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*SETTO RE SCHERMA CSEN*

# NATIONAL RULES FOR COMPETITIONS HISTORICAL FENCING CHAMPIONSHIPS-H.E.M.A.2019-2020

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### 1. Introduction

This set of rules is divided into sections. The first part (1/4) describes the tournament rules and needs to be read by all the participants; the second (5/6) includes referee calls, and the role of every staff member, and needs to be read and acknowledged by Tournament Masters, Ring Bosses, Head Judges, Judges, Score Keepers, Time Keepers and by all the involved staff.

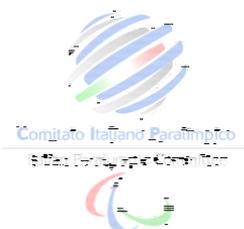
### 2. Major Changes from 2019-19 ruleset

Compared to the previous edition this set of rules has been unified and made homogeneous for all the disciplines, with due differences in scoring, and made a single document; the reading has been made simple by the internal quotations to the articles and the text. All the disciplines have been brought to a maximum of 10 points or a time limit for match, and the point difference in fighters' score in scoring has been added; both this modifications are meant to make possible a better use of strategy during the whole fight, which lasts 2 minutes with small stops between every action. All the Disciplines now have Double Hit penalties.

Unrealistic Fencing is removed **in favor of some small modifications in specific weapons in order to aim for a better** historical accuracy and realism.



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Other penalties have been made uniform among all the Disciplines, and a specific box about penalties will be found both for Sport Penalties and Behavioural Penalties, where bad behavior by Managers and Seconds will negatively impact the competing athlete score.

Scores will be 3-2 instead of 2-1. This change has been made in order to make more relevant the clean hits while still maintaining the after-blow menace.

I punti si porteranno 3-2 invece che 2-1. Si decide di introdurla con la motivazione di rendere più rilevanti i colpi puliti mantenendo comunque la minaccia del colpo-dopo.

Competition Procedures and Referee Calls have been completely modified, with a new experimental system that does not involve flags and that seems to be favoring a quicker performance and an easier understanding from athletes, judges and public; a quick compendium about staff and event organization has been added to this set of rules.

The equipments needed have been uniformed, and divided in the different Disciplines, with descriptions for every article that substitutes the major brands in the international HEMA community, previously in the text.

## 1. Structure of the Competitions and of the Championships

The competition categories are:

Sidesword & Buckler  
Medieval Sword & Buckler  
Longsword  
Sidesword  
Rapier  
Rapier & Dagger  
Saber

Experimental Categories:

Short Spear  
Abracar

Specialties are divided in:

- A. Women
- B. Open, for participants of every sex

The season follows the sport year, september-august.

The Championships consist of several tournaments or competition days, which need to be chosen among all the possible competitions before the season starts and published in an official announcement.

The Winners of each discipline are elected by the end of the season, according to a National Ranking compiled over the year during the Championship, keeping track of only the 4 best results obtained by the athlete in the competitions in the Championship.

It's *possible but not mandatory* to establish Discipline Cups, with their Winners, chosen by National Ranking keeping track of *all* the competitions in the CSEN network, and not only in the Championship; this competition needs approval by the National Committee.

Every competition is made of three different phases:

- Pools
- Single-elimination rounds
- Finals

Matches can end either by having reached, by one of the two fencers, the planned win score or by the end of the match length. Win score is set at **10 points**.

Match length is set at **2 minutes** (see paragraph 6.3) at the end of which the victory will be awarded to the fencer with the highest score; in case of even score, there will be one additional minute with randomly decided, before the beginning of the extra time, of the priority with the rule of the “final blow” (see paragraph 6.5).

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. These groups must be formed by selecting, following the criteria established by the Committee. The presence of athletes from the same club/association/school 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 (check paragraph 6.7). 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 by the winners of the competition, of the second place, and the two joint third places.

*Special Grand Competitions rule:* for competitions with more than 60 registered fighters, the athletes with a higher Ranking placement will start the competition in the first places of the Single-Round elimination bouts, following this scheme:

Participants	Pools	Eliminations 1	Eliminations 2	Eliminations 3
Up to 76	60	1-16		
Up to 92	60	16	1-16	
Up to 100	60	16	16	1-8

Some participants will then start the competition in the next elimination rounds, based on Ranking and the number which exceeds the 60° athlete, following the above-mentioned distribution; for example, a competition with 94 participants will have the best 2 athletes starting at round 3, the following 16 at round 2, the following 16 at round 1, and 60 fighters will participate in the pools.

