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# CLASH OF THE TWENTIES

## Tournament regulation

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### Tournament Execution

The fighting ground consists of a flat 8x8 metres square area.

Each fencer shall arrive to the fighting ground correctly dressed and equipped with a prescribed weapon. An additional weapon to use as a substitute of the main one is allowed.

In case of no substitute weapon, the fencer is anyway allowed to compete: however, if his/her main weapon breaks during the duel, unless the judges decides differently, the fencer is disqualified.

Before the start of the duel, each fencer shall arrive properly equipped, with weapon on the side and without wearing the mask. The Master-Judge will then invite each fencer to take position in each respective corner and start the assault.

The greeting sequence is free.

After the fencers have taken position in each respective corner of the square corresponding to the fighting ground, the Master-Judge will give the start to the assault by using the "Pronti? A voi!". The fighters shall stop whenever the Master-Judge will order "Alt!", and keep the position they had at the moment of the interruption.

The tournament goes on by following several duels, distributed in three phases:

1. A first preliminary round in the Frankish-Belgian style;
2. A second round, which will proceed for direct elimination;
3. A final assault between 2 fencers.

All the duels in the rounds are carried out in only one take, called **Assault**, having a regulated duration of 3 minutes.

The aim of each fencer is to be awarded with the victory of the Assault, according to a procedure mentioned further on in this Tournament Regulation.

In case of tie at the end of the regulated time of the fight, an additional minute will be granted, with random draw of the winner in case a further tie happens.



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During the additional minute, the "**first blood**" criterion will be adopted for both rivals: the one pursuing the first valid hit will gain the victory. If not differently specified, in every case in which the "**first blood**" criterion is used, the "hit after" (as described further on) will not be counted.

### **Preliminary Round:**

This round is carried out using the so-called "Frankish-Belgian" mode;

To each fencer will be granted the opportunity to pursue a minimum number of 3 assaults.

- By winning the assault, the fencer becomes the "Champion", remains on the fighting ground, does not lose any opportunity and gains an advantage in the phase of the counting of the points;
- By losing the assault, the fencer loses an opportunity, and at the end of all his/her opportunities, he/she is excluded by the round.

In each fighting ground, the first two fencers are selected by lot.

Thereafter, 3 additional names are selected by lot, which will consist the entry order on the fighting ground as challenger of the fencer who won the previous assault.

At the end of each assault, a new drawing will be carried out in order to have, as far as possible, a queue of 3 fencers on hold.

The fencer losing an assault will be reinserted in the ballot box used to draw a new name for the next fencer to be put in the queue on hold.

Whenever a fencer loses the last of his/her opportunities, he/she will be not be reinserted in the ballot box and will have to leave the fighting ground.

At the end of the preliminary rounds, **the first 5 qualified fencers** will pass to the next round; in case of a singular preliminary round, the first 10 qualified fencers.

### **Final Round:**

The final round will be carried out by direct elimination.

The fencer losing the assault shall abandon the competition and the tournament.

The first two couple of fencers will be selected by lot, and at the end of each assault a new couple will be drawn, which will have to get ready while awaiting their turn.

The final assault starts when only two athletes remain on the fighting ground.

### **Final Assault:**

The final assault between the two remaining athletes will be carried in a **3 minutes** take of effective combat (time will be stopped at every single break of the duel itself).



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The victory of the final assault and of the tournament will be awarded to the fencer having scored the highest amount of points during the whole tournament.

In case of tie at the end of the regulated time of the fight, the "first blood" criterion will be applied for both the fighters: the first scoring a valid hit will be awarded with the victory, and the "hit after" will not be counted.

For the final assault, the organizers will provide the fighters with new identical swords, unknown to the two rivals.

## The Assault – points and development

Each fighter will receive ranking points for each successful assault, depending on the number and type of dealt hit.

**The scoring threshold to win the assault is 4 point.**

For the sake of addressing the points:

- All valid head-hit are 3 points worth;
- All trunk-hit are 3 points worth;
- All other hits are **1 point worth**, or **2 points worth for the "Champion"**, that is the winner of the previous duel.

