

LudoSport Sport Regulation

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Revisions

00: Issue

01: 10/09/2026 – Clarification on the application of the ITR (1.1), added INCOM and LamaDiLuce as entities within the LudoSport Network (1.5); defined Competitive Activities (3.2); added specifications on Weapon sounds and colors, and added Weapon logos (4.1); corrected the Accademico Rank Uniform (4.2); added the requirement for Weapons to be armed during Duels (6.2); modified the image for greater consistency with the description (6.3).

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Preamble and General Definitions

1.1 Purpose, Scope, and Applicability

This Sport Regulation establishes the general and technical rules governing the practice of **Light Saber Combat & Arts**, a sport discipline codified by the Founding Masters of the LudoSport Method.

Its objectives are to:

- a) Ensure that the rules are applied with uniformity at both national and international levels;
- b) Protect the safety and physical integrity of practitioners;
- c) Promote the ethical and educational values of sport for the well-being of people, human dignity, non-violence and solidarity;
- d) Regulate the participation of all individuals affiliated with the LudoSport Network (Athletes, Teachers, Officials, Managers), as well as all official activities recognized by **LudoSport International**, including tournaments, events, courses, and other sanctioned initiatives.

During competitions classified as **"Rated"** or **"Unrated"**, the **INCOM Tournament Rules (ITR)** shall also apply, specifying, in this context, the general provisions of this Regulation..

1.2 Name and Nature of the Discipline

The sport practiced within the Network is officially called *Light Saber Combat & Arts* and consists of a fencing activity inspired by the iconic image of the light saber. It is practiced with sporting swords and is based on the technical, artistic, educational, and value-based principles established by the **Founding Masters** Fabio Monticelli, Gianluca Longo, and Simone Spreafico.

1.3 Society of LudoSport Masters

The **Society of LudoSport Masters (SLM)** is the highest technical and educational body represented by Gianluca Longo and Simone Spreafico.

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1.4 The LudoSport Method

The LudoSport Method is a pedagogical and technical system that has been developed since 2006 by the Founding Masters. It includes:

- Codified **Forms** and teaching methods (Forms 1–7 and Course Y);
- Fundamental **Ethical Values**;
- Organizational and instructional **Protocol**;
- Technical requirements for **Equipment**;
- **Guidelines** for events and competitions.

The term “**LudoSport**” combines the Latin concepts of *ludus* (play) and *sport* (physical enjoyment), emphasizing the synthesis between the playful and sporting components of the discipline.

1.5 The LudoSport Network

The LudoSport Network is the international network composed of:

- **LudoSport International**: international management and regulatory committee appointed by SLM;
- **INCOM**: INCOM is an independent authority charged by SLM to certify and manage referees training across the Network, to be the reference point for Rated Tournaments, and develop and improve competition regulations;
- **LamaDiLuce**: Official LudoSport Technical Partner;
- **Affiliated Academies and Schools**: local instructional structures;
- **Teaching and administrative staff**: Instructors, Tecnici, Deans, Rectors;
- **Students**: practitioners enrolled in a LudoSport Academy in the current Academic Year.

1.6 Value System and Code of Ethics

The **SLM Code of Ethics** is founded on the values summarized by the acronym **Se.Cu.Ri.**:

Servizio (Italian for Service): a spirit of contributing to collective well-being and the betterment of others;

Cura (Italian for Care): attention to and protection of oneself and others, compliance with safety rules;

Rispetto (Italian for Respect): intellectual and behavioural integrity, fair play.

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All members of the Network must:

- observe the technical standards and adhere to the principles expressed in the Code of Ethics;
- comply with any sanctions (warnings, suspensions, expulsions) imposed by the **Disciplinary Board**, composed of LudoSport International and SLM;
- keep up to date on changes to the Regulations and the Code of Ethics, which may be periodically updated by SLM or LudoSport International.

Glossary and Organizational Structure

2.1 Network Structure

LudoSport Network: international group of individuals and structures that practice, teach, and promote *Light Saber Combat & Arts* according to the LudoSport Method, under the supervision of SLM and LudoSport International;

Academy: a group of one or more Schools under the guidance of a Rector;

School (also called *Order*): a set of Classes coordinated by a Dean;

2.2 Ranks

The Ranks represent internationally recognized levels of progression and are awarded through official examinations or by appointment:

- Novizio/a
- Iniziato/a
- Accademico/a
- Cavaliere/a
- Maestro/a di Scuola

The rank is identifiable by the Uniform worn by the Student.

