



CapoFiore 2025

Abbreviated Rules

Updated 28 December, 2024

Key Info

Saturday and Monday Venue

The Melbourne Salle

12/62-64 Oakover Rd, Preston VIC

3 word map pin: [///later.soda.vocab](http://later.soda.vocab)

<https://w3w.co/later.soda.vocab>

Sunday Venue

The Factory VRDL, Preston

3 word map pin: [///worm.junior.faces](http://worm.junior.faces)

<https://what3words.com/worm.junior.faces>

Volunteer schedule

<https://tinyurl.com/ewxe7neb>

Pools

Yet to be announced.

1.0 Statement of Intent

CapoFiore 2025 is a tournament weekend with 4 separate events included. These events are: Single Rapier, Longsword, Sword & Buckler, and Wrestling.

The Wrestling rules are located in a [separate document here](#).

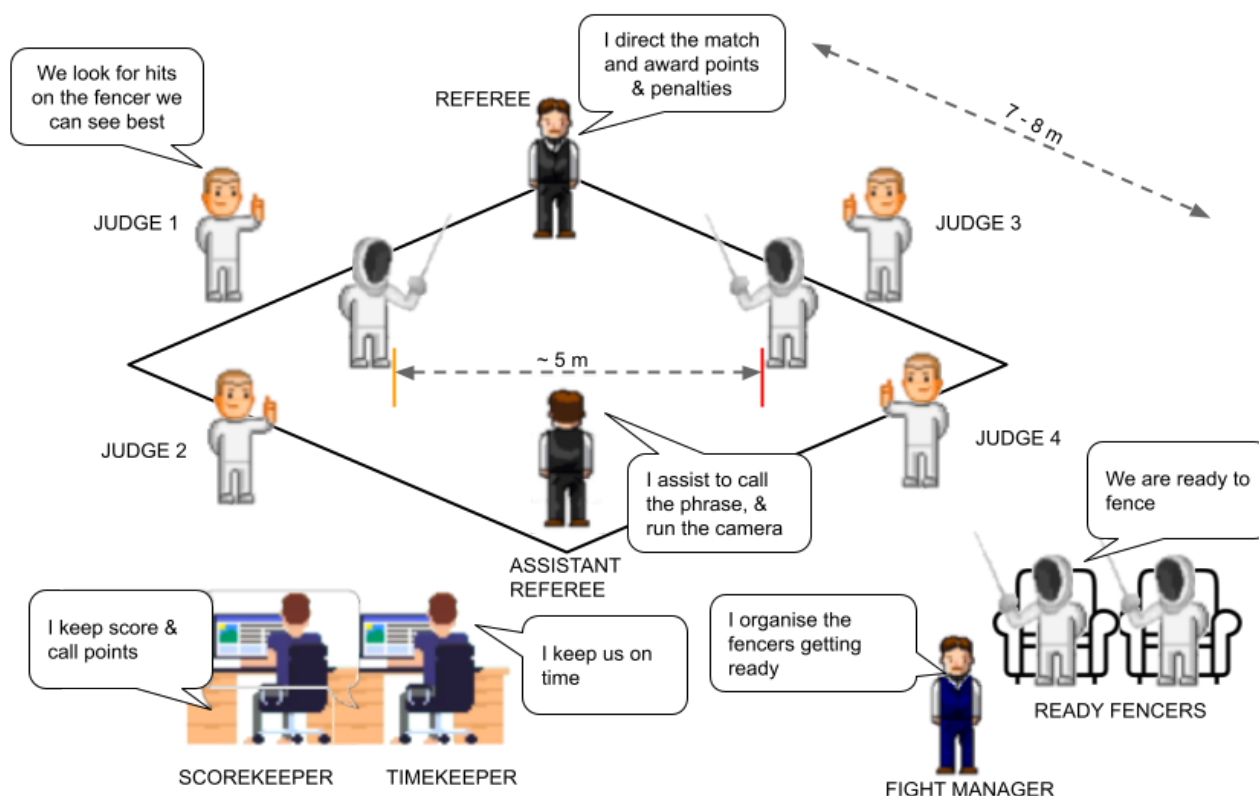
This abbreviated ruleset gives the minimal subset of rules specific to this event for exhaustive tournament procedures see [THIS LINK](#)

2.0 Modifications to Standard Procedures

The tournament shall be conducted according to all procedures described in the HFA General Tournament Procedures. Modifications in this abbreviated ruleset supersede the rules in the General Tournament Procedures

2.1 Roles & Layout

- 2.1.1 The match area will be laid out in accordance with the diagram below. The fencing region shall be a 7-8m square. The fencers will start in the corners diagonally opposite and ~5m apart.



