



SOFT ARMORED FIGHTING EUROPEAN FEDERATION

General Duel rules

- Edition April 2024 -

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1. Fighting conditions

1.1. Medical fitness

- 1.1.1. Fighters must meet the standard fitness requirements of combat sports.
- 1.1.2. These abilities must be verified by a doctor before competitions, unless it is a requirement during the fighter's affiliation with their national federation.
- 1.1.3. Team captains are responsible for ensuring the medical fitness of their fighters.

1.2. Fair Play and Protocol

- 1.2.1. Fighters, seconds, captains, representatives of national federations, and anyone present at the tournament must demonstrate perfect courtesy, total respect, and the best sportsmanship towards their opponents, officials, coaches, and everyone present at the tournament.
- 1.2.2. Fighters must salute each other from a distance at the beginning of the match as requested by the referee.
- 1.2.3. Fighters must salute after the referee announces the decision.
- 1.2.4. Any behavior that violates the above rules committed by a fighter or one of their representatives during a fight is immediately penalized as a foul (see Section II.4 Sanctions) and may result in the disqualification of the fighters.
- 1.2.5. Any behavior that violates the above rules committed by a fighter, second, captain, representative of a national federation, or generally by anyone present at the tournament outside of a fight can be immediately penalized as a major foul affecting the entire team to which they are attached (see Section II.4 Sanctions).
- 1.2.6. Any behavior that violates the above rules may be referred to the disciplinary committees of the Soft Armored Fighting European Federation (See Disciplinary Regulations).

1.3. Ethics and Deontology Charters

- 1.3.1. Members of SAFEF, regardless of their level of responsibility or commitment, must strive to practice their activities by referring to the values of SAFEF's Ethics and Deontology Charters.
- 1.3.2. The values of the Ethics and Deontology Charters must be defined, disseminated, and defended by all fighters, clubs, and institutions of SAFEF.
- 1.3.3. Representatives of national federations are responsible for ensuring compliance with these charters for fighters from their country.
- 1.3.4. Any behavior that violates the values of the Ethics and Deontology Charters committed by a fighter or one of their representatives during a fight is immediately penalized as a foul (see Section II.4 Sanctions) and may result in the disqualification of the combatant.
- 1.3.5. Any behavior that violates the values of the Ethics and Deontology Charters committed by a combatant, second, captain, representative of a national federation, or generally by anyone present at the tournament outside of a fight can be immediately penalized as a major foul affecting the entire team to which they are attached (see Section II.4 Sanctions).
- 1.3.6. Any behavior that violates the values of the Ethics and Deontology Charters may be referred to the disciplinary committees of the Soft Armored Fighting European Federation (See Disciplinary Regulations).

1.4. The fighters categories

- 1.4.1. Fighters are divided according to the following age categories:

Birth year (reference 2023-2024)	Category	Birth year (reference 2023-2024)	Category
2018-2019-2020	3 – 5 years old	2006-2007	16 – 17 years old
2016-2017	6 – 7 years old	1999 to 2005	Senior 1
2014-2015	8 – 9 years old	1989 to 1998	Senior 2
2012-2013	10 – 11 years old	1979 to 1988	Veteran 1
2010-2011	12 – 13 years old	1978 and before	Veteran 2
2008-2009	14 – 15 years old		

- 1.4.2. A fighter could not compete in an inferior age category. A fighter could compete in a superior age category.
- 1.4.3. If possible, fighters should be divided according to their gender.
- 1.4.4. If more than ten fighters are in the same age category, the category can be divided into a weight category.
- 1.4.5. There are no fixed values to divide a group into a weight category. These values are called floating. Thus, the group will be divided into subgroups of equal sizes by bringing the fighters' weights as close as possible.
- 1.4.6. If the weight category applies, a fighter could not compete in an inferior or superior weight category.
- 1.4.7. A category is composed of at least 3 fighters. If a category consists of fewer than 3 fighters, then category mergers can be made.

