

ALPEADRIA HISTORICAL FENCING LEAGUE



2025-26 ruleset

Version 1.0

Alpeadria Historical Fencing League Ruleset - 2025-26 – Version 1.0



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INTRODUCTION

ALPEADRIA HISTORICAL FENCING LEAGUE (abbreviated to ALPEADRIA HF LEAGUE) is a Historical Sport Fencing championship, divided into qualifying stages and a final stage. Historical Sport Fencing is an opposition sport, which involves a confrontation between two athletes on a defined competition field, for a defined duration of time, following predetermined rules. The different disciplines are practiced with sporting simulacra of historical weapons made for safe competition.

1. DISCIPLINES

The following regulation concerns four disciplines:

- longsword
- sidesword (single or with buckler)
- rapier (single or with dagger)
- dueling sabre

2. CIRCUIT STRUCTURE AND CATEGORIES

The circuit consists of qualifying stages and a final stage. The qualifying stages are aimed at defining the athletes who will access the final stage and their ranking. The championship disciplines categories are:

- women;
- men.

3. BEFORE THE COMPETITION

Before the start of the competition, all athletes have to:

- carry out accreditation at the place designated by the organisers;
- check the weapons to be used during the competition. These will be validated by the affixing of an easily recognizable sticker by the Refereeing Staff, who will verify the sticker before allowing access to the competition field.

4. COMPETITION STRUCTURE

The competitions are structured in:

- a pool phase;



- a knockout phase.

POOL PHASE

The pools consist of a minimum of 4 and a maximum of 7 fencers, who will face each other in matches that will end with the victory of one of the two contenders.

At the end of the pool phase, a ranking will be drawn up to determine the athletes who will access the knockout phase and their match-ups.

The pools' composition will follow the '*modified snake system*', as explained in the Appendix.

Duration, score and win/loss of pool phase matches

Each individual match has an actual duration of 2 minutes (time will be stopped when an action is completed or in the case of an exit from the field, irregularities, or an injury).

The match will end when the maximum score of 5 points has been reached or when time runs out. If after 2 minutes the score is tied, the match will be extended by 1 minute, in which the first athlete to score a point will win. At the beginning of the extra minute, one of the athletes will be given priority. If at the end of the minute the two score is still tied, the winner will be the one who had the priority.

KNOCKOUT PHASE

Athletes will advance to the knockout phase in a number that allows for the formation of a binary tree that is the power of 2 closest to the total number of participants, rounded down. For example, if the number of participants is greater than or equal to 32, the first round will be the round of 32. If the number of participants is less than 32, some athletes will receive a direct access to the round of 16, while the remaining athletes will compete to advance. Match-ups will follow a seeding system where the top-ranked athlete is paired with the lowest-ranked athlete, the second-ranked with the second-to-lowest, and so on.

Duration, scoring and winning knockout matches

The duration of each individual match is of 3 actual minutes. The match will end when the maximum score of 8 points has been reached or when time runs out.

If when the time runs out the score is tied, the match will be extended by 1 minute, in which the first athlete to score a point will win. At the beginning of the extra minute, one of the athletes will be given priority. If at the end of the minute the score is still tied, the winner will be the one who had the priority.



Finals

The final for 1st and 2nd place will be played in 3 rounds of 3 minutes each, between which the athletes will be entitled to a 1 minute break. The maximum score achievable in the final will be 12 points.

In the qualifying stages, the losers of the semi-finals will be awarded 3rd place *ex-aequo*. The championship's final will also feature the match for 3rd and 4th places, which will be played in one 3 minute bout to a maximum of 8 points.

The manner in which ties are managed at the end of regulation time is the same as in the other knockout phase matches.

5. THE FIGHT

The bout is the combat between two contending fencers. Each bout consists of several assaults.

Competition field

The competition field is the ground on which the two fencers face each other. The field will be rectangular in shape with the shorter side 5 meters long and the longer side 8 meters long. The surface of the field must be flat and horizontal. The positioning of the field must avoid, as far as possible, favoring one of the two fencers. If there is more than one competition field, they must be visibly numbered.

The perimeter of the field must be described by clearly visible two-dimensional lines that cannot be confused with other elements. Any thickness of the demarcation line is to be considered inside the perimeter. Outside the perimeter there must be a safety zone at least 1 metre wide, free of obstacles, and not overlapping with other areas.

Two opposing corners of the field must be marked and identifiable as '*red corner*' and '*blue corner*'. The guard lines are located inside these corners at 1 meter from the vertex, orthogonal to the line passing through both vertices.

Calling the athletes

At the call, the athlete must present themselves on the competition field with their protective equipment correctly worn (except mask and gloves, which may be worn at the start of the assault).

The athlete must also bring their own tools, if they are not already provided by the organisation on the competition field.

If the athlete does not show up within 1 minute from the call, they will be given a yellow card and the call will be repeated. If they do not show up within a further minute, they will receive a second yellow card (resulting in a red card) and the call will be repeated once more. If the athlete does not show up within 1 minute after the third call, the match is considered a 0-3 forfeit.



Start of the match

Before the bout, different colored bands (blue and red) must be applied to the athletes so that they can be clearly distinguished during the fight.

At the start of the assault, the Referee positions themselves in such a way as to be clearly visible to both athletes when issuing commands. The athletes position themselves with their front foot on the guard line of their corner.