The organization will then select a number of athletes from the pools to be paired with the fighters already in the elimination rounds.

*The fencer has the free choice of giving his place in the elimination rounds to the next in line in order to fight all the Pools if he so desires.*

## 1. SCORING, ALLOWED AND FORBIDDEN ACTIONS

### 4.1 TARGETS

The entire body is considered to be a valid target, except for: genitals, back of the neck, spine, Achilles tendon, foot (*see Forbidden Actions: pg. 5*).

For the purpose of giving a score, the following is considered:

- Head: The entire surface of the front part of the mask, that is the mesh and the bib;
- Torso: Chest and abdomen, up until and including the seams of the shoulders, and the so-called "belt" located at the groin level (which is excluded)
- Arms: From their seam down, excluding the shoulder, which is considered to be part of the torso.
- Legs: From the groin down, except when they are described as a forbidden target.

NOTE: Any protective gear which is connected to the mask and covers a particularly large surface area towards the chest, and/or is further away from the bib, may be considered by the Judges as part of the Torso. The same principle applies in case of jackets or other torso protective gear that also cover the legs, and protective gear for legs or arms that cover parts of the torso.

Thrusts are considered valid if executed decisively and clearly, with the blade slightly bending as a result from the tip hitting the target.

Cuts are valid if executed decisively and clearly, 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 and foible). Hits with the strong of the blade are valid only if the blow drags to the foible of the blade, and will award the necessary score. The blow with the strong awards 3 points if on the Head.

## WINNING THE MATCH

The fighter needs to score 10 points: reached or surpassed those 10 points, the fighter wins the match. Otherwise, at the end of the match length, the fencer with the highest score wins.

NOTE: If the blow lands at the end of the 2 minutes it will not be considered valid even if it started before the end of the time.

For scoring, these are the point values:

- |                                     |           |
|-------------------------------------|-----------|
| a) Head:                            | 3 points; |
| b) Thrust at the torso:             | 3 points; |
| c) Pommel strike at the head:       | 2 points; |
| d) Buckler boss stroke:             | 2 punti;  |
| e) Hit with the strong at the head: | 3 punti;  |
| f) Everything else:                 | 2 punti.  |

### *Disarm*

The forte, guard, quillions and pommel of the weapon can be seized to execute actions that must end with:

- The opponent being actually disarmed: 2 points;
- A successful thrust or cut: related score;
- 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: 2 points.

If the action is not successfully executed according to the aforementioned modalities, and/or is not completed within a maximum of 5 seconds, the Master Judge has the right to call a Halt and declare it a "unclear action" without giving a score.

### *Afterblow*

The fencer who is hit is allowed to execute an "afterblow (or counterblow)," which can be executed in the tempo and measure of a "step and stroke", before the Master Judge calls for a Halt. The initial attacker is also allowed to hit a location that awards a higher score.

NOTE: this strikes inhibit afterblow:

- Thrust or cut at the head;
- Thrust at the sword's arm in one hand disciplines
- Cut at the sword's hand (only "medieval sword and buckler")
- Thrust at the torso (only "saber")

## 4.2 Longsword

In Longsword, cut and thrust with one hand will award 2 points when in “gioco largo” and needs to be deemed effective by the judges (*intensity of the cut*). If the target is the head, both these strikes inhibit afterblow.

### *Fighting, groun combat, physical contacts*

It's possible to use hand to hand actions, with an eye at security. Launching the opponent on the ground does not score any point, but needs to be followed by a superiority action on the opponent (cfr. *supra*); after launching the opponent on the ground, strikes will not award any score.

Striking with the fist on the mask is allowed if done with the open hand and controlling the force of the impact; the action, if made correctly, will award 2 points.

### *Azioni proibite in tutte le discipline*

The following actions are forbidden and punishable by progressive cards:

- Foot strokes;
- Head-butts, elbow and knee strokes;
- Strokes with the quillions or other defensive sweepings;
- Joint locks for breaking and dislocating;
- Grabbing the blade at the foible (note: The action is also worth one point for the opponent as a "cut 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, or according to "in armis" (with armor) techniques);
- 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.
- Turning to intentionally show prohibited targets, to inhibit the action or reaction of the opponent.
- Accidental hits at the back of the head will be awarded score. If the blow is interrupted it will be considered superiority action (3 points).
- Covering the target: It's forbidden to block a 3 points hit with the hand.

