

# Astolat Rules Draft - Longsword/Sabre

## Summary of Summaries:

- Pool phase, then double-elimination repêchage.
- Each pool bout to 7 exchanges, eliminations to 11 exchanges.
- Head and torso hits score 2 points, limbs are 1 point. Grappling scores 1 point.
- The afterblow is deducted from the score of the first hit, but cannot score positively.

## [Astolat Rules Draft - Longsword/Sabre](#)

[Summary of Summaries:](#)

[Tournament Outline](#)

[Bout Outline](#)

[Exchange Outline](#)

[Scoring - Weapons](#)

[Scoring - Other](#)

[Scoring - After-blows and Doubles](#)

[Fouls](#)

[Protests and Discussions](#)

## Tournament Outline

The tournaments will have a two part structure, consisting of a **pools stage** followed by an **eliminations** bracket.

Pools will be drawn up by separating club members, then randomly.

Brackets will be assembled from total points scored in pool stage, taking the top fighters to a convenient power of 2, ranked so that the 1st place after the pools fights the 16th, 2nd fights 15th etc. There will be a repechage bracket for those eliminated in this stage to culminate in a match for 3rd and 4th place.

## Bout Outline

Bouts will take place to **7 exchanges** (Pools) or to **11 exchanges/5 minutes** (Eliminations, whichever is reached first). In the case of Eliminations matches which end on a tie, they will continue until a scoring exchange occurs.

When the match is over, the score-keeper will call “**End of match**” after confirming that they have put down the last score, then read back the final scores. In the case of elimination brackets matches that reach 5 minutes, the time-keeper will call “**Time!**”, which will prompt the referee to shout “Halt!”, ending the exchange as normal.

**Each exchange will be recorded, even if it did not produce points** for either fencer. The score-keeper will confirm back what they recorded to the referee, to ensure correct scoring. Thus double-hits and after-blows will reduce the possible final score in a match. It’s better to

lose a pools match 4-3 than to win it 1-0 and this is considered a feature of the rules, not a bug!

## Exchange Outline

Each exchange will begin with the fencers in their corners and the referee and assistant referee in the other two corners. The referee will confirm that they are ready to begin, then call “**Fence!**” to begin the exchange. Upon observing a scoring hit, other scoring technique, or other reason to halt the match, the referee will call “**Halt!**” or “**Hit!**”. Both fencers must then cease offensive actions - parrying late attacks from the opponent is permitted but continuing to attack the opponent after halt is called is a foul.

The referee will then consider the exchange. If unclear, he will consult the assistant referee, if still unclear he may consult the fencers for their recollection.

He will then **describe** the scoring exchange, and the **score** resulting. Remember that an afterblow, if delivered within a single action (and preparing an attack is an action!) deducts from the first hit’s score, but cannot create a positive score for the fencer first hit.

Examples:

- “Cut to hand, no return. 1 point.”
- “Attacked with thrust, fell short, hit to head, parry failed, afterblow late. 2 points.”
- “Attack to hand, parried with thrust to mask, afterblow cut to leg. 2 points to 1, overall 1 point.”

## Scoring - Weapons

Longswords and sabres can both score by cut, thrust, or slice with the blade. There is no minimum criteria for scoring hits, other than that they be made deliberately and with the edge or tip (i.e. not the flat) of the sword. The referee may disallow hits he considers too minor to have any significant effect even with a sharp, but the goal of the rules is to discourage harder (and therefore more dangerous) hits as unnecessary.

Blade hits will score:

- **2 points** when made to the **head or torso**, and
- **1 point** when made to the **limbs**.

The intention is not to simulate more serious injury, but merely to encourage fencers to attack deeper targets and so stimulate more interesting fencing.

Longsword fencers may also score with **pommel strikes**. These can only be made with the end of the pommel (not by swinging sideways!) and only to the mesh of the mask. They will be worth **1 point** only.

## Scoring - Other

Fencers may also score by other means: grappling, disarms, and ring outs. All will score 1 point if executed.

**Grappling** will score when one fencer takes another fencer to the ground, and achieves either a controlling position there or remains standing themselves. Reversals of throws are possible. Note that joint attacks and other submissions are forbidden.

**Disarming** an opponent will score if the opponent's control of the weapon is removed and control of one's own weapon is kept.

**Ring outs** will be scored when a fencer leaves the ring with both feet.

It is worth noting here that punches, kicks and other unarmed attack will not score. Referees are free to decide if such an attack constitutes an unsporting attempt at injury or not!

## Scoring - After-blows and Doubles

After a scoring hit with the weapon, there is an opportunity for the hit fencer to attack back. After-blows must be made with one action - and preparing an attack is an action. So if you are hit through your parry, and you pull back your sword and then land an afterblow, that would be two actions. If you are hit through a parry and directly thrust without other readying, that will be one action.

After-blows will have their score deducted from the first hit's score, down to a minimum of 0. In other words, **you cannot score by getting hit first.**

Doubles, by which we mean attacks made and arriving at the same time, will be deducted with no favoritism to a 'first' hit. In other words, better hit scores a single point, or no score if the hits score the same.

It is possible to hit again after one's own successful attack, if such attack involves no preparing action. For example, I might cut to your hand, then continue into a thrust to the body. I would score 2 points for the higher scoring action - but not 3!

**As these rules apply to other means of scoring:** you cannot "afterblow" a grapple, disarm or ringout. Nor may they be used to "afterblow" a hit with a weapon with one exception - if a weapons hit is scored and then the scoring fencer leaves the match area in the next tempo, it will count as a 1-point after-blow against him.

## Fouls

Fouls may be incurred by:

**Failing to obey** or ignoring a referee's instructions, including continuing to attack after a halt is called.

Deliberately or negligently injuring an opponent (or **dangerous actions** likely to do so) - this covers not just banned techniques such as joint locks, but also uncontrolled strikes with the

weapon, deliberately targeting less protected areas with hard shots, throwing punches or kicks with intent to injure etc.

**Interfering with the conduct of the bout** - calling halts without reason, repeated protests against referee's calls without reason etc.

**Unsportsmanlike conduct** - verbal abuse of opponent or officials, displays of disrespect etc.

Referees are given **wide powers of discretion** in both deciding what is a foul and what the punishment is appropriate. A more severe infraction (whether in result or malice) will incur more severe repercussions. As a rough guide: accidental or procedural fouls (prolonged delays due to kit failures, repeated unfounded protests, a severe strike that was not intentionally so) will be given a warning, potentially dangerous or unsportsmanlike conduct will be punished by deduction of a point, and fouls resulting in actual or near-miss injuries or obvious malice will be punished by forfeit of the bout (and potential expulsion from the tournament).

## Protests and Discussions

If a referee has given their verdict after an exchange and a fencer disagrees with it materially, they may protest by raising a hand (or having their corner signal also). They will then be given a chance to explain their version of events to the referee, who may in consequence discuss with the assistant and the opponent if they judge it necessary.

A referee may also, of course, initiate such discussions on their own initiative.

Note that abusing this to raise spurious objections to every point scored against oneself is very likely to be considered a foul as unsportsmanlike, disruptive or both!