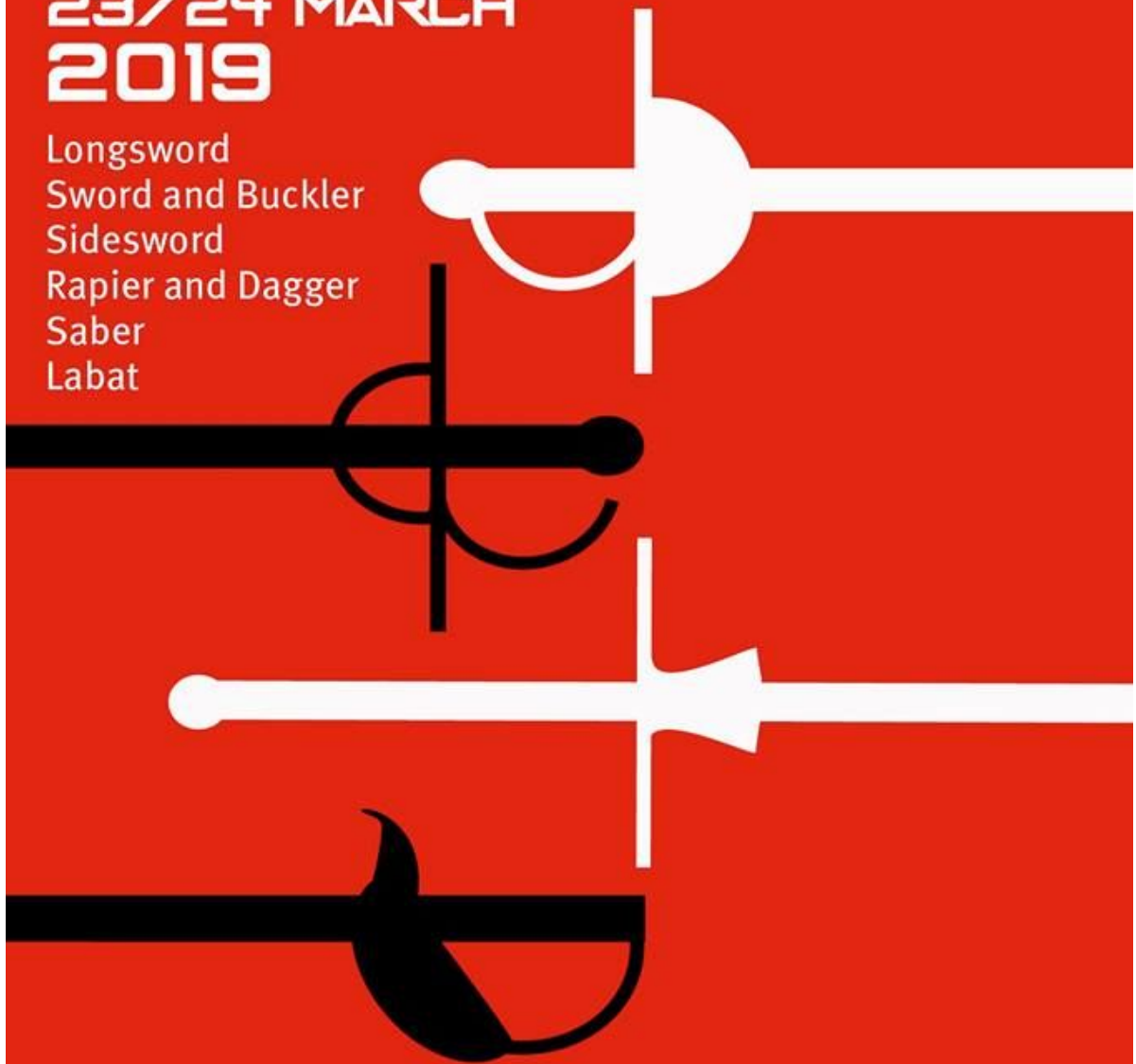


MONTPELLIER HEMA TOURNAMENT

10
EDITION

23/24 MARCH
2019

Longsword
Sword and Buckler
Sidesword
Rapier and Dagger
Saber
Labat



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Preamble

At the École Chevaleresque, we care to experiment with different ways to practice the Historical European Martial Arts. We try to appropriate them and, if possible, we try to participate in their improvement.

