

2016

Longsword, sabre, and rapier rules for Team Triathlon Tournament & Falcons Cup 2016 - Poland

*In accordance with the standards of the
Polish Federation of Historical European Martial Arts
FEDER*



VERSION 2. FEDER 2016

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Introduction

The document is a set of general rules for longsword, sabre, and rapier individual and Team Triathlon Tournament (T3) 2016 and Falcons Cup (FC) 2016 – Poland.

Team Triathlon Tournament

Teams of three fencers compete with each other in three fights. Each time different fencer fights and different weapon is used (first longsword, then rapier, last – sabre).

One match consists of three fights. Each fight lasts 3 minutes or until fencer gets 5 points (longsword), then next competitor reaches level of 10 points (rapier) and 15 (sabre).

IMPORTANT! One fencer can participate only in one fight by match (with one weapon in a match). The fencer can change a weapon in next match with other team.

Fights between two teams last till first 15 points scored or time of 3 minutes for last fight is finished. There is time limit of 9 minutes for a match (3 weapons) and 3 minutes for a fight with one weapon. After 3 minutes there is a change of weapons and fighters.

After group phase three teams fight in final matches. Only one team leaves each group.

For more info see points 3.3, 3.5, 3.7

Falcons Cup

Individual Cup in three weapons (longsword, sabre and rapier). In each weapon there is a group phase and a knockout phase with semifinals and finals.

GROUP PHASE: There are seven bouts and time limit of 3 minutes in a fight between two fencers.

KNOCK OUT PHASE: There is time limit of 3 minutes in a fight between two fencers.

If after all bouts (group phase) or after limit of 3 minutes (group phase and knock out phase) none of fencers could score 7 points the fencer with higher number of points is the winner.

Three best fencers from each group goes to knockout phase, then to semifinals and finals.

For more info see points 3.4, 3.6 and 3.8

It is a common standard for conducting and scoring bouts and protective equipment for different weapons. Requirements concerning weapons are presented in the annexes attached to this document which are the document's integral parts.

1. Fights are not considered as faithful simulations of a real combat with cold steel weapons but the aim of the rules is to reward behaviours providing a better chance of survival in a theoretical situation of sharp weapons fight in a duel or single combat with no armour scenario.
2. A fight consists of a series of bouts within a specific time limit. The judge and referees objectively assess them and reward proper behaviours (effective hit without receiving a comparatively effective hit in return).
3. The judges' and referees' additional role is to penalise behaviours which excessively increase the risk for competitors, such as the use of prohibited techniques or the use of insufficient protection.
4. The role of the judges and referees is not to enforce conformity of the performed techniques with an abstract model or a chosen current interpretation of source material.
5. The organiser of the tournament is obliged to ensure the presence of medical staff.
6. Following Rules of combat are the same for bouts in both Tournaments (T3 and Falcons Cup) and for all weapons used.

1 Rules of combat (T3 & Falcons Cup)

1.1 Allowed actions and behaviours

- 1 It is allowed to grab the opponent's hands or arms.
- 2 It is allowed to grab the opponent's blade or point, if their weapon is controlled in a bind or in another way. The opponent's weapon is considered controlled if:
 - 2.1 the controlling competitor was not hit while gaining control;
 - 2.2 the controlled competitor's ability to move his/her weapon is significantly limited, i.e. they are not able to strike and hit his opponent.
- 3 It is allowed to disarm, perform wrestling throws, and wrestle on the ground, however, no points shall be awarded without a hit with the blade or point or a tap out.
- 4 It is allowed to hit the opponent with one's head, arms, and legs, however, no points are awarded for that.

- 5 It is allowed to attack the mesh (facial) area of a fencing mask with a pommel; however, no points are awarded for that.
- 6 It is allowed, after the “STOP” command, to perform defensive actions (bind or beat the opponent’s weapon, parry, increase distance).
- 7 It is allowed to perform all other actions not mentioned in par. 1.2.