### *Rapier : additional prohibited actions*

The following actions are forbidden and punishable by progressive cards:

- Percussions with the Hand
- Launching on the ground

For safety purposes and respect of the fencing play, wrestling and throws in close quarter against the opponent are not allowed, with the following exceptions:

- 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.

## ***Saber: additional forbidden actions***

The following actions are forbidden and punishable by progressive cards:

- Percussions with the Hand;
- Disarms except those made with the blade, hand to hand, launching on the ground, Joint locks for breaking and dislocating;
- It's not allowed to have the unarmed arm in front of the shoulders line, if that happens it will be considered covering the target. (The unarmed arm needs to be held in this positions: behind the back, on the flank, or along the flank slightly behind);

For safety purposes and respect of the fencing play, wrestling and throws in close quarter against the opponent, pommel strikes and unarmed hand strikes are not allowed.

## **5. PENALTIES**

The Master Judge who notices the use of forbidden techniques or rules violation, may assign penalties that include the following, from least to most severe: verbal warning; single penalty (yellow card); double penalty (red card and loss of 2 points); triple penalty (black card, loss of the match and potential disqualification from the competition).

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);
- Penalties for leaving the ring and Double hit cannot be added to other penalties, but only penalties of the same type (*see 5.4: Special Penalties, pg. 8-10*).

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.

### **5.1 SINGLE PENALTY (Yellow Card)**

A single penalty is issued when:

- The fencer does not salute appropriately at the beginning or end;
- The fencer intentionally strikes the opponent after a "Halt!";
- The fencer intentionally turns their back to the opponent before a "Halt!" to stop the action;
- The fencer grabs the blade at the foible (note: The action is also worth one point for the opponent as a "cut the hand", *see Forbidden Actions pg. 4, 6*);
- The fencer withdraws from the fight and shows little willingness to engage by assuming an excessively defeatist attitude;
- The fencer is wearing incomplete or non-compliant equipment, for which they will need to find a solution within the first five minutes;
- The fencer leaves the ring without permission of the Master Judge during the bout;
- The fencer asks for a "Halt!" without a justifiable reason.

## 1.1 DIRECT DOUBLE PENALTY (Red card - subtraction of 2 points)

A double penalty is issued when:

- The fencer executes a forbidden stroke (*see Forbidden Actions: pg. 4, 6*).
- 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 stroke from the opponent.

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

## 5.3 DIRECT TRIPLE PENALTY (Black card - loss of the match)

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 stroke, with the clear intention of preventing the opponent from continuing the fight (*see Forbidden Actions pg. 4, 6*);
- 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 Master Judge falsifies the outcome of the match.

## 5.4 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, but only to themselves.

## *Double Hit*

Simultaneous double hit, that is a mutual stroke executed within the same fencing tempo, is one of the most severe mistakes for the contestants, thus neglecting the basic principle of fencing of "touching without being touched."

If such behaviour is noticed, the Master Judge calls for a Halt and issues up to three progressive verbal warnings, which stack up only during the same Bout. The first two warnings result in verbal warnings, whereas at the third warning both fencers lose the match and the following consequences occur:

- In the Pools, both fighters obtain a defeat, with the score unchanged;
- in the Single-Elimination rounds, both fighters obtain a defeat with the score unchanged (the fighter with the highest score gets to the next round)
- In every Bout of the Finals, the score is reset and the fencers fight for an additional minute with the rule of "sudden death" (*cfr. 6.5.d1*).

NOTE: Double hits cannot be added to other penalties, but only to themselves.

NOTE: Intentionally aiming for double hits for strategic reasons may be subject to a penalty for unrealistic fencing (see below).

## *LOSING THE WEAPON*

In case the weapon is lost by accident, the Master Judge calls for a "Halt!" during the action and awards 2 points to the opponent, or 3 points in Rapier 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 that case, the Master Judge will call off the yellow card from the generous fencer, ask the contestants to assume a guard position and resume the fight.

