



SOFT ARMORED FIGHTING *EUROPEAN FEDERATION*

Duel rules

- edition december 2022 -

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1. General rules

- 1.1. Duel categories for SAFE federation take place in hard square surface floor measuring 6 to 8 meters wide. A safety area of 2 meters around the fighting area is mandatory. Only referees and coaches can be in this zone.
- 1.2. The Referee team is composed for each fight zone :
 - 1 main referee
 - 4 side referee
 - 1 secretary
- 1.3. The main referee calls the two fighters to the fighting area and asks the next one to be ready. If a fighter is not ready for the fight in 1 minute after the call, the main referee will assessed the victory as 10-0 in each rounds for the fighter who is ready.
- 1.4. The main referee assess the readiness of the referee and the fighters.
- 1.5. The main referee starts the fight with the command "Allez".
- 1.6. The side referees supervise the course of the fight and the score of it. They also take notes of rules violations they see.
- 1.7. The main referee observes the general course of the fight and assesses the rules violations.
- 1.8. The secretary times the fight.
- 1.9. The main referee stops the fight with the command "Halte".
- 1.10. The main referee can use "freeze" as a command. In this case the fighter should stop the fight and stay in the same position until the referee resumes the fight. If the referee sees an illegal action during the stoppage of the fight, a penalty will be addressed. After a freeze, if no illegal action is declared, the fight will resume in the same position as when the action was stopped.
- 1.11. At the end of the round, each fighter return to their initial position.
- 1.12. All side referees in the list report to the main referee the score and any rule violations not declared during the fight. Based on the marshals' reports and personal observations, the main referee makes a decision about the result of the round and announces the result of the round.
- 1.13. The secretary takes notes of the results of the round in the tournament report and issues warnings.
- 1.14. At the end of the fight, the main referee announces the result of the fight.

2. Penalties

- 2.1. A fighter received one point penalties for the following:
 - A fall
 - Loss of the weapon.
 - Going out of the fighting area, the area is a surface. Both feet of the fighter have to be out of the area. The area demarcation is not part of the area.
 - Passive attitude
- 2.2. A verbal warning is issued for insignificant rules violations
- 2.3. A yellow card is an official warning register in the tournament protocol. A fighter might receive two yellow cards per nomination. A yellow card is issued in the following case:
 - A fighter performs an illegal action as listed in the ruleset
 - For a demonstration of poor sportsmanship, uses of derogatory behavior and language, offensive comments directed at team referee, opponents or spectators
 - A fighter ignoring the main referee order
 - Two verbal warning in the same fight
- 2.4. A red card is an official disqualification of the nomination register in the tournament protocol. A red card is issued in the following case:
 - A fighter received is second yellow card
 - A fighter injuring his opponent with an illegal technique
- 2.5. If a red card is awarded for a fighter, an automatic yellow card is given to the fighter for the other nominations of the tournament.

3. Prohibited technique

- 3.1. Thrust with the weapon
- 3.2. Any strike to an illegal zone (groin, feet, back of the neck)
- 3.3. Grabbing the opponent weapons with hand, locking of the weapon is not considered as grabbing
- 3.4. Strikes to a grounded or rising opponent
- 3.5. Kick with feet, knee or elbow, punch and headstrike
- 3.6. Strick with the pommel
- 3.7. Grappling/throwing technique
- 3.8. Strick with the edge of the buckler or shield to the head/torso

Everything not forbidden is allowed.

4. Point count

- 4.1. Points are awarded for an effective strike on the opponent
- 4.2. An effective strike is a strike done with the faible of the blade, with the cutting edge and with enough power to it.
- 4.3. Any strike that are parry by an offensive or defensive weapon is not an effective strike.
- 4.4. Strike to the head and torso award two points.
- 4.5. Any other strike award one point.

5. Fight regulations

- 5.1. The fight end when a fighter as two winnings rounds.
- 5.2. Each round last the time given in the table X.
- 5.3. the main referee announces the result after each round.
- 5.4. The rest period is half the round time.

6. Age category and fights time

Birth year (reference 2022-2023)	Category	Round time (seconds)
2017-2018-2019	3 – 5 years old	30
2015-2016	6 – 7 years old	30
2013-2014	8 – 9 years old	45
2011-2012	10 – 11 years old	45
2009-2010	12 – 13 years old	60
2007-2008	14 – 15 years old	60
2005-2006	16 – 17 years old	60
2004 to 1988	Senior	60
1987 and before	Veteran	60

- 6.1. A tournament took place in a specific age category
- 6.2. A fighter could not compete in an inferior age category
- 6.3. If possible a tournament must make gender category
- 6.4. If there is more than ten fighters in the same age category, the category can be divided in weight category
- 6.5. If weight category apply, a fighter could not compete in an inferior weight category
- 6.6. A category is composed of at least 5 fighters

7. Weapons category

Category	Sword	Sword and shield	Sword and buckler	longsword
3 – 5 years old		x		
6 – 7 years old	x	x		
8 – 9 years old 10 – 11 years old 12 – 13 years old	x	x	x	
14 – 15 years old	x	x	x	x
16 – 17 years old Senior Veteran	x	x	x	x

8. Weapons restriction

Category	Sword	shield	longsword
3 – 5 years old 6 – 7 years old	150g 60 cm	Micro shield	
8 – 9 years old 10 – 11 years old	250g 70cm	Adult	
12 – 13 years old	450g 80cm	Adult	
14 -15 years old 16 – 17 years old	450g 80cm	Adult	900g 120cm
Senior Veteran	750g 90 cm MEN 450g 80 cm WOMEN	Adult	1200g 120cm

9. Appeal

- 9.1. During a tournament the captain or vice-captain of a team can make an appeal of a decision.
- 9.2. You can appeal for the result of a round or a writing penalty.
- 9.3. A team has three appeal tokens per tournament. If the appeal does not succeed one token might be used.
- 9.4. An appeal should be made in writing form, describing the reason for it. it should be done in fifteen minutes after the end of the fight.
- 9.5. When the tournament secretary received an appeal, the head referee of the tournament gather referees to assess the situation.
- 9.6. The appeal must be judged on material evidence (in particular video).
- 9.7. The referees might discussed with both parties (captain and/or fighter).
- 9.8. The result of an appeal could be:
 - a. The cancellation of a round who should be fight again
 - b. The cancellation of a yellow/red card
 - c. The issue of a yellow/red card

10. Specific informations for tournament organisers

- 10.1. In case of a tournament with few fighters, change could be done in the nomination restriction defined in the "Age category and fights time" section with the approval of the SAFE Federation.
- 10.2. Experimental nominations can be added in any SAFE tournament. The organiser should provide the rules to the fighter at least one month before the tournament.