Last year in Montpellier, we experimented the Convention of Sword Players (CSP) in a very competitive context. The MIGHT tournament also allowed to try this convention in an identical context, while proposing an interesting system to encourage the beautiful game.

This convention was first elaborated by Pierre-Henry Bas during his doctoral thesis in medieval history. It has been practiced for some years by the association REGHT. We recall that one of the objectives of the CSP is not to resuscitate a real fight with a sharp weapon. It rather aims to restore the gestures and tactics associated with European martial and sports practices.

However, there are things that we liked better. We really appreciated the need to control our own safety in order to score. On the other hand, we find that the requirement of the armament can lead to too much energy from the competitors and thus leading to unnecessary risk. In addition, the hand-to-hand fighting and engagement exit management from our former rules also prone risky behavior.

This is why we have chosen to push further our modification of the CSP for this tenth edition of Montpellier Hema Tournament. Some may argue that this regulation does not have much relation with the CSP and they will not be completely wrong. Nevertheless, we wanted to explain our approach.

This regulation is therefore very freely inspired by the CSP. Hoping to bring out new ideas, or at worst, to eliminate false leads.

The fighting area

The fighting area is a 7-meter square. Only the two players, the referee and the judge can enter.

Protagonists of a match

The protagonists of a match are:

1. The two players
2. The referee
3. The judge
4. The scribes

Each protagonist must stop the fight if he notices a lack of equipment or any dangerous situation. In this case, we must say "Halte".

Players

Players **should not speak on their own initiative**. However, they may ask permission to speak by raising their hands. When the fight is interrupted, they return to their starting place. Whatever happens, they must stop fighting when they hear "**Halte**".

The referee

He ensures the respect and application of the rules. He demonstrates objectivity, impartiality and exemplarity in all circumstances.

The referee animates the assault using the arbitration language.

At each "Halte", the central referee analyzes the outcome of the final sequence of strokes and verifies the completion of the visit with the judge.

Prior to the contest, simulators and protections will be checked to ensure they meet the requirements of the "Equipment Requirements" section. However, the referee will make a final visual control of the simulators and the protections of both players before each match.

During the assault, he must move to ensure a good overview of both players.

He speaks in a loud and intelligible voice. He sanctions faults.

He regularly indicates the elapsed time.

He maintains order inside and outside the combat area. It is forbidden for both players to hit above or below his stick

He proclaims the winner.

His decisions are indisputable. It is considered that if he or the judge does not clearly see an action (be it a blow, a disarmament, a security, a surface substitution, etc.). Then the action is considered as poorly realized, obscure and subject to debate, and in this case not taken into account.

The arbitration language

"In your lines! ": The two players are placed opposite each other, each in a corner of the field.

" **Saluez**": The two players greet each other and greet the referee,

" **En Garde !**" Both players take a defensive position. The referee place his refereeing stick between the two players.

" **Prêt ?**" The referee looks in the direction of both players. In the absence of a negative answer it gives the signal of the beginning of the match.

For this, the referee says " **Allez!** " And he points his arbitration stick in the air, the two players begin or resume the assault.

After an exchange, if no relevant action has happened, the referee can say " **Continuez !**" So that both players resume the assault without returning to their original positions.

" **Halte!** " The referee intercalates his refereeing stick between the two players. They momentarily stop the assault.

The referee addresses the judge: "Player A on Player B: is the hit valid? " "Is the surface valid? " "Is safety measure valid ? ".

If the previous contract is valid: "Venue": the referee holds his arbitration stick pointed at the sky, placed in front of him with one hand. With the other hand he indicates the player who has just won the assault (see image).



