



SOFT ARMORED FIGHTING EUROPEAN FEDERATION

Material Standards

– Edition December 2025 –

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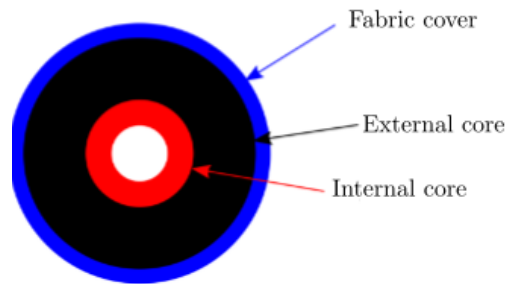
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1. Offensive Simulators

1.1. General Rules

1.1.1. An offensive simulator is composed of several elements (see diagram below):

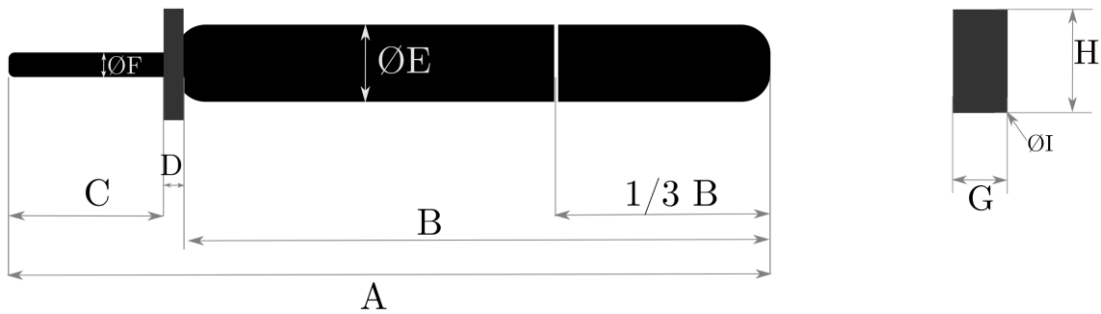
Cross-Section of the Blade



- 1.1.1.1. The internal core made of rigid material consisting of round bar(s) with a diameter of 20 or 25 mm, made of solid or hollow plastic with a minimum wall thickness of 2.8 mm (Ø20) or 3.5 mm (Ø25).
- 1.1.1.2. The handle made of the same material as the internal core. Rubber can be added to the handle to make it thicker and/or less round. The handle can be covered with a different material for better grip, such as (but not limited to): tape, hockey tape, tennis or badminton racket grip, cord.
- 1.1.2. The blade consisting of two parts:
- The external core made of soft material such as foam with a minimum density of 26 kg/m³. The minimum thickness of the external core depends on the size of the sword and will be detailed later.
 - The fabric cover wrapped around the core, made of strong and reinforced material. The cover can be entirely black or display the striking edge of the simulator in color (recommended). For competitions, red and blue are preferred to assist judges.
- 1.1.2.1. The guard (not mandatory on all simulators) made of rectangular rubber with edges that can be rounded.
- 1.1.3. An offensive simulator must not have any hard parts.

1.2. Swords

1.2.1. One-handed swords must conform to the following diagram:



1.2.1.1. One-handed swords must meet the following dimensions:

Size	A	B	C	ØE	ØF (without grip)
XS	60 cm ± 2 cm	50 cm ± 2 cm	10 cm ± 1 cm	min 40 mm	20 mm
S	70 cm ± 2 cm	60 cm ± 2 cm	10 cm ± 1 cm	min 50 mm	20 mm
M	80 cm ± 2 cm	67 cm ± 2 cm	13 cm ± 1,5 cm	min 60 mm	20 mm
L	90 cm ± 2 cm	75 cm ± 2 cm	15 cm ± 2 cm	min 65 mm	25 mm

