



Rules for AAI Dueling Saber Competitions

Art. 1 - Applicability of the Rules

1.1 The provisions of these Regulations are mandatory *ne varietur* for official AAI events, that is:

- World Championships of all categories,
- International AAI Competitions,
- National Competitions of Academies Member of the AAI.

Art. 2 - Terminology

2.1 The courtly fight between two fencers is an assault; when we take into account the result of this assault (competition) we call it bout.

2.2 All bouts between fencers from two different teams are called a match.

2.3 The tournament is all the bouts (individual events) or matches (team events) required to determine the winner of the competition.

2.4 The events are distinguished by the weapons, the gender of the competitors, their age, and the fact that they are for individuals or teams.

2.5 Championship is the name given to a tournament intended to designate the best fencer or the best team in each weapon, for an academy, a region, the world and for a determined duration.

2.6 The attack, simple or compound, is the initial offensive action.

2.7 The riposte is the offensive action of the fencer who has parried the attack.

2.8 The guard is the fencer's position ready to fight.

2.8 The in-line tip is a special position in which the fencer keeps the armed arm taut and continually threatens with the tip of his weapon the opponent's vital target (head and chest).

Art. 3 – Field of play

3.1 The field of play must be a flat, horizontal surface; it can not favor or disadvantage one or the other of the two adversaries, especially as regards the light.

3.2 The part of the field of play used for fencing is called the piste.

3.3 The width of the piste is 1.50 to 2 meters.

3.4 The length of the piste is 14 meters, so that each fencer, being placed 2 meters from the median line, has at his disposal for retreating, without crossing the rear limit of both feet, a total length of 5 meters .

3.5 Five lines perpendicular to the length of the piste are clearly visible on the piste, namely:

1 median line to be plotted in discontinuous line across the width of the piste.

2 warning lines, two meters from each side of the center line (and which must be traced through the entire piste);

2 rear limit lines, which must be plotted through the entire piste, at a distance of the center line of seven meters.

3.6 The last two meters preceding these rear limit lines shall be clearly distinguished - if possible by a different color - so that the fencers can easily identify their position on the piste.

Art. 4 - Fencers' Equipment (Weapon - Equipment - Clothing)

4.1 Fencers arm themselves, equip themselves, dress and fight under their own responsibility and at their own risk. The security measures laid down in the Regulations and in the annexed standards, as well as those of control, enacted by the present Regulations, are only intended to reinforce the security of the fencers, without being able to guarantee it and can not, consequently - no matter how they are applied - involve the responsibility of the AAI, the event organizers, the officials or staff responsible for carrying them out, or the perpetrators of any accident.

Art. 5 - Use of the weapon

5.1 The defensive action is effected exclusively by means of the blade and the guard employed either separately or jointly.

5.2 The fencer is free to hold the handle as he likes and he can also, during a bout, change the position of his hand.

5.3 However, the weapon can not - permanently or temporarily, apparently or disguised - be transformed into a throwing weapon.

5.4 The weapon must be used only by one hand; the fencer can not change hands until the end of the match, unless authorized by the referee, in case of injury to the hand or arm.

Art. 6 – Coming on guard

6.1 The fencer called first must be to the right of the referee, except in the case of the match between a right-handed and a left-handed, if the first called is the left-handed.

6.2 The referee has each of the two fencers placed so that the front foot is 2 meters from the median line of the piste (thus behind the "caution" line).

6.3 The fencers are always put on guard, at the beginning of the bout or subsequently, in the middle of the width of the piste.

6.4 When placed on guard during the bout, the distance between the fencers must be such that, in the "in-line" position, the points can not be in contact.

6.5 After each hit counted as valid score, the fencers are put on guard in the middle of the field. If the hit has not been accepted, they are put on guard in their place of interruption.

6.6 The put on guard at the beginning of each period must be in the middle of the field.

6.7 The put on guard at distance may not have the effect of placing beyond the back line, the fencer who was below that line at the time of the suspension of the match. If he already has one foot beyond the back line, he stays in his place.

6.8 If a fencer crosses the lateral limits of the piste, one or both feet, he must be placed at the correct distance, even if it means that he is placed beyond the back line and penalized of a hit.

6.9 The guard is taken by the fencers at the "On guard" command given by the referee, after which the referee asks: "Are you ready?". On an affirmative answer, or in the absence of a negative answer, he gives the signal for the fight: "Play".