The Referee will then check that the fencers, Line Assistants, and Table Assistant are ready by asking:

'Fencers, ready? Lines, ready? Table, ready?'

Subsequently:

- at the command 'Salute', the athletes must greet each other;
- at the command ('In guard'), athletes assume any guard position as long as it is static;
- at the command ('Ready?'), the athletes wait motionless for the signal to start the fight;
- at the command ('Fence!'), the athletes are free to fight and the stopwatch starts.

Note

It has become customary for athletes to cross swords in the center of the field at the start of the match as a sign of courtesy. This however depends solely on the mutual will of the athletes. If a blow is struck at this time, it will still be awarded.

Strikes

The effective strikes that can score points are the following:

- thrusts delivered to the valid target;
- cuts delivered to the valid target;
- pommel strikes delivered with control to the mask grid;
- open hand hits delivered with control to the mask grid;
- blows which hit a prohibited target, in the event of target substitution by the athlete receiving the hit. In this case, the latter will also be cautioned with a yellow card.

Valid target

Targets are defined according to the corresponding anatomical part: head, inner and outer figure, flank, abdomen, armed arm (up to the shoulder attachment), unarmed arm, legs, etc.

The entire body of the athlete is considered a valid target, with the exception of:

- back of the head/neck;
- area of the spinal column;
- feet and ankles, in longsword, sidesword and sabre.

Blows delivered to invalid targets do not score points unless the fencer being hit replaces a valid target with them.



It may occur that a fencer voluntarily exposes the nape or spine area to interrupt an action. In this case, the athlete will be cautioned with a yellow card.

Scoring

Any action which clearly shows a situation of superiority of one fencer over the other and leads to the interruption of the bout results in 1 point being awarded.

The effective strikes that can score points are the following:

- thrusts delivered to the valid target;
- cuts delivered to the valid target;
- pommel strikes delivered with control to the mask grid (only in longsword, sidesword and rapier);
- open hand hits delivered with control to the mask grid (only in longsword, sidesword and rapier);
- disarming the opponent;
- the opponent's exit from the field;
- in close-quarter actions, the manifest superiority of one of the two contenders in the physical control of the opponent.

I Note

In longsword blows delivered with one hand score points, but in case of an afterblow delivered with two hands by the opponent, only the latter will be considered a valid hit.

II Note

Blows delivered with the flat of the blade do not score any point.

Disarming

Being disarmed means the loss of the weapon used by either fencer during the bout, regardless of whether it was caused by the opponent, or by the fencer's inexperience in handling their weapon.

In a dual weapon bout, only the loss of the main weapon will be considered as a disarming.

Close-quarters

If during the assault the two fencers find themselves in a '*close-quarter combat*' situation, thus involving hand-to-hand actions, the action will be stopped after 3 seconds.

If within 3 seconds there has not been a situation of superiority for one of the two fencers, the action will be stopped and the fencers will put themselves back on guard at the minimum guard distance, i.e. the distance at which the fencers' weapon tips touch each other with their forearms fully extended.

Superiority may occur through:



- a pommel strike delivered with control to the mask grid;
- an open-handed hit delivered with control to the mask grid;
- a standing immobilization of the opponent, which must be performed without dropping one's weapon.

It is not allowed under any circumstances:

- to throw the opponent;
- to land the opponent;
- to perform joint traps;
- to land any blow other than those indicated (e.g. punches, slaps, kicks, knees, etc.);
- to charge the opponent and pushing or unbalance him causing a possible uncontrolled fall.

Note

In longsword it may occur that the two contendents may get to close-quarter by crossing the blades. In this situation it is allowed to push on the opponent blade to make an opening for delivering a hit.

Using the secondary hand

The use of the secondary hand is permitted in certain specific situations.

- in '*close-quarter combat*' to control the opponent's body or grasp their sword (longsword, sidesword, rapier). The opponent's sword may only be grasped from the strong of the blade to the pommel. If grasped from the middle to the weak of the blade, it will award 1 point to the opponent;
- with sidesword and rapier to parry a thrusting action or to beat or deflect the opponent's blade in an attacking action;
- to bring a controlled open hand hit to the opponent's mask grid.

In sabre fencing, the use of the secondary hand is not permitted under any circumstances. Should either fencer use it, they will incur in a penalty (yellow card).

Double hit

If during the bout the two athletes hit each other in the same fencing time, they will score a '*double hit*'. Double hits will result in scoring 1 point to each fencer.

Afterblows

If one of the fencers scores a hit, but fails to prevent their opponent from scoring a hit in return in the immediately following fencing time (i.e. a hit which could be delivered with a simultaneous movement of one foot), both hits are considered valid and they will score 1 point to each fencer.



Afterblows inhibitions

'Afterblows' can be inhibited:

- with a thrust or a cut to the mask in all weapons;
- with a thrust to the armed arm (hand to shoulder) in sidesword, single rapier and sabre;
- with a cut to the armed arm (hand to shoulder) in sidesword and sabre.

In such cases, if a hit delivered by the inhibited fencer reaches the target, it will not be considered valid.

Sabre reposte priority

For the discipline of sabre only priority is given in case of a parry to the following reposte to a target above the waist. If the opponent will deliver a second hit, this will not be considered valid. If the reposte is below the waist, the action will be judged as already explained above.

Peculiarities of rapier swordplay (single or paired)

For the rapier disciplines, only thrusting actions to the valid target, and thrusting and cutting actions delivered to the head will be considered valid. Cuts and thrusts to the head will also inhibit the 'afterblow'.