1.5. The weapon categories

1.5.1. Fighters can compete in weapon categories depending on their age group according to the following table:

Category	Sword	Sword & Shield	Sword & Buckler	Longsword	Saber	Saber & Buckler	Proflight light
3 - 5 years old		X					
6 - 7 years old	X	X					
8 - 9 years old	X	X	X				
10 - 11 years old	X	X	X				
12 - 13 years old	X	X	X		X	X	
14 - 15 years old	X	X	X		X	X	
16 - 17 years old		X	X	X	X	X	
Senior		X	X	X	X	X	X
Veteran		X	X	X	X	X	X

1.6. Weapon Restrictions

1.6.1. Weapons and shields must adhere to the standards set by the Soft Armored Fighting European Federation (see document 'SAFEF - Equipment Standard').

1.6.2. For fairness among fighters, the organizer may impose the equipment used during the competition they are organizing, as long as this equipment is in compliance with the standards.

1.6.3. The size of weapons and shields depends on the age category of the fighters, as shown in the following table:

Category	Sword	Shield	Longsword	Saber
3 - 5 years old	Extra Small (XS)	Small (S)		
6 - 7 years old	Extra Small (XS)	Small (S)		
8 – 9 years old	Small (S)	Large (L)		
10 – 11 years old	Small (S)	Large (L)		
12 – 13 years old	Medium (M)	Large (L)		Small (S)
14 – 15 years old	Medium (M)	Large (L)		Small (S)
16 – 17 years old	Medium (M)	Large (L)	Extra Large (XL)	Small (S)
Senior	men: Large (L) women: Medium (M)	Large (L)	men: Extra Extra Large (XXL) women: Extra Large (XL)	Large (L)
Veteran	men: Large (L) women: Medium (M)	Large (L)	men: Extra Extra Large (XXL) women: Extra Large (XL)	Large (L)

1.7. The Fighters' Attire

1.7.1. The regulated attire for fighters consists of:

- ❖ Shorts, pants, or a skirt
- ❖ Sports shoes without hard shell
- ❖ Short or long-sleeved T-shirt

1.7.2. National-colored outfits are allowed.

1.7.3. Outfits with advertisements are allowed.

1.7.4. Outfits with symbols or texts that are discriminatory, religious, or military are strictly prohibited.

1.7.5. Wearing jewelry (piercings, bracelets, rings, necklaces, etc.) is prohibited.

1.7.6. Incomplete or non-regulation attire results in the disqualification of the fighter.

2. Refereeing and Judgment.

2.1. Referee Duties

- 2.1.1. The referee's primary duty is to protect and ensure the health of the fighters throughout the entire fight.
- 2.1.2. The referee must:
 - ❖ Ensure that the rules and fair play are strictly observed.
 - ❖ Maintain control of the fight throughout the opposition.
 - ❖ Ensure the physical and moral integrity of the fighters.
- 2.1.3. The referee must recuse themselves and not officiate in a fight for which they have a conflict of interest, such as but not limited to: a fight involving their spouse, child, or family member.

2.2. Refereeing Panel

- 2.2.1. The refereeing panel consists of the central referees of the competition and is presided over by the chief referee of the competition.
- 2.2.2. The first duty of the refereeing panel is to ensure the impartiality and equality of refereeing and referees in the competition.
- 2.2.3. The second duty of the refereeing panel is to manage appeals (see Section 2.6 Appeals) and make decisions in response to them.
- 2.2.4. During an appeal on a fight zone, the relevant central referee is temporarily removed from the refereeing panel and will be reinstated as soon as the appeal has been addressed.
- 2.2.5. The refereeing panel does not need to convene in its entirety to manage appeals. The chief referee (acting chief referee if applicable) can handle an appeal alone.

2.3. Referee Commands

- 2.3.1. The central referee uses the following four commands to direct the fight they are officiating.
- 2.3.1.1. **“En Garde”**: Fighters must be ready to engage on their initial line. (See Appendix 2.)
- 2.3.1.2. **“Prêt ?”**: The central referee asks each fighter. Without a negative response, the referee can then start the fight.(See Appendix 2.)
- 2.3.1.3. **“Allez !”**: The central referee starts the fight.(See Appendix 2.)
- 2.3.1.4. **“Halte !”**: The central referee stops the fight. They may stop the fight to:
- ❖ end the fight at the expiration of time
 - ❖ issue a penalty, a warning, a sanction, or a disqualification.
 - ❖ Manage any other issue that may arise during a fight.
- For the resumption of the fight after a "Halte !", the use of "En Garde" is not mandatory.