1.2 Prohibited actions and behaviours

- 1 It is forbidden to attack the groin in any manner.
- 2 It is forbidden to attack nape in any manner.
- 3 It is forbidden to hit with a cross or a basket.
- 4 It is forbidden to hit with a pommel or basket without a cross except on the mesh (facial) area of the fencing mask.
- 5 It is forbidden to stop the bout without a clear command of the judge or an absolute necessity. Request to stop the bout is equivalent to surrender if it is not caused by equipment malfunction or safety issues (damage to protective equipment or weapon, third persons on the combat field, etc.).
- 6 It is forbidden to argue with the judges’ decisions. Once the bout is stopped and the judge announces the result (a point/ two points, double hit, retake), the competitor is allowed to concisely declare:
 - 6.1 receiving a hit not accounted by the judge;
 - 6.2 hitting in a way which should not be considered clean, e.g. hitting with flat of the blade or with insufficient force.
- 7 The competitors’ remarks are not binding for the judge.
- 8 It is forbidden to remove the opponent’s protectors or use them in a bind or wrestling for gaining an unfair advantage.
- 9 It is forbidden to perform actions that are characterised by excessive, unjustified brutality, and/or are a serious threat for the health and/or life of the opponent, judges and referees and the public. For example hitting with unjustified/full force the opponent who is unarmed or lying on the ground.
- 10 It is forbidden to throw a weapon at the opponent.

1.3 Actions awarded with points

Actions are awarded with points if their successful execution would ensure a considerable or decisive advantage in a theoretical fight with sharp weapons.

1 Clean hit

- 1.1 a clean hit is a visible strike with the cutting edge (cut), thrust (with a visible bend of the blade), or slice (contact and drawing of the cutting edge with a visible pressure and movement) drawn through any part of the opponent's body except the groin and nape.
- 1.2 grabbing a freely coming (not controlled in a bind or any other way) blade of the opponent results in a clean hit for the opponent.
- 1.3 a clean hit must have the characteristics of penetrating the opponent's body - i.e. the hit's trajectory, force, and speed must allow for an effective cut/thrust with a sharp weapon.
- 1.4 after a clean hit the competitor must avoid a double hit by:
 - 1.4.1 withdrawal from the bout (e.g. Abzug, increase of distance) or
 - 1.4.2 parrying the opponent's blade or
 - 1.4.3 showing control over the opponent's weapon or the opponent (the opponent is not able to hit) in the action directly after the clean hit.

2 Throw and hit

- 2.1 A throw and hit is a situation when, as a result of the competitor's actions, the opponent falls to the ground, where s/he receives a clean hit, however unjustified use of force during hitting the knocked-over competitor is punished by a warning or disqualification.

3 Ground fighting and hit:

- 3.1 ground fighting and a hit is a situation when, as a result of a clinch, both competitors are on the ground and one of them receives a clean hit.
- 3.2 tap out during ground fighting results in surrendering a single bout, not the entire fight; a point is awarded to the opponent.
- 3.3 in the evaluation of the judge when one competitor obtained absolute domination in ground fighting

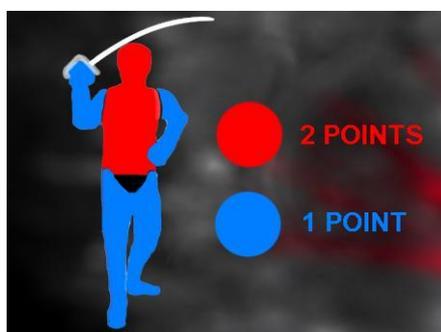
4 Disarmament and hit:

- 4.1 disarmament means taking the opponent's weapon away, i.e. the opponent has no control over his/her weapon and receives a clean hit with his/hers own or the opponent's weapon.
- 4.2 the disarmed opponent may attempt to clinch or disarm.
- 4.3 the fight is not stopped after disarmament without a hit, if the competitors are in a clinch or the disarmed competitor visibly attempts to clinch.

- 4.4 a disarmament which does not directly lead to a clinch and the disarmed competitor does not attempt to clinch is counted as a clean hit and a point is given to the disarming competitor. If the disarmed opponent flees the field, the disarming competitor receives a point, and the disarmed competitor is given a reprimand.
- 4.5 if disarmament happens by accident the same rules as in par. 4.4.1, 4.4.2, 4.4.3 and 4.4.4 are used.