Interruptions

During the bout an interruption is called by the Referee with the call 'ALT'. At that moment, the fencers have to immediately stop the bout and time will be stopped.

Should fencers fail to stop at the ALT, they will incur a warning (yellow card).

An interruption occurs with one of the following events:

- action involving the awarding of points;
- action entailing disciplinary sanction;
- grappling lasting more than 3 seconds;
- danger to the safety of people;
- injury.

Actions delivered after the 'ALT' are not considered valid.

After an interruption, the Refereeing Staff reconstructs the action and announces the outcome.

Statements by the athlete

The athlete has the right to facilitate the work of the Refereeing Staff and may:

- declare a hit received if the Refereeing Staff did not see it or judged it to be invalid;
- declare the ineffectiveness of their own actions, if found valid by the Refereeing Staff.



If a point is scored for an action judged to be valid, the athlete shall make their statements only after the decision of the Refereeing Staff.

They may also be asked directly by the Refereeing Staff to declare hits received.

VAR (Video Assistant Referee)

Athletes and Refereeing Staff may make use of a spontaneous VAR during matches. A third person may be requested to film the match with a mobile phone, the video of which may only be verified by the Referee. VAR can be requested in the following ways:

- in all matches, the individual athlete shall have the right to request the displaying of the video in order to contest the Referee's decision. The objection must be substantiated and clearly stated by the athlete. If it is correct, the athlete shall retain the right to request the display again during the match. If the objection is incorrect, the right will be lost for the duration of the match and restored for the following match;
- In the knockout phase from the semi-finals onwards, the Refereeing Staff will also be able to request the displaying of the VAR in the event of highly dubious assessments.

Note:

- consultation of the VAR by the Refereeing Staff must be quick;
- should the video not be clear nor easy to consult (e.g. due to poor quality of the recording), the Referee will uphold their decision and the fencer will lose their right to ask again for the VAR;
- a maximum of 2 people may be admitted to record the match, whose personal details must be declared to the Refereeing Staff and noted on the score sheet;
- recording people must not hinder the Refereeing Staff's work in any way;
- athletes from the same pool are not allowed to help with filming;
- recorded videos must be deleted at the end of the match. Should the person in charge of filming wish to keep them, they will have to ask for explicit written consent from all the people appearing in the video. Please note that the publication of a video (e.g., on social networks) is subject to privacy legislation.

Resumption of the assault

Once the interruption is over, the assault is resumed in the following manner:

- if a point has been scored, the athletes return to their corners with their forward foot on the guarding line;
- for any other situation that caused an interruption but did not result in scoring, the fencers will be put back on guard at the minimum guarding distance, i.e., the distance at which the weapons' tips touch each other with the fencers' armed/main arm fully extended.



Ending of the match

The match is deemed to be concluded upon the occurrence of one of the following conditions:

- an athlete achieves a maximum score of 5 hits in pool phase matches, 8 hits in knockout phase matches, 12 hits in the final for 1st and 2nd place;
- the regulation time of 2 minutes available for the match runs out in the pool phase and knockout phase with a score in favor of one of the two fencers (except for the final for 1st and 2nd place, where the 3-minute rounds are 3, with a 1-minute break in between each round);
- the match ends in the extra minute due to an effective action by one of the two fencers;
- the overtime period of 1 minute ends with the victory of the fencer who was given priority;
- an athlete is expelled;
- an athlete is unable to continue;
- an athlete withdraws.

In the event of an expulsion, the expelled athlete loses the remaining pool phase matches with maximum points. The same occurs in the case of knockout phase matches.

In the event of voluntary withdrawal or inability to continue, the athlete loses 0-3 (in the pool phase, the 0-3 loss also applies to the remaining matches).

An athlete who has to fight more matches in a row has the right to rest for 1 minute.

Injuries

In case of injury, the athlete may request a break of a maximum of 10 minutes. After the break has ended, if the athlete is still unable to resume the fight, they will be considered either unable to fight or withdrawn.

The injured athlete cannot have other breaks for the same injury and lose the match 0-3.

DISCIPLINARY SANCTIONS

Disciplinary sanctions are issued by the Refereeing Staff and are final.

The athlete is informed verbally of the penalty and the sanction is noted on the scorecard.

Three levels of sanction are recognized:

- **yellow card**, caution;
- **red card**, serious warning (award of 1 point to the opponent);
- **black card**, expulsion or disqualification (immediate loss of the match and possible exclusion from the competition).

Note



In the event of a loss by black card, the Referee will evaluate the possibility of disqualifying the athlete in addition to the loss of the match.

If the athlete receives 2 black cards during the competition, they will be automatically disqualified from the specific discipline competition.

Penalties may be:

- progressive: the sum of 2 yellow cards leads to 1 red card, thus awarding 1 point to the opponent; 2 red cards lead to 1 black card (the additional red card can be awarded with 2 yellow cards or 1 straight red card)
- direct: i.e., yellow, red or black cards awarded immediately following an infringement.

Yellow Card - caution

A yellow card is given when:

- the athlete arrives on the field 1 minute late.

