

# Conduct of bouts

## 1. General

The fencers participate at their own risk and discretion as long as they follow the spirit of the tournament rules. Each bout should maintain a polite quality and instructions from tournament officials respected.

The fencers will receive red and blue armbands before the bout, and will be known by their colours during it.

The fencers will start the bout in their corners. The bout begins when the referee calls “fence”. When the referee calls “break”, the fencers must separate and return to their corners, until the referee calls “fence” again.

Bouts are fought to 7 points for longsword and 5 points for sabre, or until the bout time runs out. If the bout time runs out the fencer in the lead will be declared the winner.

In case of a bout ending in a draw in the pool round the bout will be registered as a half win.

In case of a bout ending in a draw during the elimination round the bout will continue in a sudden death.

A sudden death is fought until one fencer scores at least one point more than the other fencer.

## 2. Bout time

A bout is fought for 3 minutes or until one fencer has reached the score cap.

Timekeeping is not paused during the scoring; in case there is a longer break in the bout for any reason, the referee will call a time-out.

If the time limit is reached, the table will call “time”, and the referee will end the bout.

## 3. Scoring

The following targets are illegal, and are worth no points:

- Back of the head
- Spine
- Groin
- Back of the knee
- Achilles tendon
- Toes

If the point limit is reached, the table will call “match”, and the referee will end the match. After this the table will announce the score to the referee, who will officially announce the winner of the match and the final score.

### 3.1 Scoring with the longsword

Only attacks with the edge, point or pommel score points. Strikes with the crossguard are not allowed. All strikes must be executed in a controlled fashion.

- A strike to the head above the level of the chin is worth 2 points
- A thrust to the torso is worth 2 points
- All other legal targets are worth 1 point
- Any strike made outside grappling with only one hand holding the sword is worth 1 point, no matter what target is hit

At the first hit, a judge will call “point”. After giving time for an after-blow, the referee will call “break”. When “break” is called, the fencers must cease attacking, separate, and return to their corners. After this, the referee will call “judges”. Each judge will indicate the highest scoring blow for each fencer that happened within one tempo of the initial hit. This means that if the fencer who struck first can hit a higher-scoring target within one tempo, this hit is valid.

The semaphore is as follows:

Hit on 2 points target:	Judge holds the flag vertically up
Hit on 1 point target:	Judge holds the flag horizontally sideways
No hit:	Judge holds the flag low, crossed in front of his body

Each fencer will score as follows:

If two judges agree on the score, the fencer scores that amount.

If two judges agree on hit, but disagree on the score, the lower score is awarded.

If all three judges agree on hit, but disagree on score, the majority score is awarded.

The referee announces the points for both fencers to the scorekeeper. The scorekeeper then subtracts the lower score from the higher score, and announces the final score.

To clarify: after-blows and simultaneous hits are treated the same and both can score regardless of who struck first. The hits from both fencers are scored independently by the judges; the scorekeeper is responsible for calculating the final score of the exchange.

Incidental strikes, cuts with questionable edge alignment, very light cuts with the point and cuts made with a very small arc may be disregarded by the judges at their discretion.

### 3.2 Scoring with the sabre

Only attacks with the true edge, point or guard score points. All strikes must be executed in a controlled fashion.

All legal targets are worth 1 point

Simultaneous hits are worth 0 points

After-blows are worth 0 points and make the initial attack worth 0 points

At the first hit, a judge will call “point”. After giving time for an after-blow, the referee will call “break”. When “break” is called, the fencers must cease attacking, separate, and return to their corners. After this, the referee will call “judges”. Each judge will indicate the highest scoring blow for each fencer that happened within one tempo of the initial hit.

The semaphore is as follows:

Hit on valid target:	Judge holds the flag horizontally sideways
Simultaneous hits:	Judge holds both flags horizontally sideways
After-blow:	Judge holds both flags horizontally sideways
No hit:	Judge holds the flag low, crossed in front of his body

Each fencer will score as follows:

- If two judges agree on a hit for one fencer, the fencer scores 1 point.
- If two judges agree on a hit for one fencer and one judge shows simultaneous hits, after-blow or no exchange, the fencer scores 1 point.
- If one judge shows a hit for one fencer and one judge shows simultaneous hits or after-blow, no points are awarded.