1.2.1.2. XS and S swords do not have guards.

1.2.1.3. The guards of M and L swords must meet the following dimensions:

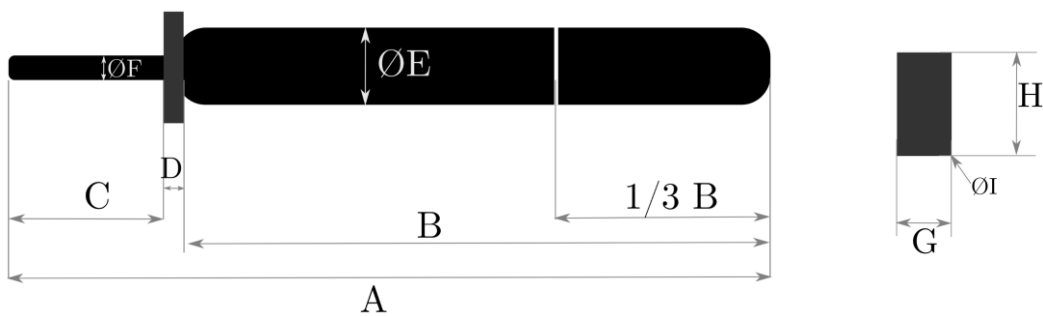
Size	D	G	H	ØI
M	10 mm ± 2 mm	60 mm ± 5 mm	10 cm ± 0,5 cm	max 10 mm
L	10 mm ± 2 mm	60 mm ± 5 mm	10 cm ± 0,5 cm	max 10 mm

1.2.1.4. Swords must comply with the following weight standards:

Size	XS	S	M	L
Weight	150 g ± 25 g	250 g ± 25 g	450 g ± 25 g	750 g ± 25 g

1.2.2. Long swords can be of two different shapes:

1.2.2.1. Round long swords must conform to the following diagram:



1.2.2.1.1. Round long swords must meet the following dimensions:

Size	A	B	C	ØE	ØF (without grip)
XL	120 cm ± 2 cm	90 cm ± 2 cm	30 cm ± 1 cm	min 80 mm	25 mm
XLL	120 cm ± 2 cm	90 cm ± 2 cm	30 cm ± 1 cm	min 80 mm	25 mm

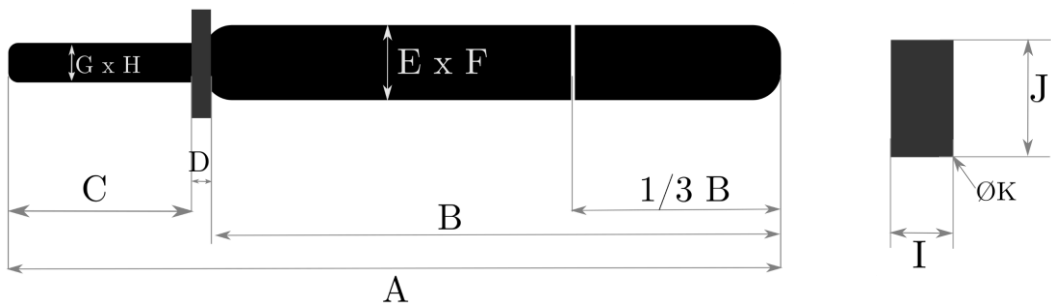
1.2.2.1.2. The guards of round long swords must meet the following dimensions:

Size	D	G	H	ØI
XL	10 mm ± 2 mm	60 mm ± 5 mm	15 cm ± 0,5 cm	max 10 mm
XXL	10 mm ± 2 mm	60 mm ± 5 mm	15 cm ± 0,5 cm	max 10 mm

1.2.2.1.3. Round long swords must comply with the following weight standards:

Size	XL	XXL
Weight	900 g ± 25 g	1200 g ± 50 g

1.2.2.2. Flat long swords must conform to the following diagram:



1.2.2.1.4. Flat long swords must meet the following dimensions:

Size	A	B	C	E x F	G x H (without grip)
XL	120 cm ± 2 cm	90 cm ± 2 cm	30 cm ± 1 cm	min 7 x 5 cm	20 x 40 mm
XLL	120 cm ± 2 cm	90 cm ± 2 cm	30 cm ± 1 cm	min 7 x 5 cm	20 x 40 mm