After the 1-minute delay, the call will be repeated and, if the athlete doesn't show up after an additional minute, they will receive a second yellow card (resulting in a red card, by addition). If the athlete doesn't arrive within a further minute, the match will be considered a 0-3 forfeit;

- the athlete shows up to the field with incomplete equipment, a time of 2 minutes is then given to retrieve the missing components, otherwise an additional yellow card will be given, with 1 point being awarded to the opponent. If after 1 further minute the fencer has not been able to find the required equipment, they will be considered defeated with the maximum score, but won't receive a black card;
- the athlete does not perform the salute at the start of the match (e.g., through forgetfulness);
- the athlete unintentionally hits a prohibited target;
- the athlete unintentionally hits with excessive force;
- the athlete voluntarily exposes a prohibited target in order to interrupt the opponent's action (e.g., intentionally turns around by exposing the back of the head and spine area to the opponent);
- the athlete voluntarily exposes a prohibited target in order to deny the scoring of the opponent for an otherwise valid action (e.g., intentionally exposing the back of the head on a shot aimed at the head by the opponent). In this case, in addition to the yellow card, the hit taken will be considered valid and will award points;
- the athlete requests an interruption during the match without a valid reason;
- the athlete unintentionally hits the opponent after the ALT;
- the athlete unintentionally hits the opponent with the buckler;
- the athlete does not interrupt the fight when the ALT is given;
- in the sabre discipline, the athlete uses the unarmed hand;
- the athlete, or their second, declares hits in their favor when not requested by the Refereeing Staff;



- the athlete celebrates excessively;
- the athlete inflicts a blow to themselves.

Note

Yellow cards are cleared at the end of the match.

Red Card - serious warning

The awarding of a red card results in 1 point being awarded to the opponent.

It is imposed when:

- a second yellow card is given (by addition);
- the athlete presents themselves on the competition field with weapons not authorized by the weapons control. In this case they must provide a replacement within 2 minutes or they will receive a black card, which will result in a loss of all pool phase matches or the knockout match with maximum points, with disqualification from the specific discipline;
- the athlete intentionally hits a prohibited target or with a prohibited strike;
- the athlete performs actions that are potentially dangerous for themselves and the opponent, such as: jumping on the opponent to hit them; forcefully charging the opponent to push them and throw them off balance; performing uncontrolled actions that result in themselves falling, even if they hit the opponent;
- the athlete intentionally delivers a hit with the buckler;
- the athlete throws off balance the opponent, lands them, or subjects them to joint traps;
- the athlete, or their second, indulges in swearing;
- the athlete, or their second, protests excessively against the Referee's decisions;
- the athlete leaves the field during the match without authorization from the Referee.

Black card - expulsion/disqualification

The black card results in the loss of the matches to be played in the pool phase or the direct match with maximum points, in addition to expulsion from the discipline competition.

It is imposed when:

- the athlete refuses to perform the salute at the beginning and end of the match (it is mandatory to shake hands with the opponent at the end of the match);
- the athlete simulates an injury due to a blow received from the opponent;
- the athlete delivers a blow with excessive violence with obvious intent to injure the opponent;
- the athlete delivers a prohibited blow or a blow to a prohibited target intentionally and with obvious intent to injure the opponent;
- the athlete throws their weapon to strike their opponent, either on or off the field, in an angry fit;
- the athlete tries to deprive the opponent of protective gear;
- the athlete, or their second, disrespects the opponent, their second, a member of the Staff, or the public;



- the athlete, or their second, performs blatant displays of anger;
- the athlete, or their second, is guilty of obscene acts or indecent exposure;
- the athlete is in an altered psycho/physical condition (e.g. caused by alcohol, drugs, doping, etc.)
- the athlete, or their second, causes or participates in a fight on the competition field, unless they intervene to pacify the confrontation.

Note

If the athlete receives two black cards over the course of the competition, they will be automatically disqualified from the tournament.

Disciplinary Measures

Depending on the seriousness of the events occurring during a competition, the tournament director may decide to take additional measures:

- disqualification from all disciplines of the individual stage;
- disqualification for several stages of the circuit;
- disqualification from the entire circuit edition;
- disqualification for several editions of the circuit.

Audits and Appeals

At the end of the match, the athlete has the right to verify the correctness of the scores and entries concerning them on the scorecard by signing it. In case of any inconsistencies and/or irregularities, the athlete may request an explanation by the Refereeing Staff.

By placing their signature on the scorecard, the athlete acknowledges the validity of the entries and will not be able to proceed with a challenge.

For serious and well-founded reasons, the athlete who does not sign their scorecard is entitled to submit, at the same time, an official written appeal to the Tournament Direction (according the Appendix A at the end of this document) by paying a sum of EUR 100.00. When issuing the appeal, the athlete has to produce a summary of the fact and point out the rule he/she thinks that was violated and the result that he/she expects. The Direction will assess the appeal and take immediate decision if the conditions are met. After the evaluation, the Direction, if the appeal is not rejected as blatantly unfounded, will confirm or deny the previous decision of the Refereeing Staff.

The athlete making the appeal must provide an e-mail address, to which the Tournament Direction will send an official reply to the appeal by PEC within 10 working days after the contested event has occurred. If the appeal ends with a verdict in favour of the athlete, the deposit of EUR 100.00 will be returned.

The decision of the Tournament Direction is not open to review.

Note



The Tournament Direction may not consist of Referees or Line Assistants who have been personally and directly involved in the event described by the athlete in their appeal. Where there is an incompatibility of the kind just described, the person affected by the incompatibility must necessarily be replaced by another Referee or Line Assistant, in order to guarantee the impartiality of the judgment.

