

ÖFHF tournament rules for fencing with historical edged weapons



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Introduction

The purpose of this document is to create a set of sporting rules for fencing tournaments. This set of rules should serve as basis for competitions with historical edged weapons in order to measure the performance progress made by tournament fencers. To explicitly advance the participation of female tournament fencers, the ÖFHF recommends the organization of tournaments or additional contests for women only.

The idea behind the following rules is:

- to determine the best tournament fencer at a certain day and a certain place.
- For this purpose, a serious fight is simulated in a sporting competition. To avoid injuries, competitors are only allowed to use appropriate equipment, weapons and safe techniques.
- It is assumed that a single effective hit can decide a serious fight. Therefore the competition will be stopped after a hit too.
- In order to prevent the better fencer to be eliminated from the competition by a lucky strike, a statistical element is installed. Therefore the competition lasts for a defined period and is decided by the amount of hits taken.

This set of rules definitely excludes:

- competition as a role playing game (first strike is decisive)
- competition as a motion demonstration (posture scores)
- competition as a demonstration of a certain style (style-compliant techniques score)
- competition as entertainment for the audience (fight will not be broken up between hits, fight lasts until submission, injury or intervention of the referees)
- competition as reenactment or living history (obligation to use historical clothes, weapons or armour)
- competition as an affair of honour (personal animosities among the competitors)

Tournament and competition

Competition = the comparison between two sportsmen in order to determine the better fencer. The result is solely based on a certain set of rules, a certain weapon and a sportive view.

Tournament = an event with the objective to determine the best competitors in one or several disciplines through a number of competitions. A tournament can include several sporting events with one or several weapons.

Tournament management and referees

Tournament management

The tournament management is the responsible board for organising and executing the tournament. The tournament management determines the tournament champion. The decision is made unanimously or by a simple majority vote.

Tournament management consists of at least the following persons:

- 2 representatives of the organiser = the organisation (club, association, company...) inviting to the tournament and providing funding, locations and framework conditions for the tournament.
- 1 representative of the responsible association or similar organisations (in Austria ÖFHF, in Germany DDHF etc.)

Tournament management may delegate tasks to vicarious agents: secretary, safety personnel, timekeeper or the like.

The tournament managements tasks in detail:

Before tournament:

- setting location and date
- ensuring appropriate funding
- executing registration with the authorities and verify regulatory compliance
- appointment of referees
- invitation of potential attendees or fencing clubs
- active media work and public relation
- provision of trophies
- management of registration and competitors list
- preparation and inspection of the facilities
- marking the competition zone

During tournament:

- welcome and opening
- tournament programme
- calling up participants
- maintaining the results list
- maintaining the warnings list
- if needed, restricting participation to a fencer (in case of drugs, alcohol, physical health, ...)
- coming to a final decision in case of fencers protesting against a referees decision
- if required exclusion from the tournament or removal of a person from the tournament location
- ensuring general order and domiciliary rights
- determining the tournament champion
- award ceremony and closing the tournament

After tournament:

- reporting tournament results to the responsible association (ÖFHF)
- publishing tournament results (media, local news, internet, ...)
- create a report (tournaments name, date, location, officials, results, special occurrences, penalties, revenue and expenditure, ...)

Referee

Referees are qualified persons who are responsible for the fluent procedure of the competitions. The referees determine the winner of a competition via scoring points. They are appointed by tournament management and decide to the best of their knowledge and belief. Referees have to possess a valid ÖFHF licence. Every club should send one referee for three fencers to a tournament.

Assistants are qualified persons who are appointed by tournament management to support the referee. It is not necessary that assistants are qualified referees, but they must be instructed by tournament management or referees to fulfill their obligations.

Every bout has to be overseen by at least one referee and one assistant (supervising the fight, taking time, noting down combat statistics). The final and the fight for the third place must be overseen by at least one referee and two assistants.

The ÖFHF recommends every fight, but especially bouts in the elimination rounds, to be overseen by one referee and two assistants, both of them being fully qualified referees themselves. During one bout one assistant supervises one fencer, the other assistant supervises the other fencer for recognizing hits and fouls. The assistants are allowed to indicate these to the referee, but are not allowed to interrupt the bout by themselves. In elimination fights the assistants change after every bout their position to supervise the respectively other fencer. In addition two further assistants for taking time and noting down combat statistics should be installed.

