



TECHNICAL RULESET
GENERAL GUIDELINES AND RULES FOR ALL FOUR WEAPON CATEGORIES
FOR COMPETITIONS INCLUDED IN THE FEDER LEAGUE CIRCUIT
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The Ruleset becomes effective beginning with the Fechtberg 2023 competition, except for the new guidelines regarding weapon parameters and the requirement of 350N-attested gambesons or plastrons which will come in force after Fechtberg 2023.

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Preamble

The present Ruleset defines the rules for fights, the conduct of events, and the role of referees during competitions approved by the Polish Federation for Historical European Martial Arts FEDER (hereafter as FEDER).

Competitive fights under the present Ruleset are not considered faithful simulations of real combat with sharp weapons. Nevertheless, the rules aim to preserve the key features of combat with live blades during an unarmoured duel and to determine which of the competing fighters displayed better swordsmanship and would thus have higher chances of success should the fight involved sharp weapons.

The present guidelines do not require competitors to perform combat actions in accordance with any abstract models or to follow any current interpretation of the historical sources.

The competition based on the present Ruleset is of sporting character but it still takes into account the characteristics of historical weapons used during combat and aims to preserve their unique features and historical specificity.

Every event approved by FEDER is required to adhere to the protective gear guidelines at all times when full-contact fighting with steel weapons is allowed. The above applies in equal measure to regular and experimental tournaments, Fechtschule-format events, workshops/seminars involving full-contact sparring with steel weapons, etc. It does not apply to semi-contact fighting with incomplete protective gear, combat choreography competitions, workshops/seminars not involving full-contact sparring, or fighting and competitions using foam-padded or plastic/nylon weapons.

Chapter 1

FEDER League Tournaments – general guidelines

§ 1 FEDER League

1. FEDER League is a tournament circuit dedicated to Historical European Martial Arts (hereafter as HEMA) and organised with approval from the FEDER authorities, with the FEDER patronage, and in accordance with the rules of the FEDER League Ruleset. The exact number of tournaments included in the circuit is decided independently for each competitive season spanning from September and June ('school year'). Results of every FEDER League tournament are submitted to HEMA Ratings and published on the FEDER website.

§ 2 FEDER Tournament

1. FEDER Tournament is a sporting competition – individual or team-based – aimed at determining the winner(s) through a series of swordsmanship duels.
2. FEDER League includes competitions in four weapon categories:
 - a. Longsword;
 - b. Rapier & Dagger (regardless if particular fencers choose to fight with rapier alone, with dagger, or with buckler);
 - c. Sabre,
 - d. Sword & Buckler (regardless if particular fencers choose to fight with messer/falchion or sword alone or with buckler).
3. In addition, individual competition in each of the above-mentioned weapon categories can use gender divisions:
 - a. Men,
 - b. Women,
 - c. OPEN (women and men).

4. Beginners' FEDER Tournament is a sporting competition which follows the guidelines and rules for the FEDER League Tournaments but cannot be attended by competitors who have reached the direct elimination stage (also known as 'Brackets') in any past FEDER League Tournament (or analogous foreign competition) or competitors who medalled in a Beginners' FEDER Tournament in the previous tournament season or earlier. Results of Beginners' FEDER Tournaments are not submitted to HEMA Ratings.

§ 3 FEDER League Tournament Organiser

1. FEDER League Tournament Organiser is a natural person or legal entity which organises a sporting event recognised by FEDER as a FEDER League Tournament, included in the current season's tournament circuit,
and conducted in accordance with the charter of FEDER and relevant published guidelines, including especially the present Ruleset.

§ 4 Authorities and the Refereeing Team at the FEDER League Tournament

1. Authorities at the FEDER League Tournament are:
 - a. Tournament Organiser – responsible for organisation and supervision of the competition and reporting directly to FEDER.
 - b. Technical Committee – a group of persons, selected by Tournament Organiser and reporting to them, whose responsibility is to ensure that the event is conducted in accordance with the relevant FEDER regulations, especially the present Ruleset.
 - c. Coordinator – a person responsible for performance of all Refereeing Teams at the event.
 - d. Main Secretary – a person selected by the Tournament Organiser whose responsibility is to record fight results in particular competition pools, calculate and publish the roster of competitors for the direct elimination stage, as well as enter the results to HEMA Scorecard and prepare them for future publication.
0. Refereeing Team at the FEDER League Tournament is a group of referees tasked by Tournament Organiser with judging the outcomes of fights conducted at a given contest area in accordance with the present Ruleset. Each Refereeing Team consists of: Main Referee, Side Referees, and Desk Referees (Secretaries).
1. Main Referees are responsible for the work of the Refereeing Team assigned to a particular contest area. Tournament Organiser should use the following criteria while selecting referees:
 - a. It is required that Main Referees be selected first and foremost from the ranks of the FEDER-certified referees who served as Main or Side Referees at least once at

- a. a FEDER League Tournament within the last year (counting from the date of the organised event);
 - b. FEDER-certified referees who have not served as Main or Side Referees for more than a year (counting from the date of the organised event) may serve only as Side Referees.
 - c. In case no FEDER-Certified Referees are available on the date of the organised event it is permissible that the function of Main Referee be assigned to persons without the said certification, provided the Board of FEDER gives their approval.
 - d. It is recommended that Side Referees be recruited from the ranks of persons currently practicing to become FEDER-certified referees or from the group selected in consultation with the Board of FEDER.
2. Tournament Organiser must announce the list of Authorities and members of the Refereeing Team of the organised event a day before the beginning of the contest at the latest and in a form easily-accessible for event participants.
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§ 5 Competitors

1. Competitors at a particular FEDER League Tournament must:
- a. have communicated their will to participate in competition to Tournament Organiser;
 - b. have been added to the list of tournament participants by Tournament Organiser;
 - c. have registered to the event in due time, as required by Tournament Organiser;
 - d. be legal adults or present a written permit from their legal guardian;
 - e. meet all other requirements set by Tournament Organiser for participation in the event.
2. Competitors are required to strictly obey Authorities of the tournament as far the course of event is concerned, and especially in regard to the organisation and conduct of competition, including instructions by members the Technical Committee and/or the Refereeing Team, or else be subject to penalties listed later in the present Ruleset.

3. Competitors must be familiar with the present Ruleset and strictly follow its regulations.
4. Competitors must adhere to the rules of fair play and respect all other event participants as well as Authorities, event staff members, and guests.

§ 6 Tournament Space

FEDER League Tournament should take place in a space with infrastructure necessary for this kind of events, including especially:

1. Competition ground, divided into separate spaces used for:
 - a. fighting, with marked contest areas;
 - b. preparation by Competitors awaiting their turn to fight;
 - c. storing equipment of participants;
 - d. resting between fights;
 - e. spectating the fights (optionally).
 - f. If a separate space for preparation by Competitors awaiting their turn to fight cannot be provided, then any currently unused competition ground can be used instead. However, in such case due time needs to be allocated for preparation prior to the onset of competition or before re-starting the competition after a break).
2. Changing rooms and restrooms for Competitors;
3. Marked registration desk for Competitors;
4. Marked area for technical equipment check-up and tagging,
5. Marked medical emergency post for paramedics;
6. Marked place for publishing competition results and other announcements by Tournament Organiser;
7. Marked room for referees and event staff.

All the above-mentioned spaces should be easily-accessible as well as visibly and unambiguously marked.

Board of FEDER may give their permission to organise the competition outdoors.

Tournament Procedures

§ 1 Organisation of Competition

Depending on the number of participants as well as the contested weapon categories and gender divisions, FEDER League Tournaments may be planned to take one or more days, but regardless of their length:

1. particular categories and divisions must be organised in such a way that all Competitors who qualified for more than one category or division can participate in all of them;
0. it is recommended that competition in particular categories or divisions be concluded within a single a day, so that Competitors uninterested in other categories or divisions are not forced to stay for the remainder of the event.