1.2.2.1.5. The guards of flat long swords must meet the following dimensions:

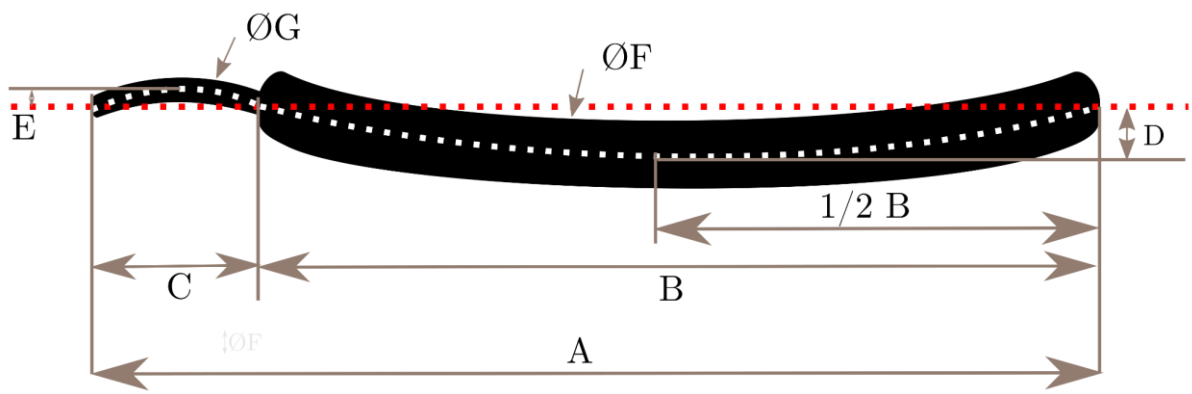
Size	D	I	J	ØK
XL	10 mm ± 2 mm	60 mm ± 5 mm	15 cm ± 0,5 cm	max 10 mm
XXL	10 mm ± 2 mm	60 mm ± 5 mm	15 cm ± 0,5 cm	max 10 mm

1.2.2.1.6. Flat long swords must comply with the following weight standards:

Size	XL	XXL
Weight	900 g ± 25 g	1200 g ± 50 g

1.3. Sabers

1.3.1. Sabers must conform to the following diagram:



1.3.2. Sabers must meet the following dimensions:

Size	A	C	D	E	ØF	ØG (without grip)
M	80 cm ± 2 cm	16 cm ± 1 cm	5 cm ± 0.5 cm	2 cm ± 0.5 cm	min 60 mm	20 mm
L	90 cm ± 2 cm	15 cm ± 1 cm	5 cm ± 0.5 cm	2 cm ± 0.5 cm	min 60 mm	20 mm

1.3.2.1. Sabers must comply with the following weight standards:

Size	M	L
Weight	275 g ± 25 g	375 g ± 25 g

2. Defensive Simulators

2.1. General Rules

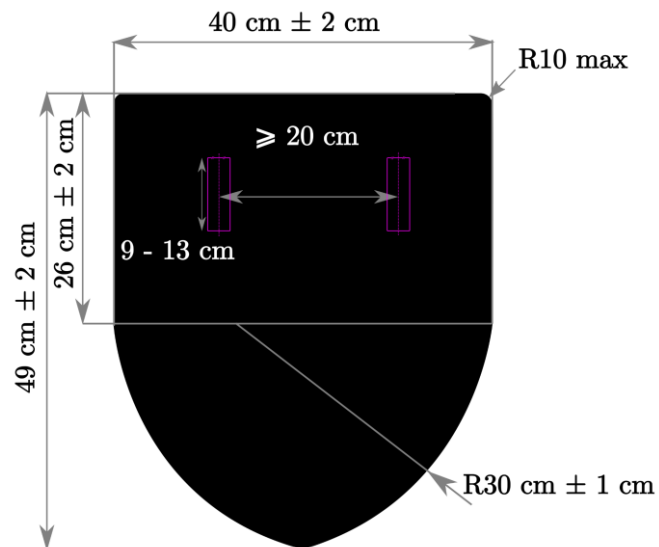
2.1.1. A defensive simulator consists of several elements:

- 2.1.1.1. The internal core made of soft foam material with a minimum density of 40 kg/m³. The thickness of the core must be between 4 and 5 cm.
- 2.1.1.2. The outer covering made of sturdy fabric, reinforced or flexible plastic material (e.g., tarp, synthetic leather) around the internal core.
- 2.1.1.3. Two handles (enarmes) made of strap material with a width between 2 and 6 cm.