If there are no additional assistants for taking time and noting down combat statistics, the one assistant does the time taking and the other one the noting down of the combat statistics. If there is only one assistant, he has to take the time and to note down the combat statistics.

During bouts the referee has to take a clearly elevated position (sitting or standing on a high chair or vaulting box) to ensure a better view of the fight. If these conditions cannot be realized, the referee has to shift their position to the opposite site of the competition zone after every hit or set-up. Should the referee be supported by at least two assistants, the previous notion can be omitted.

Referees tasks in particular:

- visual examination of the competitors (physical health, drugs, alcohol, ...) and eventually reporting to the tournament management
- visual examination of the competitors weapons and equipment and eventually notification to the tournament management
- ordering the setting up of the competitors
- giving commands on start, interruption, continuing and ending of a bout
- monitoring competition time and breaks
- securing a proper and fair competition
- interrupting the competition in case of injuries and ordering first aid measures
- counting hits
- communicate hits to the fencers
- issuing warnings and penalty points
- disqualifying participants if required
- report fouls to tournament management
- determining the winner
- report results to tournament management

Assistants tasks in particular (supporting the referee):

- visual examination of the competitors (physical health, drugs, alcohol, ...) and eventually reporting to the referee
- visual examination of the competitors weapons and equipment and eventually notification to the referee
- monitoring competition time and breaks
- securing a proper and fair competition and eventually report to the referee
- counting hits (noting down combat statistics)
- issuing warnings and penalty points
- report fouls to the referee

Fencers

Right to participate

Any person, who fulfils the following conditions, is allowed to participate as a fencer in the tournament:

1. **Timely registration:** If there is a registration deadline, the competitors have to be registered before the end of the deadline. If there is no registration deadline, the competitors have to be registered until the beginning of the tournament. The registration data has to include at least name, date of birth and address of the competitor.
2. **Entry fee:** If there is an entry fee set, the amount has to be paid until the beginning of the tournament.
3. **Fitness:** The fencer has to provide a fitness level that allows him to participate in tournament without risk for health and safety. In case of injury, sickness or physical handicap, tournament management may request a medical certificate, a waiver or may as well refuse participation.
4. **Influence of alcohol and drugs:** Fencers must not be under the influence of alcohol and drugs during tournament. If a person is obviously under the influence of alcohol or drugs, tournament management may refuse participation.
5. **Doping:** The use of performance enhancing drugs is handled in the same way as in professional sports. If tournament management knows that a person is using performance enhancers or has used performance enhancers in the past, the participation may be refused.

6. Appropriate clothing: Fencers must wear appropriate clothes (see the following section). If a person competes in inappropriate shoes, inappropriate clothes or with jewellery, tournament management may refuse participation (see the following section).
7. Appropriate protective gear: Fencers must wear appropriate personal protective equipment during competitions (see the following section).
8. Appropriate weapons: Fencers have to provide at least one appropriate weapon and use it during tournament (see the following section).
9. Knowledge of tournament rules: Fencers have to know and understand the tournament rules. If any doubts arise, tournament management may request an oral or written check of tournament rules. If a fencer does not pass the check, participation may be refused.
10. Minimum age: Tournament management sets the minimum age for participation in the tournament. Youth tournaments are possible. But teenagers cannot participate in tournaments along with adults.
11. During a bout there are not more than two supporters per fencer allowed in the competition zone.

Restriction of participation

Tournament management may set restrictions based on origin or ranking. As examples:

- Regional tournaments: Only for fencers with a certain residence or a certain associations headquarters
- Championships: Only for fencers with a ranking
- National tournaments: Only for fencers of a certain nationality
- International tournaments/open tournaments: No restrictions

These restrictions have to be clearly stated in the invitation for the tournament.

Basically there are no restrictions regarding personal background or sporting history. Anyway, the organisation/tournament management holds domiciliary right. Objections/complaints may be sent to ÖFHF.

Personal equipment and weapons

Clothing

Fencers must use appropriate sportswear covering the whole body except hands and head (no visible bare parts). The shoes must be sports shoes appropriate to the specific ground. Wearing jewellery, rings, piercings, necklaces, earrings or watches and so on is forbidden.