1.4 Scoring for different target areas

- 1 2 points are given for a clean hit (cut, slice, or thrust) to head or torso (including neck and shoulders).
- 2 1 point is given for a clean hit (cut, slice, or thrust) to arms or legs.



- 3 It is possible to score 2 points (1+1), 3 points (2+1) or 4 points (2+2) in one bout if an attacker performs another hit before the STOP command and in single fencing tempo. Judge can assign second hit if the hit from attacker is performed during STOP command, if it was executed in single fencing tempo. If the second hit is performed after the STOP command, the fencer is given a warning.

1.5 Double hit (including Nachschlag)

- 1 A double hit is a hit given simultaneously with receiving a hit or as a result of action initiated directly after a hit. A nachschlag hit is also counted as a double hit and is not awarded with points.
- 2 Double hits are not awarded with points.
- 3 When the Judge sees a double hit, s/he stops the fight.
- 4 When three consecutive confrontations will end with double hits, Judge draws one of the competitors with the toss of a coin. Chosen competitor in the case of another double hit receives a point (even though he did not deliver a clean hit!). When in the same fight again next three confrontations will end with double hits, second

competitor simultaneously receives a point for another double hit. If the situation persists judges again draws the player and the process is repeated.

1.6 Leaving the combat field and a hit

- 1 The combat field is considered left when both feet of a competitor are completely outside the combat field.
- 2 A fencer who leaves the field of combat is given a reprimand. After three reprimands in the fight for a fencer, the Judge gives a point to his/her opponent.
- 3 All hits (both clean and double) executed before or while leaving the combat field are scored in a regular way.
- 4 The competitor who receives a clean hit during leaving the combat field has the right to finish/execute a single action (Nachschlag). Such Nachschlag is considered effective if the competitor who executed a clean hit moves outside the combat field during the execution (moves his/her feet).
- 5 A hit executed by the competitor who earlier left the combat field is ignored.
- 6 When the Judge notices that competitor(s) left the field, s/he stops the fight.

2 Judging

2.1 Judges, Referees, and Reporters, and their roles

- 1 Judge:
 - 1.1 moves in the combat field and safety zone,
 - 1.2 starts and stops the fight,
 - 1.3 times the clinch counting to ten with 1 second intervals,
 - 1.4 awards points for effective actions, assigns appropriate points for different target areas, calls double hits or calls no score,
 - 1.5 gives reprimands, warnings, and disqualification to a competitor
 - 1.6 decides about disqualifications with all other Judges.
- 2 Referee:
 - 2.1 moves in the safety zone,
 - 2.2 awards points to the fighter who, in his/her opinion, should be awarded with a point, assigns appropriate points for different target areas, calls double hits or no opinion/no score, calls abandoning the combat field,

2.3 stops the fight in the event of technical problems (equipment or weapon failure, safety concerns) with a loud command “STOP.”

3 Reporter

3.1 keeps a written record of the course of the fight,

3.2 times the fight (7 bouts and 3 minutes per fight in group phase and 3 minutes per fight in knockout phase at Falcons Cup. 3 minutes per fight at Team Triathlon Tournament)

3.3 calls fighters according to the predetermined order,

3.4 calls fighters preparing for the next fight.

4 A full judging team consists of 1 Judge, 2 Referees, and 1 Reporter.

5 A limited judging team consists of 1 Judge, 1 Referee, and 1 Reporter.

6 A minimum judging team consists of 1 Judge and 1 Reporter.

2.2 Challenging bouts

1 In case of a judging error or if the fight is stopped due to technical issues, the Judge repeats bout by using command REPEAT. This does not count as a double hit and is not considered as finished and counted bout (in case of limit of 7 bouts).

2 In the case of disagreement with Judge’s decision a fencer has a right to check a replay at video. This right is given only once for a group phase and once for knock out phase. Even if a video confirms the fencer's version he/she loses this opportunity till next phase.

2.3 Penalties

1 The Judge has the right to punish a competitor with a reprimand, warning or disqualification.

2 The Judge gives a reprimand for avoiding the fight by e.g. leaving the combat field.

3 The third reprimand in a fight results in awarding a point to the opponent. After that they are no longer accounted for, although they still may influence final results in case of draw.