Arbitration details

The role of the referee is to supervise the fight, he must stop it with a "Halte!" when necessary. These cases are most often:

1. When a player makes a safety measure after performing a clear action that may be a valid move. If this is not the case, the referee must say "Continuez! ".
2. If both players have received a valid hit.
3. In case of fall.
4. In case of dangerous action.
5. In case of exit from the combat area from one of the two players.
6. After **five** seconds of close combat.

The judge

The judge has the role of assessor, judge and coordinator.

He must, during the assault, **move** to be in front of the central referee. Thus permitting to see the actions of the competitors from both sides.

When the judge sees **a valid assault**, **he raises horizontally the arm** corresponding to the player who made the assault.



When the judge sees that each player has received a valid stroke on a valid surface, **he raises both arms horizontally**.



After a "Halte", he must be consulted by the central referee so that a visit can be validated. It must be justified **orally**, clearly and simply, to help the players. For example: "Invalid hit: Insufficient arming", "Invalid surface: Hand", "Invalid security: Outside the combat surface", etc.)

He has a role of judge, if he does not agree with the referee while having seen all the action, the assault can not be validated.

If he has not seen the whole action, it is hidden by the positioning of the players, the questioning of the referee he can still decide on the potential validity of the assault (for example, "armed strike" or "valid strike," etc.).

He is responsible for organizing the pool of players. He calls the players and organizes the passages and assaults. He checks that the players respect their number of won assaults or passages.

The scribe

The scribe times the match. It pauses the stopwatch at each interruption of the fight.

He informs the other protagonists when the time is up.

The scribe updates the current match score display according to the referee's decisions.

Running a match

A match is a succession of assaults until the time runs out.

Start of the match

When the referee says "à vos lignes !" Players are each placed at an opposite corner of the fighting area, depending on their color.

On the injunction "Saluez !" From the referee, the players salute.

Conducting an Assault

The referee asks if the scribe and the judge are ready. When this is the case, the referee says "En garde !" The two players warn each other.

The referee asks the players if they are ready. When this is the case, the referee launches the assault by saying "Allez" or "Combattez".

The assault only ends when the referee says "Halte".

The referee can give a point or a penalty if necessary and start a new assault until the end of the match.

Interrupting the match

When the referee interrupts the match:

The scribe pauses the stopwatch.

Players move back to their starting positions.

End of the match

The match ends when one of the following events occurs:

- The passage of time (1 min 30 sec)
- The abandonment or disqualification of one of the players.

The player with the higher number of won matches is declared the winner of the match.

Pool Phases and Elimination Phase

Each match gives the opportunity to win victory points:

A victory: 2 points

A draw: 1 point

A defeat: 0 points

Pool Phase

The number of pools depends on the number of players entered in the tournament.

Access to the elimination phase

The player with the higher number of winning points of each group is automatically qualified for the elimination stages.

If necessary to complete the qualifiers, we compare the points of victories, all pool combined.

Those with the higher number of victory points are qualified.

In the event of a tie, the following are selected in order of priority:

1. Those with the fewest cards
2. Those with the higher number of technical points
3. The ones with the higher number of won assault

The order of meeting during the playoffs will be determined by a bracket. In which the first will meet the last one, the second one will meet the penultimate one etc ...

How to win an assault

In order to win an assault, it is necessary to use a **valid hit in** order to reach a **valid surface** then to make a **safety measure**.

An assault can also be won by performing a successful **safety measure** immediately after **disarming** his opponent.

After a valid hit on a valid surface, a safety measure can be replaced by **disarming** to win the assault.

An assault may also be won at the end of a **sequence of moves** including at least one valid hit on a valid surface or disarming.

For that, it is necessary that this player is not touched during this sequence of blows or during its safety measure by a valid blow on a valid surface.

It is not possible to win an assault by immobilizing or putting down his opponent.

