

Ruleset for HEMA The Jubilee Swordtourney 23rd March 2024

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1 Mandatory equipment

1. Each fencer is responsible for their own equipment. Unsuitable equipment prevents a fencer from starting or continuing their participation in the tournament.
2. Mandatory equipment is checked by the assigned referee of the arena who has a right to expel any fencer from the arena and give them 5 minutes to alter their equipment to tournament standard.

1.1 Head

The referee shall deem the head protection to be eligible if it is formed:

1. A fencing mask that is intact and provides sufficient protection for its size and the padding used.
2. Protection of the back of the neck and cervical spine.
3. Neck protector.

1.2 Hands, arms and torso

The referee will accept the arm and torso protection as eligible if it is formed:

1. Gloves designed for HEMA or gloves meeting the requirements for sports-historical fencing or gloves with comparable protection. The glove must not have gaps in the reinforcement and the surface must not be metal. In the “sword and buckler” category, it is possible to wear a lighter glove on the hand holding the buckler, but with a well-protected wrist. The hand must not be bare or equipped with only a simple glove without padding.
2. An intact fencing jacket containing cushioning layers under most of its surface. The coat must be made of a strong, puncture-resistant material. The coat must not have holes in the armpits.
3. If the coat is not equipped with integrated elbow protection, fixed elbow pads are mandatory.
4. There shall be no unprotected area between the gloves and the rest of the protectors.
5. For women, a fixed breast protector (plastron) is mandatory.

1.3 Legs

The referee shall consider the leg protection to be eligible if it is formed:

1. A suspender, which is a mandatory part of the equipment for men, recommended for women.

2. The knees and shins must be protected from the front and from the side.
3. The hips must be protected by padded trousers or an overlapping coat.
4. The thighs and groin must be protected by trousers made of strong, puncture-resistant material.

1.4 Mandatory equipment for nylon longswords

The referee shall accept the protection as eligible if it is formed:

1. A fencing mask that is intact and provides sufficient protection for its size and the padding used. Added protection for the back of the head is recommended.
2. A fencing jacket (quilted) or comparable torso protection.
3. Gloves with sufficient protection. At a minimum, hockey or lacrosse gloves, ideally gloves designed for HEMA. Gloves must cover the entire hand, including the fingers.
4. Suspenders, which are a mandatory part of the equipment for men, recommended for women.
5. Elbow pads. Knee pads are recommended.

1.5 Mandatory equipment for short padded-sticks

The referee knows the leg protection to be eligible if it is formed:

1. A fencing mask - provided by the organizer.
2. Fencing arm protector - provided by the organizer.

2 Weapons

2.1 Longsword

1. Only straight-bladed, European-type simulators are allowed in the tournament. A longsword must consist of a blade with two edges, a cross-guard, a handle, and a pommel. Longswords must be made of proper steel.
2. Blades must be safe to use. It must not be worn out, chipped, broken or bent. No sharp edges are allowed and that applies to schilt too. Cross-guard must be straight with rounded ends. Arched guards or any other modified cross-guards are prohibited. Pommel of a longsword must be smooth and without protrusions.
3. The flexibility of the blade shall be measured by the pressure of the tip on the weight. Blade flexibility is the highest value in kg displayed by the scale at maximum blade bend. The elasticity of the weapon shall be between 9-16 kg.
4. Point of a sword has to be at least 1 cm wide. Point of a blade must not be sharp. It must be rolled into a cylinder, widened or it must be made safe by other means.

5. Sword is not allowed to be balanced more than 9 cm from its cross-guard when measured from the guard to the point.
6. Overall length of a sword must be between 120 cm and 140 cm.
7. Weight of a long sword is allowed to be between 1400 g and 1800 g.
8. Fencers are required to let organizers cover the point of the fencer's sword with brightly coloured tape.