Minimal personal protective equipment:

Personal protective equipment must at least consist in:

- Head protection: A FIE fencing mask with 1600N (or equal fencing mask) has to be used.
- Throat protection: A throat protection developed for historical fencing (or a similar throat protection) has to be used.
- Protection for the back of the head: A protection for the back of the head developed for historical fencing has to be used.
- Body protection: A FIE fencing jacket with 800N (or a similar body protection) has to be used. Additional protection parts attached on the fencing jacket are allowed as long as they do not endanger the opponent. The additional usage of a so called "Gambeson" (padded jacket) or similar protective jackets is allowed.
- Leg protection: FIE fencing trousers with 600N (or a similar leg protection). Additional protection parts attached on the fencing trousers are allowed as long as they do not endanger the opponent. If short trousers ("3/4 Hosen") are used, the lower legs have to be covered completely by fencing socks (or equal). Knees and lower legs must be protected by additional

personal protective gear. A lateral knee protection and an ankle protection are recommended. For Rapier and sidesword no additional protectors for knee and lower legs are necessary.

- Hand protection: Gloves must be made of solid material and must be reinforced at the back of the hands, the fingers and especially at the thumbs (a hard material is recommended). In addition reinforced gauntlets must protect the entire wrist.
For Rapier and saber lighter hand protection is permitted explicitly.
- Jock strap or chest protector: For male fencers a common jock strap (like the ones used in fencing or boxing) and for female fencers a common chest protector (like the ones used in fencing or boxing) is required.
- Additionally for sabre fencers: a elbow protector on the right elbow has to be equipped.

Weapons

All weapons must meet the following requirements:

- Point: The tip of the blade (point) has to be blunt and rounded. On the tip of the blade protective parts (synthetic or leather) have to be attached.
- Edge: Both edges of the blade have to be blunt and rounded.
- Cross-guard: The ends of the cross-guard, parrying-rings and other parrying elements have to be rounded. No sharpened cross-guards allowed! Protective parts (synthetic or leather) have to be attached on demand.
- Pommel: The pommel has to be rounded and must not have any protruding points or edges.
- Quality of the blade: Blades must not show any deep nicks or burrs. Every blade has to pass a bending test before tournament.
- Bending test: Place the weapon with its tip on the floor and place the weight on the pommel. The blade must bend at the latest at the maximum weight (see the following section).
- All weapons that will be used in the tournament must be examined by the tournament management respectively by the referees. All examined and authorized weapons are marked (with a waterproof marker) by the tournament management respectively by the referees (tournament appreciation and date). Only these marked weapons are allowed to be used during the tournament. The marks must not be deleted during the tournament.

1. Fencing with the sword

Instead of swords only the usage of federswords ("Fechtfedern") is allowed. These federswords must meet the following requirements:

- Length of the blade - the blades length shall not exceed 105 cm.
- Total length - the total length of the weapon shall not exceed 140 cm.
- Length of the cross guard - the length of the cross guard shall be between 20 cm and 30 cm.
- Weight - the total weight of the weapon shall be between 1.400 g and 1.800 g.
- Bending behaviour: The blade must bend at 15.000 g.

2. Fencing with the rapier

- Length of the blade - the blades length shall be between 96 cm and 127 cm (38" to 50" including the ricasso).
- Total length: The total length of the weapon shall not exceed 140 cm (55").
- Length of the cross guard - the length of the cross guard shall be between 12 cm and 30 cm.
- Weight - the total weight of the weapon shall be between 800 g and 1.600 g.
- Bending behaviour: The blade must bend at 7.500 g.

3. Fencing with rapier and dagger

The dagger is primary used as a defence weapon for parrying. Thrusts with the dagger are not allowed. Cuts and pommel strikes with the dagger are allowed on the contrary.

- Specification of the rapier as described in "fencing with the rapier".
- Length of dagger-blade - the blade of the dagger shall not exceed 50 cm.
- Length of the cross guard - the length of the cross guard shall be between 8 cm and 30 cm.
- Total length dagger - the total length of the weapon shall not exceed 65 cm.
- Weight dagger - the total weight of the dagger shall be between 400g and 700 g.
- Bending behaviour dagger: The dagger need not bend.

4. Fencing with the sabre

- Length of the blade - the blades length shall not exceed 90 cm.
- Total length - the total length of the weapon shall not exceed 105 cm.
- Length of the parrying element (cross guard, quillons or basket) - the part on the side of the long edge shall be between 3 cm and 12 cm, the part on the side of the short edge shall be between 3 cm and 6 cm.
- Weight - the total weight of the weapon shall be between 800 g and 1.000 g.
- Bending behaviour - the blade must bend at 15.000 g.

