



# 2018 Rules – ENG version



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## 1. PREAMBLE

This rules are adapted for Historical European Martial Arts tournaments, whose goal is to simulate civilian duels without armour, courteous, focusing on the technical gesture and control of the fight through the knowledge of sources, while securing the fighters. The philosophy at the base of this rules is from the study of the Italian sources (Fiore and Vadi) while we considerate also the Germanic traditions (valorisation of the hits at the head and some technics).

Tournaments bring into competition fighters over 18 years old. The Open consist in three gender-mixed tournaments : longsword, sword and buckler, and Labat (rapier, see 9). The fights are of the type stop at the first valid hit.

## 2. DUELS

### Referee and protagonists of a duel:

- A Ring **Marshal (maréchal de lice)** who :
  - Check the fighter's gear
  - Decide the attribution of the points
  - Stops the assaults and the duel
  - Impose a time-off if he wishes to
- At least two **judges (juges)** with two flags each
- A **scribe** with a point counter and a timer (he announces « temps » (time) after a 1 min 30)
- Two **fighters (combattants)** who are kept silence.

### Environment :

- The fighting ring is a square 6~7 meters square.
- Only the fighters and the marshal can enter into the ring
- The assistance (crowd and coaches) strictly must remain silent near the rings during the assaults (between the « allez » and the « halte »).

### The duel ends after :

- **One fighter gets 10 fighting points** (« points de combat », PC, see 3)
- **After 1 min 30 in real time** (possible equality, except in final phase where there's is a « golden hit ») ; the marshal can let the last action take place.
- At the third double-hit (see 4)
- On an abandonment or a disqualification (see 4).

### When the Marshal stops the fight :

- The time is stopped (he's on at the « Allez »)
- The fighters go back to their respective corners.

### Judgement process :

- A judge see a hit, he raise a flag (doesn't matter which one)
- The marshal decides when to stop, yell « Halte » and send the fighters to their corners.
- The marshal says « Jugez » (judge), the judges bow their heads and judge (see the flags on the side)
- When the two judges indicates the same thing, the marshal have to follow their judging.
- The marshal announce the points to the scribe.
- In case of immediate danger, the judges can stop the fight.



### 3. VALID HITS AND POINTS

To be valid, a hit must be frank, voluntary without excessive violence, and made with any part of the sword except the flat or the quillons. In longsword, at the long play, holding the sword with one hand will not be considered a controlled attack and the fighter will not earn any point.

The areas to touch are as follows :

- **Red** : **head** including the neck
- **Orange** : **body** between the belt, the arms and the base of the neck
- **Yellow** : **members** (arms, legs, shoulder's extremities)
- **Blue** : **not counted areas** : **hands, feet, genitals parts.**

**Fighting points (Points de Combat=PC) :** The hits are counted the following way to determinize the fighting points (PC) ; **AIC** means « Arrêt Immédiat du Combat » = fight immediatly stopped:

- **3 Points** : Head, neck **Red** (mask's bib and/or jacket's collar), **AIC**
- **2 Points** : Body **Orange** **AIC**
- **1 Point** : Members **Yellow** **AIC**
- **1 Point** : The opponent gets out of the ring, **AIC**; there's ring 'exit when a fighter gets his two feet outside the boudaries.
- **1 point BONUS** : Controlled takedown; the action must not be dangerous. Valid if the attacker stays on his feet.
- **1 point BONUS** : Controlled disarming of the main weapon.
- **1 point BONUS** : Successful technique: Only the Marshal can judge if the action allows to benefit or not of this bonus (sourced and clear technique).  
Close Game: The Marshal leaves 3 seconds to complete the action. To enhance the German technics, we take into account these techniques:
  - An iron technic : *mutieren, duplieren*
  - Counter or double *zwerchau* (the cut or the *zwerchau*)
  - Complex german technic
- **3 Points** : Menace, **AIC** ; following a takedown, a technique, a close game or a disarmament, fighter control his opponent and the threat him without touching; the fighter making a threat must be sure to control the weapon of his opponent (if it is not the case and he undergoes a touch, it is his opponent who will score the points). However, the threatening fighter may decide to give up the menace and finally hit, and the points will be for the affected area only.

