

## Format

Holmgång 2023 is a competition in HEMA. The competition has four disciplines: Longsword, Sabre, Sword & Buckler, and Rapier.

All disciplines are open for any and all competitors, with a maximum of 30 slots in Longsword, and 15 in Sabre, Sword & Buckler, and Rapier, respectively.

Each discipline will have a pool-stage and an eliminations-stage.

In the pool-stage the fencers will be split into pools, with a maximum size of 5 competitors per pool. In each pool all fencers will fence one match against each opponent within the pool in a round-robin manner.

After all the matches in the pool-stage have been concluded, the fencers will be ranked according to:

1. Number of wins
2. Total points difference (points gained - points gained by opponent)
3. Points gained
4. Points gained by opponent

In Longsword the top 16 fencers will advance to the eliminations-stage. In Sabre, Sword & Buckler, and Rapier, the top 8 fencers will advance to respective eliminations-stage.

The eliminations-stage consists of a seeded single-elimination bracket, including a third-place match. The final and third-place will consist of a best-of-three rounds match.

## Gear requirements

Before the first match in each pool-stage the fencers will undergo a mandatory gear check by the referees, in order to make sure all fencers have proper protective gear.

The tournament manager and referees reserve the right to re-check any fencer for the duration of the competition.

If a fencer does not meet the minimal gear requirements they are not allowed to compete.

Here follows the minimal gear requirement.

- Fencing mask, CEN-1 certified, min. 350N rated. Mustn't have concave dents in the mesh.
- Back of head protector.
- Separate throat protector with a hard plate.
- Fencing jacket, min. 350N rated.
- Gloves of proper protective level (depending on discipline).
- Fencing pants, min. 350N rated.
- Athletics cup. (optional for women)
- Hard joint protectors on elbows and knees.
- Shoes.

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Additionally:

- No bare skin is allowed.
- The equipment must fit well enough to protect as intended, as well as not be displaced too easily.
- The equipment must not be worn or broken to such a degree that its protective quality is questionable.

## Weapons

The competition will provide weapons for Longsword, Sabre, and Sword & Buckler. Each fencer in the Rapier discipline will have to provide their own weapon. The weapons in the Rapier discipline will be checked as a part of the gear check. The rapier's blade must be no longer than 115 cm, and the rapier must weigh between 750-1500 grams. As well as have well-fastened tip protection. The referees reserve the right to reject any Rapier that they do not see fit for safe fencing.

## The Match

Each match two fencers will compete against each other over several exchanges, until a score limit (cap) or time limit (time) is reached, after which the fencer with the most points is declared the winner. If both fencers have the same amount of points the match is a draw.

The match will take place on mats with an area of 7x5 m.

The match will be refereed by a head referee and an assistant referee. Both referees are equipped with flags, one for each fencer.

Before the match starts the fencers shall take their corners. The head referee shall make sure the fencers are ready to fence by calling "Fencer ready?!" to each fencer. After confirmation from both fencers the head referee shall ask the fencers to "Salute!", after which the first exchange may be started.

Each exchange starts by the head referee calling "Fence!" and ends when a referee calls "Break!". A referee calls "Break!" as soon as they perceive a scoring action, or an action which warrants a warning. Both the head and assistant referee can call "Break!".

After "Break!", both referees signal with their flags which scoring actions they perceived after which the head referee gives out points and warnings accordingly.

If the referees are not in exact agreement, they must confer. If after conferring, when they raise their flags for the second time, they are still not in agreement, the highest point values (1 or 2) awarded by either referee to each fencer count. The referees shall confer no longer than 5 seconds.

In order to score with a weapon action the hit must be made with the point or edge of the blade (or pommel or boss of the buckler, when applicable). There is no requirement on hardness of hits (and fencers are discouraged from using unnecessary force, dangerous behaviour will result in a warning), but blade-body contact that was clearly only a glancing touch performed with very little to no force, does not count as a scoring action.

All scoring actions from both fencers that finished before the end of the "Break!"-call (the k-sound) shall award points. Actions that started before but ended after "Break!" shall award no points.

If one fencer succeeds with several scoring actions, they shall receive points for the highest scoring action they performed.

The referee shall call "Break!" in a loud and short manner. (Like a snappy bark, not a drawn out breeeeeaaaakkkk...)