2.1.2. A defensive simulator must not have any hard parts (except for the enarme attachment).

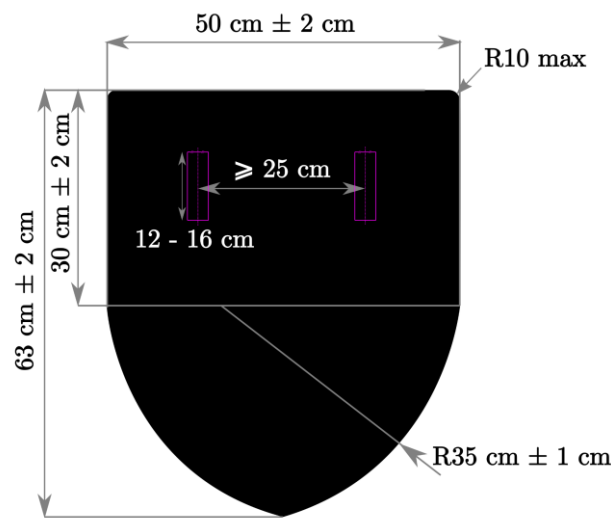
2.2. Shields

2.2.1. The small shield must meet the following dimensions:



- 2.2.1.1. The handles must be positioned in the upper part of the shield: the top 30 cm of the shield.

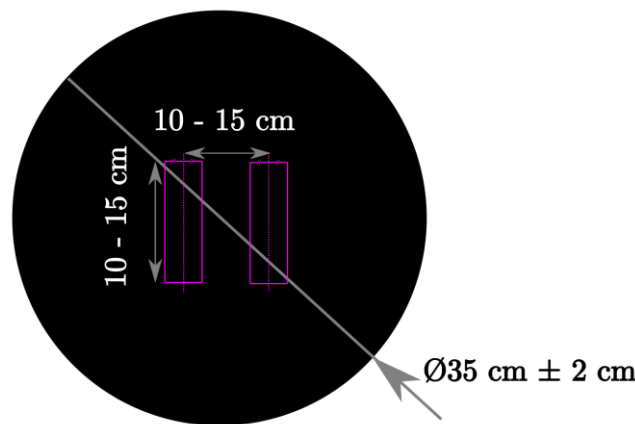
2.2.2. The large shield must meet the following dimensions:



2.2.2.1. The handles must be positioned in the upper part of the shield: the top 30 cm of the shield.

2.3. Bucklers

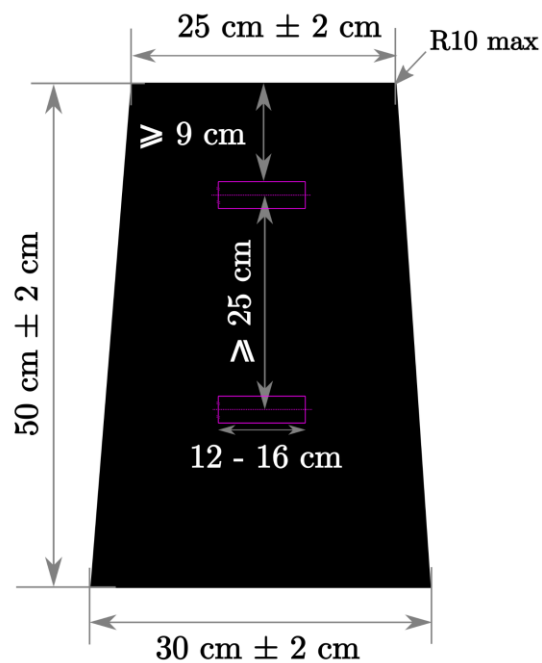
2.3.1. The buckler must meet the following dimensions:



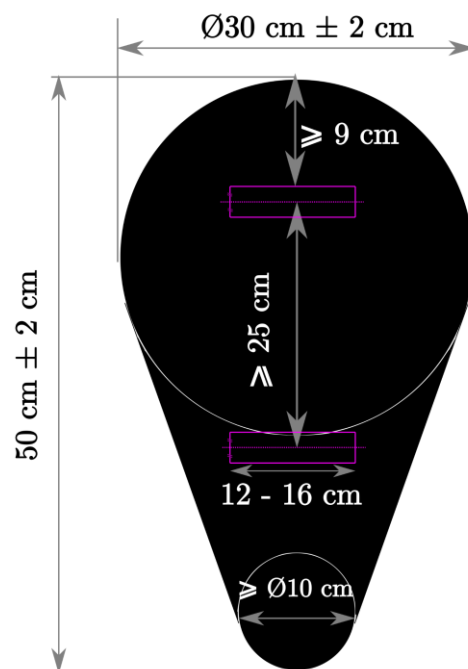
2.4. Striking Shields

2.4.1. Striking shields can come in various shapes:

2.4.1.1. Trapezoidal Striking Shield



2.4.1.2. “Drop-shaped” Striking Shield



3. Protective Equipment

3.1. General Rules

- 3.1.1. No protective equipment may contain hard or rigid components, except for the helmet and pelvic protection.
- 3.1.2. Exceptions to rule 3.1.1 may be granted upon request to the head referee of the competition and with a valid medical certificate.
- 3.1.3. Protective equipment may be attached using straps and/or hook-and-loop fasteners. Tape may also be used to ensure the equipment remains securely fixed.
- 3.1.4. The following sections define the technical requirements for permitted protective equipment.