§ 2 Tournament Framework

FEDER League Tournament should adhere to the following framework at all times:

1. To be done before the event:
 - a. announce the date, approximate location, and the planned weapon categories no later than two months before the event, publishing all information on the FEDER website and other online media, such as Facebook;
 - b. announce the exact date and time of online participant registration;
 - c. open and complete the online participant registration;
 - d. arrange the list of Competitors and competition pools for particular categories and divisions.
2. To be done during the event:
 - a. register Competitors on the site and ensure that the Technical Committee performs equipment check-up in accordance with the following guidelines:
 - i. weapons and masks are checked at a dedicated and marked location. After the check-up, the said equipment is unambiguously and clearly tagged;

- ii. protective gear and clothing are checked up by the Refereeing Team assigned to a particular contest area.
 - b. conduct pool fights in particular categories and divisions;
 - c. announce the results of pool stage and publish the roster for direct elimination stage ('Brackets');
 - d. conduct direct elimination fights in particular categories and divisions;
 - e. conduct final fights in particular categories and divisions;
 - f. conduct the awarding ceremony.
3. To be done after the event:
- a. publish the results on event website and FEDER website;
 - b. submit the results to HEMA Ratings (does not apply to Beginners' FEDER Tournaments).

The above framework should allocate necessary time for warm-ups between particular stages of the competition and, according to need, rest breaks for Competitors, Authorities, and the Refereeing Team.

A detailed schedule of competition stages in particular categories and divisions is prepared by Tournament Organiser.

§ 3 Equipment Check-Up

Competitors participating in a FEDER League Tournament must use only equipment attested by the Technical Committee and conforming to the guidelines listed in Chapter 8 ('Weapons and Protective Gear') of the present Ruleset. Competitors using unattested equipment, especially if it is incompatible with the FEDER regulations regarding weapons and protective gear, will be excluded from competition.

§ 4 Detailed Competition Framework in Particular Categories and Divisions

At a scheduled time, Competitors are called to come near the contest areas assigned to their respective pools or upcoming direct elimination fights. The following rules apply at this stage:

1. Refereeing Team calls Competitors ten minutes before the scheduled fight. If necessary, after this time is up the referees repeat the call twice every two minutes. Competitor who fails to present themselves on time after the first repeated call is penalised with the red card, whereas failure to appear after the final call results in disqualification from the respective weapon category and/or gender division at the event.
0. Upon the call, Competitors are required to present themselves wearing their protective gear and with all the weapons necessary for competing in the particular weapon category. The referees verify compatibility of the protective gear with the Ruleset and make sure that the weapons have been tagged by the Technical Committee. Should any part of the equipment fail the said verification, the referees may:
 - a. grant Competitor additional time for completing or replacing the equipment, if this can be done immediately and the additional preparation time will not interfere significantly with the course of event. Simultaneously, the delayed Competitor may be penalised with a red card for their failed preparation, if their equipment is found particularly inadequate.
 - b. exclude Competitor from participation, if it is impossible to complete or replace the equipment immediately.
1. After all Competitors are found ready, Main Referee proceeds to the first fight scheduled for the contest area.
2. Results of all FEDER League Tournaments, except for Beginners' FEDER Tournaments, must be submitted to HEMA Ratings by Tournament Organiser.

§ 5 Rankings and Lists of Competitors

HEMA Scorecard software with turned-on FEDER Ruleset option must be used throughout all FEDER League Tournaments.

1. Exact number of Competitors in particular pools should be set according to the following criteria:
 - a. optimally, each pool should have six Competitors. A pool of five is permissible, in case the total number of Competitors cannot be evenly divided into groups of six.

Smaller numbers are not permitted, except for the situation described in Subpoint b. below or when there is not enough Competitors in a particular category or division. Pools of seven are permissible but not recommended, as they significantly increase the time needed for competition.

- b. In case any number of registered Competitors fail to present themselves upon the call at the time of the competition, it is permissible to reduce the number of Competitors in their pool or pools to five or less, unless Tournament Organiser decides there is enough time to reorganise and even out the pools to adjust for the missing Competitors.
 - c. Seeding of Competitors in the pool stage is based on their HEMA Rating for a given weapon category.
 - d. All Competitors participating in the tournament are put on a list in which their order is determined by HEMA Ratings. The highest-ranked Competitor is assigned to the first pool, the second-best to the second pool, and so forth. After each pool is assigned one Competitor, more Competitors are assigned in reverse order. For instance, in the case of four pools (A, B, C, D) the first highest-ranked Competitor goes to Pool A, the second to Pool B, the third to Pool C, and the fourth to Pool D. The next four Competitors are assigned to the pools in reverse order, so that the fifth highest-ranked Competitor goes to Pool D, the sixth to Pool C, the seventh to Pool B, and the eighth to Pool A. Then, another four Competitors analogously – the ninth to Pool A, the tenth to Pool B, the eleventh to Pool C, the twelfth to Pool D, and so forth until all fighters from the list are assigned to the pools. Those Competitors who are not ranked in HEMA Ratings are added randomly to the pools at the end. It is permissible to move a Competitor one or two places up or down in the list, thus moving them to a different pool, if this manipulation allows to scatter Competitors from the same club(s) evenly across the pools.
0. Ranking of Competitors at the end on the pool stage is governed by the following rules:
- a. ranking within the pool is decided by a parameter calculated with the formula: the number of victories divided by the number of all fights;

- a. in case of a draw in the number of victories between two Competitors, their ranking is decided by the difference of the total number of points won in all fights and the combined total number of points lost and double hits;
 - a. in case there is still a draw after implementing the procedure described in Subpoint b. above, higher rank is given to Competitor with the smaller total number of red cards received in all fights;
 - a. in case of a draw between two Competitors with the same number of red cards, higher rank is given to the one with fewer yellow cards;
 - a. in case of a draw between two Competitors with the same number of yellow cards, they have to face each other in an additional full-time pool fight, with the winner given higher position in the ranking after the pool stage.
1. Brackets in the direct elimination stage is composed according to the following rules:
- a. total number of Competitors entering the direct elimination stage in a given weapon category should be at least a half of the total number of all Competitors in the pool stage of the said category. Competitors are selected to enter the direct elimination stage based on their pool ranking (top to bottom);
 - b. total number of Competitors moving to the direct elimination stage from each pool should be at least four for each weapon category or otherwise another power of two (8, 16, 32, etc.).
 - c. in case composing the Brackets in accordance with the above subpoints a. and b. is impossible, it is permissible to create an extended Brackets by adding 50% to the previously-mentioned number of Competitors (8+4, 16+8, etc.), so that 1/3 of Competitors with the highest pool ranking are automatically moved up to the next stage, without the first elimination fight.
 - d. Then, Competitors mentioned in subpoints a., b., and c. are ordered in the Brackets according to their respective parameters from the pool stage.
 - e. Brackets are composed so as to ensure that Competitors ranked highest after the pool stage will fight each other as late as possible, provided they win all their direct elimination fights up to that point. For instance: Competitor ranked first meets Competitor ranked second in the final; the semi-finals are fought between first and

fourth and between second and third; the quarter-finals pair up first with eighth, second with seventh, third with sixth, fourth with fifth, etc.

- f. Pairs are determined by the pool ranking of Competitors (top to bottom).

For 8 Competitors: 1–8, 4–5, 3–6, 2–7.

For 16 Competitors: 1–16, 8–9, 5–12, 4–13, 3–14, 6–11, 7–10, 2–15

(see 'Direct Elimination Charts' in the Appendix).

- 0. Direct elimination fights are conducted according to the following rules:

- a. Competitors fight in pairs from the Brackets.
- b. defeated Competitor drops out and is excluded from the given weapon category, with their place in the final ranking decided by the stage of the Brackets at which they were defeated (fifth place for the quarter-final, ninth for the 1/8 final, etc.).
- c. semi-finals – the first fights of the last two pairs of Competitors – decide which Competitors fight for the first place (winners of the semi-finals) and for the third place (losers of the semi-finals).