2.4. Sanctions

- 2.4.1. The severity of infractions and thus the choice of sanction are at the discretion of the referee.
- 2.4.2. The central referee can signal and penalize infractions committed by a fighter in seven ways:
- 2.4.2.1. **Observation/Advice:**
The referee makes an observation to provide advice to one or both fighters to prevent potential infractions, improve their point counting, etc. The observation cannot stop the fight. It can be made during a pause in the fight caused by another reason.
- 2.4.2.2. **Penalty:**
The referee can award a penalty point to a fighter for:
- ❖ A non-foul-related fall
 - ❖ Loss of weapon
 - ❖ Exiting the fight zone. The area is a surface: if one of the fighter's feet is outside the fight zone and the other is not in contact with the fight zone, then the fighter is "out of the fight zone." The area demarcation is not part of the area.
 - ❖ Passive behavior.

2.4.2.3. Oral Warning:

Paragraph 1. The referee issues an oral warning for a minor (non-dangerous) infraction.

Paragraph 2. The referee can stop the fight to issue an oral warning.

Paragraph 3. This warning is attached to the fighter only for the duration of the fight in which it was given.

2.4.2.4. Written Warning:

Paragraph 1. The referee issues a written warning for a minor (non-dangerous) infraction when an oral warning has already been given in the current fight, regardless of whether the two infractions are identical or not. (See Appendix 1.)

Paragraph 2. This warning is attached to the fighter for the remainder of the current category..

2.4.2.5. Yellow Card:

Paragraph 1. The referee issues a yellow card for a minor (non-dangerous) infraction when a written warning has already been given in the current category, regardless of whether the previous infractions are identical or not. (See Appendix 1.)

Paragraph 2. The referee can also directly issue a yellow card for a major infraction that does not result in the opponent's forfeiture or minor disrespect towards an official during the fight. (See Appendix 1.)

Paragraph 3. The yellow card disqualifies the fighter from its fight, and he loses with a score of 10-0 for each round of the fight.

Paragraph 4. The yellow card is attached to the fighter until the end of the competition.

Paragraph 5. The yellow card must not be purely verbal. A yellow card must be given by showing a yellow paper or cardboard rectangle and must be visible to both fighters, both seconds, and the scorekeeping table.

2.4.2.6. Red Card:

Paragraph 1. The referee issues a red card for a minor (non-dangerous) infraction when a yellow card has already been given in the current category, regardless of whether the previous infractions are identical or not. (See Appendix 1.)

Paragraph 2. The referee issues a red card for a minor (non-dangerous) infraction when a yellow card has already been given in a previous category and when an oral warning has already been given in the current fight, regardless of whether the previous infractions are identical or not. (See Appendix 1.)

Paragraph 3. The referee can also directly issue a red card for a major infraction resulting in the opponent's forfeiture or major disrespect towards an official during the fight. (See Appendix 1.)

Paragraph 4. The red card immediately disqualifies the fighter from the entire fighting category. He loses all past and future fights with a score of 10-0 for each round of each fight in the category.

Paragraph 5. The red card is attached to the fighter until the end of the competition.

Paragraph 6. The red card must not be purely verbal. A red card must be given by showing a red paper or cardboard rectangle and must be visible to both fighters, both seconds, and the scorekeeping table.

Paragraph 7. The red card may lead to a referral to the disciplinary board after the competition at the request of the organizer or chief referee.

2.4.2.7. **Black Card:**

Paragraph 1. The referee issues a black card for a minor (non-dangerous) infraction when a red card has already been given in a previous category and when an oral warning has already been given in the current fight, regardless of whether the previous infractions are identical or not. (See Appendix 1.)

Paragraph 2. The black card immediately disqualifies the fighter from the entire competition. He loses all fights in all weapon categories, past or future, with a score of 10-0 for each round of each fight.

Paragraph 3. The black card must not be purely verbal. A black card must be given by showing a black paper or cardboard rectangle and must be visible to both fighters, both seconds, and the scorekeeping table.

Paragraph 4. If a medal ceremony has already taken place, the medals must be returned to the officials, and the podiums must be recalculated.

Paragraph 5. The black card automatically triggers a referral to the disciplinary board after the competition.