4 The Judge has the right to give a warning if a competitor:

4.1 continues to fight after the command “STOP.”

4.2 starts the fight before the command “FIGHT.”

4.3 shows other behaviours inconsistent with the regulations during the bout.

4.4 behaves in an unsportsmanlike manner during the entire tournament.

- 5 After the third warning during a tournament, the competitor is automatically disqualified.
- 6 The Judge has the right to set a walkover if a competitor is not ready for the fight despite being called 3 times with 1 minute intervals.
- 7 The Judge has the right to disqualify a competitor for:
 - 7.1 excessive brutality and/or behaviours which put the opponent, judges, and/or third persons at risk.
 - 7.2 repeated and blatant violation of the rules.
 - 7.3 not being ready for 3 fights.

2.4 Gestures and signals used by Judges and Referees

- 1 Judge for signalisation uses his hands.
- 2 Referees for signalisation use two flags in different colours.
- 3 Gesture for a reprimand.
 - 3.1 Judge - pointing the competitor with the index finger, and then raising the hand in an unchanged manner at a shoulder's height with the index finger directed upwards and the back of the palm directed towards the competitor.
- 4 Gesture for a warning.
 - 4.1 Judge - pointing the competitor with the index finger, then shaking a fist at the competitor.
- 5 Repeating bout.
 - 5.1 Judge - rapidly crossing and uncrossing open hands at the chest level.
- 6 Double hit.
 - 6.1 Judge - raising both open hands at the face level.
 - 6.2 Referee - raising both flags at the face level.
- 7 Awarding a point:
 - 7.1 Judge:
 - 7.1.1 pointing the competitor who was awarded two points with a hand over his head.
 - 7.1.2 pointing the competitor who was awarded one point with a hand at his feet.
 - 7.2 Referee:
 - 7.2.1 pointing the competitor who was awarded two points with a flag over his head.
 - 7.2.2 pointing the competitor who was awarded one point with a flag at his feet.

- 8 No score/no opinion.
 - 8.1 Judge - covering the eyes with hands.
 - 8.2 Referee - covering the eyes with flags.
- 9 Start of clinch timing.
 - 9.1 Judge - raising the right fist over the head.
- 10 Leaving the field.
 - 10.1 Judge - pointing the crossed line with one hand and pointing the competitor who left the field with the other hand.
 - 10.2 Referee - pointing the crossed line with one flag and pointing the competitor who left the field with the other flag.

3 Administration

3.1 Equipment inspection

- 1 The equipment is inspected and accepted by a commission of Judges in the presence of all competitors at a place and time given by the tournament manager.
- 2 If a competitor is absent during the inspection despite being called 3 times with at least 1 minute intervals, s/he might be disqualified.
- 3 In case of doubts as to the admissibility of a particular item of equipment the commission shall decide by simple majority. In case of equal distribution of votes, the final decision belongs to the chair of the commission.
- 4 Decisions of the commission about accepting or not accepting an item or set of equipment shall be valid only for the duration of the tournament concerned.
- 5 The competitor is obliged to inform the Judge about any subsequent changes of protective equipment, and then the Judge shall decide on the admission. A change, which the Judge has not been informed of, is the basis for disqualification.

3.2 Combat field

- 1 The bout is fought on a rectangular field with sides from 6 to 15 m long clearly marked on an even ground.
- 2 It is recommended to set up a 2 m wide safety zone around the combat field. The outer line of the safety zone may be marked out by fixed barriers.

- 3 The combat field may not be marked out in a way which poses a threat to the competitors if they abandon the field (if they were pushed out, thrown, fell down, quickly retreating, etc.) - no open platforms, ditches, girder, etc.
- 4 Starting positions for the competitors are marked in the middle of the opposite sides or opposite corners of the combat field.