- 0. Disqualification, walkover, and resignation due to medical reasons:

- a. in case Competitor is disqualified due to a black card or walkover, all of their previous fights are included in the tournament ranking and submitted to HEMA Ratings, while the fight which they did not finish due to disqualification or walkover is considered a defeat;
- b. in case a paramedic decides that a Competitor is unfit to continue fighting due to injury or in case of an irreparable equipment failure, all their previous fights are included in the tournament ranking and submitted to HEMA Ratings, while all those they were supposed to fight are discarded.

Chapter 3

Rules of the Game and the Conduct of Bouts

§ 1 Definitions

1. Exchange

Fragment of a Bout occurring between the commands 'Forward!' (optionally: 'Fight!') and 'Stop!' given by Main Referee.

0. Bout

The whole direct confrontation between two Competitors during a tournament.

The Bout lasts:

- a. three minutes of bare fighting (counting only the time-periods between the commands 'Forward!' and 'Stops!') or
- a. until one of Competitors is awarded at least five points (at least seven points in the finals, i.e. fights for places from third to first).

0. Last Exchange

After the prescribed time for a Bout is up, Secretary communicates this fact to Main Referee and Competitors with the command 'Last Exchange!'. Main Referee does not stop the Bout until:

- a. the Last Exchange is concluded with a scoring action by either Competitor, or
- a. a double hit occurs, or
- a. Main Referee decides that Competitors are stalling the fight by avoiding any antagonistic actions (with either their weapons or distance-management), having previously communicated this fact to them and audibly counting to ten, or
- a. either Competitor is awarded at least 5 points (or 7 points, depending on the stage of competition) due to red cards given to their opponent.

If the Last Exchange is interrupted for any reason not listed above, it has to be repeated.

In case either or both Competitors leave the contest area, they are immediately given a red card and the Last Exchange is repeated.

1. Draw

In case of a draw, that is, when no winner could be decided after three minutes of bare fighting and the Last Exchange:

- a. in the pool stage, victory is given to Competitor who scored first during that Bout.
- a. in the direct elimination stage, victory is given to Competitor who scores first (with a clean hit) during an overtime of 60 seconds. Such scoring action immediately ends the bout, regardless of the remaining time. If victory could not be decided during the overtime, it is given to that Competitor who (in order of priority): has fewer red cards; scored first during that Bout; or was ranked higher after the pool stage.

§ 2 Conduct of Bouts

1. At the beginning of each Bout, Secretary calls Competitors assigned to it and announces which Competitors are scheduled for the next one. If either of the Competitors fails to appear in the contest area, the call is repeated three times with one-minute intervals.
2. Competitors assume their starting positions and salute.
3. Main Referee verifies the readiness of Competitors by asking each of them ('Ready?'). Competitors are required to respond audibly.
4. Main Referee starts the Bout with the command 'Forward!' / 'Fight!' and Secretary begins measuring the time.
5. Competitors try to score. Main Referee and Side Referees move around the contest area to have the best possible view on the action.
6. Secretary communicates the passing of time:
 - a. after the first minute,
 - b. after the second minute,
 - c. when 30 seconds are remaining,
 - d. when 10 seconds are remaining,
 - e. after the prescribed time for the Bout is up, with the command 'Last Exchange!'.
7. Exchange ends when Main Referee calls 'Stop!', at which point Secretary stops the timer.
8. Main Referee informs Competitors and the Refereeing Team about their judgement. Competitors return to their starting positions.

9. Points 3 to 8 are repeated until the Bout is concluded.
10. In case of equipment failure, Competitor has 5 minutes for repair or replacement. After this time, Main Referee may punish them with a Warning and assign additional 5 minutes. Alternatively, in case there is no chance to remove the equipment failure in due time, disqualify the Competitor from the tournament.
11. After equipment is repaired or replaced, Main Referee inspects Competitor again.
12. In case of injury, Competitor's ability to continue fighting is verified by the medical staff within 10 minutes.
13. Competitor who notices (in themselves or their opponent) an injury, equipment failure, or any other situation precluding further fighting communicates it by:
 - a. audibly shouting 'Stop!', or doing anything to the same effect (e.g. raising their hand), and immediately moving away from the opponent while remaining cautious, abandoning any offense, and limiting themselves to defensive actions.
In such circumstances, leaving the contest area is justified and will not be penalised.
 - b. Competitor who notices the above-mentioned behaviour in their opponent (no offensive actions, increased distance, calls to stop the fight) is required to stop any further fighting until the situation is solved.

Awarding Points in Bouts

§ 1 Definitions and their Interpretations

1. Hit is understood as touching one Competitor by the other with the latter's blade during a Bout. Hits can be judged valid or invalid by the referees, that is, considered significant or insignificant for deciding the outcome of the Bout. A valid hit should result in the end of the Exchange during which it was landed.
0. Tempo is understood as the time necessary to execute a single simple combat action, such as a step, a lunge, or a direct attack.
1. Double hit, colloquially known as 'double', is understood as a situation when:
 - a. both Competitors hit each other within a single tempo, or
 - a. Competitor who landed the first valid hit receives a valid hit from their opponent, provided the latter initiated their action immediately after becoming hit and completed it within a single tempo.
 - a. For a double hit to occur, both hits have to be valid. Double hits award no points to any of the Competitors but are recorded in the protocol of the Bout and may affect the pool ranking of the adversaries.
2. Clean hit is understood as any hit that is not a double hit. Competitors score by landing clean hits, each worth one or two points, depending on the touched target area.

3. Valid hit is understood as a hit meeting the following criteria:
 - a. occurs during an Exchange (between the commands 'Forward!' / 'Fight!' and 'Stop!');
 - a. lands on a valid target area on the opponent's body;
 - a. is delivered deliberately by Competitor;
 - a. is delivered with the edge (in the Longsword, Sword & Buckler, and Sabre categories) or the point of the weapon (in all categories).
 - a. shows signs of penetration or sufficient force – in the judgement of the referees it would result in a wound, if the weapons were sharp (but it is not the role of the referees to decide how this hypothetical wound would affect the further course of the Bout).
 - a. is delivered in a way which does not violate other regulations of the present Ruleset.
4. Regarding the type of blade contact with the target area on the opponent's body, a valid hit may be delivered:
 - a. with a well-placed thrust with the point of the weapon (in the Rapier & Dagger, Sword & Buckler, and Sabre categories);
 - a. with a cut or strike with the blade of the weapon (in the Longsword, Sword & Buckler, and Sabre);
 - a. with a slice, understood as visible drawing of the edge of weapon after it was firmly pressed against the target (in the Longsword, Sword & Buckler, and Sabre);
 - a. by hitting the front mesh of the opponent's fencing mask with the pommel (in the Longsword category).
5. Well-placed thrust is understood as a thrust in which visible bending of the blade confirms the penetrating capacity of the hit. It is the basic clue that referees should use to assess the quality of a thrust. As an exception, due to the specificity of protective gear and weapons used during FEDER League Tournaments, a thrust may be considered valid also when:
 - a. it could not be placed well on a rigid and smooth piece of protective gear but followed an appropriate trajectory and showed sufficient force to be considered penetrating by referees;

- a. the weapon does not bend but the body (or body part) of Competitor receiving the thrust is pushed back in result of the hit (and not in an attempt to dodge the attack);
- a. the point glanced off the target, because of the rapidly changing relative placement of Competitors, but had followed an appropriate trajectory and showed sufficient force to be considered penetrating by referees.

6. Signs of penetration

Any hit shows signs of penetration when, according to referees, it would result in a wound, provided the weapons were sharp (but it is not the role of referees to decide how this hypothetical wound would affect the further course of the fight). It has to be noted that for the purpose of refereeing, the 'body' of Competitor includes their whole protective gear and clothing.