The points are counted in their entirety, even if the score needed to win the assault is lower (e.g.: 2 head hits are 6 points worth even if the score needed to win the assault is 4 points).

The ranking points assigned after each assault are sum up in order to assess the raking of the rounds, as well as of the tournament.

Every action called "**hit after**" being successful as described further on, is **1 point worth** (for the Champion too). In case this action makes both the fencers to reach the 4 points threshold, the "first blood" criterion will be applied on the upcoming assault.

Here below are listed the general rules to be applied to consider the hits as valid:

- The whole body is consider as target, with the exception of hands and feet;
- The points (hits with the tip of the sword) are considered valid as long as they are neat and precise, with slight bending of the blade caused by the blade getting in contact with the target;
- Cuts are valid as long as they are neat and precise and carried out by movement of the wrist, the elbow or the shoulder; the cuts are considered valid only in case they hit the target the second half of the blade (half-weak and weak).



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In case of **encounter**, or in other words a simultaneous double hit (in the same fencing time), the Master-Judge will give the Alt and give the fencers chance to pursue 3 progressive recalls, which can be accumulated only in the same Assault. After the 3<sup>rd</sup> warning of encounter, both fencers will lose the Assault but they will obtain 4 ranking points each.

The fencer who got hit will be granted with a "**hit after**", which can be refined in the time and measure of "one step and one hit", before the Master-Judge will give the Alt and will declare the action concluded.

Eventual stopping hit carried out by the fencer who successfully hit and who is then trying to avoid being hit by the "**hit after**" will not be taken into account.

Every "hit after" action successfully carried out is 1 point worth, even for the Champion. In the event this action leads both the fencer to reach the 4 points threshold, the "first blood" criterion will be applied on the upcoming exchange. As afore mentioned, in this case the "hit after" will not be taken into account.

In the event of, on the basis of the unquestionable judgement of the Master-Judge, the "**hit after**" action is used deliberately as a substitute of a proper defensive action, it will not be considered as valid. If the fencer persists in this behaviour, it will be punished with an admonition.

In case of either wanted or occasional **disarm**, the Master-Judge will give the "Alt!", and will declare the disarmed fencer as loser of the assault, awarding the rival with 5 points. It is discretion of the rival to allow the disarmed counterpart to pick the weapon back up (with an explicit action) and to continue the Assault; in such case, the Master-Judge will order the fencer to get back on the guard position and will give the "A voi!" Command. In case the score allows it, the duel will normally continue.

Whenever a fencer is experiencing objective difficulties such as to generate the need of an interruption, he/she can ask the "Alt!" according to the same modes expressed above; whenever the interruption is specious, the fencer will be sanctioned with an admonition.

During the fight, each fencer has the ability to ask for an "Alt!", stepping out the measure and raising a hand in order to declare him/herself defeated. If this retreat happens either before or during an assault, the rival will be accounted with a victory and be awarded with 4 points.

For the sake of the overall placing, the following criteria will be used:

1. Biggest number of won duels;
2. Best ratio between given and received hits;
3. Highest amount of points received;
4. Smallest number of received hits.

Each criterion finds applications in case of tie, on the basis of the previous criterion; in case of tie calculated on the basis of the criteria mentioned above, tie-break matches will be carried out.



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## Management of the Tournament

The judgement of the duels during the competition is entrusted to a minimum number of three arbiters.

The first arbiter has the function of Master-Judge, and has the task to supervise upon the behaviour of the athletes and help the assignment of the points; the other judges have the role of Line-Judges and Collaborators, with the task of evaluate and highlight the hits suffered by the fencers.

In addition, there will be one resident judge for each fighting ground, with the task to control the timings and to take note of the scores.

