

Historical
European
Martial
Arts



OFFICIAL PARTICIPANT
OF CULTURAL PROGRAM

2nd EUROPEAN
GAMES 2019

**OFFICIAL RULE-SET FOR THE HEMA INVITATIONAL TOURNAMENT AT THE 2ND
EUROPEAN GAMES FOR ALL WEAPON CATEGORIES**

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1. INTRODUCTION

This set of rules is divided into the following sections: the main part describes the tournament rules, calls and warnings, while the second is made of addenda that list guidelines for the staff and tentative equipment for the participants.

2. THE TOURNAMENTS

In the European Games of MINSK 2019, the tournament categories are as follows:

- Sidesword & Buckler
- Longsword
- Rapier & Dagger
- Single Rapier

All the tournaments are, while invitational, inclusive to all regardless of gender, religion, ethnicity or any other such distinguishing factor.

These invitational tournaments aim to display, at the highest level, the Art of Historical Fencing, known also as Art of Mars, Historical European Martial Arts (HEMA) or Western Martial Arts (WMA).

2A) STRUCTURE

Each competition consists of three progressive stages: Pools, Single-elimination Rounds and Finals.

In the **Pools**, participants are divided into groups of 4 to 8 fencers who compete with one another in order to determine who will enter the Single-Elimination Rounds. The presence of athletes from the same MacroRegion within the same group is reduced to a minimum (i.e., decalage criterion). At the end of the bouts in all the Pools, a Pool ranking is drafted as provided by the advancement criteria (5C, pg.15). Ideally, a number as close as possible to 50% of the total number of participants will move on to the next stage.

In the **Single-Elimination Rounds**, the general ranking resulted from the Pools determines the pairing and order of the Bouts according to the following criteria: the first athlete in the ranking will face the last, the second will face the second last and so on. The placement of the matches on the scoreboard must also be made as follows: the first and third athletes in the ranking (with their paired challenger) will be placed to the left side of the competition tree, in the two main branches; whereas, the second and the fourth athletes will be placed to the right side (see for example the diagram of the competition tree with 8 and 16 participants). In the Single-Elimination Rounds, the fencers face each other in Bouts that end with the direct elimination of one of the two contenders, up until and including the semifinals. From the two semifinals, the two finalists will emerge together with the two fencers who come joint-third.

In the **Finals**, the fencers will compete in a best-of-three series of Bouts.

The **Podium** is composed of the winner of a given tournament, the fencer reaching second place, and the two joint third place fencers (the two semifinalists who have lost their respective bouts).

2B) CONDUCT OF BOUTS

A bout (also referred to as a match intermittently throughout the text) is completed once one of the fencers reaches the score cap or when the time limit has been reached. Point caps are as follows:

- 8 points for **Group A** disciplines: Sidesword & Buckler, Longsword
- 15 points for **Group B** disciplines: Single Rapier, Rapier & Dagger

In Group A, it is possible to end a bout with a maximum score of 9 points (for example, the fencer who has gained 7 points during the bout, lands a final hit worth 2 points).

In Group B, the maximum score is 19 points (for example, the fencer who has gained 14 points, lands a hit worth 5 points).

The duration of the match is set to 3 minutes, after which the victory is assigned to the fencer with the highest score. In case of a tie, an additional minute is required with draw of the priority in advance, and victory by "sudden death".

3. SCORING, PERMITTED AND FORBIDDEN ACTIONS

3A) SCORING FOR GROUP A (*SIDESWORD 6 BUCKLER, LONGSWORD*)

Valid Target: the entire body is considered to be a valid target, save from: the genitals, the back of the neck, the spine, the Achilles tendon and the entire foot (see "*Forbidden Actions*": pg. 4).

When awarding points for valid targets, the following is considered:

- **Head:** The entire surface of the front part of the mask, that is the mesh and the bib, including (reasonable) overlays.
- **Torso:** Chest and abdomen, up to and including the seams of the shoulders, down to the so-called "belt". Everything below the belt, above the legs (groin area), is excluded.
- **Arms:** From the seams where the arms meet the shoulder, down to the fingers. Shoulders are excluded as they are considered part of the torso.
- **Legs:** From below the groin down to the feet (apart from forbidden target areas).

NOTE: Judges have the final word on what constitutes a valid target.

NOTE: Hits landed after the time cap has been reached will be discarded by the judges.

A fencer may win the bout by reaching the score cap of 8 points. Alternatively, a fencer may win a bout by having a higher score than his opponent once the time cap has been reached (3 min.).

Thrusts: thrusts are considered valid when executed decisively, clearly, with the blade slightly bending as a result of the tip hitting the target.

Cuts: cuts are considered valid when executed decisively, clearly and with a rotation of the wrist, elbow or shoulder. In order to be considered valid, cuts must hit the target with the second half of the blade (*terzo* or *foible*). Cuts landed with the weak and medium section of the blade are valid. NOTE: If landed with the forte, cuts are valid only if the blade slides on the target to the weak section. In this case, the blow grants the score established according to the target. The only blow with the forte alone that grants a point is a hit to the head.

Scoring:

- a) All valid blows to the head are worth 2 points;
- b) All thrusts to the torso are worth 2 points;
- c) All the remaining blows are worth 1 point.

When the line judges notice valid hits, loudly declaring "hit", the action is stopped by the referee and the points are declared to the table, the scorekeeper subtracts the lower score from the higher and assigns the final score of the action (for the complete procedure, see below at **5B**)

NOTE: with the Longsword, cuts or thrusts landed with one-handed-grips grant only one point, given they are considered valid by the judges in wide play actions (principle of effectiveness of the cut). In this case, if the head is hit, then both blows inhibit the afterblow.

Afterblow: the fencer who receives a hit is allowed only one "afterblow". The afterblow is defined here as a hit that is completed within one tempo of the opponent's successful initial hit. To be considered valid, such a blow must not require more than one step by the athlete who executes it and must be completed before the Referee calls halt.

NOTE 1: if the athlete who performs the afterblow delays their starting action, the afterblow will be considered as having been executed after the initial scoring action is concluded, and therefore discarded.

NOTE 2: If the athlete begins to execute the afterblow correctly, as explained above, but the weapon does not reach the target on the first step, but rather at next or subsequent ones, the afterblow will not be deemed as valid.