7. Invalid hit is understood as touching the target area on the opponent's body with the weapon in a way that does not meet the criteria for a valid hit, for instance:

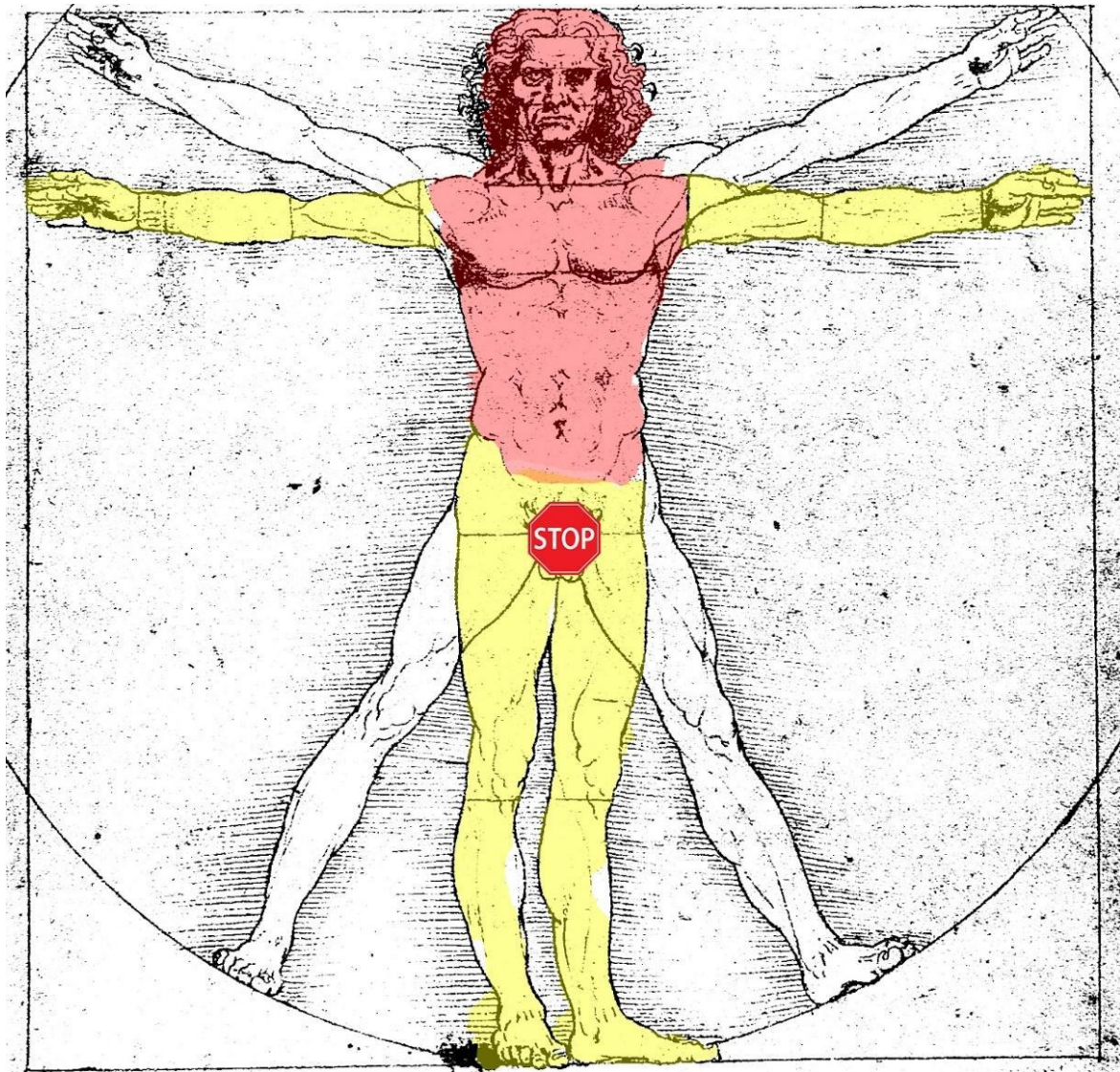
- a. non-deliberate contact between the blade and the target area, unintentional hits;
- a. hits delivered with the flat of the blade;
- a. hits with the buckler (punishable with red cards if intentional);
- a. hits resulting from uncontrolled movement of the weapon (e.g. blade glancing off a parry);
- a. hits delivered with elements of the guard or hilt (except for pommel strikes to the front mesh of the fencing mask in the Longsword category);
- a. redoublement or remise with a cut not preceded with any swinging motion, that is, lacking proper intention and signs of penetration;
- a. forcing/striking/breaking through a parry without a valid slice, thrust, or redoublement/remise cut not preceded with a visible swing;
- a. all hits delivered in a way violating any other regulations of the present Ruleset;
- a. low-quality hits, that is, edge cuts without swings, misplaced thrusts with the point, or slicing attempts without visible drawing of the edge on the target area.

§ 2 Awarding Points

1. Points are awarded to Competitors by Main Referee. Competitor is awarded points for:
 - a. landing clean hits during Bouts (one or two points, depending on the hit target area on the opponent's body);
 - b. displaying domination during wrestling (one point);
 - c. successfully disarming the opponent (one point);
 - d. pommel strikes to the front mesh of the opponent's fencing mask in the Longsword category (one point).
0. Points can also be awarded to Competitor when their opponent is penalised with a sufficient number of red or yellow cards: each yellow card above the first received by Competitor during a single Bout gives one point to their opponent. Each red card, including the first, gives one point to the opponent.

1. Target area and points

- a. For each clean hit to the torso or head, Competitor is awarded two points.
- b. For each clean hit to the upper or lower extremity, Competitor is awarded one point.
- c. In case the exact location of a clean hit is debatable, especially when it lands between two target areas with different point values, Competitor is awarded one point.
- d. Hits to the back of the head:
 - i. give no points, if they resulted from a deliberate movement of the hitting Competitor. In such case, the said Competitor is additionally penalised with a yellow card;
 - ii. are considered valid hits to the head, if they resulted from a careless movement of Competitor receiving the hit. In such case, the receiving Competitor is additionally penalised with a yellow card (see 'Chapter 7: Penalties').
- e. Thrusts to the foot are allowed only in Rapier & Dagger competitions and are awarded with one point. Otherwise, hits to the foot are invalid and not allowed (see 'Chapter 7: Penalties').



§ 3 Non-Standard Actions

1. Grabbing the weapon

Grabbing the opponent's weapon is allowed as long as:

- a. blade of the opponent's weapon is bound with the Competitor's own blade or hilt;
- a. opponent has very limited capacity to move their weapon and cannot deliver a valid hit (e.g. their weapon hand was immobilised during wrestling).
- a. Any attempt by Competitor to grab the opponent's weapon in situations not listed in the above subpoints a. and b. results in awarding one point to the opponent.

0. Parrying and beating with the arm

- a. It is allowed to parry or beat away the opponent's weapon with the arm when the defended attack is a thrust and the blade of the weapon was not swung in a cutting motion with the edge directed at the valid target area on the body of the parrying/beating Competitor.
- b. In case the arm was used to parry/beat a cut or slice which would otherwise count as a valid hit, the opponent of the defending Competitor is awarded points appropriately to the target area which has been covered with the arm.