- 2.4.3. A minor infraction is a violation of the current regulations that poses no danger to the opponent and is deemed unintentional by the referees.
- 2.4.4. A major infraction is a violation of the current regulations that is considered dangerous or deemed intentional by the referees.
- 2.4.5. The minor or major nature of a lack of respect towards an official is at the discretion of the official, subject to validation by the chief referee.
- 2.4.6. The central referee may enlist the help of seconds or captains to better explain the sanction imposed on the fighters.
- 2.4.7. The central referee can signal and penalize infractions committed by a second, affecting their fighter according to the previously presented sanctions. If the second is the captain or vice-captain of their team, the team may be penalized according to point 2.4.8.

- 2.4.8. A central referee can penalize the entire team with a team yellow card if one of its members, fighters, representatives, captains, supporters, or any other person associated with the team commits an infraction during or outside a fight.

This infraction may include, but is not limited to:

- ❖ Disrespect towards a fighter,
- ❖ Disrespect towards an official,
- ❖ Disrespect towards anyone present at the competition,
- ❖ Recurrence of behavior that has already been warned by an official or referee.

The team yellow card is equivalent to each attached fighter receiving an individual yellow card. It operates exactly like an individual yellow card. If this team yellow card accumulates with an individual yellow card already received by a fighter, then a red card is automatically, immediately, and directly imposed on the fighter with the same previously explained sanctions. (see Appendix 1.)

When a team yellow card is issued, a halt must occur on all fight zones to check the impacted fighters and apply the applicable sanctions if any of the team's fighters are currently in a fight.

2.5. The Result of a fight

2.5.1. A round and/or fight can end at the time limit or before it. The referee announces the result of the round and/or fight under the following circumstances:

2.5.1.1. **End of round/fight at the time limit:**

If the end of the round/fight occurs at the time limit, the referee places the fighters back on their initial line and requests the count from each pair of assessors. The fighter who has scored the most points (according to the specific technical regulations of the relevant weapon category) wins the round/fight. If both fighters have scored the same number of points, the round is considered a draw. A group phase fight may be considered a draw if the two fighters fail to distinguish themselves; a final phase fight cannot be declared a draw, and the fighters must be separated according to the specific regulations of the weapon category.

2.5.1.2. **Disqualification:**

If the end of the fight is due to the disqualification of a fighter following a yellow, red, or black card sanction, then the opponent wins the fight with a score of 10-0 for each round.

2.5.1.3. **Withdrawal:**

If the end of the fight is due to a request for withdrawal by the fighter himself or by his second, then the opponent wins the fight with a score of 10-0 for each round."

2.5.1.4. **Forfeits:**

If a fighter forfeits while the weapon category has already begun, then all their fights are won by their opponents with a score of 10-0 for each round.

2.5.1.5. **Referee Stoppage:**

If a fighter does not return to the fight within one minute after a minor injury resulting from regular blows, a non-foul-related fall, etc., then the opponent wins the fight with a score of 10-0 for each round.

This time limit is extended to 3 minutes for fighters under 12 years old (not inclusive).

2.5.1.6. **Doctor's Decision:**

The competition's doctor may decide to stop a fight if he believes that one of the fighters no longer has the physical capacity to continue.

If the injury is due to regular blows, then the opponent wins the fight with a score of 10-0 for each round.

If the injury is due to a foul by the opponent, then the opponent will be penalized with a red card.