NOTE 3: For Sidesword & Buckler bouts, an afterblow is not awarded if the fencer is hit by a valid thrust/cut to the head, or a valid thrust/cut to the sword-arm; in Longsword bouts, an afterblow is not awarded if the fencer is hit by a valid thrust/cut to the head.

Pommel strike: pommel strikes to the mask are allowed if executed in a controlled fashion. A successful strike is worth one point.

Boss strike: boss strikes to the mask are allowed if executed in a controlled fashion and without hitting with the edge. A successful strike is worth one point.

Disarm: the forte, quillions and pommel of the weapon may be seized to execute actions that must end with:

- a) The opponent being actually disarmed: worth 2 points;
- b) A successful thrust or cut: worth the related score;
- c) A "superiority action" against the opponent--that is a stable grasp of the weapon or arm and threat to the torso or face with a thrust or a cut: worth 2 points.

NOTE: If the action is not successfully executed according to the aforementioned modalities, the referee has the right to call a halt and declare it an "unclear action" without giving a score. It is reasonable to consider 3-5 seconds of action, depending on the situation; however, it is ultimately up to the referee to decide when an action should be halted.

Wrestling, throws and physical contact: "close play" actions or wrestling are in the event mats are provided and other safety requirements are met. Throws and wrestling are not worth any points by themselves. Instead, they must be followed by a "superiority action" against the opponent (see above). After a throw, hits are forbidden and are not worth any points.

NOTE: in the absence of mats and/or safe environment, throws won't be allowed.

NOTE: open hand strikes to the mask are allowed if executed in a controlled fashion. A successful strike is worth one point.

Forbidden actions: the following actions are forbidden and punishable by progressive cards:

- Foot strikes;
- Headbutts, elbow strikes and knee strikes;
- Strikes with the quillions or other defensive sweepings;
- Joint locks for breaking and dislocating;
- Grabbing the blade at the foible (note: this action is also awards one point to the opponent as it will be considered a "cut to the hand");
- Intentionally throwing the weapon;
- Wielding the weapon from the blade so as to hit with the quillions as if it were a war hammer;
- Intentionally hitting the genitals, back of the neck, spine, Achilles tendon or foot;
- Grabbing the opponent's mask;
- Striking with the edge of a buckler;
- Intentionally turning around, thus exposing forbidden targets to inhibit the action or the opponent's reaction.

3.2 SCORING FOR GROUP B (SINGLE RAPIER, RAPIER & DAGGER)

Short forewords: Rapier and Rapier & Dagger represent today a little more mixed “state of the Art”, compared to the more unified Longsword situation; this is reflected in particular within the different gear habits and swords used. Therefore the Committee decided to meet the requests made by representatives, regarding to accept the swords and the hilts many fencers actually use today: so longer and shorter blade will be allowed, as far as cup or complex hilt (shell, swept, pappenheimer...); for measures and details, check the Appendix D, point A). On the other side, the Committee had to introduce compensations for those fencers using shorter blades and cup hilts, for their habit and preferences, in order to balance the game against longer blade and lighter guards.

Valid Target: the entire body is considered to be a valid target, save from: the genitals, the back of the neck, the spine, the Achilles tendon and the entire foot (see “*Forbidden Actions*”: pg. 7).

When awarding points for valid targets, the following is considered:

- **Head:** The entire surface of the front part of the mask, that is the mesh and the bib, including (reasonable) overlays.
- **Torso:** Chest and abdomen, up to and including the seams of the shoulders, down to the the so-called "belt". Everything below the belt, above the legs (groin area), is excluded.
- **Arms:** From the seams where the arms meet the shoulder, down to the fingers. Shoulders are excluded as they are considered part of the torso.
- **Legs:** From below the groin down to the feet (apart from forbidden target areas).

NOTE: Judges have the final word on what constitutes a valid target.

NOTE: Hits landed after the time cap has been reached will be discarded by the judges.

3.2.1 Total points and hits values.

For the Group B, the **total points** of each fencer is raised to 15. Hits value is raised consequently, with some difference between the use of a short and a long blade rapier. Length of the tip can't exceed 1 cm (0,4 inch). Cup and complex hilts protect differently.

The Committee summed up the review of the **hits value** in the following chart:

	Short blade rapier	Long blade rapier
Length measured quillons-tip	Up to 107 cm (42 inches)	Up to 114,5 cm (45 inches)
Hilt	Complex /Cup	Complex /Cup
Thrust to the Head	5, no afterblow	5, no afterblow
Thrust to the Torso	5	5
Thrust to Sword Arm	3, no afterblow	3, no afterblow
Thrust the Leg/other Arm	1	1
Thrust through the Cup	Not possible/allowed	Not possible/allowed
Thrust through Complex Hilt	3 and no afterblow allowed	3 and no afterblow allowed
Cut on the Head	3, no afterblow	1, no afterblow
Cut on the Sword Arm	1	1
Cut on the other Arm	1	1
Cut to the Torso	Not allowed	Not allowed

Cut on the Leg	Not allowed	Not allowed
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Mainly, the red line to understand the **compensations** presented above are:

- The 107cm limit has been raised from the previous, as a good compromise between our original ruleset, and the main habits of productors/fencers the delegates informed us about. In fact, many buy/sell rapiers with 42 inches or shorter blade, and many others buy/sell up more than 42; however, in respect of both “groups”, it will be possible to use up to a 45 inches blade.
- With an increased length, cutting the head one makes just 1 point; with the shorter blade, one makes 3 points. This reflect the difficulty to cut with a long tool compared with a short one. And, more than this, it’s a compensation for using a longer blade.
- If one uses a complex hilt, usually lighter, he can be hit through suffering 3 points; one using a cup hilt, usually heavier, can’t be hit through. Mainly, “what you see is what you can hit”.

Judges could easily count the points, since the blades must be declared at the beginning of the bout (i.e.: “Blue fencer – short blade; Red fencer – long blade”).

Dagger: only thrusts. Dagger scores the targets as the rapier (i.e.: head = 5, rapier arm = 3).

3.2.2. Doubles.

The Committee decided to adopt a new classification of Doubles, dividing in **Open and Close ones**.

This, aiming to help the judges to understand the actions and the Doubles responsibilities, penalty that works together with the Unrealistic fencing one. So, when judges see a double hit, they have to observe:

- A) if fencers didn’t try to correct the actions, and the blows are delivered “freely” along non-intersecting lines (like no attempt to defense) is an *Open Double*. Results: at the third Open double, they both loose the bout.
- B) If fencers try to defend themselves, the weapons are in contact but both blows managed to go through anyway (like a failed defense/opposition, or counter-attack under cover), is a *Close Double*. Result: the fencers take a “No exchange” valuation.

