

Freyfechter rulebook

Tournament rulebook for longsword

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1.2

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General

All rules of the DDHF framework apply without restriction.

The purpose of this rulebook is to create a sporting competition rulebook for longsword (fencing pen), with the goal of comparing the personal skills of the participants.

The motivation behind the rules is this:

- The objectively comparable best person on a certain day, in a certain place, is to be determined.
- For this purpose, a serious fight is simulated in a competitive manner in fights. This is to be defused by use of appropriate weapons (fencing springs) and appropriate equipment, as well as by restriction to controllable and harmless techniques, so that the competition can proceed injury-free.
- It is assumed that a serious battle would be decided after already one effective hit. Therefore, the battle is interrupted after one hit.
- To prevent a person from being thrown out of the sporting comparison by a random hit at the beginning of a skirmish, statistical elements are built in. Thus, the skirmish is conducted over a defined period of time and decided by the number of points.



Score as point

All hits are scored according to the way they are executed.

1. Hit:

Touched: If the weapon is only applied to the opponent and it is unclear whether an "injury" would have occurred, 0 points are awarded.

Unique: If the opponent is hit with a valid hit on arms or legs without being countered, 1 point is awarded.

Nakedness: If the opponent is hit with a valid hit to the head or torso without being countered, 2 points are awarded.

Quality: If an opponent is hit by a high quality action e.g. recognizable and cleanly executed historical technique, the referee can award an additional point.

Touch-up: If the attacker is hit by an opponent's touch-up after a valid hit, 1 point is deducted. In case of a light touch (see Touched) the point is awarded to the opponent.

Penalty hit / overrun:

Hits resulting from rules of the DDHF framework, e.g. by a red card, are scored with two points.

Points	Hit	Wrestling
0	Light touch	Without dominance
1	Clear hit (hands + legs)	Recognizable dominance
2	Unique + nakedness (head or torso)	Recognizable dominance + control
+1	For qualitative high quality historical techniques	
-1	Lookup	
2	Penalty hit / Overrun	



2. Double hit

Double hits are distinguished into:

- a) Closed double hit: Both attacks are launched at the same time and the weapons touch each other before the hit.
- b) Open double hit: Both attacks are launched at the same time and the weapons do not touch before the hit. It follows that both persons have claimed the "before" for themselves and ignored the attack of the other.

Closed double hits are considered: "no hit" and are scored with 0 points for both persons.

Open double hits are considered a foul. Both persons will receive a yellow card and 0 points will be awarded. The open double hit will be noted with a D in the fight statistics. If there are three open double hits in a bout, the bout will be ended and both fencers will lose. Both fencers will get 5 hits each.

Course of the battle

1. Fight time:

One bout lasts a maximum of 3:30 minutes. The time is started with the first draw, runs through and is stopped only if the referee requests it.

The battle ends after the time has expired with the next stop.

2. Victory conditions:

A battle is considered won when the following criteria are met:

- One person has scored a lead of 6 points.
- One person has scored 8 points.
- The fighting time has expired.
- When three open double hits occur.
 - Pool phase: Combat is scored with 5 hits for both persons.
 - Knockout phase: Both persons are eliminated.
- Draw:
 - Pool phase: The battle ends in a draw - no winner / loser.
 - Knockout phase: An advantage is drawn and the battle is extended by 30 seconds. The next valid hit decides the fight. If there is no hit, the person with the advantage wins.



Tournament schedule

1. Preliminary rounds

All participants are randomly or seeded into groups. Each person fights against every other person in their group.

Combat statistics recorded:

- Wins, losses and draws
- Goal against
- Open double hit
- Penalties

Afterwards, an evaluation is made over all groups and a ranking list is created, sorted by:

1. Victories divided by battles fought
2. Fewest goals conceded (points)

The respective group winners automatically advance to the main round.
The remaining places are filled with the top places of the ranking.

2. Main rounds

For the main rounds the hits to win can be increased to 12 points and for the difference win to 8 points. Likewise, the fighting time can be extended to 4:30 minutes.

Optionally possible:

All advanced persons will be divided into new groups (same pairings are to be avoided). The principle of the preliminary round will be fenced.

The group winners and the top places in the ranking will advance to the final round:

3a. Final round: Pool

A final group of max. 5 persons will be created. Each person fights against each other. The evaluation is the same as in the preliminary round. The first of the group will be the winner of the tournament the other places will follow.

3b. Final: Knockout round

A ranking of the participants of the main round over all groups will be made.

Final: Ranking place 1 - Ranking place 2

Battle for place 3: Ranking place 3 - Ranking place 4