6. THE STAFF

Staff refers to all personnel working for the success of the competition.

The Refereeing Staff is of particular importance and is composed as follows:

- Referees;
- Line Assistants;
- Table Assistants.

During the pool phase and in the knockout phase up to the semi-finals, each field can be operated by a Referee, a Line Assistant and at least a Table Assistant.

In the semi-finals and finals each Referee could be assisted by two Line Assistants.

REFEREEING STAFF

The Referee is assigned the following functions:

- verify the identity of the athletes;
- inspect the compliance of the equipment and protections worn by the athletes on the competition field. In this case, both the Referee and the athlete are held responsible for the latter's equipment;
- directing the bout;
- coordinating the Refereeing Staff present on the competition field assigned to them.

The following functions are assigned to the Line Assistant:

- observe the match and support the Referee in reconstructing the actions;
- help the athletes and other members of the Refereeing Staff of their field, if requested by the Referee;
- indicate the occurrence of a relevant event (successful action, irregularity, injury, danger to the athletes, etc.), if not noticed by the Referee, by raising their hand decisively.

Note

Under no circumstances may the Line Assistant replace the Referee or express any judgment unless expressly requested.

Their conduct must be discreet and always subordinate to the Referee, whom they must support by maintaining a respectful attitude.



The Table Assistant is assigned the following functions:

- starting and stopping the timer;
- transcription of the score and penalties;
- transcription of the names of the people in charge of filming for the VAR;
- custody of the scorecard, which must be handed to the Referee with the signatures of those present at the end of the pool or knockout matches.

Match Direction

During the match the Referee is responsible for controlling the actions in their entirety and it is their main task to fully understand them and the times in which they occur. In this task they must be supported by the Line Assistants.

During the fight, the Refereeing Staff may move around the competition field without obstructing the athletes in such a way as to maintain as much visibility as possible at all times.

When an event occurs, the decision is solely and exclusively the responsibility of the Referee.

Athletes may only declare hits made or sustained to their own disadvantage. The Referee has a duty to take such declarations into account, but is entitled to try to persuade the athlete to withdraw them if they do not consider them accurate.

The reconstruction of the action consists of describing the blows made by the two athletes, the target they hit, their possible invalidity (e.g., for flat hit) and, if relevant for scoring (double hit, afterblow, etc.), the times at which they were made.

The score of each athlete is proclaimed aloud by pointing at them with the hand.

In case of priority, the judge proclaims 'Priority' after scoring the athlete who achieved it.

If penalties are assigned, the same procedure is followed.

Following the interruption, the fight is resumed as above, not performing the salute again.

In the event of extra time, the Referee summarises scores and penalties and, if necessary, draws priority.

At the end of the match, the Referee announces the assaults won and the winner by proclaiming 'Match'.

The 'Salute' command is repeated.

Timekeeping

The timer is always started at the command 'Fence', and stopped at the command 'Alt'.

The timer only resets at the end of the match.

When time expires, the assault is interrupted and ended with the command 'Time'.

Recording of scores, penalties and other notes

Scores, priorities, injuries, technical and disciplinary penalties are noted on the scorecard. For the latter, the reason for the penalty is also noted.



TOURNAMENT DIRECTION

The Tournament Direction will consist of at least three senior members of the Organizing Staff, always in odd numbers.

The Tournament Direction is responsible for the following functions:

- supervision and consultation in the event of doubts or disputes about the content of these regulations;
- management of Refereeing Staff on the fields;
- supervision of the entire competition;
- drafting of rounds, preliminary rounds, competition and championship rankings;
- evaluation of appeals;
- evaluation of disciplinary sanctions.

In case of consultation with the Tournament Direction, the Referee is solely responsible for the reconstruction of the action, while the Tournament Director is solely responsible for the outcome.

7. EQUIPMENT REGULATIONS - SAFETY PROTOCOLS

WEAPONS

Only weapons complying with these regulations and not showing excessive signs usage or material fatigue are allowed in the competition.

Ascertaining conformity remains at the sole discretion of the Tournament Direction.

If the organizer of the event provides the equipment to all athletes, it must all be similar so as not to give any advantage to one athlete or the other.

Incorrect use of tools, as described above, warrants a penalty.

All weapons must comply with the technical specifications set out in these regulations. With regard to the flexibility of the blades, this shall be measured with the aid of a scale, on which the tip of the weapon shall be placed perpendicularly. The pressure will be measured in kilograms, applying sufficient force to cause an obvious bend of the blade.

Longsword

The longsword simulacrum must consist of:

a. a blade

- made of metal and flexible enough to ensure the safety of the athlete;
- with a full tang;
- with two edges (true and false);
- fitted with a folded, duck-billed tip or fitted with a button. If deemed appropriate, the tip must be covered by a firmly secured round or flat-headed cap;



b. a hilt

- with a crossguard consisting of 2 quillons (front 'guarding', rear 'parrying');
- with a grip;
- with a pommel firmly attached to the full tang.

Technical characteristics:

- weight between 1350 g and 1800 g;
- maximum total length 140 cm;
- maximum hilt (crossguard to pommel) length 45 cm;
- maximum blade length 105 cm;
- maximum crossguard length 30 cm;
- maximum 'crown' or 'schilt' width 10 cm;
- maximum 'crown' or 'schilt' length 10 cm;
- blade flexibility between 11 kg and 16 kg.

