



MHS

Magyar Hosszúharcvívó Sportszövetség



MHS 2018

Shortened rules of nylon longsword competition – v3.1

- Target areas: Head: 3 points; Torso: 2 points, Limbs: 1 point (Including hands)
Only hits with intention and quality score points (unintentional, glancing or weak blows do not).
The judges will indicate where the point was scored (1, 2, or 3 points), including after-blow situations.
The result is then announced by the referee.
- Points can be scored only by the edge and by thrusting, but not by the flat of the sword. For a valid action, both your hands should be engaged, either on your sword, or controlling the opponent's sword or body (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 hit will be considered (if the sword bounces to another target area after hitting, it is not regarded as valid) – except in the case of a clear hit, if the blade moves further without changing direction and hits an area worth more points.
- The principle of nullification of protective equipment is applied, which means that if, according to the referee's judgement, the hit only happened because of the thickness of the protective equipment, no points are awarded. The only exception of this rule is the area of the head (mask) where every hit is considered valid.
- If a fencer intentionally parries with the arm(s), in order to block an area that worths more points, the judges are to penalize him/her by removing one point from his score for unsportsmanlike attitude, and his/her opponent receives points as if (s)he'd hit the protected area.
- Ringout (leaving the fighting circle) is worth 2 points – for a valid push-out, one has to leave the fighting ring (or in the case of jumping, the "area" above it) with both feet. Pushing out can be unintentional, it will still score points for the opponent.
- Disarming, even in the case of an unintentional loss/drop of the weapon, instantly scores 3 points for the opponent.
- It is prohibited to use the pommel and 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 (e.g. arm locks, joint locks) without striking, and frontal push kick to get distance (but other type of kicks are prohibited). It is prohibited to drop your own sword to the ground (it will scored as disarming). You are allowed to force your enemy to the ground. Being forced to the ground (if either one hand, or both knees, or the torso touches the ground) results in 3 points to the opponent. This rule does not apply if the fencer clearly goes to his knees (only for one knee) intentionally **(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 are disqualified from the match (except when fighting for a medal).



- In the case of an afterblow, the one scoring a higher value hit receives the difference of the points scored. However if the one who does the afterblow hits a higher value area, 1 point is removed from the difference. (E.g.: strike to the arm followed by afterblow to the head yields 1 point to the fencer with the afterblow). In the case of an afterblow of the same value, neither fencer receives a point.
- The matches last for 3-5 minutes (it will depend on number of participants and will be announced at the beginning of the event) of running time, meaning the timer only stops if the referee instructs the table to do so. This decision is up to the referee. At the end of the time, during an action, the match does not automatically stop, the referee can let an already started action proceed, if it can change the end result of the match, by a maximum of 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.
- The result of the given play (action) is always announced by the referee.
- 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 and the referee.
- It is prohibited to launch an attack after a judge or the referee's "Stop!" mark, however already launched attacks do not get invalidated by the "Stop!" mark.
- The final result of a match is permanent once announced. Only objective circumstances (e.g. wrong time measuring, score summarizing mistakes, etc.) can be remonstrated, except the below mentioned option of video judging (it is the only option to protest against a referee's concrete "subjective" decision.).
- In every stage of the competition (Group Stage, Elimination Stage, and Finals), the fencer or his/her coach can ask for a video review only once, in a protest against the result of an exchange. This can be requested immediately after the result of the exchange is announced and the fencer loses this right when the next exchange starts. Once called, the video can be reviewed only by the judges and the referee. If the fencer's protest is sustained, he/she would keep this one-time video judging option and can use again during the same Stage of the Tournament.
- With any questions about the ruleset please contact Dr. Tibor Pávay via email: pavaytibor@gmail.com

Equipment requirements:

With questions regarding equipment, please contact András Csaba Horváth at: horvath.csubi@gmail.com

a. Head protection: The internationally prescribed 350N or stronger fencing mask is obligatory. The barred part of the mask cannot be bent or torn. The mask cannot have any metal parts sticking out.



b. Back of the head protection: Equipment produced specifically 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 one having sticking out metal parts.

c. Throat protection: Only equipment covering the whole throat, fixed at the back of the neck, 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 rigid. Not acceptable are pieces that are hanging from the throat or broken in any way. The throat protector has to lay under the mask and the fencing jacket. The throat protector has to cover the collar bones.

d. Hand protection: In the case of the hand protection, it is important to cover and protect the whole hand area, reaching above the wrists. It is also obligatory to protect all the small joints of the hand. The cover has to be hard or semi-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 loose. Male participants have to wear suspensors, female ones are encouraged.

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: Trousers 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.

h. Useable fencing equipments.

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

These versions are accepted:

- Like Steel Waster Longsword V3 (with protector caps & mooth blade, no sharp)
- Longsword Light V4 (with protector caps & standard blade, no sharp)
<http://www.blackfencer.com/en/home/8-longsword-waster.html>
- Longsword Heavy V4 (with protector caps & standard blade, no sharp)
<http://www.blackfencer.com/en/home/64-longsword-waster.html>
- Federschwert V4 (with protector caps & standard blade, no sharp)
<http://www.blackfencer.com/en/home/21-like-steel-waster-federschwert-v2.html>

During Bicornio cup, we provide nylon sword for fencers whose don't have one.

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