

# Tournament Rules

## Introduction

The goal of this tournament is first of all the celebration of fencing. On other hand: a test of skills in a friendly manner - with minimal gear. This is what led us to these rules which we want to try out with You.

## Equipment

Minimal equipment:

- Fencing mask
- Fencing gloves

Suggested equipment:

- throat protection
- cup

For the Tournament matches Fechtfeders will be provided. The used feders will be replicas of the ones in Landesmuseum Zürich.

## Matches

A Match takes place between two Participants, the Challenger and the Challenged. The Fencing Area is 7mx7m square.

## Ruleset

### Body Target Areas

Valid areas of the body, which can result in scoring a point:

- Head, neck
- Torso
- Upper arms (elbow included)
- Upper leg (knee included)

### Technical Rules

- Cuts
  - edge and flat hits are both valid
- Thrusts
  - in Vor: forceful/structural thrusts are forbidden
    - “flopped” thrusts are allowed: a flopped thrust loses structure by making point to wiggle around with a small movement of the hand

- in Nach: defending with a Langort-step-back is fully valid
- Wrestling
  - both fencers must agree
  - 1 point can be score either
    - by submission of the opponent
    - by forcing the opponent outside the Fencing Area
    - by landing a pommel strike on the mask
- Leaving the Fencing Area
  - the Fencing Area is left, when both foot is outside (or one is outside and the other is in the air)
  - leaving the are results in a point to the opponent
  - when both leave: No Exchange

## Warnings

Warnings are given in the case of:

- use of excessive force
  - un-flopped thrusts used in Vor belong here too
- unrespectful behavior

## Judging

### The Judge

- The Judge is the moderator of a Match. His main responsibility is the safety of the Fencers and the safety of the Visitors.
- At the beginning of a Match the Judge checks the Fencers equipment and the Fencers conditions if they are ready for the fight.
- In Exchanges
  - The Judge starts the Exchange by calling “Fight”; (or any usable synonym: “Fence”, “Start”, etc)
  - The Judge stops the Exchange by calling “Stop”
    - Note: as per the Afterblow system, the Judge won’t call Stop immediately after a Hit
    - “Stop” should be called:
      - After 4 tempi of a Hit
      - After the scoring Fencer reached enough distance
      - the Fencers stopped - technically the can signal of end of the Exchange to the Judge
  - Announce the Result of the Exchange
    - Assistance should only record announcement from the Judge

### Fencers Agreement

The Fencers Agreement judging system removes some of the responsibilities from the Judge and gives it to the participants. In this role the Judge is just a moderator when resolving the result of an Exchange.

If the Fencers can agree on the outcome, the Judge will announce that result.

If the Fencers cannot agree, then the three of them can discuss and the Judge will decide an outcome.

## **Exchange Resolution**

### **Points**

Every hit given is counted as a point. (Example: 2-1 means Challenger hit Challenged twice, while Challenged hit once)

### **No Exchange**

An Exchange resulting in “No Exchange” is not counted as a valid Exchange, and is not registered to the Match.

### **Afterblow**

We will use a “4 Tempi Afterblow” system: After the first landed Hit, there might be at most 4 tempi of actions to land more blows from both side

### **Exchange Result can be:**

- Points: R-D (R: Challenger - D: Challenged)
- No Exchange
- Double

## **Match Resolution**

A Match between two Participants can be resolved after 5 valid exchanges or in case of 2 Exchanges resulting in Double.

Points scored in Exchanges are simply summed up.

### **Match Result can be:**

- Win by Challenger: Challenger scored more points
- Win by Challenged: Challenged scored more point
- Draw: both score equal points
- Double Out: fencers reached the allowed number of Exchanges resolved as Double

## **Tournament Resolution**

Every Participant will have 5 Matches. The pairing of fencers will be by Challenge: when it is a Participant's turn, they can make a challenge to another Participant who still has Matches left.

After a Match is resolved the Participants are given points according to the Match result:

- A Win is 3 points
- A Loss is 0 point
- A Draw is awarded 1 point each.
- A Double Out is 0 points for both fencers.

The Tournament Champion will be the one with the most points; in case of ties the deciding statistical attributes will be (in this order): less doubles, better Given/Received ratio.