3.3 Time limit for a match in Team Triathlon Tournament

- 1 Time limit for a fight during both the group stage and the finals at T3 is 3 minutes. A time of a whole match between two teams is 9 minutes.
- 2 The time limit is measured from the command “FIGHT” to the command “STOP.” The time is stopped during breaks.
- 3 If one of the competitors reaches the required amount of 5 or 10 points (both in group or in finals) before the time limit, the fight is stopped and another pair start to fight with different weapons.
- 4 If the time limit of a 3 minutes is reached the fight is stopped and another pair of competitors start to fight with different weapons.
- 5 If one of team reaches the required amount of 15 points (both in group or in finals) before time limit , the fight is stopped and a match is won by this team.
- 6 If the time limit of 9 minutes is reached (both in group or in finals), the fight is stopped and a match is won by the team with higher score.
- 7 Time and point limits must be announced by the organizer at least 7 days before the tournament.
- 8 If the time limit of 9 minutes is reached, the winner is:
 - 8.1 the team with a greater amount of points, or in the case of a draw:
 - 8.2 the team with a smaller amount of warnings, or in the case of a draw:
 - 8.3 the team with a smaller amount of reprimands, or in the case of a draw:
 - 8.4 the team who scores first in a 1-minute extra time (1-st weapon fights again), or if the extra time is reached
- 9 After 1-minute extra time Judge draws one of team with the toss of a coin.

3.4 Time limit for a fight in Falcons Cup

- 1 There is limit of 7 bouts and 3 minutes in a fight during in the group phase
- 2 There is a limit of 3 minutes for a fight in a knockout phase.

- 3 The time limit is measured from the command “FIGHT” to the command “STOP.”
The time is stopped during breaks.
- 4 If one of the competitors reaches the required amount of 7 points (during the group phase), before the end of all bouts, the fight is stopped and the fencer becomes a winner
- 5 If the limit of the bouts is reached in a fight (during the group phase), the bout is stopped and the fencer with higher score is the winner
- 6 If one of the competitors reaches the required amount of 7 points (during the knock out phase) before the time limit, the fight is stopped and the fencer is the winner.
- 7 If the time limit of a 3 minutes is reached in a fight (during the knock out phase) the fight is stopped and the fencer with higher score is the winner
- 8 Time and point limits must be announced by the organizer at least 7 days before the tournament.
- 9 If the time limit of 3 minutes is reached (during the knock out phase) the winner is:
 - 9.1 the competitor with a greater amount of points, or in the case of a draw:
 - 9.2 the competitor with a smaller amount of warnings, or in the case of a draw:
 - 9.3 the competitor with a smaller amount of reprimands, or in the case of a draw:
 - 9.4 the competitor who scores first in a 1-minute extra time, or if the extra time is reached
 - 9.5 After 1-minute extra time Judge draws one of the competitors with the toss of a coin.

3.5 Organisation of a match in Team Triathlon Tournament

- 1 The course of a fight:
 - 1.1 Both teams assign competitors to weapons.
 - 1.2 None of team members know who from their opponents is assigned to 1-st, 2-nd and 3-rd weapon
 - 1.3 If there is a woman in a team then the team has a right to know who from their opponents is assigned to 1-st, 2-nd and 3-rd weapon and has a right to change the order of their assigned competitors.
 - 1.4 the Reporter calls two first competitors from each team and announces the next two competitors from each team.
 - 1.5 If any of the two competitors is not present on the starting position, the call for competitors is repeated three times with 1 minute intervals.