5. Fencing with the sidesword

- Length of the blade - the blades length shall be between 80 cm and 110 cm (31,5" to 43.3" including the ricasso).
- Total length - the total length of the weapon shall not exceed 130 cm (51,2").
- Length of the parrying element shall be between 10 cm and 30 cm (4" to 12")
- Weight - the total weight of the weapon shall be between 900 g and 1.400 g.
- Bending behaviour - the blade must bend at 10.000 g.

6. Fencing with the sidesword and buckler

The buckler is composed of a shield and a handle and is primarily used as a defence weapon for parrying. Hits with the buckler are allowed.

- Specification of the sidesword as described in "fencing with the sidesword".
- The diameter shall be at maximal 42 cm (16,5")
- The shield of the buckler is circular with a bulge in the middle (other forms have to be approved by the OeFHF)
- The material of the buckler is either metal or hard plastic. The handle can also be wood. Other materials/combinations have to be approved by the OeFHF)

Competition zone

Competition zones in different sizes are possible depending on the location. The outer zone always has to have the defined size (see the following section). If there are several competition zones in a tournament, the zones must have identical sizes.

The competition zone in minimum size is defined as:

- Competition zone: The competition zone is a square with 8 x 8 m. it is limited by a surrounding outline.
- Outer zone: The outer zone is a 1 m wide strip within the outline. It is delimited by a warning-line.
- Set-up line: The set-up points are two opposing points in the corner of the warning-line. In competition zone with a size of more than 10 x 10 m the set-up points are two opposing points in the middle of the warning line. Each set-up point is marked by a 50 cm long set-up line, that covers the warning line.

The maximum size of the competition zone is 14 x 14 m.

All lines must be marked clearly. The following colours are suggested:

- Set-up line: white
- Warning line: yellow
- Outline: red

Stepping over the outline during competition is not allowed. Stepping over is considered, when at least one foot, one hand or any other part of the body touches the ground outside of the outline. The outline itself is part of the competition zone. In a 3 m wide area outside of the outline no audience or other persons (except tournament staff) is allowed. This zone is reserved for referees, assistant referees, other tournament officials, fencers in preparation and the support team.

Convention and score

Scoring a point

Competition shall simulate a serious combat with historical edged weapons. Therefore only clear hits score, that would end such a fight (cutting off/slicing/thrusting parts of the body, disarming and so on. See the following list of valid scores). So a simple touch of the enemy with a weapon as well as a "Zecken" does not score and the fight continues without interruption. The decision whether a hit scores or not is made by the referee. If there are any doubts to the referee whether a hit scores or not, it does not score. To grant the most uniform evaluation, tournament management has to instruct referees by demonstration in advance.

1. If a fencer scores a valid hit (see list of valid scores), he will be awarded with 1 point. Competition will be interrupted and continued from starting position.
2. If a fencer crosses the outline by his own fault, his opponent will be awarded with 1 point. Competition will be interrupted and continued from starting position.
3. If a fencer commits a misconduct that has to be punished with a penalty point (see following list), his opponent will be awarded with 1 point. Competition will be interrupted and continued from starting position.

Target zone

The whole fencers body as well as the surface of his protective gear is defined as target zone. Excluded are the hands up to the wrists and the feet up to the ankles.

Valid scores

1. Haw with the blade (strike): If a fencer hits the opponent with a haw of the blade, this counts as a hit. To score, the following conditions must be met:
 - The edged weapon has to hit with its edge. If the weapon hits with the flat or tilted, the hit is invalid.
 - On the haw the tip ("Ort") has to be moved over a minimum distance of 60 cm (twice a handle length) before the blade touches the opponent. Otherwise the hit is invalid.
2. Thrusting: If a fencer thrusts the opponent with the tip of his weapon, this counts as a hit. To score, one of the following conditions must be met:
 - The thrust has to cover a distance of at least 10 cm before the tip hits the opponent.
 - The blade must flex visibly.
3. Cutting with the edge: if a fencer slides over or applies pressure on the opponents target zone with the edge of his edged weapon, this counts as a cut. To score, the following conditions must be met:
 - One of the two edges of the blade must touch the target in the direction of the pressure and must slide across the target zone for at least 30 cm (1 handle length). If the blade does not touch with its edge (flat or tilted) or slides less than 30 cm across the target zone, the cut is invalid.
 - The blade must touch the opponent with one of its edges and in the direction of the pressure and that pressure must clearly destabilise the opponent ("Henddrucken"). If the edge does not touch in direction of the pressure or if the opponent is not clearly destabilised, the cut is invalid.

