



# SOFT ARMORED FIGHTING EUROPEAN FEDERATION

## Specific rules

# SABER

- Edition April 2024 -

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## 1. Equipement

1.1. Fighters are equipped with a saber according to their size as defined in Section 1.6 of the General Duel Rules.

1.2. Fighters can/must wear the following equipment:

	< 18 years old	≥ 18 years old
Helmet	<b>mandatory</b>	<b>mandatory</b>
Gorget	<b>mandatory</b>	<b>mandatory</b>
Groin protection	<b>mandatory</b>	<b>mandatory</b>
Pelvic protection	<b>mandatory</b>	<b>mandatory</b>
Glove for weapon hand(s)	<b>mandatory</b>	<b>mandatory</b>
Chest protection	<b>mandatory</b>	<b>mandatory</b>
Arm protection for weapon arm(s)	optional	optional
Leg protection	optional	optional
Knee protection	optional	optional
Elbow protection	optional	optional
Back protection	optional	optional
Foot protection	optional	optional

1.3. Protective gear must not have any hard parts except for the helmet, groin and pelvic protections.

## 2. Fight regulations

- 2.1. The saber is played with a stop-hit.
- 2.2. The fight ends when a fighter has scored at least 10 points with more points than the opponent or when the time of one minute has passed.
- 2.3. The fighter with more points wins the fight.
- 2.4. During the group phases, if none of the fighters have more points than the other at the end of the fight, the draw is declared.
- 2.5. Reminder : for the ranking in the group stage fights:
  - ❖ A victory – 2 points,
  - ❖ A draw – 1 point,
  - ❖ A defeat – 0 points.
- 2.6. During the final phases, if none of the fighters have more points than the other at the end of the fight, a golden point is declared.
- 2.7. During the golden point, if two strikes are simultaneous, the count points are compared, if they are equal, a new golden point is declared, else the fighter who wins the higher number of points wins the fight.
- 2.8. A video review, filmed by a member of the organization or the officiating team, can be used by the referee to assist in making a decision.

### 3. Allowed techniques

- 3.1. Any unauthorized technique is considered prohibited.
- 3.2. The following techniques are allowed:
  - 3.2.1. Striking with the saber blade.
  - 3.2.2. Thrust with the saber.

### 4. Prohibited techniques

- 4.1. Any unauthorized technique is considered prohibited.
- 4.2. All the following techniques, but not limited to, are prohibited:
  - 4.2.1. Any strike to an illegal zone (groin, feet, back of the neck, throat, intérieur des articulations).
  - 4.2.2. Strikes with the pommel.
  - 4.2.3. Strikes to a grounded or rising opponent.
  - 4.2.4. Kicking with feet or knee, hitting with the elbow, punches, and head strikes.
  - 4.2.5. Grappling/throwing technique.
  - 4.2.6. Grabbing the opponent's weapon and shield, body, clothes or equipment.
  - 4.2.7. Locking the opponent's weapon and shield, body, clothes or equipment.
  - 4.2.8. Clinch techniques.
  - 4.2.9. Unsportsmanlike conduct: any action against the spirit of the game or denying opponents a fair chance, without necessarily breaking a rule.

## 5. Point count

- 5.1. Points are awarded for an effective strike on the opponent.
- 5.2. An effective strike is a strike done with the foible of the blade, with the cutting edge, or the tip and with enough power to it.
- 5.3. The cutting edge is defined by the convex part of the blade.
- 5.4. The foible of the blade is defined as the half of the saber closest to the tip.
- 5.5. Any strike that is parried by a saber is not an effective strike.
- 5.6. Strike to the head, torso and side of the neck award two points.
- 5.7. Strike to another legal part of the body awards one point.
- 5.8. Thrust to the head and torso award three points.
- 5.9. Thrust to another legal part of the body awards two points.
- 5.10. The assessors indicate the hits and points scored with pointed fingers on the side of the fighter who won them.