

# Dutch HEMA Championships

## Weapon Discipline Rulesets 2022

### Summary

- All rules in the general rules section apply to all disciplines.
- The rules for each discipline will be listed below. This may include rules specific to the discipline or any deviation from the general rules.
- In all cases the weapon should be flexible enough to safely thrust with.
- It is expected for any discipline that the participant is responsible for organising their own gear, including weapons.

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## Longsword

The following rules apply for all longsword tournaments, this includes any division as well as open / women's longsword.

### Scoring

- Strikes or thrusts to the head or neck ..... 3 points
- Thrust on the torso ..... 3 points
- Stikes to the torso ..... 2 points
- Strikes or thrusts to the arms or legs ..... 2 points
- Ring outs ..... 1 point
- Domination actions ..... 3 points

### Illegal actions

- Throwing during wrestling is not allowed in division 2 longsword

### Gear requirements

- Heavier gloves are required for longsword tournaments, for example SPES lobsters or Sparring Glove mittens. Lighter gloves such as Red Dragons are not permitted.

### Weapon requirements

- The weapon should be made of steel.
- The total weight of the weapon should be no more than 1800g.
- The total length of the weapon should be no more than 140cm.
- The tip should be thickened. This is generally rolled or spatulated.
- The weapon should be flexible enough to safely thrust with.
- The blade should be devoid of any dangerous burrs or dents.
- The edge of the blade should be no less than 2 mm thick
- The weapons should be of a simple cruciform shape, protrusions on the cross are not permitted.

## Rapier

### Scoring

- Thrusts to the body..... 3 points
- Strikes to the body..... 1 point

### Illegal Actions

- The hand is not a legal target
- Wrestling is not permitted; no throws, graples, or disarming. It is permitted to control the opponent's weapon or weapon arm with the hand for the purpose of following up with a thrust.
- It is not permitted to parry using the hands, and doing so will be handled as turning the back to the opponent under the general ruleset.

### Gear requirements

- Jacket: A protective fencing jacket is required, it however does not need to be padded. The jacket should be Newton rated. Olympic fencing jackets are permitted but HEMA specific jackets are preferred.
- A hard chest plate is required
- Light rapier gloves are permitted. Should the weapon have a complex hilt, whereby the 'cup' has many larger openings, heavier gloves are recommended.

### Weapon requirements

- The weapon should be made of steel.
- The blade shall be no more than 115 cm in length from the cross to the tip.
- The edge of the blade should be blunt.
- The tip should be thickened, hereby rolled or spatulated or where this is not the case it should have a rubber or metal safety tip. Should a safety tip be used, the tip of the weapon underneath may not be sharp.
- It is recommended to use a weapon with a more protective hilt, such as a cup or Pappenheimer style hilt.

## Sabre

### Scoring

- Strikes or thrusts to the head or neck ..... 3 points
- Thrust on the torso ..... 3 points
- Strikes or thrust to the weapon arm ..... 3 points
- Stikes to the torso ..... 2 points
- Strikes or thrusts to the arms or legs ..... 2 points
- Ring outs ..... 1 point
- Domination actions ..... 3 points

### Illegal Actions

- Striking with the pommel or cup is not permitted.
- Wrestling is not permitted. Should fighters come into body-to-body contact, the exchange will be reset. If the referee suspects either fighter of actively seeking out wrestling situations could lead to infractions.  
Note that controlling the weapon or weapon arm with the purpose of following up with a strike is permitted.

### Gear requirements

- Minimum requirement is a well padded glove with hard plates and which protects the fingers well. Red Dragons with finger protection is a good example of this. Lacrosse or Ice Hockey gloves are not permitted.
- If the weapon has no cup hilt, heavy gloves are required
- Forearm protection is highly recommended

### Weapon requirements

- The weapon should be made of steel
- The weapon should weigh no more than 1000 g
- The weapon should be no longer than 105 cm in total

## Sword & Buckler

### Scoring

- Strikes or thrusts to the head or neck ..... 3 points
- Thrust on the torso ..... 3 points
- Stikes to the torso ..... 2 points
- Strikes or thrusts to the arms or legs ..... 2 points
- Ring outs ..... 1 point
- Domination actions ..... 3 points

Note that the buckler arm may be used for controlling actions, however only if this is followed up by using the sword to cut or thrust.

### Illegal Actions

- Striking the body with the buckler is not permitted.

### Gear requirements

- The buckler hand may use a lighter glove, but no lighter than Red Dragons. The sword hand should use a heavy glove.

### Weapon requirements

- The sword should be made of steel.
- The sword should be of simple cruciform shape and have a straight, symmetrical blade. Weapons with complex guards, protrusions on the cross or knuckle bows are not permitted.
- Only HEMA specific weapons are permitted, reenactment weapons are not allowed.
- The blade should have enough flex to be able to safely thrust with.
- The point should be thickened, generally either rolled or spatulated.
- The edge of the blade should be no thinner than 2 mm.
- The total length of the weapon should be no more than 100 cm
- The weapons should weigh no more than 1300 g

### Buckler requirements

- The buckler may be made of metal / synthetic / wood / leather or any combination thereof.
- The buckler must be round in shape, with a diameter of no more than 35cm.
- The buckler should not have any protrusions, neither on the edge nor the centre.
- No sharp edged may be present on the buckler.

## Messer

### Scoring

- Strikes or thrusts to the head or neck ..... 3 points
- Thrust on the torso ..... 3 points
- Stikes to the torso ..... 2 points
- Strikes or thrusts to the arms or legs ..... 1 points
- Ring outs ..... 1 point
- Domination actions ..... 3 points

### Illegal Actions

- Striking the hands is not permitted. Using the hands as a shield whereby the fencer is catching strikes with the hand will be penalised, whether the weapon has knuckle bow or not.
- No throwing will be permitted.

### Gear requirements

- Heavier gloves are required for longsword tournaments, for example SPES lobsters or Sparring Glove mittens. Lighter gloves such as Red Dragons are not permitted.

### Weapon requirements

- The weapon should be made of steel.
- The weapon should be not more than 95 cm in length.
- The weapon should weigh no more than 950 g.
- The edge of the blade should be at least 2mm in thickness.
- The tip should be thickened, generally this means rolled or spatulated.
- The weapon should have sufficient flex to safely thrust with.
- The 'nagel' should not be pointed