<b>VIOLATION</b>	Penalty 1	Penalty 2	Penalty 3 etc.
Failure to present themselves on the ring (one penalty per minute of absence)	Yellow	Red	Black
Missing or inappropriate salute	Yellow	Red	Red
Stroke clearly executed 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 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 stroke	Red	Red	Red
Intentionally harmful stroke	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
<b>SPECIAL VIOLATION</b>			
Exiting from the line	Yellow	Red	Red
Double hit (Pools)	Verbal warning	Verbal warning	Shared defeat
Double hit (subsequent phases)	Verbal warning	Verbal warning	Round with "sudden death"
<b>UNREALISTIC FENCING</b>	Canceled action and red card	Canceled action and red card	Canceled action and red card
Replacement/cover of a target	Loss of points as according to the covered area	Loss of points as according to the covered area	Loss of points as according to the covered area
Loss of the weapon	Loss of 2 points (3 for Rapier and Rapier & Dagger)	Loss of 2 points (3 for Rapier and Rapier & Dagger)	Loss of 2 points (3 for Rapier and Rapier & Dagger)

It is forbidden and punishable by progressive cards:

- Fencing without any attention to not being hit;
- Fighting in a way that's violent and aimed at hurting the opponent;
- Losing control of the weapon;

In the area around the tournament fields there should be no one besides the Staff, medical aid and one second for each fighter, at their fighter's corner.

Subject to penalties and expulsions are: managers of sport societies involved in the competition; trainers/seconds.

Unsportsmanlike conduct that goes against sport ethical principles, CSEN and the whole department guidelines, will be evaluated during and after the event.

Those deemed responsible of those behaviours will be kicked from the event; there will then be sanctions against them such as suspension from the Championship, etc. Those sanctions are given by CSEN Disciplinary Committee.

## 1. DEVELOPMENT OF THE MATCH

### 6.1 Equipment inspection

Before the start of the Pool, the Tournament Director and his delegates 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 or a manager of their club.

Once the inspection is complete, only the authorised and properly "marked" equipment can be allowed inside the area dedicated solely to the athletes. Any other unauthorised 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, in compliance with the organisation of the phase.

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. The fencer who is found devoid of said equipment incurs a penalty, as described in the "Penalties" section. The fencer who presents themselves for inspection with a delay of more than two minutes incurs a penalty (*see pg. 10*).

### 6.2 Call of the Pool

After the inspection, the order of the Pool matches is announced to the fencers and the Ring Director (or the Timekeeper, as appropriate) calls the first pair forward, and the next must be ready by the competitionground, and so on throughout the Pool. Red and blue bands are then assigned to the fencers to identify them with their respective angles.

Fencers who present themselves more than a minute late in the ring will incur a penalty (*see pg. 10*). Each fencer has the right to bring an assistant in their corner, usually their coach or companion, to whom a respectful behaviour towards the match is requested. The partner can communicate with the athlete at all times, always maintaining a non-invasive, well-mannered and sportsmanlike attitude, on pain of incurring a penalty (*see pg. 10*).

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 pg. 10*).

## 6.3 Time

Time is kept by a Timekeeper or an automatic chronograph. In the Pools and Single-Elimination bouts, a maximum time of 2 minutes per match is set; in the Finals every bout is set at a maximum of 2 minutes. The time is interrupted after the “Halt!” and started with “Fence!”.

## 6.4 Bout

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Fencers must always maintain an upstanding and chivalrous behaviour throughout the Bout, on the pain of receiving for progressive penalties (*see pg. 10*).

The Master Judge asks the Timekeeper, Scorekeeper and fencers if they are ready. Once an affirmative reply is received, the Master Judge says out loud "Fight!", thus starting the count of time. The fencers must stop whenever the Master Judge calls for a "Halt!" and keep the last position assumed at the time of the interruption, and then move back to the corners.

The Master Judge will stop the Bout for any safety reasons deemed necessary, and to apply penalties.

When a Line Judge notices a valid stroke, they call for a "Hit!". The Master Judge then waits for a possible afterblow struck by the opponent and calls for a "Halt!", thus stopping the count of time. The Master Judge, if needed, then consults the Line Judges about the value of the strokes by saying out loud "Judges?". Their reports are interpreted (*see pg. 13-15*), then the Scorekeeper is informed about the result.

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 action.

## 6.5 End of the Bout

The match can end when:

- a) The maximum score is achieved or exceeded by one of the fencers: The scorekeeper then calls for the "End of the match" and declares the winner;
- b) The maximum score is achieved 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) Too many double hits: 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 is up: The Timekeeper signals that time has expired by saying out loud "Time". Accidentally successful strokes after the call are not worth any point. The scorekeeper calls for the "End of the match" and awards the victory to the fencer with the highest score. In case of a tie at the end of the match, an extra minute is allowed with a draw of priority in advance, that is the winner is determined in advance in the event of another tie. During the extra minute, the rule of "sudden death" applies for both contestants. The fencer who scores the most points with a stroke, including the afterblow, wins (with draw of priorities and appointment of the winner in the event of a tie).

d1) *“Final blow” criterion*: if the score is even at the end of the match length, there will be one minute of overtime with the criterion of the “final blow” for both the fighters, with the randomly determined priority before the overtime starts. The winner is the fighter who scores the first blow, considering the occasional after-blow. If the overtime ends with an even score, the winner will be the fighter with priority.

