

HEMAC HEMATHLON 2023 RULESET

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 Longsword

It is permitted to i) cut with the sword-edges 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, 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, controlling the force of the impact, 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 disarm them or 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 the Longsword

i) Cuts and thrusts to the mask, the body and the legs while handling the sword with both hands, count for Three (3) Points, ii) disarming the opponent, taking away their weapon, counts for Three (3) Points, iii) 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, iv) if a fighter steps with both feet out of the line of the ring, his/her opponent will be awarded with One (1) Point, v) 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, ii) thrust with the point of the blade, iii) strike the opponent's mesh of the mask with the pommel of the rapier, iv) 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', v) grab the opponent's guard, pommel or the strong (forte) part of the blade in order to deliver a strike or disarm him/her until the referee shouts 'Halt' or 'Break', vi) displace the opponent's blade with the palm of your hand open and without holding it tight, vii) disarm the opponent, taking away his/her weapon.

HR. 1e. Scoring with the Rapier

i) Cuts and thrusts to the mask, count for Three (3) Points, ii) disarming the opponent, taking away their weapon, counts for Three (3) Points, iii) thrusts to the chest and the abdomen, count for Three (3) Points, iv) cuts to the chest, the abdomen, the legs above the knee and the arms above the elbow, award NO points, v) a. thrusts anywhere to the legs and the arms, b. cuts to the legs from the knee to the feet, c. cuts to the arms from the elbow to the hand and d. striking the opponent's mesh with the pommel of your sword, all count for One (1) Point, vi) 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. Valid Actions for Sword and Buckler

It is permitted to i) cut and thrust with the blade holding the sword with one hand or by half-swording, having one hand on the grip and the buckler-hand holding the blade ii) strike the opponent's mesh of the mask with the pommel of the sword, iii) strike the opponent's mesh of the mask with the shield-boss, controlling the force of the impact, iv) grab or wrap the opponent's arm with your shield-arm 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', v) grab the opponent's blade with your shield-hand 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) push the opponent out of ring while pressing your sword and buckler against his/her buckler, vii) disarm the opponent, taking away his/her weapon.

HR. 1g. Scoring with the Sword and the Buckler

i) Cuts and thrusts to the mask, the body and the legs while holding the sword with one hand or by half-swording, having one hand on the grip and the buckler-hand holding the blade, all count for Three (3) Points, , ii) disarming the opponent, taking away either of their weapons (sword or buckler), counts for Three (3) Points, iii) a. cuts and thrusts to the arms, b. striking the opponent's mesh with the pommel of your sword or your shield-boss, 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 sword and buckler against his/her buckler, counts for One (1) Point.

HR. 1h. Valid Actions for Steel Sabre

It is permitted to i) cut only with the true edge of the blade, ii) thrust with the point of the blade.

*The use of the offhand is NOT allowed (e.g. not allowed for grappling the opponent's arm or sword, or hitting the mesh of their mask).

HR. 1i. Scoring with the Sabre

i) Cuts and thrusts to the mask count for Two (2) Points, ii) thrusts to the body count for Two (2) Points, iii) cuts to the body, cuts and thrusts to the arms and legs, all count for One (1) Point.

HR. 1j. 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 All weapons and competitions, successful first-strikes on the head nullify the After-blow. In case of Rapier and Sabre competitions, successful first-strikes on the opponent's weapon-arm nullify After-blows. In case of Longsword, when a fighter is hit on his/her dominant (front) arm, they cannot deliver an after-blow with the sword, but they can deliver one with the palm of their non-dominant hand to the mesh of the mask of their opponent. In the case of Sword and Buckler, when a fighter is hit on his/her sword-arm they cannot deliver an after-blow with the sword, but can deliver one with the boss of the buckler to the mesh of the mask of their opponent and vice versa, if one is hit on his/her buckler-arm they cannot deliver an after-blow with the buckler but can deliver one with the sword.

*In both Longsword and Sword and Buckler competitions, a first-strike to the legs will be nullified by any valid after-blow, no matter the target area of the after-strike.

In all other cases of a valid After-blow, the after-strike will always count - 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=3 Points) and at the following tempo Fighter B delivers a cut to the mask (target area value=3 Points, but after-blow value=1), then Fighter A will be awarded with Two (2) Points (that is, 3 minus 1) and Fighter B will receive NO points. If Fighter A had delivered a first-strike thrust to their opponent's non-dominant arm (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. 1k.

In case a fighter drops their weapon intentionally or it falls from their hands unintentionally, his/her opponent will be awarded with One (1) point without it being considered as a strike, thus NO HIT is counted in the score sheet.

HR. 1l. 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 their 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'.

*Stepping out of ring by your own, grants the opponent One (1) Point, but it is not considered as strike or exchange, thus NO HIT is counted in the score sheet. In Longsword and Sword and Buckler competitions, if someone is pushed out of ring while the opponent presses his/her sword or buckler on theirs, then the opponent is awarded with One (1) Point which is also counted as One (1) 'Hit' and thus, One (1) Strike will be also counted in the score sheet.

Chapter 2. Forbidden Actions and Strikes

It is forbidden to i) strike your opponent using your legs, ii) strike your opponent with your arms (with the only exception of open palm strikes to the mesh of their mask, controlling the force of the impact, in Longsword and Sword & Buckler competitions), iii) intentionally attack with force the back of the head, the spine and the groin, iv) push after thrusting or cutting towards the neck or the bib of the opponent's mask, v) strike the opponent with your cross-guard, vi) strike the opponent with the rim of your buckler, vii) push with your free hand, your feet or your body the opponent out of ring, viii) use trips, sweeps and throws or any kind of ground fighting, ix) grab or lock the opponent's mask, head, body and legs, x) attack the opponent while their mask has fallen off, x) grab and hold the opponent's Rapier-Blade, xi) striking repeatedly on an exposed, undefended target with the blade, the pommel, the shield boss or the palm of your hand.

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 Five (5) valid strikes are achieved, cumulatively, for both fighters.

In a Rapier bout, for example: Fighter A thrusts fighter B, who does not respond successfully, to the mask and thus, Fighter A is awarded with Three (3) 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 thrusts 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).

The bout is completed as the limit of the 5 strikes is reached and Fighter A wins the match with a score of 3 - 0.

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

In All Weapons, at the single elimination phase through the Finals, the winner of each bout will be the first to score Seven (7) Points.