Note

It is forbidden to use weapons with quillons provided with side-rings. The hilt should be composed by a simple cross hilt.

Mode of use

Blows with the longsword may be carried with two hands or with one hand. Thrusting and cutting blows both with straight and false edge are valid. One hand may also be used during grappling.

Sidesword

The sidesword simulacrum must consist of:

a. a blade

- made of metal and flexible enough to ensure the safety of the athlete;
- with a full tang;
- with two edges (true and false);
- fitted with a folded, duck-billed tip or fitted with a button. If deemed appropriate, the tip must be covered by a firmly secured round or flat-headed cap;

b. a hilt

- with a crossguard consisting of 2 quillons (front 'guarding', rear 'parrying');
- which could have two branches (front and rear) connected with a small side-ring on the outside guard or with a small circle going around the blade at the top of the ricasso. The index finger could be put across the crossguard inside the front branch (finger ring);
- with maximum either one big side-ring on the outside guard, or at the top of the ricasso one small side-ring or a whole small circle around the blade connecting the two branches;



- with a grip;
- with a knuckle bow (optional);
- pommel firmly attached to the full tang.

Technical characteristics:

- weight between 800 gr and 1.200 gr;
- maximum total length 110 cm;
- maximum blade length 95 cm;
- maximum hilt (crossguard to pommel) length 20 cm;
- maximum crossguard length 30 cm;
- blade flexibility between 6 kg and 12 kg.

Note

Rings on the inside guard are not allowed.

Mode of use

The sidesword may be used for both thrusting and cutting actions. Cutting blows may be delivered both with true and false edge.

Sabre

The simulacrum used for the sabre must consist of:

a. a straight or curved blade:

- made of metal and flexible enough to ensure the safety of the athlete;
- with a full tang;
- with two edges, a true edge the full length of the blade and a false edge up to a third of the length of the blade;
- fitted with a folded, duck-billed tip or fitted with a button. The tip must be covered by a firmly attached round or flat-headed cap;

b. a hilt:

- with a guard to protect the hand;
- with a grip, with or without a cap.

Technical characteristics:

- weight between 600 gr and 850 gr;
- maximum total length 105 cm;
- maximum hilt (guard to pommel) length 17 cm;
- maximum blade length 88 cm;
- maximum guard length 15 cm;
- maximum guard width 14 cm;



- blade flexibility between 6 kg and 12 kg.

Mode of use

The sabre must be held by the grip. It can be held 'in fist' or with the thumb along the handle. Thrusting, cutting, and counter-cutting are valid.

Rapier

The rapier simulacrum must be composed of:

a. a blade:

- made of metal and flexible enough to ensure the safety of the athlete;
- with a full tang;
- with two edges (true and false);
- fitted with a folded, duck-billed tip or fitted with a button. The tip must be covered by a firmly attached round or flat-headed cap;

b. a hilt with:

- 2 quillons (front 'guarding', rear 'parrying');
- a cup hilt for total protection of the hand (no hand-exposing is allowed), supported by two joining arches;
- a guard branch to protect the hand (optional);
- a grip;
- a pommel firmly attached to the full tang.

Technical characteristics:

- weight between 800 and 1200 g;
- maximum total length 126 cm;
- maximum hilt (guard to pommel) length 25 cm;
- maximum blade length 107 cm;
- maximum cup diameter 14 cm;
- maximum quillon length 10 cm per side beyond the cup;
- blade flexibility between 5 kg and 12 kg.

Mode of use

The rapier must be held by the grip. The position of the hand is not important as long as the fingers remain protected.

Thrusting and cutting blows with both straight and false edges are valid, though cuts are valid only to the head.

Dagger

The dagger simulacrum must consist of:



a. a blade:

- made of metal and flexible enough to ensure the safety of the athlete;
- with a full tang;
- with two edges (true and false);
- fitted with a folded, duck-billed or button tip. If deemed appropriate, the tip must be covered by a securely fastened round or flat-headed cap;

b. a hilt with:

- 2 quillons (front 'guarding', rear 'parrying');
- a sail guard to protect the hand;
- a grip;
- a pommel firmly attached to the full tang.

Technical characteristics:

- weight between 300 and 700 g;
- maximum total length 60 cm;
- maximum hilt (guard to pommel) length 20 cm
- maximum blade length 45 cm
- maximum sail guard width 15 cm;
- quillon length 10 cm per side beyond the sail guard;
- blade flexibility between 8 kg and 16 kg.

Mode of use

The dagger must be held by the grip. The position of the hand is not important as long as the fingers remain protected.

Thrusting and cutting blows with both straight and false edges are valid, though cuts are valid only to the head.

Buckler

The buckler simulacrum is a small round shield made of wood, metal or any plastic material, which could provide the hand the necessary protection. The edge of the buckler must be covered with a plastic or rubber layer. The handle must be rigid and centered in the diameter of the buckler.

Technical characteristics:

- weight between 800 gr and 1.500 gr;
- diameter between 25 cm and 35 cm.

Mode of use

The buckler must be held by the handle.



It is not permitted to use it for hitting the opponent. This action implies a sanction.

MINIMUM PROTECTIVE EQUIPMENT

The mandatory minimum protective equipment consists of:

- a mask with an overlay;
- a jacket;
- elbow pads;
- gloves;
- forearm protection (for longsword, sidesword and at least the armed forearm in sabre);
- trousers;
- shin guards and knee pads;
- rigid PVC breast protector for women;
- suspensor/groin protection (for men);
- gorget (longsword);
- long socks till the knee.