**Victory Points (Points de Victoire=PV) :**

Each duel issue can make a fighter win or lose victory points:

- **3 points** : Victory
- **1 point** : Equality
- **0 point** : Defeat
- **-1 point** : Null game by third double-hit (see 4)
- **-2 points** : Exclusion by red card (see 4)



#### **4. PENALTIES, DOUBLE-HIT AND DISCIPLINE**

A double-hit (*Coup-double*) occurs when both opponents touch each other, either simultaneously or successively but in the same fencing time or movement. The double-hits and afterblows from other rules are assimilated here as double-hits. That means neither of the two fighters thought about protecting themselves. When a double-hit happens, the Marshal announce « *coup-double* » and stops the fight. 0 fighting points AIC for the two fighters.

**In the qualifying phase : at the third double-hit: end of the duel, the score is -1 victory point (PV) for each fighter.** Nevertheless, the PC are kept, and the duel is declared as null.

**In final phases : each double-hit during a duel count as a malus for the next one.** At the beginning of the final phase, all double-hits made in qualifying phases are ignored. The malus is unlimited. Note however that if two opponents starts a duel with a negative score due to the penalties, the scores are readjusted so that at least one of the two fighters starts from zero.

**Abandonment or exclusion:** The fighter stopping the duel by abandonment or exclusion (from the duel or the tournament) is declared as a loser and the opponent wins automatically with the 3PV. The PC are kept as is.

#### **PROHIBITED (inside and outside the ring):**

- **The main weapon, dagger or buckler spray**
- **The lifting of the opponent's mask**
- **Voluntary hit on the neck, the back or the genitals**
- **The keys on the joint**
- **Strong percussions as punching, headkick, hits from the knees or the elbows**
- **Violent and dangerous hit**
- **Excess of unnecessary or uncontrolled force**
- **The lack of self-control**
- **Disrespect**
- **Not stopping immediatly after the « halte »**
- **Suicidal and dangerous behaviors**
- **Abusive behavior, insults or profanities**
- **Voluntary exiting from the ring (the two feets outside)**
- **The deliberate anti-play or fighting's refusal on both sides**

#### **TOLERATED (but doesn't earn points ) :**

- Engagement without excessive strength, close combat controlled and non-dangerous.
- The light kicking and the hand-fed
- Umbo, buckler ans pommel hits, the cape spraying in Labat.

**Sanctions graduation :** (following the repetition of the warning or the cards, or the gravity of the fault) ; a fighter who discusses a penalty exposes himself to the immediate superior sanction:

- **◆ Warning (oral) :** No penalty. Recorded by the scribe; Marshal's decision alone.
- **◆ Yellow card :** -1 PC ; decision from the marshal and the judges, at the majority (Ina case of equality, the marshal voice count as two).
- **◆ Red card :** **End of the fight, victory for the opponent. -2 victory points for the penalized** ; decision from the marshall and the judges, a the unanimity.
- **◆ Black card :** **definitive exclusion from the tournament** ; the marshall and the judges reports the case at the Technic Directory whom give the balck card ; definitive exclusion for life from the Open de Toulouse by the OGN.

## 5. EXPECTED FORMULA

Qualifying phase : the pools number depends on the total of engaged fighters..

To access to the final phase : the first from each pool is automatically qualified; the total number of qualified fighters will be in correlation with the total. The selection is made according to the following order of priority:

- The Victory Points (PV)
- The double-hits
- The fighting points (PC) goal-average
- Red Cards
- Yellow cards
- A knock-out duel

In final phase, the qualified disputes the prizes in a play-off tree.

## 6. INJURIES

In case of stopping a fight on injury:

- **The injury is benign**, the fight can resume after a maximum of 2 minutes and after the Marshal asked the fighter concerned if he could fight. In this case the points and the timer are frozen as is. At the resumption of the fight we resume the fight.
- **The injury is considered serious**: if there is any doubt about the severity of the injury, as a precaution the fighter will be removed from the tournament. The Technical Directory also reserves to herself the right to decide anything if necessary.
- **If a fighter can't finish the tournament**, none of his matches will be counted unless he stops during his last fight.
- **In the case of a serious injury: If the injury is an accident not due to excessive violence** the score is kept as is. **If the injury is due to excessive violence**:
  - If he was leading, the wounded fighter wins the duel: we keep the score as is.
  - In case of equality we keep the score as is.
  - If the wounded one was losing, there's equality : the combat points are removed from the fighter who led to join the score of the injured:
    - If the injured led to the score or there was a tie, the score is kept as is.
    - If the injured was led and the penalty did not go to the red card for the attacker, there is a tie and the score points are removed to the fighter who led to join the score of the injured.

