



MHS year 2017. Shortened rules of nylon longsword competition – v 2.0

- Zones to hit are divided into three sections:

Head: 3 points; Torso: 2 points, Limbs: 1 point (Including hands)

Only intentional hits score points, unintentional ones don't score points (like off-sliding hits).

The judges will show where the point was scored (1, 2, or 3 points), including after-blow situations.

- Points can be scored by the edge and by thrusting, but not by the flat of the sword. And you can't take valid hit by one handed actions – you have to touch by both hands your sword, or by one hand your sword and by the other touch the enemy's body or sword (grab from binding, to use ringen/abrazare techniques, etc.). **(Please take into account these parts of rules differ from feder rules!)**

- In every situation, the first valid point counts (does not matter if the sword jump further or it changes directions) – except in the case of a clear hit, where the blade moves further without changing directions and hits an area worth higher amount of points.

- The principle of nullifying protective equipment is applied, which means if that according to the judge's judgement, the hit only happened because of the thickness of the protective equipment, no point is given. The exception of this rule is the area of the head (mask).

- If someone would intentionally parry with his arms, in order to suffer a hit worth lower amount of points, the judges are to penalize him by removing one point from his score for unsportsmanlike attitude, and his opponent receives the protected area's worth of points.

- Leaving the fighting circle (pushing out the opponent) is worth 2 points – but for a valid push out, one has to leave the fighting circle (or the area above it) with both feet. Pushing out can be unintentional, it will still score points.

- Disarming, even in the case of an unintentional loss/drop of the weapon instantly scores 3 points.

- It is prohibited to use the pommel, the cross guard to score hits (it can result in a penalty), just as it is to hit with the hands. However it is allowed to grab the opponent's sword, from a bind. It is allowed to shove the opponent in order to push him out, and wrestling without time limit- including trip, ringen techniques without striking, and frontal push kick to get distance (but other type of kicks are prohibited). But you can't drop your sword to the ground. **(Please take into account these parts of rules differ from feder rules!)**

- In the case of a double-hit, neither fencer receives a point. After 5 doubles have occurred, both fencers get disqualified from the match (except when fighting for a medal).

- In the case of an after-blow, the one scoring a higher value hit receives the difference of the points scored. However if the one who does the after blowing hits a higher value are, 1 point is removed from the difference. In the case of an after-blow, of the same value, neither fencer receives a point.

- The matches last for 3-5 minutes of gross time, meaning the timer only stops if a judge instructs it to stop. This decision is up to the judges. At the end of the timer, during an action, the match does not automatically stop, the judge can let an already started action proceed, if it can could change the end result of the match – maximum by 5-10 seconds.



- A match lasts either until a fencer acquires 9 points or if time is up. If fighting for a medal, a match does not end at 9 points.
- During group stage a win is worth 2 points, a draw 1 point, and a loss 0 point.
- Directly throwing tripping forcing etc. the opponent to the ground is prohibited. However being forced to the ground by loss of balance (if either one hand, or both knees, or the torso touches the ground) results in 2 points to the opponent. This rule does not apply if the fencer clearly goes to his knees intentionally.
- The result of the given play (action) is always announced by the leading judge.
- Prohibited attack, or unsportsmanlike attitude can – depending on the severity of the case – result in a warning, a point penalty or disqualification. Before such a punishment there is always a consultation of the judges.
- It is prohibited to launch an attack after a judge's "Stop!" mark, however already launched attacks do not get invalidated by the "Stop!" mark.
- The end result of a match is permanent once announced.
- In every stage of the competition (Group Stage, Elimination Stage, and Finals), the fencer or his coach can ask for a video review only one time, in case of a judgement he thinks is wrong. This can be requested immediately after the play's (action's) result is announced and NOT after the result of the whole match is announced. In this case the video can be reviewed only by judges. If the fencer remonstrates is right, he/she would keep this one-time video judging option and can use again during actual Stage.

With any questions about the ruleset please contact Dr. Tibor Pávay via email: pavaytibor@gmail.com

Equipment requirements:

- Head protection: The internationally prescribed 1600N fencing mask is obligatory. The barred part of the mask cannot be bent, or torn. The mask cannot have any metal parts sticking out. Naturally the barring or the beard can be stronger than prescribed, but not weaker at any rate.
- Nape protection: Equipment produced specially for this task, attached to the mask is obligatory. Minimal requirement is that it has to cover the whole nape area, and has to at least minimally cover the neck area. Not sufficient are significantly moving nape protectors, pieces of cloth tied to the nape. Neither is one made of metal or having sticking out metal parts.
- Throat protection: Only equipment covering the whole throat, at the back of the neck fixable, produced specially for this task are acceptable. The front and the side part of the throat protector has to fit to the throat, and it has to be solid. Not acceptable are ones hanging from the throat or broken any way. The throat protector has to lay under the mask and the fencing coat. The throat protector has to reach the collar bones.
- Hand protection: In the case of the hand protection, it is important to cover and protect the whole hand area, reaching above the wrists. Pieces not reaching this area are not acceptable. It is also prescribed to protect all the small joints of the hand. The cover has to be hard or half-hard. In the latter case, wearing a thick glove is obligatory. The inside (palm) area of the hand is also to be covered. Cloth is sufficient in



this case. Simple ice hockey gloves, normal FIE fencing gloves are not accepted. Neither are gloves with metal parts on their outer sides

e. Joints, bone, soft parts protection: The fencers are to wear slid knee and elbow protectors. The protectors have to fit the fencer, they must not “hang”. Furthermore it is prescribed to have some sort of collar-bone protection, which can be managed by thicker coat, or protectors fixed to one’s T-Shirt or neck protectors, etc. Male participants have to wear suspensors.

f. Upper Body Protection: Appropriate quality fencing coat is to be worn. Numerous HEMA equipment producer’s products are accepted. Thin plastrons made for Olympic fencing, pullovers, and simple gambesons are not accepted. Furthermore, not accepted are pieces containing sticking out parts, or any metal parts. It is also obligatory to wear solid chest protection, compatible with fencer and gender. Protectors made for the opposite gender are not accepted.

g. Lower Body Protection: Leggings of appropriate quality, covering the muscles of the lower body are to be worn. It is also required to wear socks and closed shoes. No lower body part has to be uncovered.

4. Useable fencing tools

Nylon swords: During our competition, Blackfencer plastic feders are used.

During Bicornio cup, we provide it for fencers whose don’t have one.

With questions regarding equipment, please contact Attila at: watis81@gmail.com