

Saber Tournament Ruleset

Introduction

The MHS rules are generally applicable for the saber competition. This document contains only the specific regulations, in every other case, the general MHS rules apply.

General rules and conditions

1. The target area is the upper body, from the waist up, and the arms.
2. The edge* must be used in order to score a valid hit. It is not allowed to hit with the basket, with hands or in any other way.
3. Glancing blows, that barely reach the opponent, do not score points. Only direct, intentional hits do.
4. It is forbidden to kick and to wrestle (choke, joint-lock, etc.). Attempting so is punishable by a warning at minimum, in a serious case even elimination from the tournament. The judgement is at the discretion of the referee.
5. The duel must be stopped in case of direct bodily contact.
6. Points scored by the flexibility of the blade (attacks that are blocked but still hit by curving behind the block and reaching the opponent) do not count as valid hits, consequently hits landed in the same time do not count as doubles.
7. Arguing with the referee can result in warning or disqualification. The determination of any situation is at the discretion, and main responsibility, of the referee.
8. It is forbidden to fix the weapon to the hand (i.e.: with a finger-ring).

**When specifying cuts the upper 1/3 of the false edge is to be considered as a part of the edge since false edge cuts were traditionally part of the Hungarian sabre fencing style.*

Equipment

Weapon – Saber

1. The total weight should be between 700 – 1000 g.
2. The length of the blade should be between **90 – 110** cm.
3. The overall length should be between **70 – 90** cm.
4. Hand protection (basket or crossguard) should be 3 - 12 cm wide.
5. The edge has to be blunt, it should be able to cause a wound on skin or cut the protective equipment.
6. The point has to be blunt, folded or spatulated. In case the blade does not have such finish, an additional protective piece has to be applied that would not come off even after clashing with another blade. It is forbidden to participate with an unprotected tip even if it is not pointy, only rounded, and has no additional protection over it.

7. It is forbidden to use weapons that have extra loops or rings within the handle in order to facilitate a better grip.
8. It is forbidden to use off-hand/secondary weapons.

Protective equipment

Obligatory pieces

1. Fencing mask (1600 N)
2. Back of the head protector
3. Neck protector (with built-in collarbone protection, if it has none, a separate piece of equipment is to be used for this purpose)
4. Fencing jacket/plastron at least 350 N
5. Elbow protector
6. Gloves - padded
7. Groin protector
8. Rigid chest protector
9. Fencing pants
10. Shoes

Recommended pieces

1. Forearm protectors
2. Shoulder/collarbone protector (obligatory in case the neck protector does not cover the collarbone)
3. Knee protector

Duels

There are two alternative rulesets. The one to be used should be announced to the participants well in time and should not be changed mid-tournament. Fencing for points represent the modern approach, while fencing for *voit* represent historically accurate approach.

Fencing for points

1. The below scoring is applicable in case of fencing for points.
 - a. Head, torso: 2 points
 - b. Arm: 1 point
 - c. Disarm: 2 points
 - d. Stepping out of the fencing ring: the head judge stops the fight and warns the one who has stepped out. Stepping out 3 times 1 point for the opponent
2. Points can only be awarded for clean hits.
3. Doubles and afterblows are considered to be equivalent (for details, see: doubles).
4. Double hits do not score points for either fencers. After 3 doubles are scored, further doubles are recorded. In case the amount of doubles is higher than the points scored by the fencer with the most points, the bout is void, neither fencer receives any points.
5. The match ends if one of the fencers reach the preset point cap, or if the time is up
 - a. Max points: whoever reaches it, wins instantly

- b. Time-up: when time is up the fencer with most points at the moment wins. In case of a draw, the next clean hit determines the winner. The rule of doubles apply also to this tie-breaker period!
6. In the pool phase, fencing is till 5 points are scored or for 3 minutes.
7. In the elimination period, fencing is till 7 points are scored or for 5 minutes.
8. In the semi-finals and finals, fencing is till 10 points are scored or for 7 minutes.

Fencing for *volt*

Volt means a hit that causes incapacitation. The ruleset declares incapacitation in the following cases:

1. A thrust to the head or to the torso
2. Disarming
3. Two cuts to the head or body (the same applies for a cut followed by a thrust)
4. Three cuts or thrusts to the arm holding the weapon (hands included) means the disqualification of the affected arm. In this case the fencer can opt to
 - a) forfeit the match
 - b) uses his/her other arm

Disqualification of both arms means incapacitation.

In case of afterblow or a double, levels of incapacitation are to be considered based on the above principles. An incapacitated fencer cannot win a duel!

Due to the *volt*-based ruleset, it is possible that it is impossible to declare a winner in the elimination round (even in the semi-finals or finals!), since this method aims to simulate real-life duels, this feature is to be considered beforehand by the organizers.

Setting a timeframe for *volt*-based matches is not advised, however the organizers can opt to decide otherwise.

During the pools and the elimination phase, the same rules apply (regarding hits, doubles, etc).