the purity of the sport from those who would wish to alter it.

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# Part I:

## THE RULES

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WFJF Finger Jousting Rules and Regulations have been designed as administrative or conduct rules. Typically, administrative rules are those dealing with the preparation for the competition. The conduct rules are those that deal directly with the competition itself. Some administrative rules (as indicated) may be altered by mutual consent of the competitors and officials. All other rules are unalterable and cannot be changed by mutual consent.

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**All WFJF sanctioned and endorsed events are required to follow the appropriate procedures and conduct matches according to these rules.**

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Those seeking interpretations or clarifications of WFJF finger jousting rules may write to the Federation:

**World Finger Jousting Federation**  
202 North View Pointe Drive  
LaGrange, GA 30241-9194  
United States of America  
Email: [support@fingerjoust.com](mailto:support@fingerjoust.com)

Those seeking information regarding refereeing or marshaling, certification, or clinics may call or write to the international refereeing and marshaling coordinator:

**Chief Marshal**  
5544C Butler Street  
Bolling AFB, DC 20032  
United States of America  
Email: [chiefmarshal@fingerjoust.com](mailto:chiefmarshal@fingerjoust.com)

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# **RULE 1**

## **A Match, Arena, Competitors, Uniforms, and Equipment**

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### **A Match**

#### **Length**

SECTION 1. Matches shall be divided into three rounds consisting of two minutes in length. A round may end when a competitor has scored six points over the duration of the match or time runs out. Matches are played until one competitor reaches six or more points or until the end of the third round. Matches may be ended by one competitor reaching six points, time running out, a forfeiture, or disqualification (medical or penal).

#### **Home-Visiting Designation**

SECTION 2. For scoring and identification purposes, one finger jousting competitor will be considered home (green), and the other will be considered visiting or away (red). In tournaments, the top-half of the match bracket is home, and the bottom-half is visiting. In title matches, the competitor holding the title is home and the challenger is visiting. In other matches, the home-visiting designation may be decided by a coin toss or the like.

#### **Classes**

SECTION 3. Events may be divided into different classes based on weight, gender or age. Each class (excluding certain age classes) counts toward a finger jousting competitor's overall standing record as well as the specific class. Classes are regulated (see Rule 3).

## **Persons Subject to the Rules**

SECTION 4. All arena coaches, personal trainers, and other persons affiliated with a competitor are subject to the rules and shall be governed by the decisions of the referee or marshal.

## **Arena**

### **Arenas**

SECTION 5. Arenas shall be circular or square in shape. If circular, the arena should have a jousting area of between 16 and 30 feet in diameter. If square, each side should be between 16 and 30 feet. There shall be a protective area (or apron) with a minimum width of three feet that extends entirely around the jousting area. The apron shall be designated by use of either contrasting colors or a boundary line (flat or roped). The boundary line shall be considered part of the jousting area and therefore in bounds.

The entire jousting area shall be the same thickness and provide enough protection to limit abrasions and minimal impact damages at the officials' discretion.

It is the responsibility of the event director to ensure that the arena and surrounding facilities meet all regulations. The head marshal shall verbally alert the tournament director of any variance from the regulations.

### **Starting Lines**

SECTION 6. If home and away starting lines are available, competitors shall start each round there. They should be green and red (corresponding to home and visiting), in the center of the arena, 3 feet apart, and be 10 to 12 inches in length. If no starting lines are available, competitors shall start each round 3 feet away from each other in the center of the arena.

## **Competitors**

### **Limitations**

SECTION 7. A competitor can not compete in a class which he/she does not meet the requirements of. A competitor can not compete in more than one class at any event. A competitor can only use his/her right arm as the lancing arm.

### **Medical**

SECTION 8. A competitor shall be medically fit to finger joust on a competitive level and may be disqualified at the head marshal's discretion for not being so. The competitor shall not have any medically sensitive areas outside of the norm which could be seriously injured if prodded during a match. Grounds for such disqualification include a communicable disease, fatal condition, or a high tendency for injurious or fatal damage.