4. Hitting with the pommel or buckler (not allowed for sabre and rapier; for rapier and dagger only with the dagger): if a fencer hits his opponents head with the pommel/buckler, this counts as a hit. To score, the following **two** conditions must be met:
 - The strike must hit the opponents head at the grid or frame of the fencing mask. If the strike hits the opponents body, arms or legs or the head but not the fencing mask, the strike is invalid.
 - The strike must cover a distance of at least 10 cm before the impact. If the pommel/buckler touches the fencing mask before it has moved at least 10 cm, the strike is invalid.

5. Wrestling at the sword or sidesword (not allowed for sabre, rapier, rapier and dagger):
 - Bringing the opponent to the ground: If a fencer brings his opponent to the ground and keeps standing and still holding his own weapon, he will be awarded with 1 point – except the opponent succeeds in rolling over and immediately standing up in a combat ready position.
 - Joint lock: If a fencer (armed or unarmed) fixes his opponent (armed or unarmed) via a joint lock and if the fixed opponent cannot free himself within 5 seconds (the referee counts loudly and visibly with his fingers beginning as soon as he sees the dominant hold), the fencer setting the joint lock will be awarded with 1 point. The hold has to be dominant and intentional. It is forbidden to use techniques with the intention to injure the opponent (see in section misconducts). The fencer in the hold is always allowed to quit.
 - If both fencers lose their weapons the fight continues without interruption.
 - If both fencers are blocking each other in a static situation and if there is no chance for domination for one of the opponents, the fight will be interrupted after 10 seconds without scoring.

6. Armwrestling with saber, rapier, rapier and dagger
 - Every weaponed arm (including the hand) of the enemy may be grapped and fixed.
 - Every other wrestling action (armbar, throw etc.) is forbidden.

7. Passing outline: If a fencer succeeds in throwing, pushing, carrying etc. his opponent across the outline, he will be awarded with 1 point
8. Losing the main weapon respectively disarming (no disarming with rapier or rapier and dagger)

If a fencer loses his main weapon (because of a disarming or because of an unhandiness), during the other fencer is still holding his one, this counts as a point for the opponent. But it is allowed to put away his weapon intentionally to start better wrestling actions. This does not count as a point for the opponent.

The decision whether touching the opponent with the sword counts as a valid hit or not is due to the referee (see above). General decisions made by the referee may be contested to tournament management. Factual decisions cannot be contested. Contesting factual decisions will be considered criticism and will be penalised by a warning.

Forbidden fencing actions

In case of a forbidden fencing action the referee stops the bout and does a sanction.

Grabbing the opponents blade and holding it (sword, sabre) = if a fencer grabs the opponents blade with his hands and holds it in order to score a hit while wrestling at the sword or winding. However parrying or pushing away the opponents blade with a part of the body, that is part of the target zone, is

allowed.

In rapier and sidesword fencing grabbing the controlled(!) blade and holding it (for preparing an own attack) is allowed.

Hitting with the pommel (sabre, rapier) = if a fencer does a hit with the pommel onto his opponent.

Wrestling (sabre, rapier, rapier and dagger) = if a fencer goes into wrestling (exempt armwrestling with grappling and fixing) or close combat (with physical contact) with his opponent or if a fencer tries to disarm his opponent.

Thrust with the dagger = if a fencer does an intentional thrust with the dagger. It doesn't care if he is hitting or not. The dagger has to be used only for parrying, cuts und strikes with the pommel.

Striking with cross-guard, basket etc. = if a fencer strikes intentionally with his cross-guard or basket etc. the bout will be stopped.

Hits with the fist, hand, side of the hand, forearm or elbow = if a fencer strikes intentionally with his fist, hand, side of the hand, forearm or elbow.

Kicks with the foot, knee or lower leg = if a fencer strikes intentionally with his feet, knees, lower legs or with a foot sweep.

Headbutt = if a fencer gives intentionally a headbutt (with head or fencing mask).

Attacks to non-target zones = if a fencer attacks intentionally the hands or feet.