To clarify: after-blows and simultaneous hits are treated the same and both make the exchange worth 0 points for both fencers regardless of who struck first.

Incidental strikes, cuts with questionable edge alignment, very light cuts with the point and cuts made with a very small arc may be disregarded by the judges at their discretion.

### 3.3 Scoring during grappling

In a grappling situation, a fencer can score by striking with the sword, by using grappling actions or by demonstrating dominance. These special situations are scored by the referee alone; the judges only score strikes with the sword. The referee will halt the action in case of a judge calling “point”, if there is a scoring grappling technique, if one fencer demonstrates dominance, if the referee thinks there is a safety issue or if the grappling is at stalemate.

Grabbing and maintaining a hold on a stationary sword is allowed.

The following techniques score 1 point in grappling:

If a fencer pushes both feet of his opponent outside the mat, and remains inside with at least one foot. Likewise, if a fencer accidentally leaves the mat with both feet, his opponent is awarded 1 point. Strikes with the sword by a fencer outside the arena do not score, while strikes with the sword against a fencer outside the arena do score as normal.

If a fencer uses a takedown placing any part of the opponent other than the feet on the mat. Likewise, if a fencer should fall on his own, his opponent is awarded 1 point. Going down on one knee or touching the mat with one hand outside grappling does not award the opponent any points. Takedowns intended to land the opponent on their head are not allowed.

If a fencer demonstrates clear dominance by using hands, elbows, knees or feet in an offensive manner while controlling the opponent. This also includes only indicating attacks with sword or body due to safety reasons. For example indicating a strike to the back of the head during a grappling situation.

Scoring by grappling is secondary to scoring with strikes of the sword. If a fencer is struck with a sword while executing a grappling technique, only the strike with the sword will score.

## 4. Errors and penalties

Each bout should be conducted in a safe and respectful manor. The penalties for errors against these guidelines are:

Warning

Penalty hit

Disqualification

The referee will rule according to the tables below.

<b>Format of the bout</b>	<b>First time</b>	<b>Second and following times</b>
Not present during bout call	Warning	Penalty hit
Non regulatory equipment	Warning	Penalty hit
Leave the mat without permission	Warning	Penalty hit
Interfering with scoring or judging	Warning	Penalty hit
Unwarranted suspension of the bout	Warning	Penalty hit

<b>Safety</b>	<b>First time</b>	<b>Second and following times</b>
Turn the back to the opponent before the referee called "break"	Warning	Penalty hit
Take the mask off before the referee called "break"	Warning	Penalty hit
Striking after the referee called "break"	Warning	Penalty hit
Uncontrolled fencing	Warning	Penalty hit
Violent, dangerous or vindictive action	Penalty hit	Penalty hit
Intentional brutality	Disqualification	

<b>Sportsmanship</b>	<b>First time</b>	<b>Second and following times</b>
Refusal to obey the referee	Warning	Penalty hit
Refusal to salute the opponent before the bout	Warning	Disqualification
Refusal to salute the opponent after the bout	Warning	Disqualification
Rude or unsportsmanlike conduct	Warning	Disqualification
Person that interferes with the order on the mat	Warning	Disqualification
To favour the opponent or benefit from unauthorized agreements	Disqualification	
Violation against sportsman spirit	Disqualification	

A warning is valid for the bout at hand. If a fencer commit an error that should result in a warning after already have received a warning the opponent receives 1 point regardless of which the second error is.

Each warning is recorded in the bout protocol.

If a fencer, coach or member of the audience is disqualified he or she must leave the premises immediately.

Violation against the sportsman spirit includes, but is not limited to throwing equipment and threatening tournament officials.

## **5. Injuries**

If a fencer is injured during the bout, the referee will call a time-out and the medical staff will examine the fencer. If the medical staff clears the fencer to continue, and the fencer wishes to do so, the bout can proceed.

If the bout cannot continue within 3 minutes the injured fencer will have forfeited the bout.

## **6. Equipment failure**

The referee will call a time-out when equipment being broken or displaced is noticed. If a fencer or judge notices an equipment failure, they should point it out to the referee.

If a piece of personal protective gear is broken, the fencer has 3 minute to find a replacement. If this is not possible the fencer will have forfeited the bout.