# Uniforms and Equipment

## Uniforms

SECTION 9. A competitor's uniform or "armor" includes the helmet (head), cuirass (upper body), greaves (lower body), sabatons (feet), and gauntlets (hands). Helmets and gauntlets are optional for wear. All competitors must adhere to the following guidelines:

- a. *Armor*. A finger jousting is prohibited from wearing clothing that is profane or lewd; exposes the bosom, belly, or groin; contain sharp or excessively hard parts; and/or interferes with lances. Recommended armor is tight fit, athletic clothing.
- b. *Helmet*. Headwear is optional. Hats can not protrude over the front or sides of the head. A baseball cap turned backward is permitted. Hair should be tied back.
- c. *Cuirass*. The upper body of a finger jousting must be covered (no bare chest) from the shoulders and neck to the waistline. Athletic bras are mandatory for females.
- d. *Greaves*. The lower body of a finger jousting must be covered (no streaking) from above the knees to the waistline.
- e. *Sabatons*. Cleats and related footwear are prohibited. Flip-flops and sandals are prohibited. Recommended footwear includes athletic shoes, sneakers, or wrestling shoes. Any match delay or stoppage directly related to shoelaces shall be treated as stalling.
- f. *Gauntlets*. Gloves are optional and can be worn on the lancing hand or on both the lancing and latent hands. Heavy gloves, gloves that interfere with grip, and/or gloves that extend the length of a competitor's lance are prohibited. Gloves may cover the whole hand, up to the knuckles, and/or the lance.

## Appearance

SECTION 10. Competitors shall not wear jewelry that could be injurious when lanced. Necklaces must be contained underneath one's cuirass. Skin and hair must be clean and not contain foreign substances. Rings shall not be worn on competitors' fingers. Lances shall not be taped around the joints.

## Finger and Fingernail Length

SECTION 11. The length of a competitor's finger shall not be in length longer than six inches. The length of a competitor's fingernail shall not extend beyond the tip of the finger, be serrated or jagged, and/or able to cause laceration injury. The length of a competitor's finger and/or fingernail shall not change in length during the course of the match.

## Markers

SECTION 12. Green (home) and red (visiting) wrist bands may be issued by the event staff to competitors for scoring identification and officiating purposes on the latent arms.

**Special Equipment**

SECTION 13. Competitors may wear hair coverings, pads, and soft braces. Facemasks are prohibited unless authorized by the head marshal. Anything that does not allow normal movement of joints or prevents one's opponent from doing so is prohibited. Hard or abrasive equipment must be padded, and loose equipment must be secured. Protective eyewear, groin protection, and mouth guards are encouraged.

**Enforcement**

SECTION 14. The legality of a competitor's equipment, uniform, and/or appearance shall be decided by the referees and marshals. The head marshal may determine whether a competitor did not comply with health, sanitary, and safety requirements. Failure to do so is grounds for disqualification.

**Recording**

SECTION 15. Recording video, audio, and images for commercial purposes is prohibited unless registered as a member of the media. Recording a match an individual is participating in for that individual's training purposes is permitted.

**Match and Season Recording**

SECTION 16. All matches during a season at WFJF endorsed or sanctioned events shall count toward a competitor's win-loss record. Matches against ineligible competitors shall not be counted. All statistics gathered from a match may be used.

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# **RULE 2**

## **Definitions**

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### **Positions**

#### **Ready/Neutral Position**

SECTION 1. The match will start with both competitors standing opposite each other with their lead foot on the starting lines and their other foot even with or behind the lead foot. The competitors will have their lancing arms extended with a slight bend in the elbow, and their hands grasped in an arm wrestling fashion with the index fingers down. When the marshal or referee says "joust," the competitors will extend their index fingers (changing the position from ready to neutral) and begin finger jousting. In both the ready and neutral positions, neither competitor has control.

#### **Inverted Position**

SECTION 2. A competitor is considered in the inverted position when one's opponent's arm is rotated one hundred and eighty degree and the lances are pointing downward. The competitor whose arm is in the most neutral position is considered the one in a position of strength.

#### **Stalemate**

SECTION 3. When the competitors are locked in a position other than a scoring situation in which neither competitor can improve their position, the referee or marshal shall stop the round as soon as possible. It must be after thirty seconds.

#### **In Bounds**

SECTION 4. Competitors are to be considered in bounds if one foot of a competitor is within the arena's boundary lines or a majority of the body being used for support is within. Finger jousting shall continue as long the supporting point(s) of either competitor remain in bounds. If there is no action at the edge of the arena, and one competitor is out of bounds, the referee or marshal may pause the round.