Scoring actions:

- Weapon actions:
  - Longsword
    - 2 Points is scored for:
      - Thrust to the torso, head, or neck.
      - Cuts to the head or neck
      - Slices to the head or neck
    - 1 point is scored for:
      - Thrusts to the arms, or legs
      - Cuts to the torso, arms, legs.
      - Slices to the torso, arms, or legs
      - Pommel strikes to the face or side of the head.
      - One-handed thrusts.
  - Sabre
    - 2 Points is scored for:
      - Thrust to the torso, head, or neck.
      - Cuts to the head or neck
      - Slices to the head or neck
    - 1 point is scored for:
      - Thrusts to the arms, or legs
      - Cuts to the torso, arms, or legs.
      - Slices to the torso, arms, or legs
  - Sword and buckler
    - 2 Points is scored for:
      - Thrust to the torso, head, or neck.
      - Cuts to the head or neck
      - Slices to the head or neck
    - 1 point is scored for:
      - Thrusts to the arms, or legs

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- Cuts to the torso, arms, or legs.
- Slices to the torso, arms, or legs
- Buckler strikes with the boss of the buckler to the face or side of the head.
- Rapier
  - 2 Points is scored for:
    - Thrust to the torso, head, or neck.
  - 1 point is scored for:
    - Thrusts to the arms, or legs
    - Cuts to the head, neck, torso, arms, or legs.
    - Slices to the head, neck, torso, arms, or legs
- Other scoring actions
  - Domination (1 points)

Any situation where one fencer controls the opponent's body in such a way that the opponent falls to the ground in a controlled manner, or could clearly be thrown to the ground by the fencer.

or  
Any situation where one fencer controls the opponent's body in such a way that the fencer could clearly strike the opponent without being parried or struck themselves.
  - Disarm (2 points)

Any situation where one fencer loses their weapon and is out of grappling distance.
  - Ring-out (1 point)

Any situation where one fencer no longer has both feet inside the fencing area.

If scoring weapon actions happened before or simultaneously as a dominance, disarm, or ring-out, ONLY the weapon actions shall be counted.

### Illegal actions, resulting in a Warning.

- Striking illegal target (cannot score)
  - Back of head
  - Spine
  - Back of joints
  - feet
  - Crotch-area
  - Palm(s) of the weapon-hand(s).
  - Pommel strikes to the top of the head.
- Fencing before "Fence!"
- Fencing after "Break!"
- (Sword and buckler) Striking with the rim of the buckler.
- Any technique applying force to joints against their range of motion
- Punching or kicking the opponent
- Pushing the opponent off the mat

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- Unsporting behaviour
- Dangerous behaviour
- Influencing the judges (e.g. tapping the spot you got hit).
- Not being ready to start the match on time.

## End of the match

When at least one fencer reaches 12 points or above the match is over.

If the match time reaches 3 minutes before the cap is reached, the referee calls out "Last Exchange!" indicating that the ongoing exchange (or the upcoming exchange if 3 minutes is reached in the short pause between exchanges) will be the last of the match.

The time starts when "Fence!" is called for the first exchange. The time does not stop in between exchanges, unless a referee calls for a time-out, which shall be done if the break between exchanges is expected to last for an unusually long time.

After the match the fencer with the most points is declared the winner. If both fencers finish the match with the same number of points the match is declared a draw. If the match is an elimination match, the match goes on until a fencer has more points than their opponent.

## Warnings

If a fencer receives a warning, they may be penalized, depending on the number of previous warnings received in the match.

- First warning: No penalty.
- Second warning: 1 Point deduction (score can not go below 0).
- Third warning: 3 points deduction (score can not go below 0).
- Fourth warning: Match loss 0-12.

If the illegal action is grievous, the referees may choose to directly move to match loss.

## Halting the match

The referees or the medic may at any point halt the match, in order to assess if a fencer may or may not continue the match due to injury or risk of injury.

The referees may also halt the match in order to re-check the gear of a fencer if they have reason to believe that it no longer meets the minimal requirements.

The fencer may at any point halt the match in order to withdraw from the match, resulting in a 0-12 Loss.

## Disqualification

At any time a referee may motion to the tournament manager to disqualify a fencer from the competition. The decision to disqualify a fencer is reserved by the tournament manager. The tournament manager is mandated to interview the fencer in question, the referee, and any relevant witness before deciding to disqualify the fencer.

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Any decision to disqualify a fencer must be founded in a belief that the continued presence of the fencer is harmful to the competition, fencers, staff, or audience.

If a fencer is disqualified they must leave the premises urgently.