After the Bout, the Master Judge announces the end of the fight. The fencers then take off their masks, return to the corners and salute. The Master Judge announces the winner and the contenders shake hands with their right hand.

### **1.2 6.6 Interruption of the bout or withdrawal of the athlete from the competition**

During the fight, each fencer has the right to call for a "Halt!" 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 "Halt!" 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 pg. 10*).

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 their maximum score, in every bout. At the same time, each of their opponents will be awarded a (8 or 9)-0 victory.

During the fight, each fencer has the right to call for a "Halt!" 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.

### **6.7 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 the strokes 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 6.5.d*).

## **7. REFREE CALLS**

### **7.1 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.

## 7.2 Signals of the Line Judges

- a. Single hit worth 2 points for red/blue: the judge puts forward their respective arm horizontally, assigning 1 point with their fingers.
- b. Single hit worth 3 points for red/blue: The judge raises their respective arm vertically above their head, assigning 3 point with their fingers
- c. Afterblow: The judge signals with both arms, respectively vertically or horizontally depending on the areas hit, assigning from 2 to 3 points with their fingers. NOTE: If the first stroke has landed in an area that cannot be targeted by an afterblow, the judge only signals the first hit and ignores the next.
- d. 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.
- e. Ineffective or weak stroke: The judge crosses their arms in front of their body downwards.
- f. Abstention: The judge crosses their arms behind their body downwards.
- g. Exit from the line for red/blue: The judge puts forward their respective arm towards the line and calls for a "Halt!". When asked by the Master Judge, they state the call
- h. Forbidden Action: Any judge that notices it during the fight has the right to call for a Halt. When asked by the Master Judge, they state what they have seen. Then, the Master Judge will consult the other judges by show of hands to confirm the warning. The Master Judge retains the right to make a unilateral decision (the so-called *Overrule*)
- i. Dangerous Situation for the Fencers: Any judge or staff member that notices it has the right to and has the duty of signalling it promptly by calling for a Halt.

## 7.3 Awarding scores

The score is awarded by simple majority. In case of equality between two values, the highest score is awarded. In case of complete disagreement between the four verdicts, the Master Judge has the right to opt for the annulment of the action or the award of a score to of their choosing.

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

## 7.4 Self-declaration

An athlete may state to the judges that they received a hit. They may also declare that a stroke they landed was not, in fact, effective. However, the decision rests always within the Judges in the ring, who have the final word.

Instead, it is forbidden to state that the opponent has been hit, or that they themselves have not been hit.

## 8. STAFF AND ROLES

### MASTER JUDGE:

1. The Master Judge starts and stops the fight, commands: "A voi/Fight" and "Alt/Halt";
2. They make sure that the fencers, judges and delegates at the table are ready (command: "Fencers/table/ judges, ready?");
3. Monitors the safety of, and in the ring of competition; They apply penalties for every violation;
4. They interpret the signals of the Line Judges and reports them to the Scorekeeper. They distinguish between the fencing sequence and simultaneity in fencing, thus applying penalties for Double Hit;
5. They may correct the decisions of the Line judges;
6. They have the authority to expel any person who disturbs in any way the smooth and peaceful development of the competition (an appeal against such decision to the Tournament Director is permitted).

### LINE JUDGE:

1. The Line Judge signals valid hits landed by the fencers (command: "Colpo/Point") and assigns the related scores. In particular, they distinguish between an effective afterblow, which is counted, and the one prevented by the first valid action, which is not counted;
2. They interrupt the bout solely for reasons of safety of the participants;
3. They collaborate with the Master Judge in the application of penalties.

### Scorekeeper:

- a) The Scorekeeper keeps track of the score during the bout, also by subtracting the highest score from the lowest in a single action, and announces the actual result;
- b) They call the end of the match by maximum score achieved/exceeded by one or both fencers. They call the end of the match due to time expiration, after the signal of the Timekeeper;
- c) They record penalties.