Recommendations

- rigid PVC chest protector for men;
- gorget (for all disciplines);
- groin protection for women.

The following protections are not allowed

- metal protectors, with the exception of the protective mesh of the mask;
- DIY protections;
- damaged protections.

Athletes with missing or inadequate protective equipment at the time of inspection by the Staff will face a penalty in accordance with this ruleset.

Mask

It must comply with the latest version of the 'Regulation of Materials' by the Italian Fencing Federation's SEMI Commission, as set out in Title III, Chapter 2, paragraph m.25.7, in points a), b), c), d) and e): 1600N FIE.

The use of a mask overlay is mandatory and it must be attached to the mask (although it does not have to be an integral part of it). Fastening must be done in such a way that the mask overlay does not lift during use.

The mask overlay, rigid or semi-rigid, must cover the entire back of the head, from the mask to the base of the neck. The use of handmade mask overlays is strictly forbidden.



Jacket

Composed of a padded, long-sleeved bodice that protects the arms, torso and back.

The fastening of the jacket can be either at the front on the unarmed side or at the rear. In the first case, the fastening must be covered. The jacket must offer a puncture resistance of 350N or more (non-FIE jackets are also allowed).

In sidesword, rapier and sidesword (single or paired), the jacket may be unpadded, as long as the minimum rigid protections for the discipline are used.

Elbow pads

They must provide rigid protection over the entire elbow joint. They can be integrated into the jacket. They must be worn for all disciplines.

Forearm protectors

They are compulsory in longsword, sidesword and sabre (at least the armed forearm). Their use is forbidden in the rapier discipline (single or paired), because they could hinder the clear discernment of the points brought to the advanced target.

Gloves

They must be padded to protect the fingers, wrist and back of the hand. The level of protection must be appropriate for the discipline.

In longsword the gloves must have rigid fingers and hand protection and additional wrist protection; in case the glove extends to cover the forearm, the separate rigid forearm protection is not mandatory.

In sidesword the gloves must have rigid or semi-rigid protections for the fingers and the wrist. In case the glove extend to cover the forearm, the separate rigid forearm protection is not mandatory.

A glove with wrist protection is recommended for sabre.

Modern fencing gloves may be worn for the rapier.

Trousers

Puncture resistance of 350N or higher is required for the thighs (from the waist to the knee). Non-FIE trousers are also allowed.

Shin guards and knee pads

Rigid protections of the front and side of the knee joint, as well as of the whole shin, are mandatory. The protection may be composed either of a single piece or two pieces. The knee protection can be integrated into the trousers.



Although the ankle is not a valid target, the use of a protector that covers the malleolus is highly recommended.

Additional protections

It is mandatory for women to wear a rigid PVC breast protector and for men to wear a suspensor.

The breast protector must be worn under the jacket and the suspensor under the trousers. The rigid PVC chest protector for men is recommended but not mandatory for any discipline, and has to be worn under the jacket.

Gorget

The gorget is recommended for all disciplines and mandatory in longsword. In this case, the gorget cannot be a part of the mask and must be worn under the jacket.



APPENDIX

POOL CREATION AND RANKING

Creation of pools

The creation of the pools is based on the so-called 'modified snake system', which is based on the number of athletes participating at the event. In case some of them already have a ranking, the pools are created in the following way:

The top athletes (top of the ranking) are divided one per pool (level 1).

Here is an example consisting of eight pools and 32 participants following the 'modified snake system':

	POOLS							
	1	2	3	4	5	6	7	8
Tier 1	1	2	3	4	5	6	7	8
Tier 2	(13, 14, 15, 16)				(9, 10, 11, 12)			
Tier 3	(17, 18, 19, 20)				(21, 22, 23, 24)			
Tier 4	(29, 30, 31, 32)				(25, 26, 27, 28)			

Once the top athletes are placed in the first tier of every pool, the other tiers are drawn according to the classic 'snake system' principle.

Below is an example of a classic 'snake system' for the same number of pools and athletes:



	POOLS							
	1	2	3	4	5	6	7	8
Tier 1	1	2	3	4	5	6	7	8
Tier 2	16	15	14	13	12	11	10	9
Tier 3	17	18	19	20	21	22	23	24
Tier 4	32	31	30	29	28	27	26	25

Athletes without a ranking in the league will be randomly sorted to fill the vacancies.

Pool phase ranking

The pool phase rankings define the knockout-phase match-ups. These are determined by sorting the athletes in descending order based on their indexes in the following priority:

1. ↓Victory-Index (amount of wins/number of bouts)

📊 [1,00 to 0,00 number]

📊 Indicates how many wins a fencer had during the pool phase

2. ↓Points-Index (number of scored points – number of conceded points)

📊 [Integer number between -5x(number of bouts) and + 5x(number of bouts)]

📊 Indicates overall distance in winning from opponent's score

3. ↓Scored-Points-Index

📊 [5,0 to 0,0 number]

📊 Indicates overall performance in getting points

4. ↑Conceded-Points-Index

📊 [0,0 to 5,0 number]

