



Freyfechter rule set

Tournament rule set for longsword

Official DDHF rule set

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Audited by:

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General

All rules of the DDHF rule framework apply without restriction.

The purpose of this rule set is to create a sporting competition rule set for longsword (“Federschwert”), with the goal of comparing the personal skills of the participants.

The motivation behind the rules is the following:

- The objectively comparable best person on a certain day, in a certain place, is to be determined.
- For this purpose, in the bouts, a serious fight is simulated in a competitive manner. This is to be defused by use of appropriate weapons (“Federschwert”) 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 fight would be decided after already one effective hit. Therefore, an encounter is interrupted after one hit.
- To prevent a person from being thrown out of the sporting comparison by an unlucky hit at the beginning of a bout, statistical elements are built in. Thus, the bout is conducted over a defined period of time and decided by the number of points.





Scoring a point

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

1. Hit

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

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

Opening: If the opponent is hit with a valid hit to the head or torso without being hit by an afterblow, 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.

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

Penalty Hits / Overstepping:

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	Clear + opening (head or torso)	Recognizable dominance + control
+1	For high quality historical techniques	
-1	Afterblow	
2	Penalty hit / Overstepping	



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 "Vor" 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 are 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 ends and both fencers lose. For both fencers 5 hits each are written down.

Bout procedure

1. Fight time

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

The bout ends after the time has expired with the next "Halt".

2. Victory conditions

A bout 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: Bout is scored with 5 hits for both persons.
 - Knockout phase: Both persons are eliminated.
- Draw:
 - Pool phase: The bout ends in a draw - no winner / loser.
 - Knockout phase: An advantage is allotted and the bout is extended by 30 seconds. The next valid hit decides the bout. If there is no hit, the person with the advantage wins.



Tournament procedure

1. Preliminary rounds

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

Combat statistics recorded:

- Wins, losses and draws
- Received hits
- Open double hits
- Penalties

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

1. Victories divided by bouts fought
2. Fewest hits received (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 8 points advantage. Likewise, the fighting time can be extended to 4:30 minutes.

Optional:

All advanced persons will be divided into new groups (same pairings are to be avoided). The bouts follow the same principles as in the preliminary rounds.

The group winners and the top ranking participants advance to the final round:

3a. Final round: Pool

A final group of max. 5 persons will be created. Again everybody fights against everybody else. The evaluation is the same as in the preliminary round. The group winner will be the winner of the tournament. The other ranks are similarly determined by the final standing of this group.

3b. Final: Knockout round

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

Final: Ranking first - Ranking second

Fight for place 3: Ranking third - Ranking fourth



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