- 1.6 the competitors stand on the starting positions and greet each other with a salute.
- 1.7 the Judge verifies the competitors' readiness by pointing and asking "READY?". The competitors must confirm their readiness.
- 1.8 the Judge starts the bout with the command "FIGHT." The Reporter starts to measure the time.
- 1.9 the competitors attempt to gain a point. The Judge and Referee(s) move to have a full view of the situation.
- 1.10 the bout is stopped with the command "STOP." The Reporter stops measuring the time. The Judge announces his/her decision. The competitors return to their starting positions.
- 1.11 points 1.6 to 1.10 are repeated until the fight is over.
- 2 In case of equipment malfunction during a fight, the competitor has 5 minutes to replace or repair them. After that time the Judge has the right to issue a warning and give additional time for replacement or repair, or disqualify the competitor, if there is no real chance for repairing or replacing the equipment.
- 3 If the equipment is replaced or repaired, the Judge inspects the competitor's entire equipment again.
- 4 In case of injury, the Judge consults the medical staff on whether the competitor is able to continue the fight. The medical staff shall determine the competitor's ability to fight within 10 minutes.
- 5 A competitor who notices an injury (his/her own or the opponent's), equipment failure (his/her own or the opponent's), or other circumstances warranting immediate stop of the fight signals the necessity to stop by:
 - 5.1 loud and repeated shouting of "STOP" or similar.
 - 5.2 immediate increase of the distance to the opponent while keeping the opponent in sight.
 - 5.3 resigning from offensive actions and limiting only to defending. In such a situation leaving the combat field is justified.
- 6 The competitor who notices such behaviours of the opponent (no offensive actions, increase of distance with loud and repeated shouting of „STOP") is obliged to immediately stop all actions until the incident is resolved.

3.6 Organisation of a fight in Falcons Cup

- 1 The course of a fight:

- 1.1 the Reporter calls two competitors and announces the next two competitors. If any of the two competitors is not present on the starting position, the call for competitors is repeated three times with 1 minute intervals.
- 1.2 the competitors stand on the starting positions and greet each other with a salute.
- 1.3 the Judge verifies the competitors' readiness by pointing and asking "READY?". The competitors must confirm their readiness.
- 1.4 the Judge starts the bout with the command "FIGHT." The Reporter starts to measure the time.
- 1.5 the competitors attempt to gain a point. The Judge and Referee(s) move to have a full view of the situation.
- 1.6 the bout is stopped with the command "STOP." The Reporter stops measuring the time. The Judge announces his/her decision. The competitors return to their starting positions.
- 1.7 points 1.3 to 1.6 are repeated until the fight is over.
- 2 In case of equipment malfunction during a bout, the competitor has 5 minute to replace or repair them. After that time the Judge has the right to issue a warning and give additional time for replacement or repair, or disqualify the competitor, if there is no real chance for repairing or replacing the equipment.
- 3 If the equipment is replaced or repaired, the Judge inspects the competitor's entire equipment again.
- 4 In case of injury, the Judge consults the medical staff on whether the competitor is able to continue the fight. The medical staff shall determine the competitor's ability to fight within 10 minutes.
- 5 A competitor who notices an injury (his/her own or the opponent's), equipment failure (his/her own or the opponent's), or other circumstances warranting immediate stop of the fight signalises the necessity to stop by:
 - 5.1 loud and repeated shouting of "STOP" or similar.
 - 5.2 immediate increase of the distance to the opponent while keeping the opponent in sight.
 - 5.3 resigning from offensive actions and limiting only to defending. In such a situation leaving the combat field is justified.
- 6 The competitor who notices such behaviours of the opponent (no offensive actions, increase of distance with loud and repeated shouting of „STOP") is obliged to immediately stop all actions until the incident is resolved.

3.7 Group classification in Team Triathlon Tournament

- 1 Fights won divided by count of all fights fought by the team
- 2 Points scored by the team divided by count of all fights fought by the team
- 3 Difference between points scored and points lost to other teams.
- 4 For teams with the same result – the ranking is created according to the number of warnings, in an ascending order.
- 5 For teams with the same number of warnings – the ranking is created according to the number of reprimands, in an ascending order.
- 6 For teams with the same number of warnings – additional bout (1 minute until the first two points).
- 7 If a team is disqualified during the group stage, all its bouts are considered null and void.
- 8 If a team withdraws during the group stage, all its fights are counted.

3.8 Group classification at Falcons Cup

- 1 Fights won divided by count of all fights fought by the fencer
- 2 Points scored by the fencer divided by count of all fights fought by the fencer
- 3 Difference between points scored and points lost to other fencers.
- 4 For competitors with the same result - the ranking is created according to the number of warnings, in an ascending order.
- 5 For competitors with the same number of warnings - the ranking is created according to the number of reprimands, in an ascending order.
- 6 For competitors with the same number of warnings – additional bout (1 minute until the first two points).
- 7 If a competitor is disqualified during the group stage, all his/her bouts are considered null and void.
- 8 If a competitor withdraws during the group stage, all his/her bouts are counted.