2.6. Appeals

- 2.6.1. Team captain receives 3 appeal cards at the beginning of the tournament. If the appeal does not succeed one token might be used.
- 2.6.2. The captain or vice-captain of a team can appeal a decision.
- 2.6.3. An appeal should be made in writing form, describing the reason for it, no later than ten minutes after the end of the fight.
- 2.6.4. When the tournament secretary receives an appeal, the chief referee of the competition calls upon the arbitration panel to judge the appeal.
- 2.6.5. The appeal must be judged on material evidence (in the particular video). The material should be given by the team captain or vice-captain.
- 2.6.6. The video must show the entirety of the relevant round; if this is not the case, the appeal will be deemed invalid.
- 2.6.7. It is possible to make an appeal for three reasons. An appeal cannot be subject to a new appeal for the same reason in the same round until the moment judged.
 - 2.6.7.1. **Appeal of a sanction decision (written warning or higher):**
The arbitration panel judges the action for which the sanction was imposed and then reviews all previous actions of the same round to ensure that all previous actions have been seen and judged. Thus, the sanction can be canceled, reduced, maintained, or strengthened based on the actions judged by the arbitration panel. The token will only be returned if the sanction is canceled or reduced. If the sanction is maintained or strengthened, the token will not be returned.
 - 2.6.7.2. **Appeal for a sanction request:**
The arbitration panel judges the action for which the sanction was imposed and then reviews all previous actions of the same round to ensure that all previous actions have been seen and judged. Thus, a sanction can be added for the studied action. The token will only be returned only if a sanction is indeed given for the studied action.
 - 2.6.7.3. **Appeal of a score:**
To appeal a score, the filing captain or vice-captain must provide the exact score they believe is correct. The arbitration panel will recount the points of the relevant round and provide the found score. If the score given by the appeal is accurate within 3 points, then the appeal may be considered valid. If the difference is greater, the appeal will not be considered valid, and the token will not be returned.

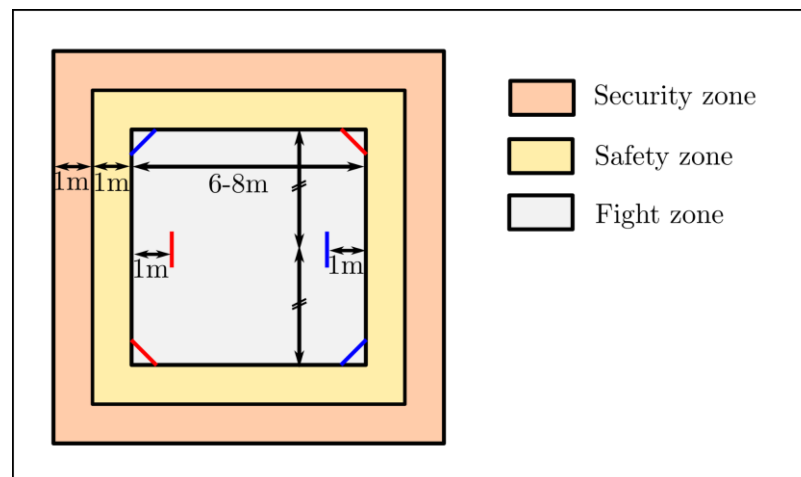
- 2.6.8. On request of the arbitration panel handling the appeal, both parties may be heard.
- 2.6.9. The result of an appeal will be communicated to both parties through the captain or vice-captain."

3. Tournament Organization.

3.1. The Official Fighting Space

- 3.1.1. Duel fights take place in a squared fight zone with sides ranging between 6 and 8 meters.
- 3.1.2. The fight zone must be clearly and visibly marked on the ground (e.g., colored tape) (see diagram in 3.1.11).
- 3.1.3. The fighters' initial lines must be clearly and visibly marked on the ground (e.g. colored tape). They can be in both colors of the fighters (red and blue). (see diagram in 3.1.11).
- 3.1.4. Lines in the corners can be added to help assessors remember which color the fighter they are counting is. (see diagram in 3.1.11).
- 3.1.5. A safety zone of 1 meter around the fight zone is mandatory. (see diagram in 3.1.11).
- 3.1.6. A security zone of 1 meter around the safety zone is mandatory. (see diagram in 3.1.11).
- 3.1.7. During the fight, only referees and assessors are allowed in the safety zone; seconds must be in the security zone.
- 3.1.8. Seconds can enter the safety zone during breaks between rounds or at the request of the central referee.
- 3.1.9. The floor of the fight zone must be level and free of irregularities.
- 3.1.10. The fight zone, safety zone, and security zone can (must, in the case of Profight Light) be padded.

3.1.11. Diagram of the fight zone:



3.2. Officials

3.2.1. Officials are all individuals, whether volunteers or not, who organize the competition.

3.2.2. The following officials are mandatory to organize a competition:

3.2.2.1. **Chief Referee:**

The Chief Referee is the reference referee of the competition.

He is responsible for managing the central referees and assessors of the competition.

He oversees the weighing of the fighters if applicable.

He presides over the arbitration panel and makes decisions if the arbitration panel fails to reach a majority decision.