The crossing of the blades can impartially say something about the attempt of the fencers to cover themselves, like being along non-intersecting lines can say quite the opposite. It’s very aseptic.

Scoring:

Thrusts: thrusts are considered valid when executed decisively, clearly, with the blade slightly bending as a result of the tip hitting the target.

Cuts: cuts are considered valid when executed decisively, clearly and with a rotation of the wrist, elbow or shoulder. In order to be considered valid, cuts must hit the target with the second half of the blade (*terzo* or *foible*). Cuts landed with the weak and medium section of the blade are valid.

NOTE: If landed with the forte, cuts are valid only if the blade slides on the target to the weak section. In this case, the blow grants the score established according to the target.

When the line judges notice valid hits, loudly declaring "hit", the action is stopped by the referee and the points are declared to the table, the scorekeeper subtracts the lower score from the higher and assigns the final score of the action (for the complete procedure, see below at **5B**)

Afterblow: the fencer who receives a hit is allowed only one "afterblow". The afterblow is defined here as a hit that is completed within one tempo of the opponent's successful initial hit. To be considered valid, such a blow must not require more than one step by the athlete who executes it and must be completed before the Referee calls halt.

NOTE 1: if the athlete who performs the afterblow delays their starting action, the afterblow will be considered as having been executed after the initial scoring action is concluded, and therefore discarded.

NOTE 2: If the fencer begins to execute the afterblow correctly, as explained above, but the weapon does not reach the target on the first step, but rather at next or subsequent ones, the afterblow will not be deemed as valid.

NOTE 3: An afterblow is not awarded if the fencer is hit by a valid thrust/cut to the head, or a valid thrust/cut to the sword-arm.

Pommel strike: pommel strikes to the mask are allowed if executed in a controlled fashion. A successful strike is worth one point.

Disarm: the forte, quillions and pommel of the weapon may be seized to execute actions that must end with:

- a) The opponent being actually disarmed: worth **5** points;
- b) A successful thrust or cut: worth the related score;
- c) A "superiority action" against the opponent--that is a stable grasp of the weapon or arm and threat to the torso or face with a thrust or a cut: worth **5** points.

NOTE: If the action is not successfully executed according to the aforementioned modalities, the Referee has the right to call a halt and declare it an "unclear action" without giving a score. It is reasonable to consider 3-5 seconds of action, depending on the situation; however, it is ultimately up to the Referee to decide when an action should be halted.

Wrestling, throws and physical contact: "close play" actions or wrestling are in the event mats are provided and other safety requirements are met. Throws and wrestling are not worth any points by themselves. Instead, they must be followed by a "superiority action" against the opponent (see above). After a throw, hits are forbidden and are not worth any points.

NOTE: In the absence of mats and/or safe environment, throws won't be allowed.

NOTE: Disarming by wrapping an arm around the sword is allowed; grabbing the opponent's forearm or applying a moderate push without striking is allowed; deflecting or pushing away the opponent's blade, by touching it exclusively on the flat is allowed.

Forbidden actions: the following actions are forbidden and punishable by progressive cards:

- Strikes landed with the hand or foot;
- Headbutts, elbow and knee strikes;
- Strikes with the guard, the quillions or other defensive sweepings;
- Throws, joint locks for breaking and dislocating;
- Grabbing the blade at the foible (note: this action is also awards one point to the opponent as it will be considered a "cut to the hand");
- Intentionally throwing the weapon;
- Wielding the weapon from the blade so as to hit with the quillions (as if it were a war hammer);
- Intentionally hitting the genitals, back of the neck, spine or Achilles tendon;
- Aiming a cut at the opponent's foot;
- Grabbing the opponent's mask;
- Intentionally turning around, thus exposing forbidden targets to inhibit the action or the opponent's reaction.

4. PENALTIES

The Referee, upon noting the use of forbidden techniques and/or violations of the rules, may assign the following, penalties which increase in severity:

- **Yellow card:** *single penalty*, verbal warning with no loss of points;
- **Red card:** *double penalty*, loss of two points;
- **Black card:** *triple penalty*, loss of match and potential disqualification.

Depending on the violation, penalties may be as follows:

- **"Progressive":** after a verbal warning, every subsequent penalty adds up until they reach the equivalent of a red card. For instance, a ***second yellow card*** is equal to a ***red card***.
- **"Direct":** that is a yellow, red or black card, issued immediately following a serious violation (e.g. a black card is issued for unsportsmanlike conduct).

NOTE: Penalties for leaving the ring and double hits cannot be added to other penalties, but only to penalties of the same type (see "*Special Penalties*", pg.9).

Providing a verbal warning first is not mandatory, but a free choice of the judges. Some violations or specific conducts lead to specific penalties, which are furtherly explained in this set of rules.

4A) YELLOW CARD (*Single Penalty*)

A yellow card issued when:

- The fencer does not salute their opponent at the beginning and end of the bout;
- The fencer intentionally hits the opponent after the Referee calls halt;
- The fencer intentionally turns their back to the opponent before a halt in order to stop an action;
- The fencer grabs the blade at the foible (note: The action is also awards one point to the opponent as it is considered a "cut to the hand", see "*Forbidden Actions*", pg. 4 & 7);
- The fencer withdraws from the fight and shows little willingness to engage by assuming an excessively defeatist attitude;
- The fencer who, after the equipment check, is wearing incomplete or non-compliant equipment, for which they will need to find a solution within first two minutes;
- The fencer leaves the ring without permission of the Referee during the bout;
- The fencer asks for a halt without a justifiable reason;

NOTE: it is worth repeating-- a second yellow card will count as a red card!

4B) RED CARD (*Direct double penalty, minus two points*)

A double penalty is issued when:

- The fencer executes a forbidden strike (see "*Forbidden Actions*": pg. 4 & 7);
- The fencer displays a clear intention to harm the opponent;
- The fencer is wearing non-compliant equipment, which they did not replace in time;
- The fencer feigns an injury following a forbidden strike from the opponent.

NOTE: It is not possible to achieve a negative score (below zero).