Double hit and after blow

The first fencer who scores a valid blow will be awarded with a point. If both fencers simultaneously ("indes") score a valid hit, it is considered a double hit and no point will be assigned. Every double hit has to be documented in competition report. "INDES" is defined as „within ONE fencing tempo“ Fencers shall hit without being hit. Fencers who do not protect themselves and only go for the hit will be penalised with a penalty point (in addition to an eventually valid score); a penalty point is a point for the opponent; if so, both fencers can get a penalty point from the referee. This rule applies to the fencer who has the initiative (im "Vor") as well as to the reacting fencer (im "Nach").

If the amount of double hits per fight is higher than the amount of points scored by the winner of the bout, both fencers will be disqualified from the bout getting zero points. In the elimination rounds this disqualifications means a elimination from the competition.

A separate rule for after blow is not necessary because of this rule.

Competition Modes

Two competition modes are defined: qualifying rounds and elimination rounds.

The results of the qualifying rounds determine the starting field for the elimination rounds. Elimination rounds determine the tournament champion.

The duration of qualification rounds is shorter than duration of elimination rounds. Also qualification rounds require fewer points to win. Both competition modes can be used optionally in a tournament.

General course of competition

1. Fencers will be called by tournament management.
2. Fencers have to take up position at the assigned competition area, equipped combat ready holding their fencing masks in their hands, with equal weapons/weapon combinations (sword/federsword vs. sword/federsword, sabre vs sabre, rapier vs rapier, rapier and daggers vs. rapier and dagger).
3. The referee checks fencers, weapons, clothes and personal protective gear.
4. Fencers move to the assigned starting points.
5. Fencers greet their opponent, the referee and the audience. Any form of reasonable greeting (salutation, bow and so on) is allowed. Afterwards fencers put on their fencing masks.

6. The referee commands the beginning of the fight ("Los!"). From now on, fencers try to hit and score.
7. The competition time for qualification rounds and elimination rounds is defined differently.
8. If a fencer scores a valid hit or if the referee has to intervene otherwise, the referee stops the fight by a loud and clear command ("Halt!"). Both fencers interrupt their actions and freeze immediately. If a valid hit was clearly recognisable, the referee will say so. Afterwards fencers take up positions at the starting point. Competition time is stopped during the interruption of the fight.
9. Every fencer has the right to call for an interruption (in case of injury, broken weapon or if the personal protective gear gets out of place). To call for an interruption the fencer raises a hand. Both fencers interrupt their actions and freeze immediately. Competition time is stopped during repair or the like. In case of injury the injured fencer may request a 10 minutes recreational break.
10. If the competition time of a round expires, the referee stops the fight with a loud and clear command ("Halt!"). Fencers may now leave the competition zone. After break fencers take up positions at the starting points again.
11. The referee gives the command to continue the fight and competition continues.
12. The end of a fight is defined differently for qualification and elimination rounds. The referee gives the command to end the fight. Both fencers interrupt their actions, freeze immediately and take up positions at the starting points.
13. The winner of a bout is defined by the referee. Winning conditions for qualification and elimination rounds are different.
14. Fencers salute each other with a fair gesture by a handshake or another similar salute. Afterwards fencers leave the competition zone.
15. The referee reports the results to the tournament management.

Qualification rounds

All fencers will be separated in groups by chance (or according to the setting of the ranking list). Every fencer fights against every fencer within his group. Then there will be an evaluation including all fencers of all groups

1. Gotten fights divided by battled fights; in case of a tie:
2. Achieved hits less received hits.

Competition time shall not exceed 3 minutes.

The fight is over:

- if one fencer scores 5 valid hits or
- after the first round if score is unequal or
- after the expiration of the extension, if there was a tie in the first round

The winner of a fight is defined by the referee as follows:

- The fencer who scores 5 valid hits first wins.
- If the first round is over, the fencer with the higher score wins.
- If there is a tie after the first round, an advantage will be drawn. After a 1 minute overtime the fencer who scores the next hit wins.
- If none of the fencers can score a hit during the overtime, the fencer with the drawn advantage wins.

Elimination rounds

There is a knockout-system with 8, 16, 32 oder 64 fencers. The fencers are set according to their final rank in the qualification rounds: first one against last one, second one against next to last one etc. The final rank of a fencer in the tournament is the result of his highest achieved round. The winner of the final counts separately. In case of a tie (drop out in the same round) the result of the qualification round will be considered.