0. Disarming

Situation when either Competitor loses their weapon in result of their opponent's action or their own lack of control. It does not apply when Competitors deliberately throw away their weapons in order to wrestle ('Ringen'), either standing or on the ground, or when Competitor attempt to score by throwing their weapons towards the opponent, which is forbidden and penalised with a red card. Disarming may happen when:

- a. attacking Competitor forces the opponent to let go their weapon and hits them within a single tempo. If the hit is considered clean, the attacking Competitor is awarded points appropriately to the hit target area and an extra point for disarming;
- a. disarmed Competitor avoids being hit within a single tempo and tries to wrestle. If they succeed to do so, the Exchange continues in accordance with the wrestling rules and no points are awarded for the disarming;
- a. disarmed Competitor avoids being hit within a single tempo but does not try to wrestle. In such case, Main Referee ends the Exchange and the disarming Competitor is awarded one point.
- a. Losing a dagger or buckler is not considered disarming.
- a. Dropping one's weapon is equal to be being disarmed.

1. Wrestling (Ringen) happens when Competitors close in and fight body-to-body. Wrestling is stopped by Main Referee when:

- a. neither Competitor scores within 10 seconds, counted audibly by Main Referee;
- b. at least one of Competitors receives a valid hit;
- c. either Competitor dominates their opponent (see below);
- d. Main Referee decides that further wrestling would be dangerous for Competitors.

2. Competitor is considered dominated when they lost their freedom of motion. If wrestling was stopped before either Competitor could score, then the Exchange is repeated.

3. Special rules for the Sabre competitions

a. Priority of riposte in double hits

- i. Priority applies after a parry which successfully stopped an attack during Bouts in the Sabre category. It is used only in the case of double hits occurring within a single tempo after the parry. In such situation, the hit (riposte) delivered by the prioritised Competitor is awarded with points in accordance with the general rules on point value of target areas, even though they were simultaneously hit by their opponent. The hit delivered by the non-prioritised Competitor is considered invalid. In order to be given priority, the riposte has to be immediate and executed with a single motion (single tempo).
- ii. Attack is understood as continuous and unbroken movement of the blade or point of the weapon towards a valid target area delivered with the intention of hitting the opponent.
- iii. Parry is understood as any defensive action intended to stop, deflect, or intercept movement of the opponent's weapon by placement or movement of one's own weapon (with its blade, guard, or blade and guard together).

- iv. Parry is successful when the attack it was meant to defend did not land on any target area, because the incoming weapon was clearly stopped or deflected.
- b. Priority of deep targets over legs – in the case of a double hit in which Competitor hits the opponent's torso or head while receiving a hit to the leg(s), Competitor hitting the torso or head is awarded one point and their opponent's hit to the leg(s) is considered invalid.
- c. Priority of riposte takes precedence over the priority of deep targets.

§ 4 Contest Area

1. Bouts are conducted on a rectangular contest area with sides measuring between 6 and 15 metres and clearly marked on an even surface.
2. Each contest area must be surrounded with a safety zone at least one metre in width. The outer border of this zone may be barriered.
3. Contest area cannot be marked in any way which would be dangerous for Competitors leaving it during a Bout (due to a fall, being pushed, thrown down, etc.).
4. Starting positions of Competitors must be located in the opposite corners of the contest area.

§ 5 Leaving the Contest Area

1. Competitor is considered outside the contest area when they left it with both their feet.
2. When at least one Competitor left the contest area, the Exchange is stopped.
3. Competitor leaving the contest area is penalised with a yellow card, unless they leave the contest area during or after delivering a valid hit.
4. If Competitor left the contest area in a manner not listed in Point 2. above, Competitors return to their starting corners and the Exchange is repeated.
5. Hits delivered after either or both Competitors had left the contest area are considered invalid.

Referees and their Roles

§ 1 Main Referee

1. Main Referee serves as an impartial master of ceremony and is responsible for unobstructed conduct of the Bout and ensuring maximal satisfaction of Competitors. The role of Main Referee is to register the course of confrontation to the best of their ability.
0. In case when either or both Competitors do not speak Polish, Main Referee must approach Competitor(s) before the onset of the Bout to make sure that they understand the commands.
0. In order to serve their role, Main Referee:
 - a. moves around the contest area and its safety zone;
 - a. gives commands to start ('Forward!' / 'Fight!') or stop ('Stop!') the Exchange.
 - a. counts the time allowed for wrestling / Ringen;
 - a. evaluates the quality and accuracy of hits;
 - a. awards points for valid hits and other scoring actions, making use of any means they deem necessary.
 - a. may order an Exchange to be repeated in case of a refereeing mistake, lack of certainty regarding the outcome, leaving of the contest area by either Competitor, or technical issues;
 - a. penalises Competitors with yellow or red cards and can put forward a motion to disqualify Competitor(s);
 - a. controls the passing of time during a Bout based on the information provided by Secretary;
 - a. may reprimand persons outside the contest area (e.g. spectators, coaches, or other participants) to make sure they stay outside the contest area and away from fighting Competitors. In case any third parties behave in a way that disrupts the conduct of the Bout or try to manipulate the refereeing process, Main Referee may ask Coordinator to take the said persons away;

- a. may, after stopping an Exchange, communicate with Competitors and/or other referees.
- 0. Main Referee is entitled to pass the final and irrevocable verdict regarding the outcome of an Exchange or a Bout, according to their conscience and understanding the consequences of mistake.
- 0. Main Referee may order Competitor(s) to leave the contest area or anyone to stay away from them by no less than 10 metres, if they decide that the said person(s) obstruct the conduct of the Bout.
- 0. Any potential complaints against the performance of Main Referee should be directed to Coordinator and Tournament Organiser.

§ 2 Side Referee

- 1. Side Referees serve as assistants to Main Referee and are obliged to follow the same code of conduct. The role of a Side Referee is to help Main Referee register the course of a Bout, especially by monitoring those sections of the Competitors' target areas which are difficult or impossible to observe for Main Referee.
- 0. In order to serve their role, Side Referee:
 - a. moves around the safety zone;
 - b. upon seeing that either or both Competitors scored valid hit(s), communicates this observation to Main Referee by lifting the flag of the colour matching that of the scoring Competitor(s);
 - c. upon seeing a double hit, suggests this possibility to Main Referee;
 - d. signals whenever Competitor(s) leave the contest area;
 - e. may stop the exchange only in case of technical issues affecting the safety of Competitors (e.g. equipment failure);
 - f. responds to all questions of Main Referee regarding their observations on the course of the Bout.

§ 3 Secretary

1. Secretary is responsible for drawing a protocol of a Bout by noting down outcomes of particular Exchanges in a dedicated form.
2. Secretary is provided with the necessary information by Main Referee and:
 - a. draws written documentation of the course of a Bout;
 - b. measures the time, stopping the timer after each 'Stop!' command and starting it after each 'Forward!' / 'Fight!' command by Main Referee;
 - c. in case an Exchange needs to be repeated due to refereeing mistake, upon a clear instruction from Main Referee, Secretary sets the timer back by 10 seconds;
 - d. calls Competitors for Bouts in the scheduled order;
 - e. announces which Competitors need to prepare for an upcoming Bout;
 - f. informs Main Referee and Competitors about the Last Exchange.

§ 4 Coordinator

Proceedings of all Refereeing Teams at a given tournament is supervised by Coordinator, who can simultaneously serve as Main Referee, Side Referee, or Secretary.

In case of controversies regarding the performance of any member(s) of the Refereeing Team(s), all complaints should be taken to Coordinator or, should that be impossible, to a representative of Tournament Organiser(s) who must pass the complaint to Coordinator and arrange for an in-person meeting with the complaining person as soon as possible.