4C) BLACK CARD (*Direct triple penalty, loss of bout*)

A triple penalty, unless more severe disciplinary proceedings are called for, is issued when:

- The fencer protests rudely or arrogantly against the Referee's decisions;
- The fencer executes a forbidden strike, with the clear intention of preventing the opponent from continuing the fight (see "*Forbidden Actions*", pg. 4 & 7);
- The fencer causes or takes part in a brawl in the ring, (unless they intervened to pacify the conflict);
- The fencer has unlawfully altered or counterfeit equipment
- The fencer, judge or referee falsifies the outcome of the match.

4D) SPECIAL PENALTIES

LEAVING THE RING: exiting the ring with both feet, or in such a way that the fencer finds themselves to be fully and visibly out of the ring, is subject to progressive penalties, ranging from yellow to red card. Once the red card is issued, each subsequent violation results in an additional loss of two points, but not the issue of a black card. In case of simultaneous exit from the ring, both fencers receive a penalty.

NOTE: Exits from the ring cannot be added to other penalties--only to penalties of the same category.

DOUBLE HIT: simultaneous double hit--that is, a mutual hit from both fencers executed within the same fencing tempo--is one of the most severe mistakes for as it implies a blatant neglect of the basic principle of fencing of "touching without being touched." If such behavior is noticed, the Referee calls for a halt and issues up to 3 progressive verbal warnings, which stack up only during the same bout. The first two warnings are verbal, while the third warning results in a double loss for the fencers along with the following consequences:

- In the Pools, both fencers obtain a defeat with the maximum loss of point (e.g. 8-8, or 15-15);
- In the Single-Elimination Rounds, the score is reset, and the fencers fight for an additional minute with the rule of "sudden death" (see below);
- In every Bout of the Finals, the score is reset, and the fencers fight for an additional minute with the rule of "sudden death" (see below).

NOTE 1: Double hits cannot be added to other penalties—only to penalties of the same category

NOTE 2: **intentionally aiming for double hits for strategic reasons may be subject to a penalty for unrealistic fencing** (see points 7 and 8 below).

NOTE 3: Judges maintain the right and, indeed, the duty of understanding when to identify and penalize unrealistic behavior (see below), while avoiding penalizing both fencers if one is clearly responsible for the unrealistic action in question. "Double Hit" and "Unrealistic Fencing" are both penalties which strive to keep a safe and healthy image of what an HEMA competition it should be.

SPECIAL: Double Hits for Rapier and Rapier & Dagger

The Committee decided to adopt a new classification of Doubles, dividing in **Open and Close ones**.

This, aiming to help the judges to understand the actions and the Doubles responsibilities, penalty that works together with the Unrealistic fencing one. So, when judges see a double hit, they have to observe:

- A) if fencers didn't try to correct the actions, and the blows are delivered "freely" along non-intersecting lines (like no attempt to defense) is an *Open Double*. Results: at the third Open double, they both lose the bout.
- B) If fencers try to defend themselves, the weapons are in contact but both blows managed to go through anyway (like a failed defense/opposition, or counter-attack under cover), is a *Close Double*. Result: the fencers take a "No exchange" valuation.

The crossing of the blades can impartially say something about the attempt of the fencers to cover themselves, like being along non-intersecting lines can say quite the opposite. It's very aseptic.

UNREALISTIC FENCING: The judges maintain the right to propose a penalty due to "unrealistic fencing", in case of evident disregard or ignorance of the most basic rules of self-defense upon which is based a historical fencing competition. The most common situations, listed below, include, but are not limited to:

1. Charging the opponent with daring attacks without worrying about personal protection, for example, with rapid thrusts ("flèches") without creating an opposition, twisting thrusts without voiding the body and cuts that end with the body exposed due to excessive force without strategic thinking (invitations, taunts and so on).
2. Tackling the opponent repeatedly with dangerous and continuous attacks, while neglecting one's own defense and the principle of self-preservation.
3. After landing a blow that is parried or dodged, executing one or more second hits ("remise"). In other words, disregarding one's own defense against the opponent's counter offensive.
4. Displaying a clear disregard to one's own defense when about to be hit in favor of the preparation of an afterblow with the aim of earning points in the bout.
5. Intentionally covering a more important target with a lesser one (for example, the hand), to reduce the opponent's chance of scoring.
6. Intentionally letting a hit to a lesser target through, in order to prepare and land an afterblow to a better target against the opponent.
7. Seeking a double hit intentionally in order to obtain or maintain a strategic advantage in terms of points.
8. Seeking a double hit intentionally in order to void the opponent's higher score.
9. Landing a blow at the same time as the other fencer with blatant disregard for the opponent's hit (for example, without attempting to control the opponent's sword or voiding the body), in order to obtain or maintain a strategic advantage in terms of points.
10. Showing no intention to vary the combination of offensive, defensive, counter-offensive actions during the bout, but assuming a completely passive or continuously aggressive attitude without covering oneself.
11. Showing obvious ignorance of combat distance, thus continuously violating (and not occasionally, as would happen for strategic purposes) the basic rules of development of actions at different measures. For example: always thrusting at close distance, always throwing oneself against the opponent to hinder an action and striking sloppily and repeatedly closing the distance to the opponent to prevent their reaction.
12. Showing obvious ignorance of the specific handling a tournament-specific-weapon, thus using it continuously in a manner derived from experience from other martial arts or sports, or other HEMA weapons or systems. For example: a longsword used like a rapier, or a rapier used like a saber or club.

Unrealistic fencing is one of the most unfavorable attitudes in historical fencing and can be assessed in the ring only at the incontestable discretion of the judges. However, given the delicate interpretation of the foul, the penalty may be proposed by a single Judge, but must be confirmed by at least the majority of the Judges involved in the bout (including the proposing Judge).

In practice, it is recommended to verbally warn the fencer the first time, also by providing a brief explanation of what is contested and attribute the penalty the second time. Attributing the foul results in the cancellation of the athlete's action and the issue of a red card (loss of 2 points), that can be added to other penalties within the same bout. Given the impossibility of the unfair fencer reaching a negative score

(below 0), and given the seriousness of the foul, in the event of a third penalty for unrealistic fencing in a given bout, a black card is issued for the unfair fencer (loss of bout).

LOSING THE WEAPON: In the incident a fencer loses their weapon by accident, the Referee calls for a halt action and awards 2 points to the opponent, (or 3 points in Group B bouts). The opponent, by means of an explicit gesture, has the right to allow the fencer to pick up the weapon and continue the bout without the application of penalties. In this case, the Referee will call off the yellow card from the generous fencer, ask the contestants to assume a guard position and resume the fight.