## **Resumption of Finger Jousting After Out of Bounds**

SECTION 5. The competitors at the resumption of the round shall be in the neutral position.

## **Scoring**

### **Lancing**

SECTION 6. Lancing is when the tip of the competitor's index finger of the lancing arm comes in contact with any part of his/her competitor's body or clothing excluding hair. A lance results in a score if executed legally and contact is not made with the lancing arm.

### **Extremities**

SECTION 7. When a competitor lances his/her opponent's legs or latent arm legally, the competitor is awarded one point, and the round ends. The groin is also to be considered an extremity (and is worth one point) except in cases where the groin was intended for a malevolent purpose.

### **Core Body**

SECTION 8. When a competitor lances his/her opponent's chest, back, or neck, the competitor is awarded two points, and the round ends.

### **Head**

SECTION 9. When a competitor lances his/her opponent's head, the competitor is awarded three points, and the round ends. Lancing sensitive parts of the face including the eyes and nostrils intentionally results in an infraction. Proper care must be taken to make sure these instances are avoided to prevent injury.

### **Imminent Scoring**

SECTION 10. When a match is stopped for an injury or infraction during a scoring situation, and a referee decision determines that scoring would have been successful if the finger jousting had continued, the referee or marshal will award applicable points to the competitor and start the injury time if necessary.

## **End of Match**

### **Points Decision**

SECTION 11. When one competitor reaches a score of six points or more, then the match is over in his/her favor. A competitor who reaches six points during a match can lose only by committing an infraction of blatant misconduct.

### **Time Decision**

SECTION 12. A time decision occurs when the third round is over. The competitor with the highest number of points will be awarded the win. If the competitors are tied, then a one minute overtime round will take place. If a point is not scored, a thirty second double overtime after a one minute recet. If still no points are scored, the competitor with the most headshots wins, then the most

bodyshots, then the competitor who scored first wins, then the least penalties, and then the home joust.

**Disqualification**

SECTION 13. A disqualification is a situation in which a competitor is banned from participation in accordance with the Penalty Table. A disqualification shall be included as a win or loss in each competitor's individual season record.

**Forfeit**

SECTION 14. A forfeit is received by a competitor when the opponent, for any reason, fails to appear for the match, concedes victory to his/her opponent, or the head entourage member concedes victory to his/her competitor's opponent. A forfeit shall be included as a win or loss in each competitor's individual season record.

**Medical Forfeit**

SECTION 15. A medical forfeit may be declared when a competitor is injured or becomes ill during the course of a match or event. A medical forfeit shall be included as a win or loss in each competitor's individual season record.

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# **RULE 3**

## **Classifications**

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### **Categories**

#### **Classifying Matches, Events, and Competitors**

SECTION 1. Matches, events, and competitors can be classified by different categories for the purpose of evening competition or organizing results in a manner which denotes ability among others in a similar grouping. Specifically categorized matches and events can only be competed in by competitors who fall into that specific category. Matches and events can be classified by weight, gender, and age.

#### **Weight**

SECTION 2. A competition can be divided into different brackets based on weight classes, or scores can be organized into weight classes for statistical purposes. The different weight classes approved for competitive finger jousting are lightweight, middleweight, heavyweight, and super heavyweight. They are respectively, less than 130 pounds, 130 pounds to less than 160 pounds, 160 pounds to less than 190 pounds, and 190 pounds plus. A competitor cannot move up or down a weight class during an event.

SECTION 3. When competition is divided by weight classes, an approved scale must be present for the competitors to weigh on prior to the matches at an event. If under or over the prescribed weight, the competitor will be disqualified.

#### **Gender**

SECTION 4. A competition can be divided into different brackets based on gender, or scores can be organized by gender for statistical purposes. The different genders approved for competitive finger jousting are male and female. Hermaphrodites are placed in the category they are most associated with genetically and likewise with other similar cases.

#### **Age**

SECTION 5. A competition can be divided into different brackets based on age, or scores can be organized into ages for statistical purposes. The different ages



approved for competitive finger jousting are page, squire, knight, and paladin. They are respectively under twelve, twelve to fifteen, sixteen to twenty-five, and twenty-five plus. A competitor cannot move up or down an age group during an event. Page and squire age groups are not permitted in events with brackets only for standard and senior competitors.