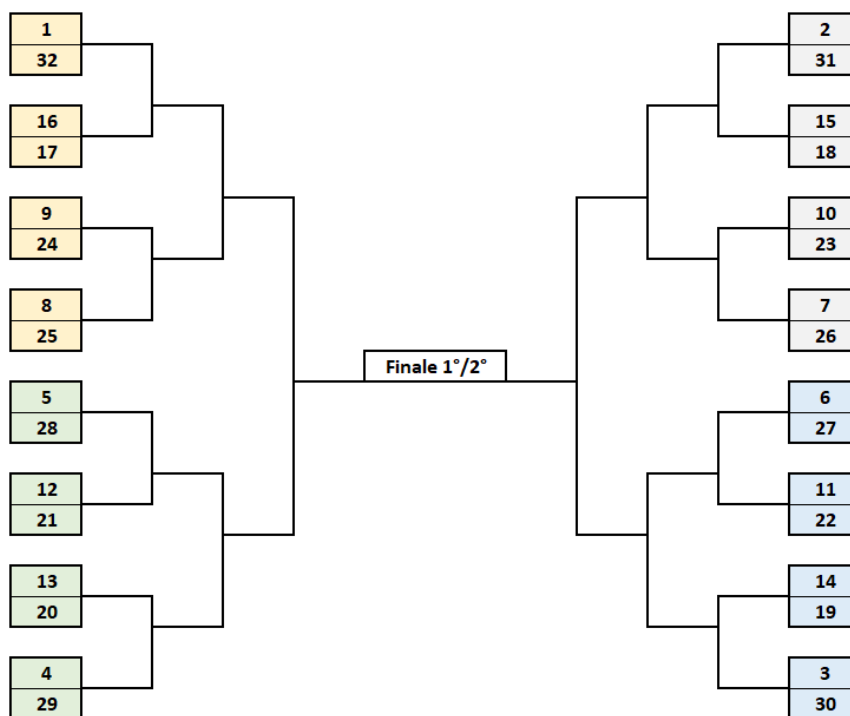
📊 Indicates overall performance in conceding points

With ↓= descending order and ↑ = ascending order

DETERMINATION AND RANKING OF KNOCKOUT PHASE

The top 32 athletes of the pool phase will gain access to the knockout phase of the tournament. This phase will be organized according to the following diagram:





If the participating athletes are less than 32, all of them will be admitted to the knockout phase and those who would have to compete with empty seeds will get a bye to the next round.

Example:

If the number of athletes is 30, the bouts 1vs32 and 2vs31 can't be disputed =>this means that the athletes ranked 1 and 2 will automatically win these matches and directly move to the further steps of the phase.

In the qualifying stages there will not be a third-place match and both the athletes who lost the semifinals will be classified as '3rd place ex aequo'.

A match for third place will be held in the league final stage.

QUALIFICATION RANKING



Based on the positioning achieved during the qualification stages for a discipline, athletes will receive a qualification ranking after each stage equal to:

$$\mathbf{Rq = Pc * Ct}$$

with:

Rq = qualification ranking index

Pc = points received from stage position

Ct = technical coefficient

Pc:

Positioning	Points (Pc)
1st place	100
2nd place	80
3rd place	60
4th place	50
5th - 8th place	40
9th - 16th place	30
17th - 32nd place	20
33rd - 64th place	10
65th place and below	5

The stage positioning is determined, in order, by:

1. ↓ **Victory-Index** (amount of wins/number of bouts)

🎬 [1,00 to 0,00 number]

🎬 Indicates how many wins a fencer had during the pool phase

2. ↓ **Points-Index** (number of scored points – number of conceded points)

🎬 [Integer number between -5x (number of bouts) and + 5x (number of bouts)]

🎬 Indicates overall distance in winning from opponent's score

3. ↓ **Scored-Points-Index**

🎬 [5,0 to 0,0 number]



■ Indicates overall performance in getting points

4. ↑ **Conceded-Points-Index**

■ [0,0 to 5,0 number]

■ Indicates overall performance in conceding points

With ↓ = descending order and ↑ = ascending order

Ct: technical coefficient, it represents the prestige of the competition from which the qualification ranking is being obtained:

Technical coefficient for the final stage: 1

Technical coefficient for a qualifying stage: 0.6

OVERALL RANKING AND ACCESS TO THE FINAL

The overall ranking, which determines potential access and placement in the pool phase of the final stage for a discipline is based on the athletes' qualifications rankings of the previous stages.

$$Ro = \frac{Rq^1 + Rq^2}{2}$$

The overall ranking (Ro) is the sum of the two best qualification rankings (Rq¹ and Rq²), divided by two. This also is valid for someone that has only one qualification ranking.

The overall rankings are calculated:

- as soon as at least two qualification stages have been done for a discipline;
- after the final stage.

The overall ranking of the previous year is used to determine the structure of the pools of the qualification stages.

ANNEX A



To the Tournament Direction

I, the undersigned (name and surname) _____, a
member of the Association _____, hereby

APPEAL

the decision taken by the Refereeing Staff during the Historical Sport Fencing competition
circuit held in _____ on _____, on court no. _____, on the
following grounds:

FACT

(clear and concise description of the fact)

RIGHT

(indication of the point in the Alpeadria HF League Ruleset that is alleged to have been
violated by the Refereeing Staff)

For these reasons, the undersigned applicant



ASKS

(please indicate the outcome you wish to achieve by filing this appeal)

For the purpose of communicating the outcome of this appeal, the appellant indicates the following e-mail address _____

_____, _____ (place and date)

_____ (signature of the applicant)