Competition shall not exceed 3 rounds with a competition time of 3 minutes per round (in addition to a possible 1 minute extension). Breaks between the rounds last 1 minute each.

The fight is over:

- if a fencer scores 15 valid hits or
- after the third round, the fencer with the higher score wins or
- after the expiration of the extension, if there was a tie in the third round

The winner of a fight is defined by the referee as follows:

- The fencer who scores 15 valid hits first wins.
- If the third round is over, the fencer with the higher score wins.
- If there is a tie after the first round, an advantage will be drawn. After a 1 minute overtime the fencer who scores the next hit wins.
- If non of the fencers can score a hit during the overtime, the fencer with the drawn advantage wins.

In reasonable exceptional cases the tournament management is allowed to adapt the competition time and/or the necessary amount of hits in an adequate framework. The tournament management must inform the participating fencers as soon as possible about these changes.

Violations and penalties

Definition of penalties:

Displayed by	Penalty	Sentenced by	Valid for
G = yellow card	warning	referee	current fight
R = red card	penalty point	referee	current fight
S = black card	disqualification	referee	current fight
S = black card	disqualification	tournament management	current competition
S = black card	exclusion from the tournament	tournament management	current tournament
S = black card	expulsion from the tournament location	tournament management	current tournament

Attention: It is not possible getting a valid point because of a fencer's own violation during a fighting situation. If a fencer sets a valid hit, although his opponents did a violation before, this fencer's point has to count as a valid point (because of an advantage).

A fencer is punished with a yellow card only one time during a fight. A second and every further penalty is punished with a red or a black card. If a fencer already received a yellow card within the fight, he cannot be punished again with a yellow card. He must be punished with a red card. It is recommended to note to every penalty card the according misconduct.

Warning: After first misconduct of level 1 the referee or tournament management issues a warning. Warnings only count during one fight. Warnings are indicated by a yellow card.

Penalty point: After repeated misconduct of level 1 or after a misconduct of level 2 the fencer is penalised with a penalty point. This penalty point counts for the opponent a a point. Penalty points are issued by the referee and indicated by a red card.

Disqualification: If a fencers behaviour makes the beginning or continuing of a fight impossible, he will be penalised by a disqualification for the fight and the current competition. Disqualification ends the fight and the opponent wins. The penalised fencer is not allowed to continue the current fight or

current competition but may participate in another competition of the tournament. A disqualification from a fight is issued by the referee, a disqualification from a competition is issued by the tournament management and indicated by a black card.

If a fencer is disqualified or a fencer surrenders (w. o.), the fight ends with the following result of points: 0 points for the disqualified fencers (or the surrendering fencers), 5 points (qualification rounds) or 15 points (elimination rounds) for the remaining fencer.

Exclusion from the tournament: After misconduct of level 4 the disqualified fencer can be excluded from the tournament by tournament management. An exclusion is indicated by a black card.

Expulsion from the location: In case of improper behaviour that makes it impossible to remain the fencer at the tournament location, the fencer may be expelled from the location. The fencer has to leave immediately. Tournament management may exercise its domiciliary rights. The expulsion from the tournament location is issued by tournament management. It is indicated by a black card.

Levels of misconduct:

Level 1	penalty		
	First time	Second time	Third time
Stalling for time	G	R	R
Disobedience to referee	G	R	R
Leaving competition zone without permission	G	R	R
Unjustified criticism on referees decisions	G	R	R
Forbidden fencing action	G	R	R
Entering competition zone unprepared for fighting	G	R	R
Taking off the fencing mask before the "Halt"-command	G	R	R
Assistants entering competition zone without permission	G	R	R
Level 2	penalty		
	First time	Second time	Third time
Not competing/ Insufficient equipment	G	R	S
Disturbing public order by a fencer in competition zone	G	R	S
Disturbing public order by persons outside competition zone	G	R	S
Level 3	penalty		
	First time	Second time	Third time
Stealing hits	R	R	S
Unnecessary hardness	R	R	S
Not trying to avoid being hit	R	R	S
Level 4	penalty		
	First time		
Refusing to fight	S		
Refusing the greeting before or after the fight	S		
Intentional injuring the opponent	S		
Ripping of the opponents fencing mask, gloves or other protective gear	S		
Improper behaviour	S		
Fleeing from fight	S		
Doping	S		
Too many double hits	S		

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Level 1

Stalling for time = if a fencer tries to equalise the conditional advantage of his opponent and his own conditional disadvantage by causing an interruption of the fight without any reasons or with obviously fictional reasons or by excessively prolonging the break.