If possible, he does not participate in the arbitration of the competition. If the number of central referees is insufficient, he may take on this role. However, if an appeal occurs on his fight zone, he cannot participate in judging it. An interim president must be chosen from among the central referees.

3.2.2.2. **Central Referee:**

The central referee manages his fight zone. He is responsible for managing his assessors (diagonals) and ensures their impartiality.

He calls the fighters before the fight. He controls the fight to ensure the complete safety of the fighters. He enforces the rules and fair play of the fighters in his fight zone. He can penalize the fighters if they do not adhere to them. At the end of the fight, he asks his assessors for the results obtained and announces the final result to the fighters.

One central referee is required per fight zone used.

3.2.2.3. Assessor:

The assessor counts the points **received** by the fighter assigned to him by the central referee. (See Appendix 2.)

There are four assessors in a fight zone, except for the Saber and the Saber and Buckler categories where only two assessors are used. Another exception may be made for the super-mini and mini-poussin categories where only two assessors may be sufficient.

Assessors are paired to count a fighter and arranged diagonally. If an assessor is an apprentice, then his partner must be a sworn assessor.

At the end of a round, the central referee brings them together to compare their scores and agree on a final score.

Between two rounds, the assessor can also inform the central referee of a foul committed by one of the fighters.

The assessor can raise both arms in a cross (see Appendix 2.) if he sees a major and dangerous foul to alert the central referee. He raises them for 5 seconds. If, at the end of this period, the central referee has not stopped the fight, then he considers the action as valid.

3.2.2.4. Chief Secretary:

The chief secretary is responsible for the complete organization of the fights and fight zones.

He prepares the match sheets, creates the pools, and calculates the final phases.

He can distribute the fights in the fight zones.

He collects the weights of the fighters during the weigh-in if applicable under the supervision of the Chief Referee.

3.2.2.5. Secretary:

In each fight zone, a secretary must be present to manage the scoring table. He is responsible for recording the results of the fights and written sanctions if applicable.

He can help the central referee manage the order of the fights and provide him with the names of the next fighters.

He collects written appeals and then forwards them to the Chief Referee of the competition.

3.2.2.6. Timer:

In each fight zone, the timer takes charge of managing the combat time. The role of the timer can be performed by the secretary of the combat zone.

At 10 seconds from the end of a round, he raises his closed fist to warn the central referee and shouts "10 seconds." (see Appendix 2.)

At 5 seconds from the end of a round, he starts counting down with his fingers for the remaining seconds.

At the end of the time, he shouts "TIME" to announce to the central referee the end of the time.

3.2.2.7. Doctor:

A doctor must be present at the competition. The role of the competition doctor can be taken on by a doctor or anyone else with first aid skills (for example, but not limited to: firefighter, nurse, first aider).

He takes care of first aid and calls emergency services if necessary.

He can also intervene during a fight if he considers that a fighter is no longer physically able to continue fighting. The opinion of the doctor may be requested by the central referee if it seems to him that a fighter is no longer able to finish the fight.

- 3.2.3. The list of sworn chief and central referees must be displayed and visible to all competition participants either digitally before the competition or on paper during the competition.
- 3.2.4. The name(s) of the competition doctor(s) and their expertise (firefighter, nurse, doctor, etc.) must be displayed and visible to all competition participants either digitally before the competition or on paper during the competition.

3.3. Representatives of the Fighters

- 3.3.1. Each team must have a captain and a vice-captain. The latter is not mandatory if the team is small (up to 4 fighters).
- 3.3.2. The captain (and vice-captain if applicable) is responsible for their team from a technical as well as ethical, deontological, and fair-play standpoint.
- 3.3.3. The captain (and vice-captain if applicable) can be a fighter.
- 3.3.4. The captain (and vice-captain if applicable) can appeal an arbitral decision within 10 minutes after the relevant fight (See Section 2.6 Appeals).
- 3.3.5. The captain (and vice-captain if applicable) designates the seconds who will accompany the fighters during their fights.
- 3.3.6. A second can be the captain, a vice-captain, a fighter, or another person associated with the fighter's team.
- 3.3.7. The second is responsible for monitoring the fighter during the fight and can concede defeat on behalf of the fighter if he believes the fighter is no longer physically capable of continuing. If he believes a fighter's integrity is at stake, the central referee may stop the match to seek the second's opinion on the fighter's ability to continue.
- 3.3.8. A fighter must be accompanied by a second when entering the fight zone. This rule may not be followed if the team is small or if the team is very large.