### Timekeeper:

- a) The Timekeeper starts the count of time in the bout and signals its expiration;
- b) They can stop and restart the count of time in the bout, at the request of the Master Judge and if the need arise;
- c) They collaborate with the Judge in the application of penalties related to time.

### Ring Director:

- a) The Ring Director is in charge of organising the sequence of matches according to the organisational chart of the tournament, summon the fencers about to compete, and preparing the next pair of fighters;
- b) They assign the red and blue colours to the fencers, according to the organisational chart of the bouts;
- c) They manage any pre-match stage with the fencers;
- d) They are responsible for the safety of the area outside of the ring.

### **Tournament or Championship Phase Director:**

- a) They are in charge of ensuring and managing the development of the entire competition, by coordinating all the tournament staff;
- b) They are the highest authority in the competition;
- c) They manage appeals from the athletes and disputes within the tournament staff, or between them and the athletes.
- d) They have the authority to expel any person who disturbs in any way the smooth and peaceful development of the competition.

### **Appeals:**

Any appeal to the decisions made by the Judges during the competition must be submitted to the Tournament Director within one hour from the disputed event by anyone who has an interest to do so, by paying a security deposit of €50.00 (fifty/00). The Tournament Director deliberates in the council chamber within an hour after submission of the appeal, after having heard the applicants and referring to the judges. In case the appeal is even partially upheld, the security deposit is immediately returned. Otherwise, it shall be retained by the organisers.

The Tournament Director's decision is final and unappealable.

## **9. EQUIPMENT**

Certain pieces of protective gear are mandatory to participate in the Tournament. In some phases, the organisation will make available swords and protective gear on the rings, but the responsibility for the presence of said gear rests always within the athletes, under penalty of exclusion from the competition.

### **Mandatory protective gear for all competitions:**

1. Fencing Mask 1600 N, "level 2", with neck protector.
2. Jockstrap for male fencers and breast protector for female fencers.
3. Gorget: It must cover both throat and neck and be worn snug.
4. Protectors for the torso at everyone's discretion or overlapping.
5. Padded jacket with protectors of at least 350 N.
6. Gloves.
7. Padded trousers.
8. Shin and knee protectors

### **Protections for Longsword, Sword and Buckler, Sidesword, Saber**

1. Mandatory chest protection, choice of:
  - a) Padded Jacket, with protection equal or better than 350 N.;
  - b) Master" plastron with long sleeves (or any item deemed equivalent by the organising committee);
2. Optional protections:
  - Light leather plastron (to be worn over the jacket);
  - Underplastron PVC (to be worn under the jacket);
  - 800 N modern fencing underplastron (*recommended*).

3. Gloves must have rigid or semi-rigid padded protectors, and cover the fingers, hand, wrist and the beginning of the forearm. Some frequently used models at major international events are:
  - a) Hard leather “lobster” gloves (with closed or articulated fingers);
  - b) Hard leather and plastic “lobster” gloves (with closed or articulated fingers);
  - c) Lacrosse/Hockey reinforced HEMA gloves. NOTE: These are not allowed for Longsword and Medieval Sword & Buckler.
- 4) Mandatory leg protections, a choice of :
  - a) Padded trousers, with rigid or semi-rigid protections, equal or better than 350N protection, that cover from the waist to the knee. Hard shin and knee protectors, like the ones used in the main international events.
  - b) Modern fencing pants, 800N, mandatory for Longsword, with rigid or semi-rigid protections for the tights and skirt for the flanks. Rigid knee and shin protectors, like the ones used in the main international events.
- 5) Other optional protections:
  - a) Other protections, admitted by the Organizing Committee.
  - b) Rigid elbow protectors, that cover joints, especially for Longsword.  
N.B.: elbow protectors are mandatory for Saber.

### **Protections for Rapier, Rapier & Dagger**

1. Mandatory Gorget: need to protect throat and neck, worn tight. Can be avoided, asking at the Organizing Committee, if the jacket has a blade-catcher collar.
2. Mandatory chest protection, a choice of:
  - a. Padded Jacket, with protection equal or better than 350 N.;
  - b. Modern fencing jacket, 800N, with a leather plastron (to be worn over the jacket) or PVC underplastron (to be worn under the jacket)
  - c. Master" plastron with long sleeves (or any item deemed equivalent by the organising committee);
3. Optional protections:  
800 N modern fencing underplastron (*recommended*).
4. Glove holding the Rapier:  
It must be compliant with FIE standard and include additional protection for the wrist and forearm, or be a HEMA medium/high protection glove. A high protection HEMA glove must be worn on the off-hand, whether unarmed or holding a dagger

