



Freyfechter

Rules and regulations

Tournament rules for long swords

Official DDHF rulebook

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Checked by:

| Surname | function | DDHF department | Date |
|--------------|--|-----------------|------------------|
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Table of contents

| | |
|-------------------------------|---|
| General..... | 2 |
| Rating as a point | 3 |
| 1st hit:..... | 3 |
| 2. Double hit..... | 4 |
| Course of the battle | 4 |
| 1. Fight time: | 4 |
| 2. Victory conditions: | 4 |
| Course of the tournament..... | 5 |
| 1. Preliminary rounds..... | 5 |
| 2. Main rounds..... | 5 |
| 3a. Final round: Pool | 5 |
| 3b. Final: KO round | 5 |
| Change history..... | 6 |

General

All rules of the DDHF framework regulations apply without restriction.

The purpose of this set of rules is to create a sporting competition set of rules for long swords (fencing feathers) with the aim of comparing the personal skills of the participants.

The motivation behind the rules is this:

- The aim is to identify the objectively comparable best person on a specific day and at a specific location.
- For this purpose, a serious battle is simulated in a competitive manner in battles. This should be defused by using appropriate weapons (fencing feathers) and appropriate equipment, as well as by limiting it to controllable and harmless techniques, so that the competition can take place without injury.
- It is believed that a serious battle would be decided after just one effective hit. Therefore, the battle is interrupted after a hit.
- In order to prevent a person from being thrown out of the sporting comparison due to a random hit at the start of a battle, statistical elements are incorporated. The battle is fought over a defined period of time and is decided by the number of points.



Rating as a point

All hits are awarded points based on how they were executed.

1st hit:

Touched: If the weapon is only used on the opponent and it is unclear whether an “injury” would have occurred, 0 points are awarded.

Clearly: If the opponent is hit with a valid hit on the arms or legs without conceding a hit, 1 point is awarded.

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

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

Lookup: If the attacker is hit by a follow-up shot from the opponent after a valid hit, 1 point is deducted. If there is a light touch (see Touched), the point is awarded to the opponent.

Penalty hit/violation:

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

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



2. Double hit

Double hits are differentiated into:

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

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

Open double hits are considered a foul. Both people receive a yellow card and 0 points are awarded. The open double hit is noted in the combat statistics with a D. If there are three open double hits in a bout, the bout is ended and both fencers are considered lost. 5 hits each are recorded for both fencers.

Course of the battle

1. Fight time:

A battle lasts a maximum of 3:30 minutes. The time starts with the first ticket, runs through and is only stopped if the referee requests it.

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

2. Victory Conditions:

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

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



Course of the tournament

1. Preliminary rounds

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

The battle statistics record:

- Wins, losses and draws conceded
-
- Open double hits
- Punish

An evaluation is then carried out across 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 in the rankings.

2. Main rounds

For the main rounds, the number of hits up to victory can be increased to 12 points and for the difference victory to 8 points. The fight time can also be extended to 4:30 minutes.

Optionally possible:

All advanced people will be divided into new groups (same pairings should be avoided). The fight will be based on the principle of the preliminary round.

The group winners and those at the top of the rankings advance to the final round:

3a. Final round: pool

A final group of max. 5 people will be created. Every person fights against every person. The evaluation takes place as in the preliminary round. The first place in the group becomes the tournament winner, followed by the other places.

3b. Final: KO round

A ranking list of the participants in the main round will be created across all groups.

Final: Ranking 1st place – Ranking 2nd place

Battle for 3rd place: 3rd place ranking – 4th place ranking



Change history

| version | the change | Date | Through |
|---------|---|----------|----------|
| 1.0 | Release | 03/16/17 | T. Bögle |
| 1.1 | Corrections in content and adjustments in formatting/spelling | 04/10/17 | T. Bögle |
| 1.2 | Points scoring revised | | T. Bögle |
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