It is not possible to win a match by taking his opponent out of the fighting area.

The valid hits

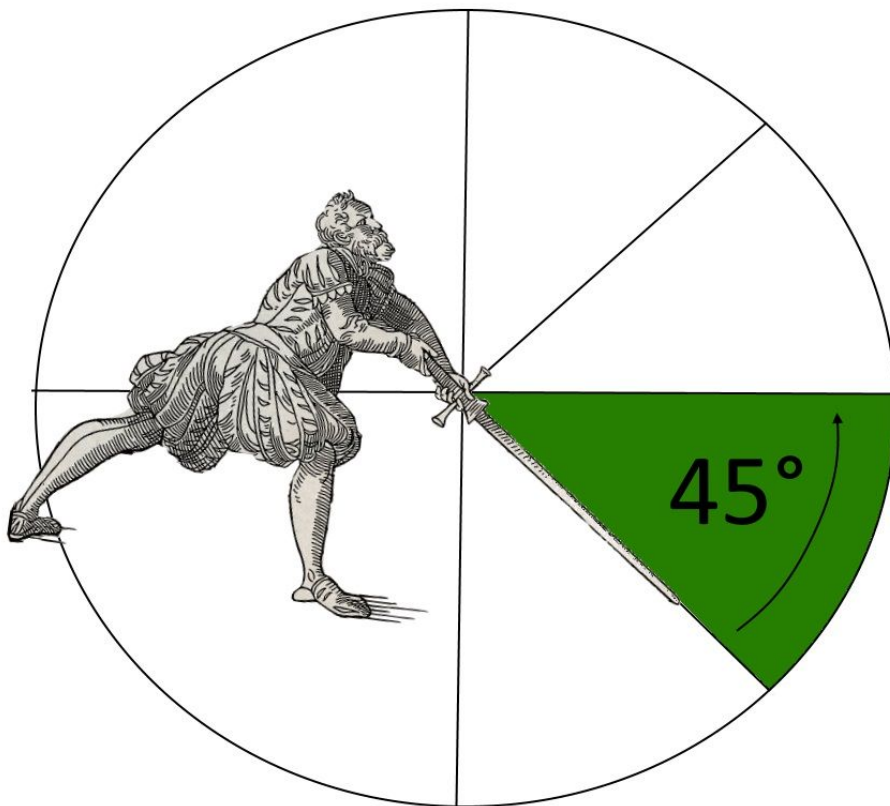
Hits are of four types: the sizes, the knocks, the cuts and the percussions. Their good application is at the discretion of the referee.

The valid hits **does not need** to be accompanied by a movement of the legs and / or hips, this movement leading to a move or not.

All valid hits must be **straightforward and without debate**. Weak hits and those that do **skim** are not valid.

A valid thrusts do not have to end with short arms.

To be valid, the **blows** must be sufficiently armed. For this, the simulator blade must travel **at least 45 °**.



In addition, in any case, the blow must reach the other player with the **foible**, that is to say the part from the tip of the sword to the middle of the blade.

For a **valid cut or gash**, the hit must be done with the supposedly sharp part of the simulator. So **the hits with the dishes are not valid**.

Every valid gash must be realized by pulling or pushing the blade **from the middle to the bottom or from the bottom to the middle**.

Percussions with the pommel are valid hits, if **controlled**, performed **only on the mask** and **without violence**.

Authorized actions

Controlled percussions with the pommel or umbo of the bacle, performed on the mask and **without violence**.

The thrusts with the pommel, the umbo of the bacle, the body, the hands or the arms on the whole body of the opponent.

Seizures of any part of the opposing weapon.

The winding of the enemy's armed hand with the arm.

Parries with the knuckle arc or the weapon rocket (if the hands are clearly affected, it may be in some cases a surface substitution.)

Invalid

Invalid hits do not give any penalties for the fighter. They can be realized but do not bring the possibility to win an assault.