5. Mandatory leg protections, a choice of:
  - a) Padded trousers, with rigid or semi-rigid protections, equal or better than 350N protection, that cover from the waist to the knee. Hard shin and knee protectors, like the ones used in the main international events.
  - b) Modern fencing pants, 350N or 800N, with rigid or semi-rigid protections for the tights and skirt for the flanks. Rigid knee and shin protectors, like the ones used in the main international events.
- 6) Other optional protections:
  - a) Other protections, admitted by the Organizing Committee.
  - b) Rigid elbow protectors, that cover joints.

## WEAPONS:

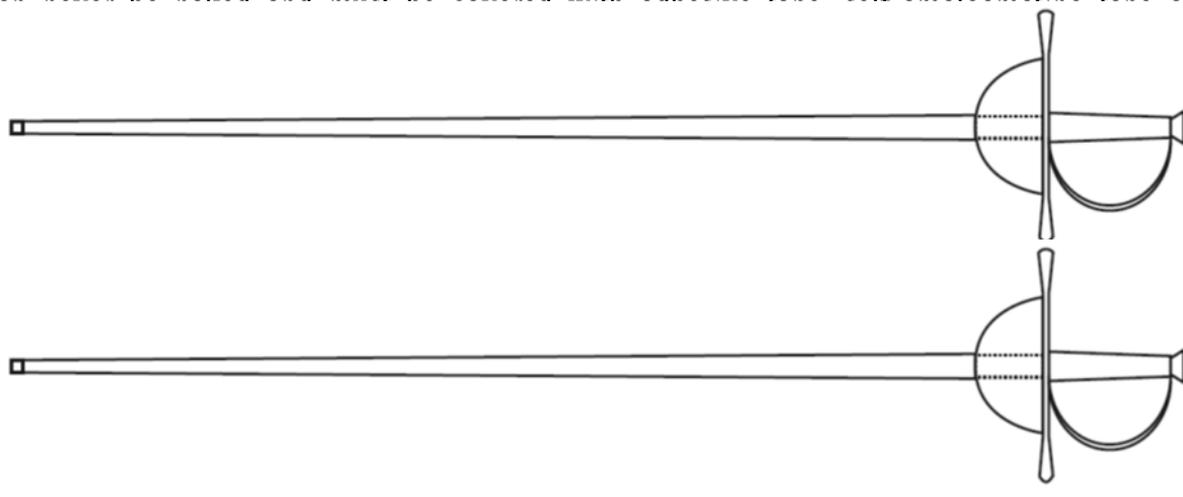
### Rapier

The weight of a Rapier ready for use must be between 800 and 1200 grams.

The maximum total length of the Rapier is 125 cm.

The maximum length of the blade, measured from the outlet hole of the guard, is 105 cm. The maximum length of the guard, including the pommel, is 20 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 6 mm and 10mm long. The button



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## Dagger

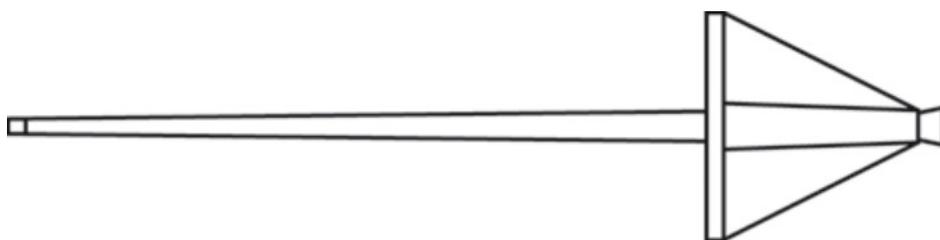
The weight of a Dagger ready for use must be between 300 and 700 grams.

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 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 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 Organising 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.



## Longsword

The weight of a Longsword ready for use must be between 1300 and 1700 grams.

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 40 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.