See below or a details chart of possible penalties:

VIOLATION	Penalty 1	Penalty 2	Penalty 3 etc.
Failure to present themselves in the ring on time (one penalty per minute of absence)	Yellow	Red	Black
Missing or inappropriate salute	Yellow	Red	Red
Hit clearly landed after the "Halt!"	Yellow	Red	Red
Intentional turn of back to stop the opponent's action	Yellow	Red	Red
Blade seized at the foible (worth 1 point for the opponent, viewed as a cut)	Yellow	Red	Red
Unwillingness to fight	Yellow	Red	Red
Non-compliant equipment (until replaced)	Yellow	Red	Red
Unauthorised withdrawal	Yellow	Red	Red
Illegal interruption of the fight	Yellow	Red	Red
Forbidden strike	Red	Red	Red
Intentionally harmful strike	Red	Black	White
Feigning an injury	Red	Red	Red
Disturbing order in the ring	Red	Black	White
Unjustified complaint or rudeness	Red	Red	Black
Unsportsmanlike conduct	Red	Black	White
Trademark or equipment counterfeiting	Black	White	White
Illegal agreements, collusion	Black	White	White
SPECIAL VIOLATION			

Exiting from the line			
Double hit (Pools)	Verbal warning	Verbal warning	Shared defeat
Double hit (subsequent phases)	Verbal warning	Verbal warning	Round with "sudden death"
UNREALISTIC FENCING	Canceled action and red card	Canceled action and red card	Canceled action and red card
Loss of the weapon	Loss of 2 points (3 for Group B)	Loss of 2 points (3 for Group B)	Loss of 2 points (3 for Group B)

In the area surrounding the competition rings, there must be no one other than the staff, fencers and medical aid (fencers are also allowed one coach each). Penalties and expulsions may also be issued for representatives of the athletes/coaches.

Cases of unsportsmanlike conduct that go against the ethical rules of the discipline, the organizers and the judges of The Committee itself, will be evaluated during and after the competition. The individuals considered responsible for such episodes will be expelled from the competition promptly. Afterwards, disciplinary action can be taken, including suspension from the tournaments. The decision on the types of penalties rest within The Committee.

5. DEVELOPMENT OF THE MATCH 5A) EQUIPMENT INSPECTION

Before the start of the Pool, the Tournament Director and the Staff (general staff or judges) check the equipment of the participants. Athletes shall submit any equipment that will be used in the competition to the check station, including any replacement gear they may have. They may be accompanied by a delegate. Once the inspection is complete, only the authorized and properly "marked" equipment can be allowed inside the area dedicated solely to the athletes. Any other unauthorized material will not be allowed. The inspection can be performed up to 30 minutes before the start of each Pool right by the borders of the competition area.

Fencers are required to present themselves for inspection on time and with all the required and compliant equipment, as described in detail in the "Equipment" section. Any fencer who lacks the necessary equipment incurs a penalty, as described in the "Penalties" section. Any fencer who presents themselves for inspection with a delay of more than two minutes incurs a penalty (see below).

5B) BOUT PROTOCOL

Fencers must always maintain an upstanding and chivalrous behavior throughout the bout, on the pain of receiving for progressive penalties (see below).

Note on time: Time is kept by a Timekeeper or by an automatic timer. The maximum time for all bouts is 3 minutes. In final matches consisting of several bouts, each bout is 3 minutes with one-minute rest in between. Time is not stopped

during the bout apart from for reasons of security, attribution of penalties that require discussion among the judges, or other special circumstances (including but not limited to: weapon replacement, injury, etc.).

After the inspection, the order of the bouts is announced to the fencers at which point Ring Director (or another member of the staff, as appropriate) calls the first pair forward, and the next must be ready on deck in the competition area. Red and blue bands are assigned to the fencers as a way to identify them for the purposes of scorekeeping throughout the bout. Fencers who present themselves more than a minute late in the ring will incur a penalty (see below). Each fencer has the right to one coach in their corner, to whom a respectful behavior towards the match is requested. The coach may communicate with the athlete at all times, always maintaining a non-invasive, well-mannered and sportsmanlike attitude, on pain of incurring a penalty (see below). When it is their turn to fence, the fencer enters the ring with their mask on and their weapons, or any other weapon available on the ground, and salutes the opponent and the judges. The salute sequence is free, but its absence with a clear offensive intent gives rise to a penalty (see below).

The referee asks the secretariat, judges and fencers if they are ready. Once an affirmative reply is received, the referee loudly announces: "Fence!", thus starting the 3-minute clock. The fencers must stop whenever the referee calls for a "Halt!" and keep the last position assumed at the time of the interruption, and then move back to the corners. The referee will stop the bout for any safety reasons deemed necessary, as well as to apply penalties. When a line judge notices a valid hit, they call for a "Point!". The referee then waits for a possible afterblow from the opponent and calls for a "Halt!", thus stopping the count of time. The referee, if needed, then consults the line judges about the value of the hit by loudly calling "Judges?". Their reports are interpreted (see below), then the scorekeeper is informed about the result. The scorekeeper subtracts the lower score from the higher and assigns the final score of the action. For instance:

Referee: "[A] lands a thrust to the torso, [B] lands a thrust to the weapon arm." Scorekeeper:

[(2 – 1) =] "1 point for [A]".

Or:

Referee: "[A] lands a cut to the torso, [B] lands a thrust to the leg." Scorekeeper:

[(1 – 1) =] "No score."

If the match does not end because the maximum achievable score is reached, or the time is up, the match is resumed with a new exchange.

The match can end when:

- a) The score cap is reached or exceeded by one of the fencers: the scorekeeper then calls for the "End of the match" and declares the winner;
- b) The score cap is reached or exceeded by both fencers: the scorekeeper then calls for the "End of the match" and awards the victory to the fencer with the highest score;
- c) Maximum of 3 double hits reached: upon receiving the third warning, both fencers lose the match, with different outcomes depending on their ranking in the pools or in the later phases, as explained in the section "Special Penalties - Double Hits".

d) Time cap: The timekeeper signals that time has expired by loudly calling "Time". Any hits landed after the time call are not awarded any points. The scorekeeper calls for the "End of match" and awards the victory to the fencer with the highest score.

d1) Rule of **Sudden Death**: In case of a tie when time is reached, the bout will be extended by an additional minute with the rule of Sudden Death for both contenders. The priority is drawn *a priori* and the fencer who lands the first blow, including the opponent's afterblow, with the higher score, wins the match. If at the end of the sudden death round the score is still tied, the fencer who won the priority draw wins. During the Finals, if the sudden death round ends without a winner, they must continue to fight until one lands the first blow, including the opponent's afterblow.