- **The Master-Judge:**
  - a) Starts the fight;
  - b) Can collaborate with the Line-Judges to assign the blows to the fencers;
  - c) Can take action in case of tie, dispute or indecision of the Line-Judges;
  - d) Can interrupt the fight after one of the fencers gets hit by a blow, exception given by what is prescribed for a "hit after";
  - e) Can interrupt the fight in the event of an encounter (double simultaneous hit);
  - f) Can assign admonitions;
  - g) Can interrupt the fight to award one of the fencers with the victory of the assault;
  - h) Can interrupt the fight in case of risk to the safety of the fencers.
- **The Line-Judge:**
  - a) Can check the conformity of the materials and of the equipment of the fencers;
  - b) Can point out the stepping out from the perimeter of the fighting ground by the fencers;
  - c) Can confirm both given and received hits by the fencers upon request of the Master-Judge;
  - d) Can interrupt the fight after one of the fencers gets hit by a blow, exception given by what is prescribed for a "hit after";
  - e) Can confirm admonitions upon request of the Master-Judge;
  - f) Can interrupt the fight in case of risk to the safety of the fencers.
- **The Field-Judge:**
  - a) Checks the time passing and starts and stops the stopwatch during the final assault after each time the "A Voi!" command is given;
  - b) Takes note of the scores, eventually together with additional secretaries;
  - c) Draws the names of the fencers.

### **Forbidden hits and actions**

During the competition the following actions are forbidden:

- a) percussive hits (whether they are done by using hands or feet);
- b) Head butts, nudges and knees;
- c) Cup hilt, guard and parry arms of crosspiece, lateral guard and pommel hits;
- d) Projections, articular/joint locks aimed to break or twist;



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- e) Grab with any hand (both the armed and non-armed one) with close fist the blade of the opponent, or wrap it with the arm.
  - f) To grab the part of the opponent's blade to impair his/her movement and/or to enter in close-contact fight;
  - g) To grab both the opponent's mask or any of his/her protective equipment;
  - h) Throw the weapon.

It is allowed to push the cup hilt of the rapier, as long as they are not meant as percussive hits, and that therefore consists in a soft contact; it is also allowed to either deflect or push away the opponent's weapon by using the open palm of the hand.

### **Admonitions and Penalties**

Whenever a fencer commits an infraction subjected to a penalty, the Master-Judge stops the duel and ratifies him/her a single, double or triple sanction, depending on the gravity of the infraction. Reaching 3 admonitions will cause the fencer to lose the Assault by automatically attributing 5 points to the opponent.

Stepping out of the fighting ground with both feet and in such a way to entirely and visibly bring the fencer out of the field, is sanctioned with progressive admonitions. In case both fencers simultaneously step out the fighting ground, they both get sanctioned.

#### **One admonition is used to sanction:**

- The fencer who does not properly greet the opponent;
- The fencer who deliberately lifts or removes the mask during the fight without the authorization of the Master-Judge;
- The fencer who deliberately hits opponent after receiving the "Alt!" command;
- The fencer avoiding the engagement and who demonstrate lack of will to fight, by adopting an overly drop-out attitude;
- The fencer who arrives to the fighting ground with incomplete or non-compliant equipment, for which he/she shall adopt proper measures within 5 minutes;
- The fencer that, during the Assault, abandon the fighting ground before and after the "A Voi!" and "Alt!" commands, without the authorization of the Master-Judge;
- The fencer asking the "Alt!" without a proper reason;
- The fencer who completely abandon the fighting ground during a match;
- The fencer who persists in using a "hit after" action as a replacement of a realistic defensive action.

#### **Two admonitions are used to sanction:**

- The fencer who uses a forbidden hit or who shows an evident aggressive intent towards the opponent;
- The fencer who abandons the fighting ground during an assault without a reasonable motivation, after the "A Voi!" and before the "Alt!" commands are given;



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- The fencer without proper equipment who does not adopt proper measures in the given time (5 minutes);
  - The fencer simulating an injury after getting hit by a forbidden hit of the opponent.

Three admonitions are used to sanction (exception given for any action implying the need of a bigger disciplinary sanctions):

- The fencer who rudely and/or arrogantly complains about the arbiter's decisions;
- The fencer who complains by insulting the arbiters and/or the opponent;
- The fencer who uses a forbidden hit with the evident intention of impairing the opponent to continue the duel;
- The fencer either causing or participating in a brawl, unless his/her intervention is aimed to reconcile it;
- The fencer who illicitly modifies the equipment or counterfeits the homologation markings;
- The fencer and/or the Master-Judge who illicitly figured out the outcome of the duel in advance.