§ 5 Well-Being of Referees

1. Tournament Organiser must make sure that the number of Refereeing Teams present at the event exceeds the number of simultaneously used contest areas by one.
2. Coordinator, or another person selected by them, is in charge of:
 - a. supervising the structure of Refereeing Teams and any necessary changes;
 - b. assigning referees to particular contest areas;
 - c. replacing or rotating Refereeing Teams or particular referees in the course of tournament.
3. Referees are entitled to:

- a. 15-minutes break before working with each subsequent pool of Competitors;
 - b. 40-minutes break once per tournament;
 - c. call for short breaks for rest (up to 5 minutes each) while working with a pool of Competitors or between direct elimination fights, whenever they feel that quality of refereeing becomes compromised. The final decision on accepting or rejecting the call belongs to Main Referee responsible for the given contest area. The above-mentioned possibility to call for breaks should not be abused by referees. In case of mounting fatigue, they should rather ask Coordinator for replacement.
4. Referees' working time should not exceed 8 hours (in total) per day.
5. In case of severe violation of the present Ruleset by Tournament Organiser (i.e. violations compromising the safety of Competitors or fairness and proper conduct of the competition), Coordinator, in cooperation with members of all Refereeing Teams, may suspend the tournament until the problem is removed or, if the problem persists, cancel the it altogether (even mid-tournament). Should the event be cancelled this way, none of the Bouts conducted up to this point are submitted to national or international rankings. Coordinator reports for their decision only to the Board of FEDER.

Challenging Referee's Decisions, Rights and Duties of Competitors

§ 1 Communication between Competitors and Referees

1. Questioning decisions of a Referee is forbidden. After the Exchange is stopped and its outcome announced, Competitor may:
 - a. admit that they received a hit overlooked by referees;
 - a. admit that their hit lacked quality, as in the case of hitting with the flat or insufficient force;
 - c. reject being awarded points for a hit they deem invalid;
 - d. voice their opinion on the decision and/or ask Main Referee to justify it;
 - e. formally 'challenge' the decision.
0. Opinions voiced by Competitors are not binding for Main Referees – the latter's decision is final and cannot be overruled, unless formally challenged.
0. Competitor wishing to voice their opinion on the Main Referee's decision must raise their hand.
0. Main Referee may ask Competitor whether they admit to have received a hit or not.
0. Any behaviour violating norms of propriety, such as aggression or mistreating referees or other persons present at the tournament may be penalised with yellow, red, or black card, depending on severity.

§ 2 Questioning Exchanges, Repeating, and Challenges

1. In case an unambiguous verdict could not be passed, especially due to a refereeing mistake or when the Bout was interrupted for technical issues, Main Referee may use the command 'Repeat!' to order Competitors to repeat the Exchange. The interrupted Exchange is considered void and is not registered in the protocol. The total time of the Bout is rewinded by 10 seconds.
0. Main Referee may choose to use a video recording to assist their decision-making on the outcomes of an Exchange. At the pool stage, to adhere to the schedule of the

tournament, video-assisted refereeing should be used sparingly and only in justified situations. At the said stage of the tournament, repeating Exchanges should be the preferred solution to situations when an unambiguous decision could not be reached.

0. In case Competitor disagrees with the decision, they may ask Main Referee to re-watch the Exchange on video. In order to signal this wish, Competitor must raise their hand and audibly say: 'Challenge!'. Competitor may use this right only once per Bout, unless their challenge is found correct by Main Referee, in which case Competitor keeps the right to challenge again until their first mistake. The above regulation is applied only when Tournament Organiser or event participants provide video recording of competition.
0. While considering a protest by Competitor (the so-called 'challenge'), Main Referee must review all the available video footage of the Exchange which is relevant for the final decision. The recommendation from Point 2. above cannot be used to deny Competitor their right to challenge refereeing decisions.
0. It is recommended that Tournament Organiser ensure that each Bout is recorded by an impartial person or group. It is not a requirement, however, and if Tournament Organiser does not provide video-recording staff, then Competitor may ask Main Referee to accept recordings made by another person or group, whose maximal size is decided by Main Referee so that they do not obstruct the conduct of the Bout.
0. Persons recording a Bout, when asked, must allow Main Referee to watch recording(s) of the latest Exchange. In all other circumstances, they are allowed to enter neither the contest area nor its direct vicinity. Persons trying to manipulate the refereeing decisions (e.g. by presenting footage selectively) must be removed from the vicinity of the contest area.
0. Video-recording persons must not comment on the footage in any way in the presence of Referees or Competitors.
1. Apart from persons responsible for video-recording, every Competitor is entitled to bring one accompanying person (e.g. coach or colleague) near the contest area.
2. Persons accompanying Competitors to the contest area may communicate with them during combat or in the corner, between Exchanges, as long as they do so without interrupting the conduct of the Bout.

3. Accompanying persons may inquire Referees about decisions on the Exchange, remaining time, current scoring, etc.
4. Accompanying persons may not call for 'challenge' on behalf of Competitors or try to suggest decisions to Referees.
5. Selected accompanying persons and video-recording persons not provided by Tournament Organiser are required to follow instructions of referees and avoid obstructing the course of competition. Pressurising, interrupting, and any similar behaviour is strictly forbidden. Should anything of this kind occur, Main Referee may have the trouble-making persons removed from the vicinity of the contest area.
6. Any persons not listed in points 5. and 8. are not allowed to stay in the vicinity of the contest area.

Penalties

§ 1 Verbal Reprimands

1. Verbal reprimand is the lightest form of punishment, without any direct consequences. It is meant to inform Competitor that they may be penalised, if their behaviour does not change. Verbal reprimands are used in case of undesirable behaviour occurring for the first time, accidentally, or otherwise deemed unintentional by Main Referee, such as:
 - a. hitting the groin;
 - b. hitting the floor, scratching the blade over the surface – the ongoing Exchange is not stopped and the reprimand is given after it has normally ended;
 - c. fighting after the 'Stop!' or before the 'Forward!' / 'Fight!' command;
 - d. questioning refereeing decisions (arguing after the final decision, audibly expressing discontent with the decision, etc.);
 - e. hitting with the cross-guard, bell-guard, buckler, or side-rings;
 - f. excessive brutality.

In case any of the above-mentioned situations occurs more than once, Main Referee should penalise misbehaving Competitor with a yellow card.

§ 2 Yellow Cards

1. Yellow card is a moderate form of punishment. First yellow card has no immediate consequences, but the second and subsequent yellow cards received during the same Bout each result in a red card for the penalised Competitor.

Yellow card is given to Competitor for:

- a. hitting the groin (for the second and each subsequent time in the same Bout or even for the first time, if it was intentional);
- b. hitting the floor (for the second and each subsequent time in the same Bout; the ongoing Exchange is not stopped and the card is given after it has normally ended);

- c. unintentional cuts hitting the foot (i.e. a cut resulting accidentally from a failed attempt to hit a different target, such as the shin or knee);
- d. fighting after the 'Stop!' or before the 'Forward!' / 'Fight!' command (for the second and each subsequent time in the same Bout);
- e. questioning refereeing decisions (arguing after the final decision, audibly expressing discontent with the decision, etc., for the second and each subsequent time in the same Bout);
- f. hitting with the cross-guard, bell-guard, buckler, or side-rings (for the second and each subsequent time in the same Bout or even for the first time if it was clearly intentional);
- g. hitting the back of the head, if it resulted from the movement of the attacking Competitor (e.g. stepping behind the opponent);
- h. exposing the back of the head in a way that opens it for a hit;
- i. excessive brutality (i.e. unjustified, exaggerated, potentially harmful, and not necessary to score a hit), if Main Referee decides it resulted from carelessness or temporary lack of control and was not immediately threatening safety of the opponent;
- j. hitting with the pommel outside the front mesh of the opponent's fencing mask in the Longsword category;
- k. leaving the contest area, except when it happens either after or while receiving a hit;
- l. unjustified disruption of the Bout.

§ 3 Red Cards

1. Red card is a harsher form of punishment. When Competitor is given a red card, their opponent is immediately awarded one point.

Red card is given to Competitor for:

- b. deliberately removing their opponent's protective gear;
- c. excessive brutality (i.e. unjustified, exaggerated, potentially harmful, and not necessary to score a hit) occurring for the second time, even if Main Referee decides it resulted from carelessness or temporary lack of control, or for the first

time, if Main Referee decides it was immediately threatening safety of the opponent;

- d. questioning refereeing decisions repeatedly (arguing after the final decision, audibly expressing discontent with the decision, etc.);
- e. disobeying instructions of Main Referee;
- f. applying joint locks or bars during body-to-body combat or wrestling;
- g. hitting the foot with a cut on purpose.