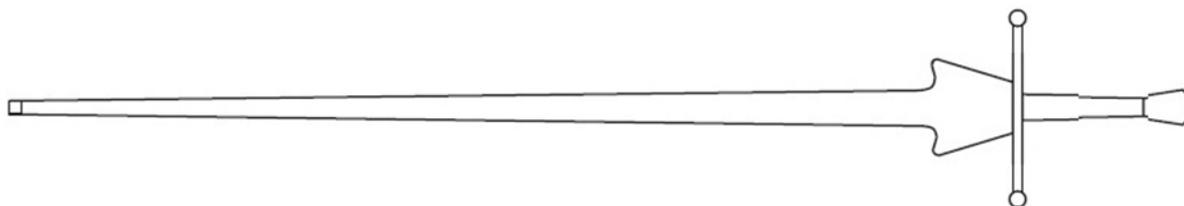
The button can never be naked and must be covered with adhesive tape, self-amalgamating tape or any other specific tape provided by the Organising Committee, or else covered with a plastic cap.

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 "crown". 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 crown must not exceed 10 cm in length and 10 cm in width at its widest section.

For example, a standard image of a Longsword suited for the Championship is provided below:

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### **Sidesword**

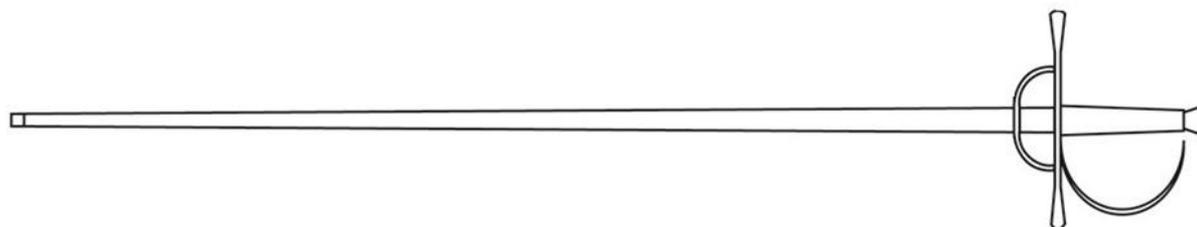
The weight of a Sidesword ready for use must be between 800 and 1200 grams.

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 95 cm. The maximum length of the hilt, including the pommel, is 20 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 Organising 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 "crown". 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 crown must not exceed 8 cm in length and 8 cm in width at its widest section.

For example, a standard image of a Sidesword suited for the Championship is provided below:



### **Sword and Buckler:**

For Sword and Buckler, it can be used either a Medieval one handed sword or a Sidesword, accompanied by the Buckler.

Every organizing committee will decide whether to use Medieval Swords or Sideswords, depending on which tournament it wants to organize.

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## MEDIEVAL SWORD

The weight of a Sword 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 95 cm. The maximum length of the hilt, including the pommel, is 20 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 Organising 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 "crown". 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 crown must not exceed 8 cm in length and 8 cm in width at its widest section.

For example, a standard image of a Sidesword without finger and side rings suited for the Championship is provided below:

In the absence of standard regulations and technical studies on the equipment, as a non-exhaustive example the main international sword and fencing equipment manufacturers can be listed, whose products have been used extensively in international competitions or events of similar importance, thus constituting a reliable standard in terms of quality, reliability and durability:

Other models will be examined onsite by the Organising Committee, or in advance by informing the Committee at least two weeks before the competition.

### Buckler:

The weight of the Buckler must be between 800 and 1200 grams.

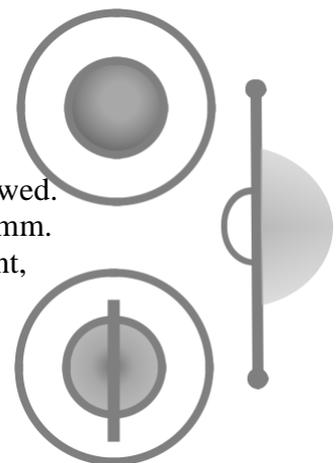
The diameter needs to be between 25 and 35cm.

The buckler can be in Wood, Steel or Polypropylene.

The handle must be centred, any string to fix it to the wrist won't be allowed.

The side needs to be round or covered as to not leave a width less than 3mm.

As an example, here's an image of a standard buckler taken from the front, the side and the rear.



## Saber



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The weight of the Saber ready for use must be between 600 and 800g.

The length of the Saber must be between 100 and 108cm.

The maximum length of the blade, from the guard, must be 88cm. The length of the guard must be 20cm pommel included.

It must be not too rigid nor too flexible, and those will be checked by the Staff and the Judge can deem the weapon not safe for the athletes.

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 Organising Committee, or else covered with a plastic cap.

Saber guard must be fixed to the blade with the pressure and twist method, or pressed and beaten.

As an example, above there are pictures of a standard Sabre for the championship.

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