2.3 Roles

Student: a member of an Academy of the Network who practices the discipline;

Athlete: a Student who participates in an official or unofficial competition;

Teacher: authorized to teach the Forms. Includes:

- **Instructor:** certified by SLM for one or more Forms;
- **Tecnico:** certified by SLM for one or more Forms, also authorized to train Instructors;
- **Founding Master:** member of SLM.

Rector: responsible for the educational and value-based activities of one or more Academies;

Dean: operational and instructional coordinator of a School.

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2.4 Didactics and Training

Form: a complete fencing system developed by SLM, comprising integrated techniques, movements, and principles;

Course (historically called "Clan"): a stable group of Students supervised by a Teacher who periodically holds lessons with the aim of completing a Form;

Exams: practical and theoretical assessments to obtain Qualifications or Ranks recognized in the LudoSport Network.

Competitive Activities and Officiating

3.1 Tournament Participation Requirements

To participate in a tournament, the Student must:

1. Be up to date with the annual affiliation to LudoSport International;
2. Have completed at least 24 total hours of training in Form 1;
3. Have received authorization from their Teacher.

3.2 Classification of Competitions

For the purposes of classifying Activities carried out according to the LudoSport Method, Competitive Activities are those in which:

- an Arena is defined;
- two duelists face each other in the Arena at a time;
- the duelists use codified Weapons;
- the duelists perform only techniques from the codified Forms or their variations;
- the duelists exercise control over the techniques;
- the duelists practice self-declaration of the touches they receive;
- lunges and intentional strikes to the face are prohibited.

3.2.1 Rated Tournaments

Rated Tournaments are the only ones that award points for the international ranking, according to the criteria of the ITR:

- **Order Tournament:** local level, annual, organized by each School (it can also be called School Tournament);
- **Academy Tournament:** inter-school level, annual, organized by each Academy;
- **National Tournament:** national level, annual, among Academies of the same country.

The **Champions' Arena** is the most prestigious international tournament for Students, accessible through **Ranking** points earned in Rated tournaments during the competitive year.

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3.2.2 Unrated, Variant Tournaments

Events that do not award ranking points, intended for technical experimentation, local promotion, or beginners.

- **Unrated:** tournaments that do not award ranking points but follow the ITR rules;
- **Variant:** experimental or promotional tournaments that do not fully follow the ITR.

Tournaments with a uniform admission criteria open to Students from any Academy in the Network must also be identified with the term **"Open"**.

3.3 Refereeing and Style Judging

Officials (match referees) and **Style Judges** are selected and trained by **INCOM** to apply the **ITR**. Their presence at tournaments manages the validation of results and the awarding of Style points.

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Weapons and Uniforms

4.1 Weapon Types

The Hilts of the Light Sabers must be type-approved (listed in the current year's Saber Model Register – SMR) or approved by LudoSport International, free of sharp, protruding, or dangerous elements, and equipped with protected batteries that are accessible for maintenance.

The sounds and sound effects emitted by the Hilts must be synchronized with the actual movements of the Saber, with no perceptible delay.

Sport Blades, also called Combat Blades, must have an outer diameter of 25 mm, a thickness of 2 mm, and be fitted with a hemispherical tip cap bearing the "LamaDiLuce" logo and the year of manufacture (e.g., 2025). The color of the blade, when armed and at rest, may vary in intensity but not in hue. A hue change during motion is permitted provided the new color retains the luminous component of the blade at rest. The color displayed upon impact is not subject to constraints.

Sport blades older than 3 calendar years are not permitted.

Within the discipline codified by SLM, the following types of Light Saber are used:

- **Long Saber:** weapon with a single blade.
Technical Data:
 - Hilt length: 260-320 mm
 - Hilt weight: 470-700 g
 - Blade length: 870 mm
- **Dual Sabers:** pair of hilts with short blade.
Technical Data:
 - Hilt length: 180-260 mm
 - Hilt weight: 370-600 g
 - Blade length: 600 mm
- **Saberstaff:** symmetrical, opposed double-bladed hilt. Technical Data:
 - Hilt length: 360-540 mm
 - Hilt weight: 550-800 g
 - Blade length: 730 mm



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General Tolerances

- Hilt Length: ± 2 mm
- Hilt Weight: ± 30 g
- Blade Length: ± 5 mm

4.2 Uniform

Students must wear the Uniform corresponding to their Rank.