§ 4 Black Cards

1. Black card is the harshest form of punishment. It equals disqualification, is irrevocable and results in immediate expulsion of Competitor from the tournament (including all weapon categories and gender divisions taking place at a given event). Black cards are meant to penalise repeated occurrence of actions listed below, evident and deliberate disobeying instructions of Main Referee(s) and/or Tournament Organiser, or any behaviour severely violating the present Ruleset's guidelines on event organisation and safety of Competitors.

Black card is given to Competitor for:

- a. any situation listed for the red card, if repeated;
- b. excessive brutality (i.e. unjustified, exaggerated, potentially harmful, and not necessary to score a hit), if Main Referee decides it did not result from carelessness or temporary lack of control, was immediately threatening safety of the opponent, or aimed to cause unnecessary pain or bully the opponent;
- c. excessive brutality, understood as in Point 2. above, if it occurred after the command 'Stop!';
- d. fighting after the 'Stop!' or before the 'Forward!' / 'Fight!' command on purpose;
- e. using equipment not checked by the Technical Committee.

Weapons and Protective Gear

§ 1 Clothing and Protective Gear

1. Referee must check the protective gear of Competitor for any gaps and verify its overall fit by instructing Competitor to assume various body positions (deep lunge, hands raised above the head, etc.).
0. General guidelines
 - a. Leaving any exposed unprotected skin (or clothing not belonging to the protective gear, such as underwear, except for socks or trousers) on the Competitor's body.
 - b. It is permissible to use elements of protective gear made entirely of metal or reinforced with metal. However, in such cases the metal elements must be covered with textiles, leather, plastic, or any other material enabling Referees to distinguish the sound of weapons hitting the protective gear from the sound of weapons hitting parries. Regardless of its construction, protective gear must not hamper proper placement of thrusts landed on it. In particular, it cannot be too slippery.
 - c. Weapons and protectors must be clean, well-maintained, and in good technical condition. They must not have dangerous elements (barbs, sharp edges, etc.) or parts which could wedge the point of the weapon or break the blade. Protective gear must not smell foul.
0. Protection of head and neck
 - a. Fencing masks must meet the norms set for FIE certification (CEN2), that is, have FIE attest and/or CEN2 certificate (EN 13567 lv 2). The masks must be in good technical condition.
 - b. Mask must not fall from the head of its owner, must be fitted tight with a rigid fastener – the basic fastening system acceptable under previous FIE regulations, that is, hook and loop (Velcro) fasteners with elastic band is insufficient. The fencing mask must have well-adjusted padding (built-in, added by the owner, or in the form of a separate rugby headguard) which does not slide on or in the mask in

result of strong strikes or blows coming from the side. The mesh of the mask must not touch the face of the owner when pushed forcefully.

- c. Fencing mask must be checked without an overlay – Competitor is required to present the FIE/CEN2 certification tag on their mask and prove the good condition of the mesh (no gaps, breaks, major dents, or protruding wire). Due to the weight of historical weapons, some dents are acceptable, as long as the referees decide that they do not increase the risk that the mesh will hit the face or break entirely.
- d. Rigid or semi-rigid protective gear on the back of the head and neck is obligatory. Protection of the back of the head and neck must meet the following requirements:
 - i. cover the entire length of the neck from the rear with rigid elements when the head is lowered (chin maximally towards the sternum). Constructions that enable easy access to the neck (without the need to lift or remove any protective elements), as well as those made entirely of flexible materials (textiles, styrogum thinner than 6 mm, chainmail, etc.) or not protecting the whole neck, are not permitted.
 - ii. Constructions leaving a visible gap between the rear edge of the mask and other elements of back of the head protection are not permitted. Especially forbidden are constructions exposing bare skin on the neck in any head position.
- e. Front and sides of the neck must be protected with at least three layers, including at least one rigid layer, such as:
 - i. gambeson collar, bib of the mask, plastron/apron with standing collar;
 - ii. gambeson collar, bib of the mask, gorget worn inside or other neck protection;
 - iii. gambeson collar, bib of the mask, styrogum sewn onto the bib of the mask;
 - iv. gambeson collar, bib of the mask, mask overlay extended to protect the neck (in the Longsword competition this set must be additionally supplemented with a gorget, styrogum sewn onto the bib, or other neck protection).

0. Hand protection

- a. Gloves must protect fingers in their entirety as well as the whole hands, including the palms. The cuffs of the gloves must cover the wrists and the sleeves, so that they prevent the opponent's blade from sliding into the latter.
- b. Gloves used in the Longsword, Sabre, Sword & Buckler categories must have rigid or semi-rigid protection covering the whole wrist.
- c. In the Sabre and Sword & Buckler categories, the minimal standard of protection needs to be equal to hockey, Red Dragon, reinforced motor-biking, or similar gloves.
- d. In the Longsword category, Competitors must wear heavy gloves with rigid protection of the hands and fingers.
- e. Rigid elbow guards are obligatory in all weapon categories except the Rapier & Dagger.
- f. Rigid or semi-rigid (e.g. styrogum) forearm guards are obligatory in all weapon categories except the Rapier & Dagger.

1. Leg protection

- a. Rigid knee guards are obligatory in all weapon categories.
- b. Knee guards in all weapon categories must be equipped with additional protection consisting of elements covering the side of the knee joint with the so-called 'leaves' (see DRAWING in the Appendix).
- c. It is permissible to wear leg protection under the trousers.
- d. It is recommended that thighs be protected with a layer of puncture-resistant material, especially on the front and side parts, or with dedicated thigh guards.
- e. Rigid or semi-rigid (e.g. styrogum) shin guards are obligatory in all weapon categories except the Rapier & Dagger.

2. Groin protection (jocks) are obligatory for men and recommended for women.

3. Torso protection

- a. Jacket/Gambeson must have a standing fastened collar and should be well-fitted to the body. Jacket/Gambeson must not reach below the middle of the thighs and must cover the lower back. Its sleeves must cover the arm from all sides and protect the armpits. All fasteners or ties must be covered with an overlapping

stripe of cloth. Jacket/Gambeson must prevent the opponent's thrust from slipping past the protection and to the body.

- b. Wearing an external plastron is not obligatory, except when the jacket/gambeson does not prevent the opponent's thrust from slipping through to the body (e.g. it is fastened with drawstrings instead of a zipper). The external plastron must have a standing turned-out collar covering the front and sides of the neck. It must be fastened in a way that ensures its proper placement during combat. The external plastron must be made so that it does not impede proper placement of thrusts – it must not be too slippery. Moreover, it must not be covered with substances that would make it more slippery.
- c. Jackets/Gambesons must be made of a textile attested to 350 N. Alternatively, it may be substituted with a sport plastron attested to at least 350 N worn under the jacket/gambeson.

§ 2 General Remarks on Weapons

1. Tournament Organisers must adhere to the weapon and equipment-related norms described in the present Ruleset. In order to avoid unnecessary controversies, if any doubts arise, we kindly ask whomever it may concern to send photographs/videos to Tournament Organisers to show them how the weapon behaves (e.g. in thrusts) before the event. This may allow for deciding early whether a given blade will be accepted at the event.
2. Flexibility of weapons is checked through the so-called 'scales test', that is, by thrusting with the weapon downwards against a bathroom scales. The weapon will bend until it reaches a point when the pressure value (in kg) increases but slightly or not at all. The accepted values are listed below and differ between particular weapon categories. In case the flexibility values are not the same on both sides of a given blade, their mean flex is calculated instead (see the instruction provided in a separate file).
3. Weapons must not have sharp edges, barbs, corrosion, grease, or oil on them. They must be well-maintained. Weapons with elements attached to them with duct tape or other makeshift methods will not be accepted.