- 3.3.9. The second must remain in the security zone (see Section 3.1). They are not allowed to enter the fight zone, even between rounds.
- 3.3.10. The second must not impede the smooth progress of the fight by obstructing the movement of referees and fighters or hindering the clear understanding of referee instructions (disruptive shouts, use of disruptive sound devices, etc.), under penalty of sanction against the fighter.
- 3.3.11. Under no circumstances does the second have the right to address a referee or assessor unless given permission, under penalty of sanction against their fighter.
- 3.3.12. The second can film the fight but cannot lodge an appeal. They will need to approach their team captain unless they are also the captain (or vice-captain if applicable).

3.4. Organization of Fights in an Age Category

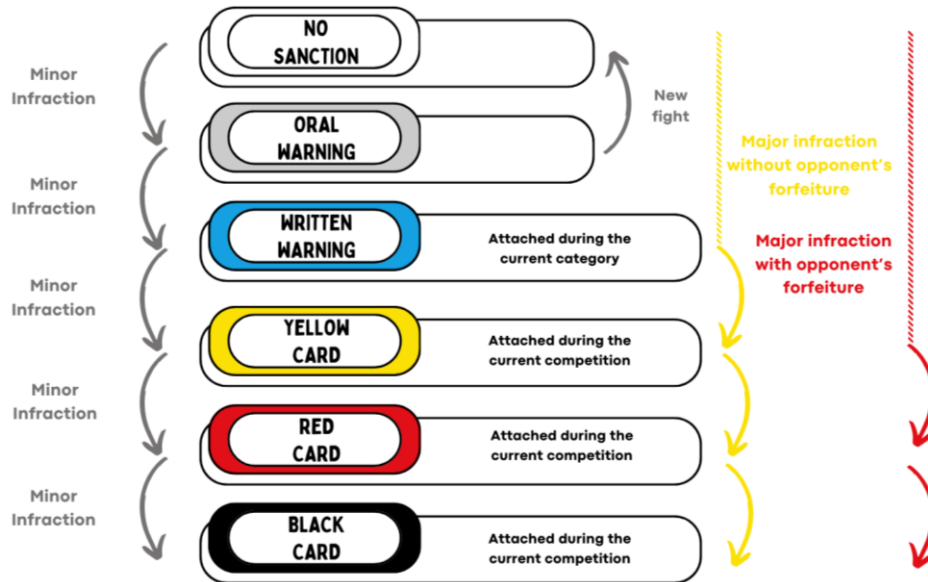
- 3.4.1. An age category with groups consists of two phases: the group phases and the final phases.
- 3.4.2. A group consists of a maximum of 5 fighters.
- 3.4.3. The number of fighters advancing from the group phases is decided by the organizers based on the total number of fighters and the time available.
- 3.4.4. Within a group, fighters are ranked according to the following criteria and in this order of priority:
 - 1. Number of points earned
 - a. A victory earns 2 points.
 - b. A draw earns 1 point.
 - c. A defeat earns 0 points.
 - 2. Number of victories
 - 3. Total score (number of points scored during the fights)
 - 4. Result of the match between two fighters to be determined.
- 3.4.5. If necessary, tiebreaker matches may be added to determine which fighters will advance from the groups.
- 3.4.6. The final phases should determine the top 3 fighters in the category.
- 3.4.7. The final phases are elimination fights, with the exception of the semi-finals, which determine the final and the consolation final of the category.