The referee announces the end of the bout. The fencers then take off their masks, return to the corners and salute. The referee announces the winner and the contenders shake hands.

5C) INTERRUPTION OF THE BOUT OR WITHDRAWAL FROM THE TOURNAMENT

During the fight, each fencer has the right to call for a time-out in order to ask for the final conclusion of the match, by taking distance and raising their hand to declare defeat in the bout. The fencer then locks their score and the opponent wins with the highest score.

A fencer may call for a time-out at any time when they are in such a condition as to require the temporary interruption of the fight (because of a bent blade, defective equipment etc.) in the same manner described above. If the interruption appears to be specious the fencer incurs a penalty (see Penalty section: pg. 7).

In case of withdrawal prior to the start of the competition, or withdrawal during the competition, the fencer suffers a (8 or 9)-0 defeat--that is, they lose by maximum score in every bout. At the same time, each of their opponents will be awarded a (8 or 9)-0 victory.

5D) CRITERIA FOR ADVANCING THROUGH THE COMPETITION

For the purposes of determining the ranking of the Pools and the general ranking, the following criteria are adopted:

- a. First criterion: highest number of matches won.
- b. Second criterion: lowest number of matches lost due to double hits.
- c. Third criterion: best difference between hits landed and received.
- d. Fourth criterion: lowest number of hits received.

Fencers who are still in a tie after the application of the fourth criterion will compete in a playoff with the rule of "sudden death" and draw priorities and appointment of the winner in the event of a tie (see 5B.5.d1.).

APP. A - REFEREE'S CALLS

A1) ASSESSING VALID HITS

The line judges signal all the valid hits they see, whether they are single hits, followed by an afterblow, or even when considered virtually simultaneous, and determine the nature of each. Only in the event of a simple hit that does not allow for an afterblow, the judges signal only hit considered as valid. A list of signals is described in the following section.

A2) SEMAPHORE

- ❖ **Single hit worth 1 point for red/blue:** The judge puts forward the respective arm horizontally, assigning 1 point with their finger.
- ❖ **Single hit worth 2 points in Rapier and Rapier & Dagger (thrust to the weapon arm) for red/blue:** The judge raises only their respective forearm vertically above their head (the elbow is bent), assigning 2 points with their fingers (see pg. 5).
- ❖ **Single hit worth 2 or 3 points for red/blue:** The judge raises their respective arm vertically above their head, assigning 2 or 3 points with their fingers.
- ❖ **Afterblow:** The judge signals with both arms, respectively vertically or horizontally depending on the areas hit, assigning from 1 to 3 points with their fingers.
NOTE: If the first hit has landed in an area that cannot be targeted by an afterblow, the judge only signals the first hit and ignores the next.
- ❖ **Hits deemed to be simultaneous for red/blue:** The judge signals with both arms, respectively vertically or horizontally depending on the areas hit, assigning from 1 to 3 points with their fingers.
- ❖ **Ineffective or weak hit:** The judge crosses their arms in front of their body downwards.
- ❖ **Abstention:** The judge crosses their arms behind their body downwards.
- ❖ **Exiting the ring by red/blue:** The judge puts forward their respective arm towards the line and calls for a "Halt!". When asked by the referee, they verbalize their call.
- ❖ **Forbidden Action:** Any judge that notices a forbidden action during the fight has the right to call for a Halt. When asked by the referee, they state what they have seen at which point the referee will consult the other judges by show of hands to confirm the warning. The referee retains the right to make a unilateral decision (the so-called, "Overrule")

- ❖ **Dangerous Situation for the Fencers:** Any judge or staff member that notices a situation in an exchange which puts any of the fencers or others in proximity (staff, audience, etc.) in danger has the right as well the duty to signal so promptly by calling for a Halt.

A3) AWARDING POINTS

The score is awarded by simple majority (rounding up in case two judges score difference values for the same fencer). In case of complete disagreement between the judges, the referee may either call for no score or overrule the judges and score based on their own conclusions.

Simultaneous hits can be contested solely by the referee, who then applies a penalty for Double Hit (see the previous section).

A4) SELF-DECLARATION

An athlete may acknowledge having received a hit only after the halt is called. They may also declare that a blow they landed was not, in fact, effective. However, the judges and referee always have the final word. Conversely, it is forbidden to state that the opponent has been hit, or that they themselves have not been hit.

APP. B. STAFF AND ROLES

Each match will be judged by one referee and two judges. (There will be a possibility to have also some reserve judges and/or a rotation among the judges and the referees to allow for rest.).

REFEREE:

The Referee...

1. Starts and stops the fight with the commands: "Fight" and "Halt";
2. Is the authority in the ring;
3. Makes sure the fencers, Judges and secretariat are ready prior to starting the bout (command: "Table/Judges/Fencers, ready?");
4. Monitors the safety of all involved in the bout;
5. Applies penalties for every violation;
6. Counts the score communicated by the judges and reports further to the scorekeeper;
7. Distinguishes between the fencing sequence and simultaneity in fencing, thus applying penalties for Double Hit;
8. May correct or veto the decisions of the judges;
9. Has the authority to expel any person who, in any way, disturbs the smooth and peaceful development of the competition (an appeal against such decision to the Tournament Director is permitted).

JUDGE:

The Judge...

1. Signals valid hits landed by the fencers (command: "Point") and assigns the scores accordingly.
2. Distinguishes between an effective afterblow, which is counted, and the one prevented by the first valid action, which is not counted;
3. Interrupts the bout if necessary to ensure the safety of all involved in the bout;
4. Collaborate with the referee in the application of penalties.

SCOREKEEPER:

The Scorekeeper (also referred to as "Secretariat") ...

1. Keeps track of the score during the bout by subtracting the highest score from the lowest in a single action and announces the final score for each exchange;
2. Calls for the end of the match by maximum score achieved/exceeded by one or both fencers;
3. Calls for the end of the match due to time expiration, after the signal of the timekeeper or automatic stopwatch;
4. Records penalties;
5. Acts as timekeeper, if necessary

TIMEKEEPER:

The Timekeeper...

1. Starts the count of time in the bout and signals when time is up;
2. Stops and restarts the clock in the bout at the request of the referee.