## 7. GEAR

The weapons and protections will all be verified by the organization at the beginning of the event, and they will affix a specific mark (non-definitive) on valid weapons. Each fighter is responsible for his equipment by entering the lists. This equipment must be in good condition. Out of respect for other fighters, **the outfit must be decent, correct and neat**. The organization is not responsible for any breakage of equipment or injury due to poor maintenance of them.

*See picture thereafter.*

### **WEAPONS :**

- **Steel swords and longswords, rapiers and dagger**, not sharpened, not pointed, **flex**.
- **Mandatory rubber or leather blunt, gaffer protected.**
- The edge of the swords must not show any impact or roughness, or any traces of rust.
- The edge and the umbo of a buckler must not be dangerous.
- Maximum **Longsword's** length **140 cm**.
- Maximum **sword's** length (sword and buckler) **110 cm**.

- **Blade's** maximum length (after the bowl) for the rapiers **110 cm**.
- **Dagger's** total length **50 cm**.
- **Buckler** maximum diameter **35 cm**.

For the sword and buckler: a light glove in the bode is admitted. For the rapier: a light glove in the rapier is allowed. A light jacket for the rapier will be admitted only with a plastron under it.

**Note that any equipment such as steel armor pieces, armor gauntlets, mesh coast or any equipment involving steel parts (except swords and pieces of wood) is strictly forbidden.**

**MANDATORY GEAR**

**TYPE 2 FENCING MASK**  
with a minimum of 350 newton for the bab (1600 preferred).

**HEMA fencing jacket.**  
**Mandatory chest protector for the ladies, optional for gentlemen.**

**Reinforced gloves with semi-rigid protections with impact absorption foam on the fingers; rigid protection for the fingertips essential. No metal on the gloves.**

**Over-all Mask Cover**

**Throat protector or mask cover protecting throat or collar on the jacket.**

**Surprotections forearm, elbows (ideally an articulated part) (optional)**

**Mandatory groin protector for gentlement.**  
Optionnal for ladies

-Pants or trousers with stockings (no bare skin).  
-Protections thighs, or padded pants, or gambester skirt (optional)

- Knee pads or shin guards combined with knee protectors.

- Clean sports shoes not marking on the ground.

 

## 8. TECHNICAL DIRECTORY

The purpose of the Technical Directory (*Directoire Technique*) is to intervene and decide on contentious situations with regard to safety, regulations and serious sanctions. The technical directory rules on all cases not provided for by the rules. Only the Technical Directory can issue a black card.

The Technical Directory is composed by :

- A member from the Groupe Orga Open (organization commission), who presides the directory
- A member from the Administration council and/or the instructoral and pedagogic council of the OGN
- Un member for each club sending at least three fighters

In case of an urgent situation, at least three of its members must meet, including the President. A member of the Directory can't be judge and party. Decisions are taken by majority, the President cutting the ties. The Directory must meet at least once at the beginning of the Open.

## 9. SPECIAL RULE FOR THE LABAT TOURNAMENT

The Labat tournament and its prize is organized in honor of the Toulouse's Swordmaster Jean Labat (17th / 18th century). The fighters can choose between the following options:

1. Single **Rapier**
2. Rapier and dagger
3. Rapier and Cloak
4. Single **Sidesword**
5. Sidesword and dagger
6. Sidesword and cloack
7. Single **Shortsword**
8. Shortsword + dagger
9. Shortsword + cloak

Before each duel, each fighter tells the marshal his choice of weapon(s) from those listed above. Fighters have the right to change options between each duel, but not during. They can't change any option once announced to Marshal. Fighters must not agree beforehand.

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**This event respect the chart of the Fédération Française des Arts Martiaux Historiques Européens (FFAMHE), member of the International Federation of Historical European Martial Arts (IFHEMA). This event is a part of the Ligue Grand Sud (LGS).**

*The organization of the Open AMHE Toulouse reserves the right to modify, add or delete certain rules in case of force majeure, subject to prior notification. This document is a translation from french and can't be a substitute from the original one.*

**Take pleasure; stay fair-play.**