Novizio Rank: The Uniform consists of Combat Pants and Combat Tee;

Iniziato Rank: The Uniform consists of Combat Pants, Combat Belt, Grey Combat Subtunic, and Combat Tunic;

Accademico Rank: The Uniform consists of Combat Pants, Combat Belt, Combat Subtunic in the canonical color for Accademici, and Combat Tunic;

Cavaliere Rank: The Uniform consists of Combat Pants, Combat Belt, Combat Subtunic in the canonical color for Cavalieri, a Belt Band bearing the logo of the Weapon for which the Cavaliere exam was passed, and Combat Tunic;

Maestro di Scuola Rank: Uniform to be defined by SLM.

The Combat Tunic is not mandatory unless required by the Tournament ceremonial (e.g., Athlete lineup at the Champions' Arena).

With the exception of Rated tournaments, different Uniform regulations are permitted only if indicated in the Tournament Rules.

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Safety and Protective Gear

5.1 Mandatory Protection

- **Gloves:** soft, without rigid elements;
- **Footwear:** securely fastened; bare feet only with authorization from the tournament's responsible official;
- **External Genital Protection:** rigid, impact-resistant;
- **Eye or face protection:**
 - **Minors:** protective goggles with elastic strap (UNI EN 166 level B) or a 350N mask with mesh openings smaller than the blade diameter;
 - **Others:** optional (not mandatory unless wearing non-sport prescription glasses)
- Additional personal protections are allowed if they do not compromise safety or freedom of movement.

5.2 General Prohibitions

- Jewelry, rigid bracelets, rings, watches, hard clips;
- Non-removable piercings and earrings are permitted only if covered by suitable protection.

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Combat Rules and Declarations

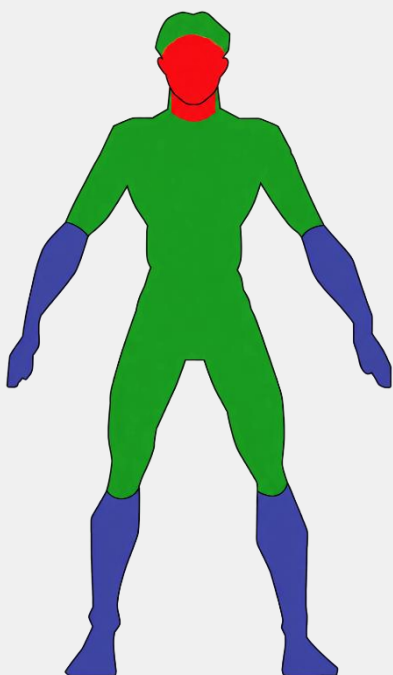
6.1 Control of Techniques

During combat, techniques must be executed with control of speed, force, trajectory, and posture. Lunges are prohibited and, in general, any movements that involve the tip of the blade making contact with the opponent's body. As per the core value of **Cura**, duellists have a duty to avoid dangerous or uncontrolled strikes. Failure to observe these rules may result in penalization: warning, suspension, or disqualification.

6.2 Structure of the Duel

The Duel always begins with the **Saluto**. Two Athletes face each other in one or more bouts (rounds), seeking to bring an armed Sport Blade, with sounds and lights activated, into contact with the opponent's body using the Techniques codified in the Forms and their permitted variations.

6.3 Targets



Valid targets are divided into:

- **IH** (blue): non-fatal target;
- **OH** (green): fatal target;

Face and **throat** cannot be struck with direct, intentional strikes (red zone). However, incidental contact with this area may be deemed valid if caused by a sudden change in the targeted duelist's posture or by a deflection of the attacker's blade as a result of the defender's reaction.

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6.4 “IH” and “OH” Declarations

In keeping with the value of **Rispetto**, one of the fundamental rules of LudoSport duels is the **self-declaration** of successful hits.

The Athlete receiving the hit must declare with a gesture and give the specific vocalization required depending on the target.

The unanimous agreement of both duelists regarding the outcome of a hit prevails over the decision of the **Official**, if one is present.

“IH” declaration

- Immediate movement of the weapon hand (or both hands) to remove the blade (or both blades) from between oneself and the opponent;
- Shout “IH”;
- Interruption of any ongoing attack;
- Grant one tempo to the opponent;
- With Saberstaff: one hand must be released if the hilt is brought to the chest;

“OH” declaration

- Shout “OH”;
- All conditions of the “IH” also apply to the “OH”.

Failure to observe these rules may result in penalization: warning, suspension, or disqualification.