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# **RULE 4**

## **Conduct of Matches and Events**

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### **Match Parameters**

SECTION 1. A match begins with the start of the first round and ends with the conclusion of finger jousting. The conclusion of finger jousting occurs when six points have been scored on either side, when time runs out, or when a disqualification, forfeit, or medical forfeit has occurred.

### **Prematch Period and Procedures**

SECTION 2. The prematch period is defined as from the time a competitor steps onto the arena until the first round of the match begins, as indicated by the referee or marshal's whistle. Failure to comply with prematch procedures, and other acts of unsportsmanlike conduct, will result in penalization according to the Penalty Table. It is recommended that competitors are introduced by the announcer(s) prior to the start of the match.

### **Intentional Delay During Prematch Period**

SECTION 3. A competitor intentionally delaying his/her appearance in the arena beyond five minutes of the established meeting time will be disqualified.

### **Starting the Match**

SECTION 4. The competitors must be ready to go into the arena immediately when called by the referee or marshal. Both competitors should enter the arena around the same time (unless being called singularly by an announcer), sign in if necessary, and approach the starting lines. Both competitors should execute a gesture of good disposition when instructed by the referee or marshal, and proceed to the ready position. When the command is given, the index fingers are extended, and the match begins.

### **Length of Matches**

SECTION 5. Matches consist of rounds two minutes in length and rest periods in the recet one minute in length. The time of the match is continuous while the finger jousting is taking place except in the recet, injury time, and deliberation.

### **Recet Time**

SECTION 6. After each round, the competitors move to their corners, known as the recets, to meet with their entourage at which point they can speak amongst themselves. The recet time lasts one minute. The competitors are allowed to have drinks and sit at their recet.

### **Consolation Matches**

SECTION 7. In double-elimination tournaments, the losers may enter into the consolation brackets and compete for third and fourth. These matches are the same length as normal matches.

### **Postmatch Period and Procedures**

SECTION 8. The postmatch period is defined as from the conclusion of finger jousting until the competitors leave the arena. During this time, the competitors will return to their recets and remain there while the referee or marshal confirms the score. Upon the referee or marshal's return to the arena, the competitors will execute a gesture of good disposition, and the referee or marshal will declare the winner. Failure to comply with postmatch procedures, including unsportsmanlike conduct, will be penalized according to the Penalty Table.

### **Overtime**

SECTION 9. In a match if both competitors are tied after the third round, one overtime round lasting one minute will take place. If no points are scored, a double overtime round lasting thirty seconds will take place following a one minute recet. If neither of the competitors have scored in double overtime, the competitor with the most headshots wins, then the most bodyshots, then the competitor who scored first wins, and then the competitor with the least penalties. In the event that neither competitor has scored any points at all, the home finger jouter will win.

### **Control of Arena Area**

SECTION 10. All personnel, other than actual participating competitors and the officiating staff, shall be restricted to the recet or outlying areas. This zone shall be at least three feet outside of the arena. The home recet shall be in the corner nearest to the announcer's table, and the visiting recet shall be in the corner farthest from the announcer's table. Entourage may leave the recet only to (1) approach the announcer's table to correct the score or time or to ask an interpretation thereof, (2) approach the announcer's table to question the marshal or referee's application of a rule, or (3) move toward the arena at the end of the match. Medical personnel may leave the restricted zone only during an injury timeout.

### **Correction of Error**

SECTION 11. Errors shall be corrected with finger jousting resuming immediately. If there is an error on the part of the announcer, marshal, or referee, the error shall be corrected, and the marshal or referee will inform the competitors, entourage, and announcer of the correction.

### **Questioning the Marshal or Referees**

SECTION 12. An entourage member shall be permitted, without penalty, to approach the announcer's table with the intent of correcting or asking for an interpretation of the score or time. When an entourage member believes the marshal or referee has misapplied a rule, the entourage member may approach the announcer's table during recet time or at pauses during a round. The marshal or referee and entourage member shall discuss the situation in a rational manner directly in front of the announcer's table. Both competitors shall remain in their recets. Failure to comply shall be penalized as unsportsmanlike conduct or vacating arena.