4 Clothing and protective equipment

- 1 The mask must meet the requirements of FIE concerning fencing masks. It is recommended to use 'trainers' masks and masks with FIE 1600N certificate. The mask's technical condition must be good.

- 2 The mask must not fall from the head, it must be firmly placed on the head - basic mask Velcro-fastening with an elastic band is not sufficient.
- 3 The gloves must protect the entire length of the fingers. The entire surface of the hands must be protected by the gloves - constructions which leave a visible, uncovered skin, including the inner side of the hands, shall not be accepted.
- 4 It is allowed to use gloves with metal elements provided that these elements are properly covered (with fabric, leather, plastic, or other way).
- 5 It is prohibited to leave visible, uncovered skin at any parts of fencer's body.
- 6 It is allowed to use metal protectors and protectors with metal reinforcements. However, in such cases, these elements must be covered (with fabric, leather, plastic, or other way) so that the judges and referees are able to, through hearing, distinguish a hit on the protectors from the clash of blades or hit to the cross. Moreover, such a protector must not hinder thrust placement on it (e.g. by being too slick).
- 7 Rigid protectors on elbows and knees are compulsory. Knee protectors must also cover quadriceps femoris tendons.
- 8 Rigid protectors on forearms and shins are compulsory.
- 9 A rigid or semi-rigid protection of the back of the head and the nape is compulsory. The protection of the back of the head and the nape must meet the following requirements:
 - 9.1 It must cover the entire length of the nape with a set of rigid elements on the head in a mask bent maximally forwards. Constructions which allow for an easy access (without the necessity to lift or move a piece of the protector) to the nape covered only with elastic elements (fabric, styrogum thinner than 6 mm, mail, etc.) or not covered at all shall not be accepted.
 - 9.2 Constructions which leave a visible gap between the back edge of the mesh and the protector shall not be accepted. Constructions which leave a visible neck or nape skin in any position of the head shall particularly not be accepted.
 - 9.3 It is recommended to fit the protector inside the mask, under the tongue.
- 10 Groin protection is compulsory for a men and recommended for a woman.
- 11 The jacket/gambeson must have a standing collar with fastening and it should be tailored to fit the body. It must not be longer than to the half of the thigh. It must cover the hip joint. The sleeves must be set in on the entire circumference and protect the armpits. All fastenings must be protected with cloth flaps. The jacket/gambeson must protect against a cut-through if a blade breaks.

- 12 If the jacket/gambeson does not cover the hip joint, it is necessary to use a skirt not longer than to the half of the thigh or other protection which material protects against a cut-through if a blade breaks.
- 13 The plastron must have a standing collar with a fold-over which covers the front and the back of the neck. This regulation concerns also 'integrated' plastrons, i.e. jackets/gambesons with an integrated plastron must have a standing collar made of two layers.
- 14 The plastron must be fastened in a way that ensures it proper positioning during a fight
- 15 The plastron must not be made in a way or covered with substances that hinder thrust placement on it.
- 16 The plastron is not necessary but recommended.
- 17 The front and the side of the neck must be protected with at least two layers of protectors.
- 18 The protectors must be clean, aesthetic, and in a good technical condition. They must not include dangerous structural elements (spikes, sharp edges, etc.) and elements which may trap the point or break the blade.
- 19 It is allowed to wear leg protectors under trousers.
- 20 It is recommended to cover the thighs with a layer of fabric which is resistant to piercing, particularly on the front and the inside, or to use thigh protectors.
- 21 The entire leg, from the ankle up, must be covered at least with a cloth. No skin may be visible.
- 22 It is recommended to cover the entire length of the spine with a set of rigid elements which prevent from hits to the spine protected only by a jacket/gambeson. The set of rigid elements that protect the spine should reach high enough to the nape and the jacket/gambeson's collar in order to, together with nape and back of the head protector, allow for a full cover of the spine with the head bent maximally forwards. The rigid elements that cover the spine must not create folds, notches, or other jutting shapes on the inside, which may pose a threat during a fall, throw, or hit.