3.2. Helmet

- 3.2.1. The helmet must include a metal grid or metal plate covering the entire face, from the bottom of the chin to the top of the forehead, and extending to behind the ears.
- 3.2.2. The spacing of the grid bars or openings in the plate must not allow a blade to enter the helmet.
- 3.2.3. The interior of the helmet must consist of shock-absorbing foam covered by durable fabric.
- 3.2.4. Additional plastic plates may be added to increase protection (for example: on top of the head).
- 3.2.5. Neck protection is optional and may be detachable from the rest of the helmet.
- 3.2.6. Throat protection is optional (mandatory for certain weapon categories such as Sabre or Profight Light, as defined in the relevant Weapon Category Rules).
- 3.2.7. The helmet must remain firmly in place during impacts and must not rotate, shift, or detach unintentionally.
- 3.2.8. The helmet must not contain sharp edges, protruding points, or surfaces capable of hooking, piercing, or tearing the opponent's equipment.
- 3.2.9. The helmet must be equipped with a secure fastening system (strap, buckle, mechanical lock, or equivalent) that cannot open accidentally.

3.3. Pelvic protection

- 3.3.1. Pelvic protection (also referred to as *groin protection* in the Weapon Category Rules) must include a rigid or semi-rigid shell, designed to absorb and/or distribute impact to the pelvic area.
- 3.3.2. The pelvic protector must cover the entire pelvic region, including at minimum: the pubic symphysis, external genitalia (according to anatomy), and the immediate perineal area.
- 3.3.3. Pelvic protection must not include any sharp edges or surfaces capable of cutting, piercing, or hooking the opponent or the wearer.
- 3.3.4. Pelvic protection must remain securely in place during movement and impacts (no excessive shifting).
- 3.3.5. The equipment must not create additional hazards, including but not limited to: excessive pressure points, dangerous vibration, risk of pinching, crushing, or traumatic compression.

3.4. Hand protection

- 3.4.1. Hand protection must cover a large portion of the hand, including at minimum: the back of the hand, the thumb, the metacarpal area, and the proximal phalanges.
- 3.4.2. Hand protection must remain properly fitted, must not rotate or slip, and must not open unintentionally.
- 3.4.3. No exposed metal, sharp edges, protruding elements, or surfaces capable of catching a weapon, helmet grid, or clothing are permitted.
- 3.4.4. Fingers may be separated or grouped; therefore, the following types of hand protection are permitted: mitts, MMA gloves, karate gloves, hockey gloves (non-exhaustive list).

3.5. Chest / Torso Protection

- 3.5.1. The chest protector must cover the entire front of the torso, including at minimum the sternum, floating ribs, solar plexus, and subcostal area.
- 3.5.2. The external surface may be rigid, semi-rigid, or flexible, but must be capable of distributing impact without creating dangerous pressure points, and must not include exposed hard surfaces.
- 3.5.3. The protector must not restrict breathing, shoulder mobility, or torso rotation.
- 3.5.4. The fastening system must be secure, must not open accidentally, and must not create external hard points.
- 3.5.5. No sharp edges, exposed metal parts, or surfaces capable of hooking the opponent or their equipment are permitted.
- 3.5.6. Additional protection for the ribs, sternum, or clavicles may be added, provided it complies with all the above requirements.

4. Final Provisions

The SAFEF Material Standards establish the technical and safety requirements for all equipment permitted in SAFEF-governed activities and competitions.

These standards define the conditions under which weapons, defensive simulators, and protective equipment may be manufactured, approved, and used, ensuring athlete safety, fairness, and consistency across all SAFEF events.

Mandatory protective equipment per discipline and category is defined in the relevant Weapon Category Rules and the General Duel Rules and must be complied with in addition to the present Material Standards.

This edition of the SAFEF Material Standards supersedes and replaces all previous SAFEF equipment and material standards, guidelines, interpretations, and related technical documents, regardless of their date of issue.

Champeix, December 15th, 2025