At this point, there are only two alternatives for the marshal or referee to consider. If there was a misapplication of a rule, the marshal or referee shall make the necessary adjustments at the announcer's table and resume the match. If there was no misapplication error, the marshal or referee shall determine the entourage member's action as intentional delay of the match and shall penalize the entourage and competitor.

Harassing the marshal or referee by the entourage shall not be permitted. Failure to comply shall be considered questioning the marshal or referee's judgment and shall be penalized as unsportsmanlike conduct.

## **Events**

### **Event Staff (alterable)**

SECTION 13. All competitive events shall have an event staff designated before the start of the competition. The staff should consist of an administrative body (tournament director), officiating body (marshals and referees), announcing body, and supplementary groups.

### **Sanctioned and Endorsed**

SECTION 14. a) All sanctioned events shall be hosted by the World Finger Jousting Federation and have a hierarch or designated official member directing the event. All marshals and referees must be certified, and all competitors must be official members of the WFJF.

b) All endorsed events shall be hosted by an outside party and have their own tournament director. The WFJF may choose to have a hierarch or designated official member there as a supervisor. Officiating staff does not have to be certified, and competitors need not be members of the WFJF. The endorsing body must follow the unabridged rules and Federation regulations.

**Arena Reporting Time (alterable)**

SECTION 15. Competitors shall be allowed a maximum of five minutes to appear ready to compete in the specified arena. Failure to appear shall result in a forfeit.

**Rest Between Matches (alterable)**

SECTION 16. It is recommended that no competitor finger joust two matches in any event with less than twenty minutes of rest between matches.

**Presentation of Awards (alterable)**

SECTION 17. It is recommended that awards be presented formally in a ceremony made as impressive as possible. The presenter, competitors, and entourage must all be appropriately dressed. A proxy from the entourage can receive the award in the competitor's absence.

**Places Scored (alterable)**

SECTION 18. In events awarding four or more places, it is recommended that the loser in the final first-place match automatically take second place. The winner in the final consolation match should be awarded third place, and the loser should be awarded fourth place. In tournaments in which six or more places are scored, the defeated competitors in the consolation semifinals may finger joust for fifth and sixth places. In tournaments in which eight places are scored, the defeated competitors in the consolation quarterfinals may finger joust for seventh and eighth places.

**Seeding (alterable)**

SECTION 19. Competitors may be seeded at events based on ranking, record, head-to-head competition, or returning winner. The first and second seeds will be placed on opposite ends of the bracket and correspondingly for third and fourth in the inner section of the brackets.

**Byes (alterable)**

SECTION 20. If there are a number of competitors outside of a power of two, the highest seeded competitor and systematically down the line of succession may be waived from a match to compete in the following match afterward.

**Consolation Bracket (alterable)**

SECTION 21. In the standard bracket design for a double-elimination tournament, competitors who lose a match (excluding the finals) shall be placed in the consolation bracket that competes for third and fourth place. The further one makes it in the winner's bracket prior to losing, the further one is placed in the consolation bracket.

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# RULE 5

## Scoring

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### Match

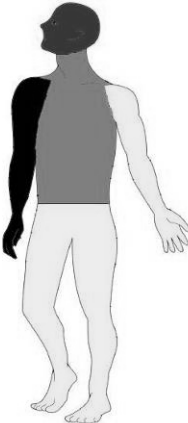
#### Scoring and Timing

SECTION 1. Match scoring and timing should be kept in plain view of spectators, competitors, and entourage. It is strongly recommended that a timing device be available and visible for the purpose of recording time.

#### Points

SECTION 2. In all matches, the competitors are awarded points by the marshal or referee with the following system. The numbers in parentheses show the rule and section under which the situation is defined.