Pushed hits are not valid. These are hits that are **intercepted** by a parry or an attempt to cut the arm but are then pushed, in the same movement, and eventually hit the opponent.

Prohibited actions

Prohibited actions bring a halt to the fight and are considered as faults. They cause sanctions.

Percussions with quillons, kicking, knee, head, hand or elbow.

Percussions executed **without control** or **with violence**.

Thrust executed with the knee, foot or weapon's guard.

Joint locks and constrictions.

Grabbing the opponent's protections (elbow guards, masks, etc.).

Dangerous and / or violent hits.

Surface Substitution : Voluntarily substitute a valid surface for an invalid surface or use an invalid surface to intercept a hit. Most often it will be done by the hand.

Throw the weapon or the bacle towards the opponent.

Techniques in half-sword (one hand on the rocket and the other on the blade).

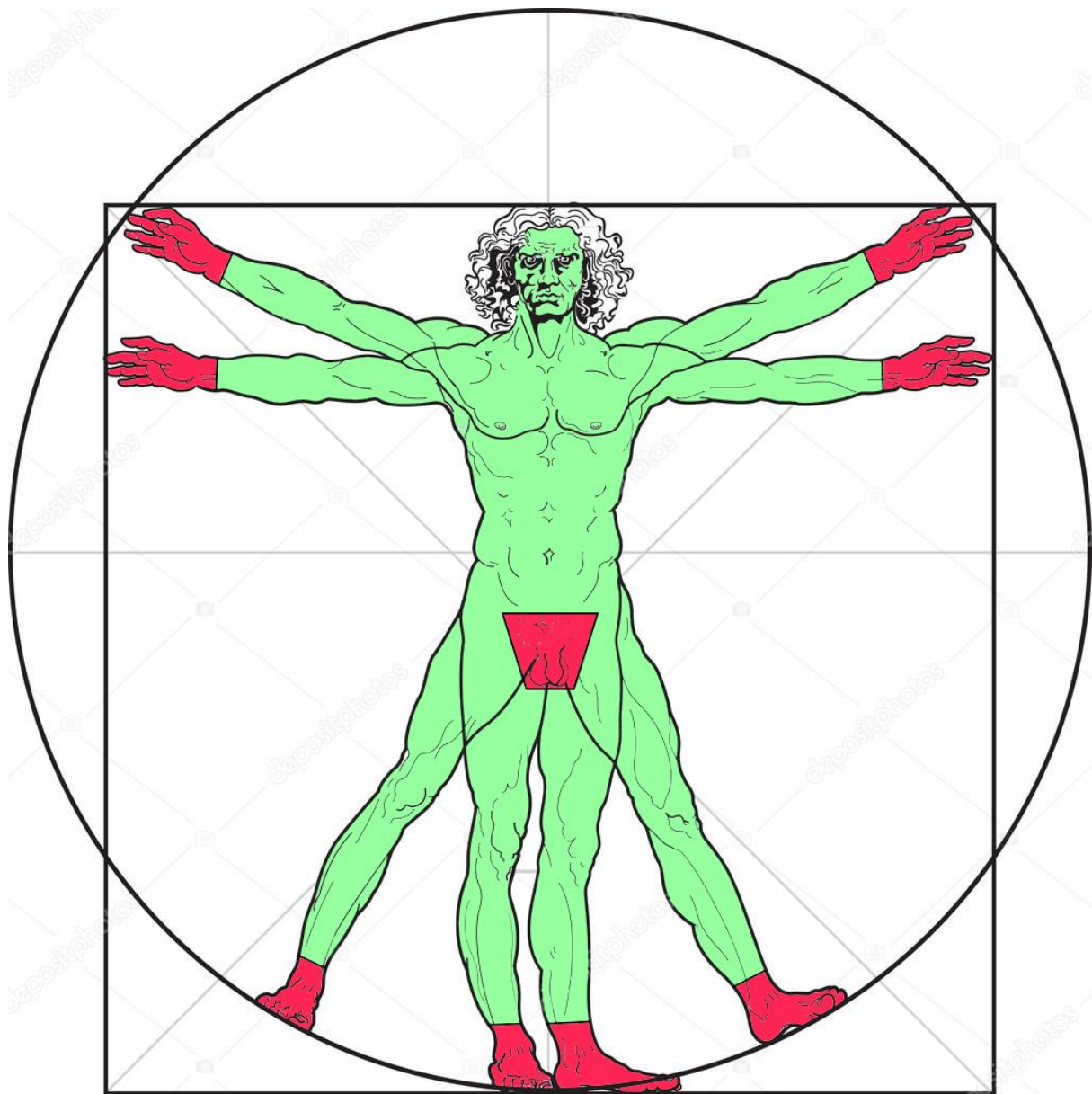
Putting down the opponent.