RING DIRECTOR:

The Ring Director...

1. Oversees organizing the sequence of matches according to the organizational chart of the tournament, summons the fencers on deck and prepares the next pair of fighters;
2. Assigns the red and blue colors to the fencers according to the organizational chart of the bouts;
3. Manages any pre-match stage with the fencers; 4. Are responsible for the safety outside of the ring.

REGIONAL DELEGATES:

The Regional Delegates...

1. Are in charge of managing their respective regional team;
2. Are responsible for their regional athletes;
3. Have the authority and duty to expel any person in their delegation who, in anyway, disturbs the smooth and peaceful development of the competition;
4. If directly involved in a sport/discipline "case", may not use their authority to influence the case;
5. If an athlete from their region is involved in a sport/discipline "case", must show obvious caution and competence in their involvement in that case AND If there is suspected or true partiality, can be exonerated from the case at any moment by any member of The Committee.

BOARD COMMITTEE:

The Committee Members...

1. Oversee and manage the development of the entire competition by, amongst other things, coordinating the tournament staff;
2. Are the highest authority in the competition;
3. Process appeals from the athletes and disputes between the tournament staff and/or the athletes;
4. Maintain the right to expel any person who, in any way, disturbs the smooth and peaceful development of the competition.

APP. C – GEAR REQUIREMENTS

Presentation and dignity: each participant has his right, and duty, to honor HEMA and its officiality at the European Games. Therefore, it is asked of the participants to adhere at most at the following HEMA international fencing dress code:

- a) Painted masks are not allowed.
- b) Only patches of school and country are allowed. Usual manufacturers patches are allowed (applied on shoulder and neck), manufacturers patches bigger then 20x20 cm (or an equivalent area) won't be allowed.
- c) Maximum two colors between jacket-pants-socks is allowed (i.e.: black jacket, black trousers, red socks).

Certain pieces of protective gear are mandatory to participate in the tournament. In some phases, the organization will provide swords on site, but typically the responsibility for having all required gear rests on the athletes, under penalty of exclusion from the competition. Please see below all the necessary information.

Mandatory protective gear for all tournaments:

- 1. Fencing Mask 1600 N, "level 2", with grid and padded bib in good conditions
- 2. Rigid box/cup for males
- 3. Breast protection for females
- 4. Gorget covering both throat and neck; to be worn snug
- 5. Protectors for the torso at everyone's discretion or overlapping
- 6. Padded fencing jacket withstanding minimum 350N
- 7. Gloves (specified below per weapon category)

A) Protective gear for GROUP A (Longsword and Sword & Buckler):

- 7.1. **Mandatory protective gear for the torso.** Either:
 - 7.1.a. Padded HEMA jacket with protection equivalent to 350 N;
 - 7.1.b. "Master" plastron with long sleeves (or any item deemed equivalent by the organizing committee).
- 7.2. **Optional protectors for the torso:**
 - 7.2.a. Light leather plastron (to be worn over the jacket);
 - 7.2.b. Underplastron PVC (to be worn under the jacket);
 - 7.2.c. 800 N sport fencing underplastron (recommended).
- 7.3. **Gloves.** Must have rigid or semi-rigid padded protectors, cover the fingers, hand, wrist and beginning of the forearm. Some frequently used models at major international events which are *encouraged* (assuming good condition/not worn-out):
 - 7.3.a. Lobster gloves in hard leather or plastic (fingers can be covered individually or together);
 - 7.3.b. St Mark Köning Gloves;
 - 7.3.c. SPES Heavy Fencing Gloves;
 - 7.3.d. Sparring Gloves;
 - 7.3.e. PRO-Gauntlet.

For Sword & Buckler: if the models above (or similar) couldn't fit the handle of the buckler, fencer can use different gloves: one fitting the handle (however strong and resistant on the wrist and forearm), and another heavy/hard is highly recommended for the sword hand.

- 7.4. **Mandatory leg protectors**, choice from:
 - 7.4.a. Padded HEMA trousers (at least 350 N), with rigid or semi-rigid protectors, which cover from waist to knee. Knee protectors and hard shin guards.
 - 7.4.b. Sport fencing trousers, 800 N, with rigid or semi-rigid overlay protectors for the thighs and kilt for the hips. Knee protectors and hard shin guards.
- 7.5. **Mandatory protectors for the forearms**, rigid. They can be replaced by very long, rigid gloves covering the forearm.
- 7.6. **Mandatory elbow protectors**. Should be rigid and joint-covering, especially for Longsword competitions.
- 7.7. Other additional optional protectors, permitted at the discretion of The Committee;

B) Protective gear for Rapier and Rapier & Dagger

MANDATORY

- 1. **Mask**, 1600 N.
- 2. **Gorget**: must cover both throat and neck and be worn snug. Alternatively, The Committee may approve the fencer not wearing a separate gorget if jacket provides a built-in gorget or has a protective collar with deep fold.
- 3. **Jacket**, choice from:
 - a. Padded HEMA jacket with protection of/equivalent to 350 N;
 - b. 350/800 N sport fencing jacket with light leather plastron (to be worn over the jacket) or underplastron in PVC (to be worn under the jacket);
 - c. "Master" plastron with long sleeves (or any item deemed equivalent by the organizing committee).
- 4. **Glove holding the Rapier**: must be *similar* to FIE sport fencing standard and may include additional padded protection for the wrist and highest part of forearm, or be a HEMA medium/high protection glove, as per the most commonly used models at international events.
- 5. **Glove holding the dagger/disarmed**: A high protection HEMA glove must be worn on the off-hand, as per the most commonly used models at international events.
- 6. **Mandatory leg protectors**:
 - a. Standard HEMA trousers: padded, not padded, sport fencing 350/800 N, or not certificated. However, padded and at least 350 N. is *encouraged*.
 - b. Hard knee protectors as per the most commonly used models at international events.
- 7. **Other optional protectors**:

- a. Optional protectors: 800 N modern fencing fabric underplastron (recommended).
- b. Optional protectors: chest PVC protector (recommended).
- c. Rigid shin and elbow protectors that cover the joints.;
- d. Additional protectors, permitted at the discretion of The Committee.