6.10 Fencers must be on guard and maintain complete immobility to the Referee's "Play" command.

Art. 7 - Beginning, stopping and resuming the bout

7.1 The beginning of the bout is marked by the command "Play". No hits thrown or carried before this command is counted.

7.2 The end of the bout is marked by the command of: "Halt".

7.3 From the command of "Halt", the fencer can not start a new action: only the hit already launched remains valid. Everything that happens next is absolutely no longer valid.

7.4 If one of the fencers stops before the command of "Halt" and is hit, the hit is valid.

7.5 The command of "Halt" is also given if the game of the fencers is dangerous, if one of the fencers is disarmed, if one of the fencers leaves the piste, or if, by retreating, he approaches the public or of the referee.

7.6 Except in exceptional circumstances, the referee may not authorize a fencer to leave the piste. If he did it without authorization, he will be punished.

Art. 8 - Close Combat

8.1 Close combat is allowed as long as fencers can normally use their weapon.

8.2 The corps à corps is when the bodies of the two adversaries are in contact; in this case, the bout is stopped by the referee.

8.3 It is forbidden to cause voluntary corps à corps to avoid a touch, or to jostle the opponent.

8.4 A fencer who, either by a flèche attack or by resolutely advancing, causes, even several times in a row, the corps à corps (without brutality or violence) does not transgress the fundamental conventions of fencing and does not commit no irregularity.

8.5 The flèche attack ending in a shock which jostles the opponent is considered as voluntary act of brutality and sanctioned as such.

8.6 The flèche attack made by running even beyond the opponent and without close combat is not forbidden: the referee must not call "Halt" too early, not to cancel the possible riposte; if by executing the flèche attack without having touched his opponent, the fencer crosses the lateral limits of the piste, he must be sanctioned.

Art. 9 - Dodging - Movements and passing

9.1 Movements and escapes are permitted, even those where the unarmed hand or the knee of the back leg may come into contact with the ground.

9.2 It is forbidden during the bout to turn the back on the opponent.

9.3 During the bout, when a fencer completely passes beyond his opponent, the referee must immediately give the command "Halt" and return the fencers to the position they occupied before passing.

9.4 In case of hit exchange during passing, the immediately hit is valid; the hit executed after the passing is canceled, but the one immediately made, even when turning, by the fencer who has been subjected to the offensive action is valid.

Art. 10 - Substitution and use of unarmed legs and hands

10.1 The use of unarmed legs and hands is prohibited for either offensive or defensive action.

10.2 It is forbidden to protect or substitute a valid surface for another part of the body, covering it: the hit possibly executed by the fencer at fault will be canceled.

10.3 During the duration of the bout, the unarmed hand of the fencer must not in any case seize any part of the electrical equipment: the hit possibly executed by the fencer at fault will be canceled.

Art. 11 - Ground gained or lost

11.1 At the command of "Halt" the ground gained remains acquired until a touch has been granted. When put on guard, each fencer will have to move back an equal distance to return to the correct distance.

11.2 However, when the match has been suspended due to corps à corps, the fencers will be placed on guard, so that the person who has supported the corps à corps is at the place where he was; it is the same if his opponent has carried him a flèche attack, even without corps à corps.

Art. 12 - Crossing lateral limits

12.1 When a fencer crosses one of the lateral limits of the piste with one or both feet fully extended, the referee must immediately give the command of "Halt".

12.2 If the fencer leaves the piste with both feet, the referee shall cancel all that has happened after the crossing of the limit, except the hit received by the fencer who has crossed the limit, even after the crossing, provided that it is a simple and immediate touch.

12.3 However, the hit carried by the fencer, who leaves the piste with only one foot, remains valid if the action is launched before the command of "Halt".

12.4 When one of the two fencers comes out of the piste with two feet, only the hit taken by the fencer who has remained on the piste with at least one foot, even if there is a double hit, can be counted under these conditions.

Art. 13 – Limits

13.1 When a fencer completely crosses the rear limit of the piste with both feet, he is declared hit.

13.2 If a fencer crosses a lateral limit of one or both feet, he moves back one meter from the exit point and if he goes out while he is attacking he must return to the place where he started his attack then move back one meter further.

13.3 If, following the application of this sanction, one of the fencers has both feet outside the rear limit, he is declared hit.

13.4 A fencer who involuntarily crosses one of the limits as a result of any fortuitous event (eg a jostle) is not liable to any penalty.