3.5. Specific information for tournament organizers.

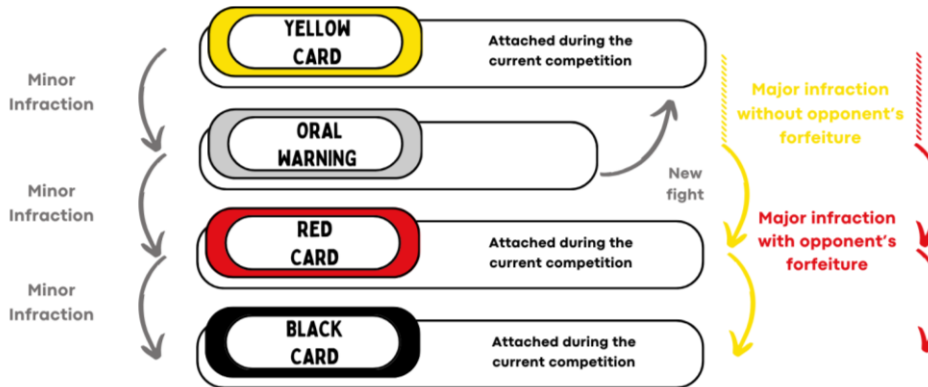
- 3.5.1. In the case of a tournament with few fighters, modifications can be made to the rules in Section 1.4 The Fighter Categories with the approval of the Soft Armored Fighting European Federation.
- 3.5.2. Experimental nominations can be added to any SAFE tournament. The organizer should provide the rules to the fighter at least one month before the tournament.
- 3.5.3. Tournament regulations should be announced one month before the tournament and should be in accordance with the provisions of the International Olympic Committee.

APPENDIX 1. - The order of sanctions

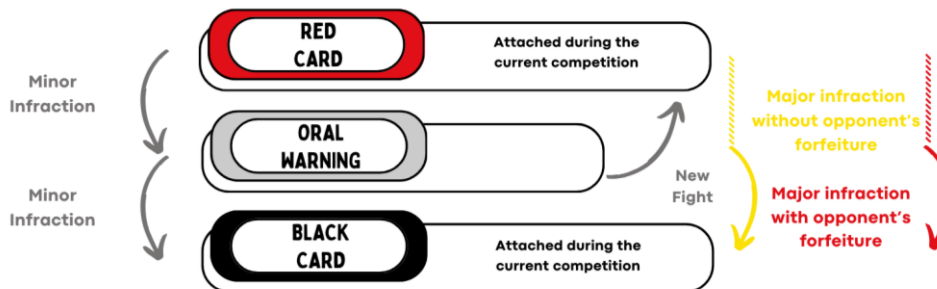
CASE 1: STARTING CATEGORY WITH NO CARDS (YELLOW, RED, BLACK)



CASE 2: STARTING CATEGORY WITH A YELLOW CARD






CASE 3: STARTING A CATEGORY WITH A RED CARD



APPENDIX 2. - Arbitral Gestures


Before the fight:

 A man in a white zip-up jacket with a logo on the chest and dark trousers. He is standing with his arms extended horizontally to the left and right, palms facing forward.	<p>The central referee indicates to the assessors which fighter they should monitor.</p> <p>1- The referee directs their arms toward the relevant assessors.</p> <p>2- Then directs their arms toward the fighter.</p>
 A man in a white zip-up jacket with a logo on the chest and dark trousers. He is standing with his right arm raised vertically, palm facing forward, and his left arm extended horizontally to the right, palm facing forward.	<p>The assessors respond:</p> <ul style="list-style-type: none">- by raising one arm straight up vertically- by pointing with the other arm to the designated fighter.

	<p>The timekeeper indicates readiness:</p> <ul style="list-style-type: none">- by raising the hand upon the referee's call.
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Starting the fight procedure, by the central referee:

	<p>“En garde”</p> <p>Arms along the body, forearms at a 90° angle in the transverse axis, palms facing downwards.</p> <p>Indicates to the fighters to get ready to start the fight.</p>
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	<p>“Prêt ?”</p> <p>Arms along the body, forearms at a 90° angle in the transverse axis, palms facing forwards.</p> <p>The referee visually checks that both fighters are in position.</p>
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“Allez !”

Arms along the body, hands quickly approach in the sagittal axis.

The fighters can leave their lines and engage the fight.

During the fight, an assessor can attract the attention of the central referee:



By raising both arms with hands above the head.

To signal the end of the fight, the timekeeper performs a countdown:

	<p>10 seconds before the end of the time:</p> <p>The timekeeper raises the arm, the hand closed.</p>
	<p>From 5 seconds before the end of the time:</p> <p>The timekeeper counts down the time by closing the fingers one by one, each second.</p>
	<p>At the end of the time:</p> <p>The timekeeper has a closed fist, arm extended upward.</p>