The valid area

The valid area is the surface to hit with a valid hit. This is the area from the joints of the wrists to the ankles that are excluded, the head, body and thighs being included except the pubis.

In the image below, the valid area is green.

The **back and neck** are not valid surfaces. Note that it is forbidden to voluntarily present one's back or neck.



Safety measure

In order to win an assault, it is necessary to execute a safety measure just after a valid hit on a valid surface. So you have to put yourself in a situation where an opponent is not able to touch immediately after being hit.

For this purpose, one can get out of hit distance by getting away from where the opponent has been hit. The number of step doesn't matter. It is necessary that the opponent is not able to hit anymore, thus limited by **a strike and only one** of his main simulator and by doing a maximum of one **step**.

This safety measure can be executed immediately after a valid hit or a disarm or to complete a sequence of moves including at least one valid hit or disarm.

Disarm

Disarm can be a safety measure only as part of a valid move on a valid surface.

Indeed, disarm can not serve as a security for itself. In this case, the safety measure must be of another type.

The distance

A safety measure can be automatically validated if the distance between the players does not allow a riposte. For example, if one of the players moves back when he has just received a valid hit on a valid surface.

Indeed, we do not wish to encourage an unnecessary retreat while the distance between players is sufficient to be safe.

Area exit

A safety measure can be automatically validated if a player receiving a valid move on a valid surface leaves the fighting area.

Indeed, we do not want to encourage players to leave the area intentionally to try to cancel a valid hit.

Canceling a valid hit

A valid hit is canceled if, while being executed, the opponent execute a **valid hit** on a **valid area**.

A valid hit is canceled if the player who did the hit go outside the fighting area by himself.

Disarm

Disarming is the act of controlling the simulator or one of the opponent's simulators.

For this we can completely subtilize the simulator to his opponent.

You can also hold the opponent's simulator firmly, preventing it from using it. Thus being valid even if the simulator is held by both players.

To do so, it is possible to seize any part of the opposing weapon (blade, guard, grip, pommel) with the hand, or to wrap it with the arm.

A player is considered disarmed if he no longer controls his main weapon. For example, the sword in the "sword and buckler" or "rapier and dagger" categories.

Disarming does not cancel a valid hit.

Technical Precisions

It is impossible for a player to win a match if he has suffered a valid hit during the same sequence.

Thus enforcing the impossibility to win an assault if a double hit has been executed, unless it turns out that the other player has not made a valid hit or has not hit a valid surface.

A valid hit does not have to be the last hit before the safety measure.

It is possible to execute a safety measure while being closely followed by the opponent. But the latter can move only **one step to the maximum** in order to cancel the valid hit with his own hit.

It is possible to prevent the safety measure of a player by isolating it in the corner of the fighting area.

To be considered out of the fighting area, a player must have **both feet outside**. If this exit is voluntary, it should incur a sanction.

Bringing his opponent out of the fighting area, for example by charging him, does not bring an assault victory.

To putting down, to ground, to immobilize or to subdue his opponent does not bring an assault victory.

The use of a long one-handed sword must be controlled and not violent.

Specificity of the categories

With the **saber**, a stroke with the false edge is not valid.