2.2. Sword and Buckler

2.2.1 Arming sword

1. Only straight-bladed, European-type simulators are allowed in the tournament. An arming sword must consist of a blade with two edges, a cross-guard, a handle, and a pommel. Swords must be made of proper steel.
2. Blades must be safe to use. It must not be worn out, chipped, broken or bent. No sharp edges are allowed and that applies to schilt too. Cross-guard must be straight with rounded ends. Arched guards or any other modified cross-guards are prohibited. The pommel of a longsword must be smooth and without protrusions.
3. The flexibility of the blade shall be measured by the pressure of the tip on the weight. Blade flexibility is the highest value in kg displayed by the scale at maximum blade bend. The elasticity of the weapon shall be between 9-16 kg.
4. The point of a sword has to be at least 1 cm wide. The point of a blade must not be sharp. It must be rolled into a cylinder, widened or it must be made safe by other means.
5. The sword is not allowed to be balanced more than 9 cm from its cross-guard when measured from the guard to the point.
6. The overall length of a sword must be between 70 cm to 100 cm.
7. The weight of a long sword is allowed to be between 900 g to 1200 g.
8. Fencers must let organisers cover the point of the fencer's sword with brightly coloured tape.

2.2.2 Buckler

1. The allowed buckler is a shield exclusively of the circular type held in the fist. Non-circular shields or shields with protrusions are not allowed.
2. The maximum allowed diameter of the buckler is 40 cm.
3. The buckler must have a central umbo protecting the fist. The umbo must be round and smooth without spikes, protrusions, or loose rivets.
4. The body of the buckler can be made of wood, metal, or plastic. It can be covered with leather or canvas. It must not have sharp edges, pointed edges, or loose rivets.

5. The buckler is used only for defence, not for attack. The buckler can be used to deflect, block, and cover the opponent's attacks.

2.2 Nylon longsword

1. Weapons are provided by the organizer.
2. It is a plastic sword from Red Dragon, with a long blade and an extended pommel.

2.3 Short padded-sticks

1. Weapons are provided by the organizer.
2. It is a round padded short stick, the blade is 50 cm, the handle is 15 cm.

3 Bout

3.1 Scoring system

1. All valid hits are scored as one point.
2. In the event of a tie, both fencers score a point. By co-engagement we mean a situation where the fencers hit each other at a pace that can be considered simultaneous.
3. A strike is the contact of the weapon with the surface of the opponent's body or the handle of the weapon.
4. A hit can be valid or invalid (valid or invalid). To be valid, a hit must be conducted on a valid surface, i.e., the surface of the entire body (including protective equipment) with exceptions:
 - a. the feet from the ankle down,
 - b. the back of the head and the cervical spine.
5. The hit can be performed on:
 - a. With the blade or flat of the sword on the entire valid surface. The strike must be of perceptible length and must correspond to a movement that has the potential to cause injury to the body part struck (e.g. a head strike with the flat of the blade also counts as a valid strike).
 - b. Thrust - the tip of the sword to the entire valid surface, a valid point must be conducted in such a way as to be perceptible, i.e. either it is manifested by the bending of the blade or the movement of the blade should have the potential to penetrate the opponent's body.

- c. Cut - the blade of the sword on the entire valid surface. The cut must be a thrusting or pushing motion with pressure over the valid surface for a perceptible length.
 - d. By striking with the pommel of the sword - only one strike and into the mesh of the mask. The pommel strike is prohibited for short backstrokes.
6. Gripping an opponent's static blade is allowed and is not considered a hit.
 7. A valid hit must be made with sufficient impact, in case of a weak - invalid hit the referee may let the clash continue without stopping. At the same time, the force of the hit must be reasonable and must not unnecessarily exceed a tolerable limit.
 8. A hit that is made by a strike on the target by bending the blade over a cover or a partition is not considered valid.
 9. A hit received at the rate of leaving the clearing is valid. A hit given after leaving the board is invalid.
 10. A fencer has the right to acknowledge a hit he has received by withdrawing from the opponent and raising his weaponless hand at the same time as verbally acknowledging the hit. However, the referee is not obliged to award such a hit, but must give sufficient justification for his decision.

