

# HEMAC HEMATHLON 2018 RULESET

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## Chapter 1. Permitted Actions and Scoring

### HR. 1a. Valid Cuts and Thrusts for All Weapons

A cut is considered valid when the point of the blade of a fighter has described at least a quarter-circle. Very small movements and tag-hits will be ignored by judges.

A thrust is considered valid when the blade of a fighter bends while striking the opponent's body and/or when a thrust is accompanied by a step or a movement of the body. Very small movements and tag-hits will be ignored by judges.

In any case, valid hits are up to the judgment of the referee and the judges. So, play fair, fence in earnest and avoid tag-hitting.

### HR. 1b. Valid Actions for Steel and Synthetic Longsword

It is permitted to i) cut with the sword-edges from the middle of the blade to its point, handling the sword with one or both hands on the grip, ii) thrust with the point handling the sword with one or both hands on the grip or by half-swording with one hand on the grip and the other on the blade, iii) strike the opponent's mesh of the mask with the pommel of your sword having one or both hands on the grip or by half-swording with one hand on the grip and the other on the blade, iv) strike the opponent's mesh of the mask with the palm of your hand, v) grab the opponent's arm anywhere from the shoulder to the wrist in order to deliver a strike with your sword at the same or the following tempo but you must release it immediately after your action or stop when the referee shouts 'Halt' or 'Break', vi) grab the opponent's grip, guard or pommel in order to deliver a strike or disarm him/her until the referee shouts 'Halt' or 'Break', vii) grab the opponent's blade to deliver a strike with your sword at the same or the following tempo but you must release it immediately after your action or stop when the referee shouts 'Halt' or 'Break', viii) push the opponent out of ring while pressing your blade against his/her blade.

### HR. 1c. Scoring with Steel or Synthetic Longsword

i) Cuts and thrusts to the mask, the body and the legs while handling the sword with both hands, count for Two (2) Points, ii) a. cuts and thrusts to the arms, b. cuts and thrusts handling the sword with only one hand and c. striking the opponent's mesh with the pommel or your palm, all count for One (1) Point, iii) if a fighter steps with both feet out of the line of the ring, his/her opponent will be awarded with One (1) Point, iv) pushing the opponent out of ring pressing your blade on his/her blade, counts for One (1) Point.

#### HR. 1d. Valid Actions for Steel Rapier

It is permitted to i) cut with the sword-edges from the middle of the blade to its point, ii) thrust with the point of the blade, iii) strike the opponent's mesh of the mask with the pommel of the rapier, iv) strike the opponent's mesh of the mask with the palm of your hand, v) grab the opponent's arm anywhere from the shoulder to the wrist in order to deliver a strike with your rapier at the same or the following tempo, but you must release it immediately after your action or stop when the referee shouts 'Halt' or 'Break', vi) grab the opponent's guard or pommel in order to deliver a strike or disarm him/her until the referee shouts 'Halt' or 'Break', vii) displace the opponent's blade with the palm of your hand without grabbing or holding it.

#### HR. 1e. Scoring with the Rapier

i) Cuts and thrusts to the mask, count for Two (2) Points, ii) thrusts to the chest and the abdomen, count for Two (2) Points, iii) cuts to the chest and the abdomen, count for One (1) Point, iv) cuts and thrusts to the legs and the arms, count for One (1) Point, v) if a fighter steps with both feet out of the line of the ring, his/her opponent will be awarded with One (1) Point.

#### HR. 1f. Double-Hits and After-Blows for All Weapons

A double-hit occurs when both fighters hit each other on the same tempo, either striking simultaneously or near simultaneously.

An after-blow occurs when someone responds with a valid hit in one tempo and immediately after receiving a valid hit from his opponent. It is a two-tempo sequence where in the first tempo fighter A delivers a successful first-strike and in the next tempo fighter B delivers a successful after-strike.

In case of a Double-Hit, both strikes count for Zero (0) Points, no matter the target areas of the hits.

In case of a valid After-blow, the after-strike counts always - no matter the target area - for One (1) Point which will be subtracted from the value of the first-strike. If, for example, in a Rapier bout, Fighter A delivers a thrust to the Chest (target area value=2 Points) and at the following tempo Fighter B delivers a cut to the mask (target area value=2 Points, but after-blow value=1), then Fighter A will be awarded with One (1) Point (that is, 2 minus 1) and Fighter B will receive NO points. If Fighter A had delivered a first-strike to the leg (target area value=1) and Fighter B had delivered the same after-blow as mentioned above (to the mask), then both fighters would receive Zero (0) Points.

#### HR. 1g. Disarming for All Weapons

Successfully disarming your opponent awards no points. Both fighters have still to deliver a valid hit or an exchange of hits in order to end the bout i.e. the one who made the disarm can strike with his sword while the one who lost his/her weapon can try to strike the opponent's mask with their palm.

In case a weapon falls from the hands of a fighter unintentionally, his/her opponent has the right to keep attacking or wait until the weapon is picked up.

## HR. 1h. Special Rules for All Weapons

A fighter is considered 'out-of-ring' when he/she steps with both feet out of line. If he/she delivers a hit while running or jumping out of line with his/her feet still in the air or with one foot inside the ring and the other out of line, the strike is considered valid, as any strike from the opponent that is delivered before both his/her feet reach the ground 'out-of-ring'.

### **Chapter 2. Forbidden Actions and Strikes**

It is forbidden to i) punch, kick or strike the opponent with your knees or your elbows, ii) intentionally attack with force the back of the head, the spine and the groin, iii) push after thrusting or cutting towards the neck or the bib of the opponent's mask, iv) strike the opponent with your cross-guard, v) push with your free hand, your feet or your body the opponent out of ring, vi) use trips, sweeps and throws or any kind of ground fighting, vii) grab or lock the opponent's mask, head, body and legs, viii) attack the opponent while his/her mask has fallen off, ix) grab and hold the opponent's Rapier-Blade.

Deliberate brutality will be punished with immediate disqualification from the tournament.

### **Chapter 3. Tournament Phases for All Weapons**

#### HR. 3a. Pools

Each bout is completed when Seven (7) valid strikes are achieved, cumulatively, for both fighters.

E.g. Fighter A strikes fighter B, who does not respond successfully, to the head and thus, Fighter A is awarded with Two (2) Points (=1st Strike). On the next exchange, Fighters A and B strike each other simultaneously and none of them is awarded with points (=2nd and 3rd Strike). On the following exchange, Fighter A strikes to the leg and Fighter B achieves a successful after-blow to the head, so neither of them is awarded with a Point (=4th and 5th Strike). On the next exchange, Fighter B strikes to the head and Fighter A delivers a successful after-blow to the leg and thus, Fighter B is awarded with One (1) Point (6th and 7th Strikes). The bout is completed as the limit of the 7 strikes is reached and Fighter A wins the match with a score of 2 - 1.

The qualifiers for the next phase will be determined by i) number of victories, ii) total points scored (the higher, the better), iii) total points against (the lower, the better).

#### HR. 3b. Single Elimination Phase

At the single elimination phase (from the Round of 8 to the Finals), the winner of each bout will be the one who will score Seven (7) Points first.