- Extremities (2-7) . . . . . 1 point
- Core Body (2-8) . . . . . 2 points
- Head (2-9) . . . . . 3 points



## Abbreviations

SECTION 3. On match sheets and other related materials, the following abbreviations are utilized and are followed by the time and round:

LL-1	Left Legshot
RL-1	Right Legshot
LA-1	Latent Armshot
G-1	Groinshot
C-2	Chestshot
B-2	Backshot
N-2	Neckshot
H-3	Headshot
FS	False Start

S	Stalling
UR	Unnecessary Roughness
MUR	Malicious UR
UC	Unsportsmanlike Conduct
GUC	Greater UC
OT	Over Time
LAL	Lancing Arm Lance
SOH	Separation of Hands
P	Other Penalty

## Ranking

### Season and Career

SECTION 4. a) A finger jouster's ranking can be compiled three different ways. The first ranking is the total number of wins divided by the total number of losses.

b) The second ranking is the total amount of points the competitor has scored within the season or career divided by the total number of points against. This includes lances and scores gained from infractions.

c) The third ranking is the Combined Comparative Finger Jousting Ranking Formula which is a subjective analysis by the Lord of the Joust taking into effect wins, losses, points scored, points against, placings, and how the competitors fared against other competitors. This ranking may be changed in the future by a more complex objective formula.

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# **RULE 6**

## **Infractions**

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### **Penalty Table**

SECTION 1. The infractions of the rules are penalized in accordance with the penalties listed on the Penalty Table found at the end of this rule.

### **Indicating Infractions**

SECTION 2. When an infraction has taken place before or after round time, the marshal or referee will notify the competitors and announcers of the penalty. When an infraction has taken place during a round, the marshal or referee will pause the match by blowing his whistle, and the appropriate indicative actions will be taken.

### **Warnings and Sequence of Penalties**

SECTION 3. Consequences for penalties increase in gravity and severity as more instances of the penalty ensue. Warnings are commonly given before more severe consequences. These are done accordingly with the Penalty Table.

### **Standard Penalty Policy**

SECTION 4. The majority of penalties will be warnings on the first violation, a point taken away (or given to the opponent if the competitor has no points) for the second violation, and a disqualification on the third violation. The different penalties are not cumulative. The following penalties follow this policy unless noted.

### **Unsportsmanlike Conduct**

SECTION 5. Unsportsmanlike conduct may include, but is not limited to, such acts as swearing, harassing an opponent, throwing clothing, failure to stop on the whistle, indicating displeasure with a call, failing to comply with procedures, spitting, or other distasteful acts. At the marshal or referee's discretion, an infraction can be considered greater unsportsmanlike conduct and have a heavier penalty. This infraction may also be called on entourage. Unsportsmanlike conduct follows 6-4, but greater unsportsmanlike conduct is a point taken away on the first violation or disqualification at the marshal or referee's consent, and the second violation is always disqualification.



### **Unnecessary Roughness**

SECTION 6. Unnecessary roughness may include, but is not limited to, such acts that exceed normal competitive aggression, punishing actions, gripping one's opponent's hand too tightly, slamming one's opponent's lancing hand or lance, or overly forceful maneuvers. If the act is done with a purpose to injure the opponent, the infraction becomes malicious unnecessary roughness. Malicious unnecessary roughness is a point taken away on the first violation, and a disqualification on the second violation.

### **Stalling**

SECTION 7. It is the competitor's obligation to participate with full intent and finger joust competitively throughout a match. Attempts at stalling the clock through inactivity will be called by the marshal or referees. Stalling is a warning on the first and second violation, a point taken away on the third, and disqualification on the fourth.

### **Interference**

SECTION 8. It is an infraction to use your legs, latent arm, or head in an offensive manner or to touch the opponent with them on purpose.

### **Illegal Injury**

SECTION 9. If an injury is caused to an opponent because of an infraction, he/she will be disqualified, and the injured competitor will be declared the winner.

### **Vacating Arena**

SECTION 10. A competitor is not allowed to leave the arena without the marshal or referee's permission.

### **Clinching**

SECTION 11. It is the referee's duty to allow competitors only to clinch for a short period of time and tell them to "break it up" following either an inside clinch or an outside clinch. If the clinch is only being done by one competitor or repeatedly, penalties will be administered. Clinching is a warning on the first and second violation, a point taken away on the third, and a disqualification on the fourth. This also includes pinning one's opponent's lancing hand on the ground.

### **Separation of Hands**

SECTION 12. When the lancing hands of the competitors lose grip and become disconnected, there is no penalty unless one of the competitors deliberately separated his/her hand.

### **Sheathing**

SECTION 13. Bending one's own lance down or dropping the lance so that it no longer sticks out, known as sheathing, is illegal.