3.2 The course of the bout

1. The first called fencer takes his place on the right hand of the referee and the second called fencer on his left hand.
2. At the referee's call "Na střeh!" (or "On guard!"), both fencers take their basic positions on the designated marks.
3. The referee then asks the question "Připraveni?" (or "Ready?") and if the answers are affirmative or if no negative answer is given, the referee will start the clash with the instruction "Boj!" (or "Fight!").
4. Fencers must wait without moving for the signal "Bojt!" (or "Fight!").
5. The referee stops the clash with the word and gesture "Stop!" (or "Stop!"), the assistant referee may only stop the clash in case of imminent danger.
6. Fencers are obliged to signal "Stop!" (or "Halt!") to stop fencing and to stand in the current position or to move away from each other.

3.3 Timeframe of the bout

1. The match time is given by the net fencing time, i.e. the stopwatch is started by the "fight" instruction and stopped by the "stop" instruction.
2. The stopwatch that measures the time must be visible to both fencers or the referee/timekeeper must inform the fencer of the time of the match on request.

3. Group stage matches are 3 minutes net time or unless one of the fencers reaches 5 points.
4. Matches in the elimination phase last 2x3 minutes net time with a one minute break or until one of the fencers scores 7 points.
5. If the match ends in a tie, that is, both fencers have the same score at the timeout, it is extended by 1 minute, the first one to score a point in that minute wins. If even after this minute it is not decided, the referee draws a draw to determine the "advantage" and an additional 1 minute is set in which the fencer who gets the point wins, in the absence of a point in this added minute the fencer with the drawn "advantage" wins.
6. A fencer may request a time out for demonstrable medical reasons. However, if he is unable to resume the match within 3 minutes, he will receive red cards, up to the winning points for his opponent.

3.4 Videorecord

1. The videorecord will be used in the elimination phase of the tournament. For the nylon longsword and short padded-sword, the videorecord can be used during the elimination phase of the tournament.
2. Each fencer is entitled to one unauthorized video review during the match and any number of authorized ones.
3. The request for video review is signaled after the referee's decision to award a point.
4. The referee has the right to change his/her opinion or maintain the previous one after viewing the record.

4 Cards and penalisation

1. A yellow card means a warning. A yellow card is valid for the match (it does not carry over). A red card means awarding a point to the opponent. A red card is valid in the match (not transferable). A black card means exclusion from the competition.
2. The following prohibited actions are penalized with a yellow, red or black card depending on the frequency, severity of the action and the referee's discretion:
 - a. Offensive action after the clash is stopped.
 - b. Deliberate attack off a valid surface.
 - c. A strike with the crossbar.
 - d. Kicks and punches with any part of the body (fist, elbow, knee, shoulder, etc.).
 - e. Tearing off mask or other protectors.
 - f. Throwing an opponent where the opponent's centre of gravity is raised.

- g. Any wrestling where the opponent's centre of gravity is changed or pressure is put on the joints or the fencers go into a grapple.
 - h. Attacking an unarmed opponent.
 - i. Intentionally covering a valid surface with an invalid
 - j. Aggressiveness or use of excessive force.
 - k. Unsportsmanlike conduct, including any deliberate damage to the sports hall or its equipment.
3. The fencer is obliged to arrive on the battlefield within 1 minute of the announcement of the match. Otherwise, the referee may issue a yellow card for stalling. For longer delays (2 minutes or more) the referee may issue a red card. If the fencer fails to appear within 5 minutes of the announcement of the match, the referee may end the match by a forfeit against the fencer (score 0:5).
4. A fencer who in a bout does not touch the planche with either foot and at the same time touches (with his feet, body) a surface outside the planche has left the planche. The first leaving the planche is penalized with a yellow card, the second leaving the planche in the same match is penalized with a red card. A hit received while leaving the planche is valid. A hit given after leaving the planche is invalid.