APP. D – WEAPONS

A) Rapier

The weight of a Rapier ready for use must be between 800 and 1300 grams. The maximum length of the blade, measured from the quillions to the point, is 45 inches (114,5 cm). The maximum length of the guard, including the pommel, is 10 inches (25,5 cm). Therefore, maximum total length of the Rapier *should be around* 53 inches (130 cm more or less) and *not exceeding* 55 inches (around 140 cm). The blade's tip must be covered either with an applied button, a full button made out of the blade itself, or a button made out of the folded tip, and it must be between 6 mm and 10mm long. The button can never be naked and must be covered with adhesive tape, self-amalgamating tape or any other specific tape provided by The Committee, or else covered with a plastic cap. The Rapier's sweepings include a guard or round cup guard, quillions and finger rings that form a "guard or Italian-style grip", a knuckle guard, handle and the pommel, pressed and screwed to the blade, or pressed and pinned. The guard cannot have a diameter greater than 14 cm and the quillions may not protrude from it for more than 10 cm per side. For example, a standard image of a Rapier suitable for the tournament is provided below:



B) Dagger

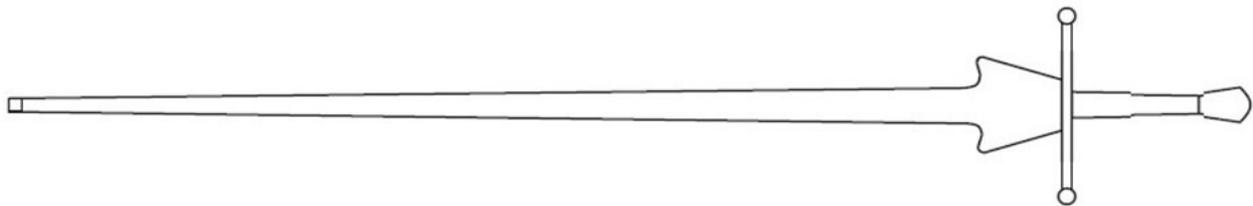
The weight of a Dagger ready for use must be between 300 and 700 grams. The maximum total length of the dagger is 55 cm. The maximum length of the hilt, including the pommel, is 20 cm. The blade's tip must be covered either with an applied button, a full button made out of the blade itself, or a button made out of the folded tip, and it must be between 6 mm and 10mm long. The button can never be naked and must be covered with adhesive tape, self-amalgamating tape or any other specific tape provided by the The Committee, or else covered with a plastic cap. The Dagger sweepings include a hand guard (so-called "sail guard"), with or without quillions, handle and pommel, pressed and screwed to the blade, or pressed and pinned. The hand guard cannot have a wider than 14 cm at the base, to which the quillions may be

soldered and that must not protrude from it for more than 10 cm per side. For example, a standard image of a Dagger suitable for the tournament is provided below:



C) Longsword

The weight of a Longsword ready for use must be between 1300 and 1800 grams. It must be not too stiff or too flexible. During the weapon check at the start of the competition, it will be checked by a staff member and during the competition the Judge has the right to declare the athlete's weapon unsafe. The maximum total length of the Longsword is 140 cm. The maximum length of the blade, measured from the outlet hole of the guard, is 105 cm. The maximum length of the hilt, including the pommel, is 45 cm. The maximum length of the blade and guard together, however, cannot exceed 140 cm. The blade's point must be covered either with an applied button, a full button made out of the blade itself, or a button made out of the folded tip, and it must be between 10 mm and 20 mm long. The button can never be naked and must be covered with adhesive tape, self-amalgamating tape or any other specific tape provided by The Committee, or else covered with a plastic cap. The Sword sweepings include quillions, a handle and pommel, pressed and screwed to the blade, or pressed and pinned. The strong of the weapon may be provided with a defensive "shielt". Two finger rings or clams may be welded in parallel and in correspondence with each of the two flat sides of the blade. The guard may have a side ring. The total length of the quillions must not exceed 30 cm and the maximum size of the shielt must not exceed 10 cm in length and 10 cm in width at its widest section. For example, a standard image of a Longsword suitable for the tournament is provided below:

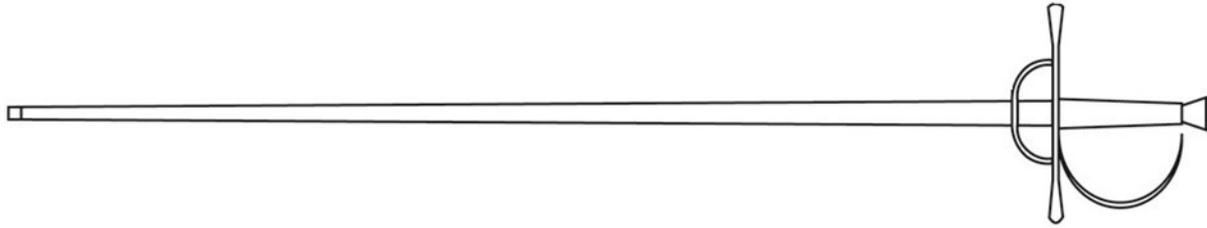


D) Sidesword, to be used with a Buckler

The weight of a Sidesword ready for use must be between 800 and 1200 grams. The maximum total length of the Sidesword is 110 cm. The maximum length of the blade, measured from the outlet hole of the guard, is up to 95 cm. The maximum length of the hilt, including the pommel, is up to 20 cm. The maximum length of the blade and handle together, however, cannot be more than 110 cm.

The blade's point must be covered either with an applied button, a full button made out of the blade itself, or a button made out of the folded tip, and it must be between 8 mm and 15 mm long. The button can never be naked and must be covered with adhesive tape, self-amalgamating tape or any other specific tape provided by The Committee, or else covered with a plastic cap. The Longsword sweepings include quillions, finger rings, a handle and pommel, pressed and screwed to the blade, or pressed and pinned. The strong of

the weapon may be provided with a defensive "shield". A side ring may be welded to the quillions or finger rings. The total length of the quillions must not exceed 26 cm and the maximum size of the shield must not exceed 8 cm in length and 8 cm in width at its widest section. For example, a standard image of a Sidesword suitable for the tournament is provided below:



E) Buckler, to be used with a Sidesword

The weight of a Buckler ready for use must be between 800 and 1200 grams. The diameter must be of 25 to 35 cm. The Buckler can be in polypropylene, wood and steel, steel. The handle must be central, meaning that it must be placed on the projection of the diameter; laces to fix it to the wrist, are not allowed. The edge must be rounded, to offer a width not inferior to 3 mm. The boss of the buckler must be rounded, without spikes. For example, a standard image of a Buckler suitable for the tournament is provided below:

