

Studio Neues Fechten



Tournament Rules

Version 01/2017

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1 Introduction

In this document you'll find the tournament rules of the HEMA group Studio Neues Fechten.

These rules explain our tournament system, which actions are forbidden and which gear you need to participate.

2 Rules

Points will be given by cuts and thrusts. The cuts shall be hit with the edge. A hit with the flat usually doesn't count. One-handed cuts and thrust with longsword do count. All cuts and thrust should be done with a reasonable amount of force. Light hits or touching don't count.

2.1 Six Points rule set

The fencer who earns 6 points first, wins the fight. All body parts have different values. The point distribution is explained in following table.

Body part	points
Head/Neck	3
Torso	2
Arm/Legs	1

Thrust to head/neck, torso, arm and leg value one point. Double hits don't count.

2.2 Two points rule set

Every cut or thrust is one point. The fencer who earns two points first, wins. All body parts have the same value. Double Hits don't count.

2.3 Grappling

Grappling is allowed if both fencers agree to it before the fight. The main referee asks both fencers if they want to use grappling techniques. If one fencer disagrees, grappling techniques are strictly forbidden. If both agree to grappling, grappling techniques may be used.

Allowed techniques are: throws, and light punches against the front of the mask. Regarding forbidden techniques read chapter 4 "prohibitions".

To earn one point you can punch several times in a row against the opponent's fencing mask. To get a point by a throw, you must threaten or control your opponent with your sword. This can be done by putting the point of the sword on the opponent's body. Just the throw isn't enough to get a point.

The thrown fencer can try to continue fighting. If the thrown person cuts or thrusts before the threatening action happens, the thrown person earns one point and the thrower gets 0 points.

2.4 Schedule of the tournament

The normal tournament modes contain preliminary pool rounds and elimination rounds. If there aren't enough participants to open more than one pool, the winner of the single pool is the winner of the whole tournament.

In some cases the elimination round can be replaced by a final pool. The winner of the final pool wins the tournament.

The fight will be judged by up to three referees. The main referee calls the fencers to the match area by their name.

After salutes, the main referee will give the command "Stellung bitte (guard please)". After that the fencers will choose a guard of their choice, signaling that they are ready to fight.

The command "Los (go)" starts the fight.

After the command "Halt (hold)" both fencers stop fighting immediately. This command will be called after someone delivered a valid hit or if one referee notices a dangerous situation.,

When a fencer got the necessary points to win, the fight ends. After saluting, both fencers leave the field.

There is no time limit for the fights.

There are no breaks in the fight.

3 Equipment

The following equipment is mandatory to participate

Fencing mask with back of head protector
Throat guard
HEMA fencing jacket or gambeson
sparring gloves (minimum Ice hockey/Lacrosse)
Knee and shin protector
jockstrap for men
breast protector for women

3.1 Fencing weapons

For the longsword tournament you need a steel federschwert.

For sabre tournament you need a heavy military sabre or a german academic sabre.

For the one-handed sword tournament you need a steel one-handed sword. In this tournament you are allowed to use a sidearm. This may be a parry dagger, buckler, big shield (round, kite or whatever shape you want).

Buckler and round shields usually need a steel shield boss with a minimum thickness of 1.6-2 mm.

If you use a shield the shield-hand must be protected properly. Because every shield has different handles we don't give a recommendation for shield hand protection.

All weapons must be free of sharp edges.

The equipment will be inspected before the tournament by the organizer.

4 Prohibitions

Consuming alcohol or other drugs during tournament is prohibited. People under the influence of alcohol or drugs will be excluded from the tournament.

During the fight all joint locks or neck locks are strictly prohibited. Punches, which might injure the opponent, are prohibited. Kicks are prohibited.

It is not allowed to grab the opponent's blade.

All these actions can lead to disqualification.