



CENTRO SPORTIVO EDUCATIVO NAZIONALE

ENTE DI PROMOZIONE SPORTIVA RICONOSCIUTO DAL C.O.N.I.
D. Lgs n. 242 del 23-7-1999 (Delibera C.N. CONI n. 1224 del 15-5-2002)
ENTE NAZIONALE CON FINALITA' ASSISTENZIALI RICONOSCIUTO DAL MINISTERO DELL'INTERNO
(D.M. 559/C. 3206.12000.A. [101] DEL 29 FEBBRAIO 92)
ASSOCIAZIONE DI PROMOZIONE SOCIALE – iscriz. N. 77 Reg. Naz. Min. Lav. e Politiche Soc. (L. 7-12-2000 n. 383)



Certificato n. 28746/13/S
Progettazione ed Erogazione
Eventi e Formazione

SETTORE SCHERMA CSEN

Complete/Total Rapier Competition - REGOLAMENTO

1) DEFINITION

HEMA Historical Fencing – Rapier specialty is a fighting sport in which a sword called “Rapier” is used to strike with thrusts, cuts, pommel blows, unarmed hand strikes, and with hand to hand disarms as will be detailed. **Complete/Total** ruleset awards the athlete who shows the best sport combat, expressed and judged globally depending on strikes on target, tactical skill, technical skill, posture.

The match unfolds between two fencers, in guard in front of a field marked by lines on the ground, ropes (ring) and/or tatami in a defined number of rounds, interchanged by rest time. Matches are composed of three rounds which last 2 minutes each, with an interval lasting 1 minute. If the score is even, there will be one last round of 1 minute.

2) HITS, STRIKES, TARGETS

2.1 Authorized Hits

Authorized Hits are:

- All firm thrusts, with the blade slightly bent;
- All firm cuts, with a rotation at the wrist, elbow or shoulder that get to the target with the half of the blade towards the point;
- Pommel blows, with control of the impact;
- Open hand strike, with control of the impact;
- Open hand strike or fist, to deflect the opponent's blade *while thrusting or while idle*;
- Disarms, hand to hand actions made by holding the strong of the blade, the guard or the pommel of the sword, which ends within 5 seconds with a disarm or a strike (point or thrust).

2.2 Authorized Physical Contact

- It's possible to disarm the opponent by wrapping the arm round the blade;
- It's possible to hold the opponent's forearm or applying a measured push that cannot be configured as a strike;
- It's possible to deflect or push the opponent's blade, if idle or while thrusting.

2.3 Authorized Targets

The authorized targets are:

- For thrusts: upper, front and side parts of the mask, front and side parts of the chest, arms and legs;
- For cuts: upper, front and side parts of the mask, front and side parts of the chest, arms and legs except for feet and achilles tendon;
- For pommel: upper, front and side parts of the mask;
- For open hand strikes: front and side parts of the mask.



VIA L. BODIO, 57 – 00191 ROMA
TEL. 06.329.18.53 – 06.329.48.07 – 06.329.47.02 FAX 06.329.23.97
www.csen.it – e-mail: info@csen.it



Comitato Italiano Paralimpico
Italian Paralympic Committee

2.4 Forbidden Strikes

- For thrusts: genital area, back side of the mask, the back.
- For cuts: genital area, nape, the back, feet and achilles tendon.
- For the pommel: all the body, the back of the mask.
- For open hand strikes: all the body, the back of the mask.

2.5 Forbidden Hits, Contacts and Actions

- Forbidden hits: headbutts, hits with the elbow, hits with the knee, kicks, and hitting forbidden targets;
- Hitting a fighter on the ground or while he/she is getting up;
- Throwing the opponent on the ground, joint locks for breaking or dislocating;
- Strikes with the cup, the quillions, other parts of the guard;
- Holding the weapon by the blade in order to hit with the quillions (like a hammer, or like *in armis* techniques);
- Holding the weak part of the blade (the last third);
- Intentionally throwing the weapon;
- Grabbing the mask, the jacket or other protective gear of the opponent;
- Charging or pushing the opponent, in order to throw him/her out of the field;
- Stepping on the opponents feet;
- Intentionally turning in order to expose the forbidden targets, to inhibit the opponents action or reaction;

3) L' INCONTRO

3.1 Match and Rounds

All the matches are composed of three rounds, with a length of 2 minutes each, with 1 minute of resting time after each round. Matches in a *gala*, and *finals* for trophies, titles or with a national or international value, will be 5 rounds with a length of 2 minutes, or 3 rounds with a length of 3 minutes, with 1 minute resting in between rounds.

3.2 Round Judgement

In every round, three judges will take note on specific cards the points obtained by each athlete, by the following norms that aim at identifying the traits of the best sport fighter. The athlete who dominates the round will be considered superior.

In the evaluation, the judge will keep track of:

- *blows*: final score for the blows considered valid;
- *tactical skill*: conducting the fight, mastering the available space, handling the opponent in offence, defence and counter offence.
- *Technical skill*: technical expertise, choice of tempo, knowing how to follow-up blows and actions.
- *Posture*: general execution and style in fighting, that lead to the best possible representation of "hit without being hit".
- *Prohibited blows, contacts and actions*: executing these leads the athlete to an unfavourable evaluation by the judges.

The athlete considered superior in the round will get the maximum possible points, 3; the other athlete will be given a number of points proportionally minor, depending on the performance. If the fight was even, an equivalent score will be given.

