

FOTS2019 – Guidelines for Fencers

This document is a **GUIDELINE** for participants in tournaments at FOTS2019. All participants should familiarise themselves with the full rule set for FOTS2019.

All tournaments at FOTS2019 are **RESTRICTED INTENSITY. PENALTIES WILL BE GIVEN.**

Procedural

There will be **FIVE (5)** exchanges in a bout. Fencers will begin at the referee's instruction. Continue to fence until **HALT** is called. Once halt is called, **STOP IMMEDIATELY**, provided it is safe to do so.

At the end of an exchange, the referee will consult with line judges and award the score for that exchange. This is time to receive **COACHING**.

At the end of a bout, the referee will announce who has won based on accumulated score.

During finals, if there is a draw, additional exchanges will be played until a winner is decided. If at any time during a bout **FIVE (5)** exchanges are recorded as 'no score' because of double hits, **BOTH** fencers will be recorded as having **LOST** the bout, and neither will proceed in the knockouts.

Hits

Hits will be determined by **INTENT** (was the hit deliberate?) and **CONTROL, NOT** forcefulness. Hits will be categorised as follows.

Decisive	All weapons: <ul style="list-style-type: none">- Thrusts to the Head or Torso Longsword, Sabre, Sword & Buckler: <ul style="list-style-type: none">- Cuts to the Head
Significant	Longsword, Sabre, Sword & Buckler: <ul style="list-style-type: none">- Cuts to the Torso, Hands, Arms, and Legs Rapier: <ul style="list-style-type: none">- Cuts to all targets
Glancing	All Weapons: <ul style="list-style-type: none">- Any Cut with the final 5cm of the blade- Any incidental or non-deliberate touches Smallsword: <ul style="list-style-type: none">- All Cuts

Scoring

A **DECISIVE HIT** halts the exchange. The fencer landing it is awarded ONE (1) point unless they are also hit while landing the blow.

A **SIGNIFICANT HIT** does **NOT** halt the exchange.

After a significant hit lands, the fencer who was hit may **CONTINUE** to attempt to hit the opponent, until a **HALT** is called; **HALT** will be called because of a **NATURAL BREAK** in the fencing (distance or time) or because one or both fencers are unable to continue the exchange (eg: grappling)

A significant hit followed by successful defence will be awarded with ONE (1) point. This means that to score, you must **LAND A SIGNIFICANT HIT AND DEFEND** until halt is called.

A significant hit followed by an unsuccessful defence will be awarded **NO SCORE** to **BOTH** fencers. This means that if you are hit, you have the opportunity to deny your opponent the point for that exchange.

There is **NO ADVANTAGE** to landing multiple hits.

SIMULTANEOUS HITS of any type will be awarded **NO SCORE** to **BOTH FENCERS**

GLANCING HITS will not halt the exchange, and will not be considered for scoring.

If one fencer **SUCCESSFULLY DEFENDS** for an extended duration, ONE (1) point will be awarded. The aim is not to get hit. You will be rewarded if you do this well.

A fencer **MAY** concede that a hit has landed on themselves, which the referee may take into consideration. A fencer **CANNOT** claim to have hit their opponent.

Penalties

Penalties fall into **FOUR** (4) categories: **INTENSITY; PROHIBITED FENCING ACTIONS; DISSENT; and CONDUCT.**

The **FIRST** penalty in a category will result in **LOSS OF EXCHANGE.**

The **SECOND** penalty in a category will result in **LOSS OF BOUT.**

The **THIRD** penalty in a category will result in **EXPULSION FROM THE TOURNAMENT.**

Penalties are given at the referee's discretion. A referee may choose to give a higher sanction for first or second penalties in the case of egregious conduct.

There will be **NO WARNINGS.**