**Lancing Arm Lance**

SECTION 14. Making contact with your lance and the lancing arm of your opponent is illegal. Competitors can not lance their opponent's lancing arm.

**Latent Arm Lancing**

SECTION 15. A competitor can not use his latent arm (the one not jousting with) to lance his/her opponent.

**Illegal Fingernail Length**

SECTION 16. The fingernails on the lancing hand must not break any of the requirements listed in rule 1-11. Illegal fingernail length is an automatic disqualification unless an approved glove is worn or the fingernails are trimmed immediately.

**Incorrect Starting Position**

SECTION 17. Failing to begin the match in the proper stance with the lance down until the call is given is a warning on the first and second violations, a point taken on the third, and a disqualification on the fourth.

**False Start**

SECTION 18. Beginning to joust or move prior to the call being given at the start of a match or round is a warning on the first and second violation, a point taken away on the third, and a disqualification on the fourth.

**Delay of Match**

SECTION 19. Not being present for the match at the required time is grounds for automatic disqualification after five minutes.

# Penalty Table

Infraction	Rule, Section	First Violation	Second Violation	Third Violation	Fourth Violation
Unsportsmanlike Conduct, Unnecessary Roughness, Interference, Vacating Arena, Separation of Hands, Sheathing, Lancing Arm Lance	6-5 6-6 6-8 6-10 6-12 6-13 6-14	Warning	One Point	Disqualify	
Stalling, Clinching, Incorrect Starting Position, False Start	6-7 6-11 6-17 6-18	Warning	Warning	One Point	Disqualify
Greater Unsportsmanlike Conduct, Malicious Unnecessary Roughness, Latent Arm Lancing	6-5 6-6 6-15	One Point	Disqualify		
Illegal Injury, Illegal Fingernail Length, Delay of Match	6-9 6-16 6-19	Disqualify			

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# **RULE 7**

## **Injuries and Timeouts**

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### **Timeout**

SECTION 1. An injured or ill competitor may be given a timeout up to a maximum of two minutes, which is cumulative throughout the match, including overtime rounds. It is unethical to feign injury or to take a timeout willingly while not injured. Once the timeout is over, the match will continue.

### **Calling Timeouts**

SECTION 2. Only a marshal or referee can call timeouts. The marshal or referee can also end the timeout at any time when he/she feels that the competitor is better. The entourage can request a timeout for a competitor during a round pause.

### **Medical**

SECTION 3. The competitor's entourage is to assist in slighter injurious matters and can come into the arena when a marshal or referee motions. For more serious matters, the entourage must make way for the event's medical team.

### **Match-Ending Injury**

SECTION 4. If an injury obtained accidentally or by one's self causes one to be unable to finger joust, he/she will lose the match. If an injury is caused purposefully or illegally by an opponent, he/she will default a loss and the injured competitor will get the win.

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# **RULE 8**

## **Marshals, Referees, and Announcers**

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### **Certification**

SECTION 1. Marshals and referees at sanctioned events must be certified by the World Finger Jousting Federation. Each marshal or referee must attend a rules clinic either in person or online. At endorsed events, a non-certified marshal or referee known as a mediator may be used if approved by the endorsing body and is familiarized with the rules and regulations of finger jousting as well as the duties of officiating.

### **Marshal**

SECTION 2. The marshal is the head referee of an arena. He/she is in charge of the other referees and is the deciding vote on disagreements. The marshal watches the connected lancing hands.

### **Referee**

SECTION 3. Referees watch individual competitors or both depending on the amount of referees at an arena.

### **Referee Teams**

SECTION 4. a) 1RT: One referee watches both competitors and the lances and is in charge of the mat.

b) 2RT: Two referees watch individual competitors and the lances. They have to solve disagreements together or request the help of the tournament director.

c) 3RT: Two referees and a marshal officiate the match. The referees both watch the individual competitors and the marshal watches the connected lancing hands. Disagreeing decisions shall be broken by the marshal, but both referees can overturn the marshal collectively.