Art. 14 - Duration of the bout

14.1 The duration of the bout means the effective duration, ie the sum of the elapsed times between "Play" and "Halt".

14.2 The duration of the bout is controlled by the referee or a timekeeper.

14.3 The clock must be placed in such a way that it is visible to both the two fencers on the piste and to the referee.

14.4 The duration of the actual bout is:

- in pools: 5 hits, with 2 hits of difference (5/3 max, at 4-4 the score will return to 3-3), in 1 minute. In case of a tie or a only one hit difference, the bout continues without a time limit until a difference of 2 touches.

- in direct elimination bouts: 10 hits, with 2 hits of difference, in 2 minutes. In case of a tie or a only one hit difference, the bout continues without a time limit until a difference of 2 touches. (without pause)

- final bout: three bouts of 5 hits, 1 minute per bout, with the same rules as in pools, in the event of a tie or a only one hit difference.

Art. 15 - Materiality of the hit

15.1 The materiality of the hit is ascertained according to the indications of the electrical recording apparatus.

15.2 Only the indication of the apparatus, manifested in its own lamps, is valid for judging hits. In any case, the referee can not declare a fencer hit unless the device has regularly reported the hit, except for the penalty hits).

15.3 Video arbitration is prohibited.

Art. 16 - Valid target

16.1 Only hits on valid target that are called "valid".

16.2. The valid target includes all the part of the body situated above the horizontal line passing around the fencer's body at the level of the iliac crest; the arms are surface valid up to half of the forearm.

Art. 17 - Judgment of the touch

17.1 The dueling saber events shall be judged by means of an electrical recording apparatus.

17.2 In order to judge the materiality of the touch, only the indication of the apparatus is authentic. The referee can not declare a fencer hit, without the device having regularly recorded the hit (except the penalty hits).

17.3 When both fencers are hit, and the device registers these two hits validly, there will be a "double hit" and the action will always be canceled.

17.4 In his judgment, the referee does not take into account signals resulting from hits, thrown before the "Play" or after the "Halt";

Art. 18 - Failure of electrical equipment

18.1 The referee shall take into account possible failures of the electrical equipment and cancel the last recorded hit in the following cases:

18.2 The referee must still apply the following hit cancellation rules:

a) Only the last hit preceding the finding of the defect can be canceled and only if the fencer reported as hit is disadvantaged by this defect.

b) The failure must be noted by tests carried out immediately after stopping the bout, under the supervision of the referee and without changing anything to the equipment used.

(c) A fencer who, without being summoned by the referee, makes alterations or exchanges of his equipment before the judgment is rendered, loses his right to cancellation. Likewise, after being warned and after the bout has been resumed, a fencer can no longer claim the cancellation of a hit signaled on him before the restart.

- d) It is not necessary, for the cancellation of a hit, that the failure observed be repeated at each stroke, but it must be ascertained without any doubt, at least once by the referee.
- e) If the reported incidents occur as a result of the fencer's contact wire (either near the hand or at the back of the fencer) being unhooked, they can not cause the cancellation of the reported hit; however, if the safety device of the spool does not work or does not exist, the cancellation must be granted in the case of disconnection on the back of the fencer.
- f) If the fencer's saber is declared not comply (insulation of the inside and outside of the guard, the handle and the pommel) there will be no cancellation, even if a touch on the weapon causes the signal.
- g) In all cases where the verification will be impossible due to a fortuitous event, the hit will be considered doubtful and canceled.

18.3 The referee must be extremely attentive to unreported or abnormally marked hits. In case of a repetition of these defects, the referee will have to call on a technical expert in function, in order to check if the material is in conformity with the Regulation.

18.4 The referee must ensure that nothing is modified either in the equipment of the fencer or in the electrical equipment before the expert's control.

Art. 19 - How to execute the hits

19.1 The saber is a weapon of thrust, edge and counter-edge.

19.2 All blows with the cutting edge, flat or counter-edge of the blade are counted as a hit (hits of edge and counter-edge).

19.3 It is forbidden to hit with the guard. Any touch caused by the guard must be canceled and the fencer bearing that touch will be penalized.

19.4 Hits through the blade, which at the same time touch the saber of the opponent and the valid part, are valid whenever they arrive clearly on the valid surface.

19.5 It is forbidden, at any time, to put the weapon on the piste to straighten it.

Art. 20 - Invalid target

20.1 A touch that arrives outside the valid target is not counted as a touch; it does not stop the bout and does not cancel the subsequent hits.