Disobedience to the referee = fencers have to follow the referees orders immediately. Misconduct: A fencer does not or insufficiently follow the referees orders.

Leaving competition zone without permission = a fencer is not allowed to leave competition zone without the referees permission. Misconduct: If a fencer leaves the competition zone without permission by the referee.

Unjustified criticism on referees decisions = if a fencer challenges the referees decisions during a fight, an interruption or a break or if fencers start a discussion about the referees orders.

Forbidden fencing action = see in capitel convention and score.

Entering competition zone unprepared for fighting = if a fencer enters competition zone without being prepared for the bout. For example: open fencing jacket, untied shoelaces etc.

Taking off the fencing mask before the "Halt"-command = if a fencer removes his fencing mask before the referee calls out an interruption of the fight.

Assistant enters competition zone without permission = if a fencers backer or assistant enters competition zone without the referees permission.

Level 2

Not competing/ Insufficient equipment = if a fencer does not follow the call to competition in time (for example because of insufficient equipment), he will be penalised by a warning. After 1 minute another call follows. If the fencer does not report/is not ready after the second call, he will be penalised by a penalty point. After another 1 minute the third and last call follows. If the fencer still does not start into competition after the third call, he will be disqualified from the bout.

Disturbing public order by a fencer in competition zone = if a fencer in the competition zone disturbs public order and impairs the fight, he will be penalised by a penalty point. If he disturbs public order for a second time, he will be disqualified from the bout.

Disturbing public order by persons outside competition zone = if an assistant or a backer, who is outside of the competition zone, disturbs public order and impairs the fight, the fencer will be penalised by a penalty point at the first time. If his assistant or backer disturbs public order for a second time, the fencer will be disqualified from the bout.

Level 3

Stealing hits = if a fencer tries to avoid being hit by calling for an unjust interruption of the bout or by parrying an attack with his hand etc. The fencer will be disqualified from fight after repeated misconduct.

Unnecessary hardness = if a fencer tries to intimidate or to harm his opponent by unnecessary hardness. Targeted attacks on the genitals or the backbone are considered as unnecessary hardness. The fencer will be disqualified from fight after repeated misconduct.

Not trying to avoid being hit = fencers shall hit without being hit. Fencers that only go for the hit and do not try to defend themselves are penalised by a penalty point (in addition to a eventually valid hit taken). This rule applies both the fencer who has the initiative (im "Vor") and the reacting fencer (im "Nach").

Level 4

Refusing to fight = if a fencer refuses to compete with another participant, he will be expelled from tournament.

Refusing the greeting before the fight = if a fencer refuses to greet his opponent or if he abuses the greeting to taunt or to insult the opponent, he will be disqualified from fight and expelled from tournament.

Refusing the greeting after the fight = if a fencer refuses the accepting salute (handshake or similar salute) to his opponent after the referee's decision after the fight, the fencer will be expelled from tournament.

Intentional injuring the opponent = if a fencer intentionally tries to injure his opponent by using special tactics (like intentional striking to the hands or the feet) or if he accepts an injury by using these techniques or if the fencer intentionally injures his opponent. The fencer will be disqualified from fight and expelled from tournament.

Ripping of the opponents fencing mask, gloves or other protective gear = if a fencer tries to rip of the opponents personal protective gear (gloves, fencing mask etc.). The fencer will be disqualified from fight and expelled from tournament.

Improper behaviour = extensive criticism on the referee or the referees decisions as well as degrading and insulting other fencers or the audience, threatening somebody and throwing equipment or weapons etc. If a fencer shows improper behaviour during the tournament (even outside bouts), s/ he will be disqualified from the tournament. The fencer may also be expelled from the location by tournament management.

Fleeing from fight = if a fencer flees from a fight, the bout will be stopped. The fleeing fencer will be disqualified from fight.

Doping = if a fencer uses illegal performance enhancing substances when taking part in the tournament, he will be expelled from tournament.

Too many double hits = if the amount of double hits per bout is higher than the points scored by the winner of the bout, both fencers are disqualified from fight.