## **Attire**

SECTION 5. The referees and marshals shall be dressed neatly. A referee's attire for all events shall consist of a black-and-white referee's short-sleeve shirt with a collar and a WFJF patch on the right breast, black full length trousers, black socks, black dress shoes, black belt, red and green wrist bands, whistle, and lanyard. The green wrist band goes on the right wrist, and the red wrist band goes on the left. The marshal wears items to distinguish himself from the other referees such as a golden "M" pinned on the left breast pocket.

## **Duties**

SECTION 6. a) *Prematch*. Before competitors and entourage come to the arena, the marshal or referee shall check to make sure the arena and facility are approved, inspect competitors for improper grooming or attire such as long fingernails, jewelry, or non-regulation attire. Competitors will be allowed to cut their fingernails prior to the match. The marshal and referees must clarify the rules, the designated areas of the arena, and command the competitors to execute a gesture of good disposition at the start of the match, to get into the ready position, and then to "joust."

b) *Referee Signals*. The referee shall use the Referee Signals Chart in this rule. For infractions without specific signals, the other penalty signal will be used.

c) *Warning/Awarding Points*. The marshal or referee will signal and verbally notify the competitors, entourage, announcers, and spectators when a point or infraction has occurred.

d) *Enforcing the Rules*. The marshal or referee shall be firm in enforcing all rules and regulations in the letter and spirit of which they were created. Penalties shall be executed as stated in the penalty table. When a problem that cannot be solved via the Rules and Regulations occurs, the officiating team must utilize good judgment in the spirit of the sport to make a proper call.

e) *Oral Commands*. The marshal or referee may use oral commands to instruct but not coach competitors in the proper execution of the sport.

f) *Timeouts*. Marshals and referees may pause the match when an injury occurs and return to the match after the injury has passed or end the match if it is an unrecoverable injury.

g) *Certifying Final Results*. The marshal (in a 3RT) or a referee (in a 1RT and 2RT) shall sign the official match sheet or score sheet to certify the final results.

h) *Making Corrections*. If a correction is made, a marshal or referee should advise the competitors, entourage, announcers, and spectators as soon as possible.


















**Announcers**

SECTION 7. The announcer's job is to regulate the time of the rounds, update the scores, write on the official match sheet or score sheet, and sometimes commentate on the match for important bouts. The announcer must wear a suit and tie and be presentable.



**OFFICIAL FINGER JOUSTING SIGNALS  
MARSHALS AND REFEREES  
WORLD FINGER JOUSTING FEDERATION**



 <p>Green Right      Red Left</p> <p>Unsportsmanlike Conduct Left or Right Hand</p>	 <p>Other Penalty Left or Right Hand</p>	 <p>Point Location Left or Right Hand</p>	 <p>Clinching Left or Right Hand</p>	
 <p>Time Out</p>	 <p>Out-of-Bounds Left or Right Hand: Vacating Arena</p>	 <p>Stalling Left or Right</p>	 <p>Interference Left or Right</p>	 <p>Points Left or Right</p>
 <p>Unnecessary Roughness Illegal Injury x3 Left or Right Hand</p>	 <p>Separation of Hands</p>	 <p>Lancing Arm Lance Left or Right Hand</p>	 <p>Incorrect Starting Position, False Start, and Delay of Match Left or Right Hand</p>	
 <p>Stalemate</p>	 <p>Gesture of Good Disposition Position</p>	 <p>Ready Position</p>	 <p>Joust Command</p>	



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# **Appendix A:**

## **Performance Enhancing Drugs**

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All forms of performance enhancing drugs are prohibited for competitors at finger jousting events. This also includes other illegal and illicit drugs. Competitors found using these substances shall be banned from competition for the event, the next couple events, or the season depending on severity. These substances are potentially dangerous to one's self and one's competitor. Performance enhancing drugs ruin the spirit of the competition and the sport as a whole. Drug tests are not needed, so the honor code must be utilized by competitors.

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# Appendix B:

## Legal Customs

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Approved opening gestures of good disposition for event play are bowing and handshaking. For standard play unless otherwise noted, bowing shall be mandatory unless the competitors or officiating staff denote beforehand.

Approved closing gestures of good disposition for event play are bowing, handshaking, and masculine bear hugging. For standard play unless otherwise noted, handshaking shall be mandatory unless the competitors or officiating staff denote beforehand. Masculine bear hugging is allowed if competitors are in a delirious physical state at the end of the match.