20.2 If the fencer replaces a valid area with an invalid area, either by a blanket or by an abnormal movement, the referee will impose the corresponding penalties and the eventual hit carried by the offending fencer will be canceled.

Art. 21 - Material

21.1 *Saber*

21.1.1 The maximum total length of the saber is 105 cm.

21.1.2 The total weight of the saber, ready for use, is less than 500 grams.

21.1.3 The blade is made of steel and of approximately rectangular section.

21.1.4 It has a maximum length of 88 cm; the minimum width of the blade must be at the button (tip), it must be 4 mm; its thickness, also immediately below the button, must be at least 1.2 mm.

21.1.5. Its extremity is folded on itself, or of a single coming, to form a button which, seen from the end, must have a square or rectangular section of 4 mm minimum and 6 mm maximum, the maximum dimension must be at most 3 mm from the tip of the blade.

21.1.6 The end of the blade can also be made with a solid button which must have the same section as the folded button.

21.1.7 If the blade has a curvature, it must be sensitive, continuous and have an arrow less than 4 cm. Blades whose end is hooked or which bend in the direction of the edge are forbidden.

21.1.8 The saber blade must have a flexibility corresponding to an arrow of at least 4 cm to 7 cm maximum, measured as follows:

- a) the blade is fixed horizontally 70 cm from the end of the button,
- b) a weight of 200 grams is suspended 1 cm from the end of the button,
- c) the arrow can be measured at the end of the button between the loaded and unloaded position.

21.1.9 The guard is full, one-sided and externally smooth. It has a continuous convex shape, without edges or holes.

21.1.10 It must pass through a rectangular template of 15 cm x 14 cm section to a height of 15 cm, the blade being parallel to the axis of the template.

21.1.11 In the guard, there must be a plug able to connect the body wire according to the system envisaged.

21.1.12 The two pins of the wire plug must be in direct contact with the guard mass, in the socket of the body wire, making a closed circuit through the body wire, the spool, the wire of the spool-apparatus connection.

21.1.13 The resistance in the weapon can not exceed 1 ohm.

21.1.14 The inside of the guard shall be completely insulated with an insulating varnish or cushion.

21.1.15 The outside of the guard must be isolated between 7 and 8 cm from the pommel.

21.1.16 Handle and pommel must be completely insulated.

21.2 Dress

21.2.1 The dress includes socks, pants, jacket and conductive jacket.

21.2.2 Equipment and clothing shall provide the maximum protection compatible with the freedom of movement required for the practice of fencing.

21.2.3 They must not in any way risk to hinder or injure the opponent, or include any loop or opening in which can - except fortuitous event - engage the opponent's point and thus hold or deflect.

21.2.4 The jacket and collar must be fully buttoned or closed.

21.2.5 Clothing must be made of a material that is sufficiently strong, clean and in good condition.

21.2.6 The dress must be made completely of fabric resistant to 800 newtons; special attention will be paid to the execution of the seams, if there are any, in the armpits.

21.2.7 An undergarment consisting of a protective armor of the high vital parts, resistant to 800 newtons, is also mandatory.

21.2.8 The dress of the fencers may be of any color, including the color black.

21.2.9 The lower part of the jacket shall cover the trousers to a height of at least 10 cm with the fencer in the "on guard" position.

21.2.10 The jacket must have a forearm doubling the sleeve until the bleeding of the arm and the flank to the region of the armpit.

21.2.11 The use of the chest protector (metal or other rigid material) is mandatory for women and optional for men.

21.2.12 The trousers must be tied and fastened below the knees.

21.2.13 With the trousers, the wearing of a pair of socks is mandatory; they must completely cover the leg to the underside of the trousers and be held so that they can not fall.

21.2.14 The fencer shall wear on his jacket a conductive jacket whose surface shall completely and without omission cover the valid surface of the body, located above the horizontal line passing through the tops of the folds formed by the thighs and the trunk of the fencer's body, in the "on guard" position.

21.2.15 The conductive part is made of conductive fabric, with an electrical resistance which, measured between any two points of the conductive fabric, must be less than 5 ohm.

21.2.16 The conductive surface covers the arms up to the wrists.

21.2.17 The jacket has a collar that must be at least 3 cm high.

21.2.18 The jacket is provided in the middle of the back, under the collar, with a conductive paw of 2 cm by 3 cm which will receive the crocodile clip of the mask.