In the **rapier and dagger** category, a thrust to the head or to the torso is worth **2 points**.

With a **dagger**, considering that the dagger simulators are not flexible, the hit from the daggers are not valid.

With the **sword and buckler**, the percussions with the umbo are valid hits. But only if they are **controlled, on the mask** and executed **without violence**.

In **Labat**, concerning the use of the cloak to defend, the following rules are applied.

Counts as a valid hit, considering that the usual criteria are met:

- Thrust and cut on the arm that holds the cloak, even protected by the cloak.
- Thrusts on the body, even if the cape is between the tip and the affected body part.

The following actions can not constitute a valid hit:

- Cuts that touch a part of the body if they are previously braked by the lower part of the cloak.
- The cuts on the cape.

Technical points

The tournament is turned towards the beautiful game, the best technicians will be rewarded in the same way as the best fighters: there will be a ranking by category.

These technical points will be awarded by the referee during the group stage when the players try techniques. These points do not count towards the total points during the match. They will be noted separately and they will allow to appoint the best technicians at the end of the day of the qualifying phases.

This is a completely different ranking. This allows the players to express themselves on a different ground than that of winning at all costs.

After each match, all participants in it will be evaluated by the referee and judge on 5 axes. For each axis a player can receive from 0 to 4 points, which will give everyone a global score of 20 per match.

The 5 axes are:

- The variety of the techniques used
- The quality of execution of the techniques used
- The control of its own power
- The difficulty of the techniques used
- The management of the different combat's distances

The classification will be based over the overall note sum of each combat of pool stage.

Faults and penalties

Faults

A fault is an action against the tournament rules, whether in or out of a match. It always results in **a penalty** that depends on the severity of the fault that can be done to both players.

Faults can be grouped into three groups of increasing gravity.

First group faults

- Remove his mask before the “Halte” directive.
- Dress or undress on the fighting area.
- Do not stop fighting after the “Halte” directive.
- Refusal to obey, lack of respect to an arbitration member.
- Unjustified claim, challenge of the referee's decisions.
- Abusive interruption of the fight.
- Voluntary exit of the fighting area *.
- Unintentionally presenting the back or neck to the opponent.
- Hit too strong, thrust with too much force.
- Action prohibited by the regulation, without impact on safety.
- A player speaking during the match without permission.
- Abuse of protest.

Second group faults

- Absence of control, violent or vindictive act.
- Player disturbing the order, person disturbing the order out of fighting area.
- Action prohibited by the regulation involving safety.
- Present **Voluntarily** the back or neck to the opponent.
- Putting down an opponent.
- Substitution of a valid surface by an invalid surface.

Third group faults

- Refusal of a player to meet any regularly engaged player.
- Refusal to greet the opponent (at the beginning or end of the match).
- Intentional brutality.
- Proven fraud, arranged combat.
- Proven doping.
- Another fault against the sportsmanship.

* To be considered out of the fighting area a player must have both feet outside.

Sanctions

A **penalty** is imposed by the referee as a consequence of the non-respect of the rules. It takes the form of yellow, red and black cards each having a detailed effect below:

Groups	1st Foul	2nd Foul	Following Fouls
First Group	<i>YELLOW</i>	<i>RED</i>	<i>RED</i>
Second Group	<i>RED</i>	<i>BLACK</i>	
ThirdGroup	<i>BLACK</i>		
<i>YELLOW</i>	CARD Penalizes the offending player with a yellow card.		
<i>RED CARD</i>	Sanction the offending player, a point is given to his opponent.		
<i>BLACK CARDBOARD</i>	Exceptional, immediate defeat. In the case of a second card, exclusion of the competition.		

Necessary equipment

All the protections below are necessary in steel tournament. Each player is responsible for his own safety as **well as his opponent safety** : he must be properly protected and master his strength in order to avoid hurting his opponent.

The equipment must be adapted, secured and verified by the referee and both players.