4. Pommels and cross-guards with sharp or pointy edges are forbidden. In case equipment with the above-mentioned elements is brought to the tournament, Tournament Organiser may order Competitor(s) to put protective cups on them (e.g. made of styrogum) in order to cover the dangerous parts. If such additional protection cannot be found, then the weapon must not be used at the tournament.

§ 3 Special Weapon Rules – Longsword

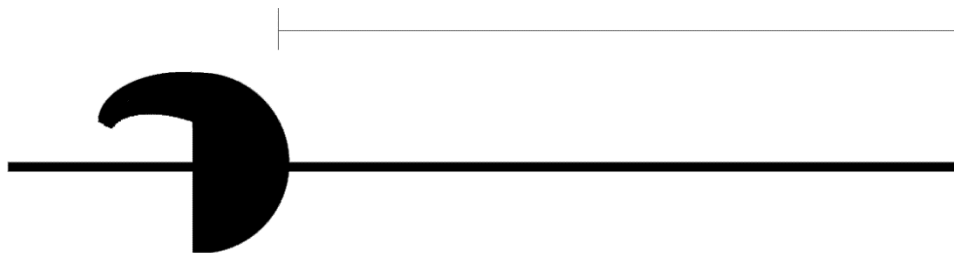
Longswords used at the FEDER League Tournaments must meet the following standards:

1. Total weapon length between 120 and 135 cm.
2. Weight between 1300 and 1650 g.
3. Point of Balance (PoB) between 5 and 10 cm.
4. Flex (as indicated in the 'scales test') between 11 and 16 kg.
5. Simple cross-guard (side-rings, bell-guards, or similar additions are forbidden).
6. Point of the longsword must be at least 4 mm thick and 1 cm wide.

§ 4 Special Weapon Rules – Sabre

Sabres used at the FEDER League Tournaments must meet the following standards:

1. Total blade length between 75 and 85 cm (measured from the edge of the bell-guard).



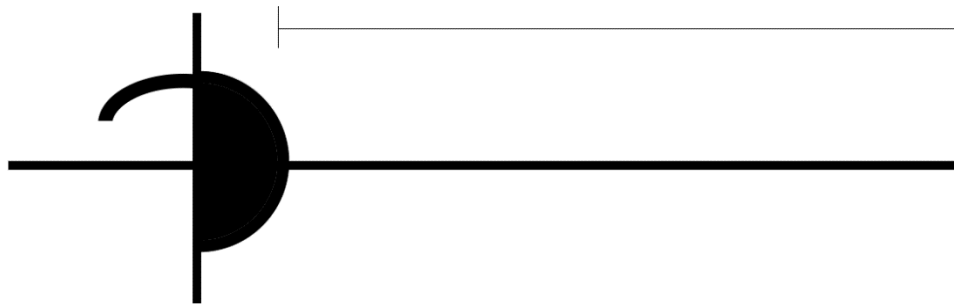
0. Weight between 700 and 900 g.
0. PoB between 7 and 20 cm.
0. Flex (as indicated in the 'scales test') between 7 and 16 kg.
0. It is permissible to add styrogum/leather bell-guards to the hilt of the weapon for better hand protection. Such bell-guards are considered a valid target area and counted as part of hand/glove.

- 0. Any kind of sabre hilt is allowed: side-rings, bell-guards, knuckle bows, cross-guards, etc.
- 0. Point of the sabre must be at least 4 mm thick and 5 mm wide.

§ 5 Special Weapon Rules – Rapier

Rapiers used at the FEDER League Tournaments must meet the following standards:

1. Total blade length between 90 and 105 cm (measured from the edge of the hilt/bell-guard).

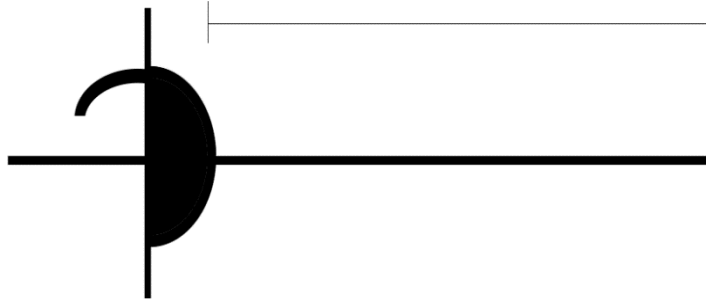


- 0. Weight between 1000 and 1250 g.
- 0. PoB between 5 and 15 cm, measuring from the bell-guard/cup(s)/the last side-ring.
- 0. Flex (as indicated in the 'scales test') between 5.5 and 12 kg.
- 0. Any kind of rapier hilt is allowed: side-rings, cup- or bell-guards, knucklebows, etc.
- 0. Rapiers with hybrid blades are forbidden (e.g. Olympic epee blades mounted on a rigid element) for safety reasons. Only homogeneous blades are allowed.
- 0. Blades with V/Y cross-sections (as used in epees) are forbidden for safety reasons (blades of this type are safe to bend in one direction only, which does not suit the dynamics of rapier combat).
- 0. Point of the rapier must be at least 4 mm thick and 5 mm wide.

§ 6 Special Weapon Rules – Dagger

Daggers used at the FEDER League Tournaments must accompany rapiers and meet the following standards:

1. Maximal length of the dagger blade is 55 cm (measuring from the edge of the hilt/bell-guard).



- 0. Flex (as indicated in the 'scales test') between 11 and 16 kg.
- 0. Point of the dagger must be at least 4 mm thick and 5 mm wide.
- 0. Daggers with hybrid blades are forbidden (e.g. Olympic epee blades mounted on a rigid element) for safety reasons. Only homogeneous blades are allowed.
- 0. Blades with V/Y cross-sections (as used in epees) are forbidden for safety reasons (blades of this type are safe to bend in one direction only, which does not suit the dynamics of rapier combat).
- 0. Dagger hilts which facilitate wedging the opponent's blade (so-called 'forks') are forbidden.
- 0. Competitors in the Rapier & Dagger category are free to choose to fight with rapier alone, rapier and buckler, or rapier and dagger. However, regardless of their choice, the competition results will be submitted to HEMA Ratings Rapier & Dagger category.

§ 7 Special Weapon Rules – Messer and Sword

Messers and swords used at the FEDER League Tournaments must meet the following standards:

- 1. Maximal hilt length of 20 cm.
- 2. Total weapon length of up to 90 cm.
- 3. Weight between 650 and 850 g.
- 4. PoB between 5 and 15 cm.
- 5. Flex (as indicated in the 'scales test') between 7 and 16 kg.
- 6. Point of the messer/sword must be at least 4 mm thick and 5 mm wide.
- 7. Competitors in the Sword & Buckler category may use both messer-like and sword-like weapon designs (hilts and/or blades), as long as they meet other criteria.

§ 8 Special Weapon Rules – Buckler

Bucklers used at the FEDER League Tournaments must meet the following standards:

1. Buckler must be round, with the maximal diameter of 35 cm.
2. Made of any material.
3. No protruding elements, sharp parts, barbs, other features potentially trapping the opponent's blade, etc.
4. Edges of the buckler must be rounded.
5. Hand holding the buckler must be protected with a light glove (wearing heavy gloves under bucklers is not obligatory). However, the glove must have rigid wrist-guard.
6. Buckler may or may not be used to accompany the main weapon in the Rapier & Dagger and Sword & Buckler competitions. However, regardless if Competitors choose to use the bucklers or not their results in these categories are submitted to HEMA Ratings for, respectively, Rapier & Dagger or Sword & Buckler.

Appendices

Direct Elimination Charts

‘Scales Test’

‘Leaves’ for Knee-Guards

Standard Bout Protocol (with sheets and video challenge)

FIE and CEN2 Certificates