21.2.19 Regardless of the type of closure used, the conductive fabric must be applied over a sufficient width that can ensure that the surface is covered in all positions.

21.2.20 The sleeves of the conductive jacket shall be attached to the wrists of the hand with an elastic band.

21.2.21 A fabric band between the fencer's legs will hold the jacket in place.

21.3 Mask

21.3.1 The mask shall be made of mesh with a mesh size (day between threads) of not more than 2.1 mm and of a minimum diameter of 1 mm. The mask must have a safety clip on the back.

21.3.2 The mesh of the masks, both towards the front face and on the sides, must withstand, without permanent deformation, the introduction into the meshes of a conical pin at 4 degrees of conicity charged with a pressure of 12 kilos.

21.3.3 The mask bib shall be made of 1600 Newton resistant fabric.

21.3.4 The mesh of the mask can not be insulated and must guarantee electrical conductivity.

21.3.5 The bib and trims shall be completely covered with material having the same conductive characteristics as the conductive jacket.

21.3.6 The fittings may also be of conductive material.

21.3.7 The electrical contact between the conductive jacket and the mask shall be provided by means of a wire and one or two crocodile clips. The wire must be fixed either by a crocodile clip or by welding to the mask and must be between 30 and 40 cm long.

21.3.8 The electrical resistance between the crocodile clip and any point on the mask must be less than 5 ohms.

21.4 Glove

21.4.1 The regulatory glove of the fencer's armed hand, made of non-conductive fabric, shall cover the sleeve of the conductive jacket up to half of the forearm at most.

21.5 Body wire and plugs

21.5.1 Conductors of the body wire (equipment specific to the fencer) shall be well insulated from each other electrically, insensitive to moisture, joined together or twisted together.

21.5.2 This body wire is terminated at each end by a service plug.

21.5.3 The resistance of each conductor of the body, plug and plug wire to the crocodile clip shall not exceed 1 ohm.

21.5.4 To the spool, a 3-pin male plug in front (15 mm pin from the central, central pin, 20 mm pin from the central) will be connected to the wire as follows:

- 15 mm pin: to the conductive jacket

- central pin and 20 mm pin: saber.

21.5.5 The wire connecting the back of the body wire with the crocodile clip to the conductive jacket shall have sufficient free length to prevent accidental detachment.

21.5.6 The crocodile clip must be strong and ensure perfect contact with the conductive jacket. It should be hung on the back of the conductive jacket.

21.5.7 To the saber, inside the guard, the choice of the system is free but, in any case, the chosen system will have to be easy to plug and unplug, and be equipped with a security device preventing the disconnection during the bout and ensure the perfect contact of the electrical conductors.

21.6 Device for signaling hits

21.6.1 The apparatus operates when the fencer's saber blade is brought into contact with the opponent's conductive surface, representing the valid target.

21.6.2 The device must only record the first arrival hit. If the interval between two hits is less than 40 milliseconds (1 / 25th of a second) the device must signal double hit (simultaneous ignition of both lamps). Above 50 milliseconds (1 / 20th of a second) the device must signal a single hit (lighting a single lamp). The tolerance required for setting the device is between these two limits (1 / 25th and 1 / 20th of a second).

21.6.3 Hits on non-conductive surfaces shall not be reported.

21.6.4 If a fencer's metal guard or blade is in contact with the conductive part of his equipment, the valid hit carried by that fencer shall always be recorded.

21.6.5 The duration of the contact during which the signaling shall be provided shall vary between 0.1 milliseconds and 1 millisecond maximum.

21.6.6 The luminous signals shall have at least two lamps per side, arranged so that the non-operation of one does not prevent the ignition of the other, nor does it cause excessive overloading.

21.6.7 Signal lamps shall give a red signal on one side and a green signal on the other.

21.6.8 The appliance shall be provided with a light showing that it is operating.

21.6.9 The sound of the device must be powerful. The apparatus may include a device for stopping it before resetting.

Art. 22 - Final standard

22.1 For all cases not specified in this regulation, refer to the technical regulations of the FIE and / or the UIPM.

Scheme for use of electric saber equipment with FIE-UIPM epee program apparatus (cross-cable)

ATTENTION - This system, although it allows to experiment the dueling saber in an economic form, is not valid for competitions, since the epee program provides blade-to-target contact times that are considerably longer than those of the saber program (see Article 21.6. 5 of this regulation).