The organization may exclude any participant who is dangerous for himself or for others.

When checking the equipment, the equipment must already have been checked and put in conformity by the owner.

If in doubt, do not hesitate to contact the organizers upstream to clarify any misunderstanding and avoid a disappointment on the equipment's checking day.

The simulators

The matches will be held with flexible steel simulators adapted to HEMA. The tip must be neutralized: curved or spatulate. In addition, it must be covered with **a rubber, plastic or leather piece in good condition** and secured with thick adhesive tape.

The additional tip helps cushion shocks by increasing the area of the tip of the weapon.

The simulator must be in good condition. The blade should be smooth: if you pass your finger along the blade, it should not cut or hang.

A simulator of excessive length or excessive weight may be refused. The length of the blade is from the point to the quillons.

Long sword simulator : blade up to 105 cm and weight up to 1.8 kg maximum.

Sword simulator with one hand and one side sword : blade up to 100 cm maximum and weight up to 1.2 kg maximum.

Rapier simulator : blade up to 115 cm and weight up to 1.4 kg.

The bucklers

The maximum diameter of the bucklers is 36 cm. The shape of the umbo must be rounded.

The protections

The bust

The bust must be protected by a jacket designed specifically for the HEMA.

"Gambisons" or other quilted clothing used in historical reconstruction / evocation are not recommended for safe practice. That's why they will not be allowed.

For women, it is advisable to wear a rigid breastplate under the jacket.

Jackets that are not thick enough should be completed with a rigid breastplate under the jacket. In addition, it is strongly recommended in this case to have reinforcements in sensitive areas.

The head

The head must be protected at least by a fencing mask with a level of protection "CEN level 1". It is **strongly recommended** to use a mask qualified "CEN level 2". The masks must be in good general condition and must not have a mark of visible fragility.

The entire back of the skull and the neck should be protected with a mask cover or equivalent rigid protection.

The throat must be specifically protected with a gorget if the jacket and the mask do not protect it sufficiently.

The mask must have a fastening system, usually at the forehead, preventing the grid from crashing into the face during a thrust.

The legs

The knees should be covered with a shock-absorbing protection on the front **and sides**.

It is strongly recommended to protect thighs and hips with padded trousers or padded skirts and shin guards.

Men must wear a shell, **women have pelvic protection**.

Hands

Hand injuries are the most common. Therefore, the gloves must be particularly strong, reinforced by semi-rigid protections as well as shock absorbing foam.

In addition fingertips (fingertips) made of plastic or leather are mandatory inside the fingers of the gloves.

In long swords, **it is strongly recommended to use mitons** rather than gloves.

In dagger and rapier, it is possible to use a little lighter gloves.

In Labat with cape, the glove under the cloak can not be lighter.

FFAMHE's recommendations on security:

<http://www.ffamhe.fr/recommendations-security-for-amt-practice/>

Frequently Asked Questions

Question 1 : "Does a valid hit during a safety measure interrupts the match? "

Yes, the referee must say "Halte" and describe the situation, for example valid hit, valid area but invalid safety measure.

Question 2 : "In which cases does the referee say " continuez"?"

The referee says "continuez" when there is nothing obvious, when he sees a touch, when there is a strike on the hand without it to be a substitution of surface, when the setting in the safety measure is not clear ... In short the referee often says continue or play.

Question 3 : "Is the exchange stopped if there is a valid hit from each player?"

Yes, the referee must say "Halte" and describe the situation, for example two valid hits on a valid surface , no points.

Question 4 : "Can an assault be won by a **takedown or** submission?"

No.

Question 5:"Can I win by pushing my opponent out of the fighting area?"

No.

Question 6 : "What happens when a player protects himself with a hand?"

This is surface substitution, the player who performs it receives a red or black card if done twice .

Question 7 : "Does a parry on the spot can be considered as a valid safety measure ?"

No, to be considered as doing a safety measure, a player have to be moving away form his opponent.