Foul play, brutality or other inappropriate or unsportmanlike behavior will bring disqualification or expulsion from tournaments, based on the seriousness of the instance.

3.3 Match Result

At the end of the last round, judges will sum the scores of the rounds for athletes and will write the winner on the card, then give the card to the Referee/Ring Boss, who will decree or communicate to the Referee the winner by unanimity or majority

4) COMPETITION EXECUTION

For championships, trophies, *gala* or other competitions deemed valid at a national and international level the competition will be executed in two different ways: *single elimination rounds*, with an *ideal number* of participants (it being a number equal to a power of 2, so: 2, 4, 8, 16, 32, 64...); *with a qualification phase* to get to the single elimination rounds with a *less than ideal number* of participants.

4.1 Single elimination round with an ideal number of participants

In competitions with an ideal number of participants the athletes are paired for the first match with a random draw made by hand or with the aid of a computer; the winners will go to the next stage, up to the finals.

4.2 Qualification phase to access the single elimination rounds, in a less than ideal number of participants

In competitions where the number of athletes is higher than the *ideal number*, it's possible to organize *qualification matches* with the order decided by an extraction from the last. To get to the ideal number is necessary to make a number of matches equal to the number of athletes that need to be removed in order to get to the preceding power of 2.

For example: in a competition with 35 participants, to get the number to 32 participants (*ideal number*) there's the need to dispute 3 qualification matches between 6 athletes, the last by extraction number, so those who got extracted as number 35, 34, 33, 32, 31, 30. The winners of the 3 qualification matches will be then number 30, 31, 32.

In both the competition formulas, if the trophy or title match final score is even, there will be one final round; if the score is still even, there will be another round (with an unanimous decision) with a shorter length.

4.3 Competitions with italian style pools and single elimination rounds

It's possible to organize training competitions or tournaments with italian style pools and single elimination rounds. In the competition all the athletes will be randomly extracted by hand or with a computer, assigned in 3/5 participants pools, and will dispute a match against each other athlete in their pool.

During the pools, the winner will get:

- 3 match-points for a win by unanimity (or medical intervention);
- 2 match-points for a win by majority;
- 1 match-point for a win by forfeit (opponent not showing up).

For positioning in Pool Ranking and General Ranking, following criteria will be used:

- a. First criterion: highest number of match-points.

- b. Second criterion: highest number of match won..
- c. Third criterion: highest scores in the rounds.

Fencers who after the third criterion will still be on even scores will have a tie-breaker round, with winner priority randomly decided in case of another even score.

The number of the athletes that get access to the single elimination rounds is equal or near 50% of the participants and needs to be the *ideal number* (a number being a power of 2, so 2, 4, 8, 16, 32, 64...).

After the athletes are sorted in the single elimination rounds, the phase begins with the “snake” criterion, where the first of the pools will be paired with the last, the second with the second to last, and so on. The winner will get to the next phase, up to the finals.

5) REFREEING

For what’s not contemplated in the Rapier Technical Ruleset, please look at the Refreeing Ruleset, and all Tournament Master disposition will be considered valid.

6) RAPIER

Weight: between 800 and 1200 gr.

Maximum blade length (from the guard) triangular o diamond: 105 cm.

Maximum guard length, pommel included: 25 cm.

Maximum total length(blade and guard): 125 cm (not 130).

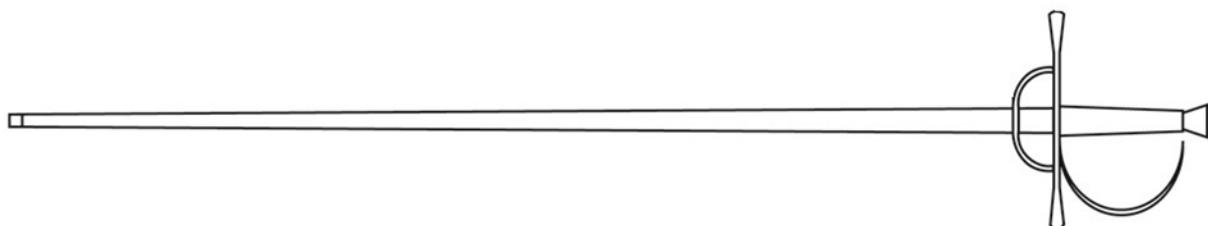
Point Button: full or warped (of the same blade), minimum 6mm maximum 10mm, covered in tape or with plastic material fixed to the blade.

Guard: cup, cage, “Pappenheimer”, conchas, similar.

As an example, here’s a standard Rapier Cup Hilt for the Championship:



As an example, here’s a Rapier with the minimum guard protection allowed:



7) PROTECTIONS

1. 1600 N. Mask with occipital protection.
2. Gorget.
3. Mandatory protective gear for the torso, choice from:
 - a) Padded jacket, with protection equal to 350 N. or higher;
 - b) Modern fencing jacket 350N. or 800 N., with PVC torso protector or leather plastron;
 - c) “Master” plastron with long sleeves (or equal, as deemed equivalent by the organizing committee).
 - d)
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.
5. Off-hand glove: HEMA medium/high protection glove.
6. Mandatory leg protectors, choice from:
 - e) Padded trousers, with protection equal to 350 N. or higher.
 - f) Modern fencing pants, 350 N. or 800 N.
7. Rigid Knee Pads and shin protectors, rigid or semi rigid.
8. Other *optional* protections:
 - g) Elbow pads, rigid, to cover joints;
 - h) Vambrace protectors;
 - i) 800 N. modern fencing underplastron (*recommended*).