(images sourced:Scholar Victoria inc)

- 2.1.2 *Referee:* will direct the match and will decide points and penalties

Call/checks:

- A. "Table Ready" "Camera" "Judges Ready"
- B. " Fencers Salute" " Ready", " Fence"
- C. "HOLD/HALT"
- D. Call the fencing phrase, check with assistant
- E. Check hits with judges
- F. Declare points & penalties within 20 seconds or throw out
- G. Listen for Scorekeeper call back
- H. Repeat from "Ready", "Fence"

An assistant referee: will stand opposite the Referee, and assist in judging the fencing phrase and hits.

- 2.1.3 *Judges:* There will be 0 to 4 judges, who should watch for hits on the fencer they can see best. All competitors are required to serve as judges and staff (as scheduled above) and failure to turn up is an automatic yellow card. Call "POINT" loudly when you see a valid touch, and describe the hit if asked.

- 2.1.4 *Score Keeper:* Record Scores, maintain paperwork, take notes on warnings / penalties, ensure the smooth flowing of matches.

Call:

- A. The outcome of each exchange loudly and the total score
- B. The outcome of the match
- C. Next competitors and competitors to get ready

- 2.1.5 *Time Keeper:* work with the Score Keeper to ensure the smooth flowing of matches. Time each match (3 minutes, no stops) and the time between call of hold and the awarding of scores (20 seconds).

Call:

- A. "20 seconds" when 20 seconds have passed after a call of hold and the outcome of the pass hasn't been declared.
- B. "30 seconds remaining", when the match has 30 seconds .
- C. "Time", when the 3 minute timer has run out and the pass has been scored or thrown out.
- D. "30 seconds" when 30 seconds have passed after calling the fencer to the ring

- 2.1.6 *Fight Manager:* ensure the camera is recording, ensure that the correct fencers are suited up and ready for their matches on time. Call fencers onto their rings and time the gap between call and the fencers being ready. Find additional helpers when required

- 2.1.7 *Table Staff:* Track which matches have occurred and which are up next, record match results and create pool rankings.

2.2 Penalties & Cards

- 2.2.1 Penalties shall result in 1 point being allocated against the offending fencer.
- 2.2.2 Yellow cards shall result in 1 point removed from the offending fencer.
- 2.2.3 All warnings are official and are recorded as a white card. Any points advantage gained for the problem behaviour will be nullified. There is no additional point penalty for a warning.
- 2.2.4 Warnings, and Yellow & Red cards shall be signified with coloured tape applied to the fencer's jacket when the penalty is awarded.
- 2.2.5 **Penalties and Cards can be awarded between matches for misconduct or safety issues. A fencer awarded a penalty or card outside of a match setting, shall have the penalty/card applied to their next match at the start of their bout, or to their last match should all of their matches be completed.**

2.3 Miscellaneous Changes

- 2.3.1 The groin is a legal target area (excessive force to this area will be heavily penalised)
- 2.3.2 Throws/ Takedowns are allowed in longsword
- 2.3.3 Longsword cuts delivered with only the bottom hand gripping the sword are forbidden.
- 2.3.4 In Rapier and, Rapier & Dagger, turning the back of the head to the opponent while in measure is acceptable as part of a low voiding attack, or if the Competitor goes past the opponent concluding an attack, unless it is done to game the rules.
- 2.3.5 At this event, *Competitors* within a match must volunteer truthful, useful, and relevant information to the *Referee* to the best of their ability. Specifically the information given can only be neutral or in their opponent's favour.

The referee will take this information into account but may choose to disregard it on the basis of other factors, like timing, or blow quality, when making their determination of points, penalties, and cards.

If in the judgement of the *Referee*, a *Competitor*, is deliberately being untruthful or not volunteering relevant information, the referee can issue a yellow or red card, depending on the severity of the misbehavior. These cards may also be issued after the fact or based on video review by the tournament organiser or referee.

Competitors must volunteer truthful information under the following circumstances:

Situation	Required Behaviour	Example Phrases
If asked by the <i>Referee</i> about whether they have been hit	<i>Competitors</i> must answer truthfully to the best of their knowledge,	• <i>No, I don't think so</i> • <i>I felt contact on my arm, but don't think it was good</i> • <i>Yes, to the head</i>
The <i>Referee</i> is awarding the exchange in favor of the <i>Competitor</i> but the <i>Competitor</i> thinks there is missing information that would change the outcome	<i>Competitors</i> must volunteer this information to the referee by holding up their hand and giving the information	• <i>I was hit here</i> • <i>I don't think my blow landed</i>
If a <i>Competitor</i> has been struck with what they believe is a valid blow that hasn't been seen by the <i>Judges</i> or <i>Referee</i>	The <i>Competitor</i> must volunteer this information after the conclusion of the fencing phrase	• <i>I think I was hit here</i>

3.0 Competition Rules

Each tournament will follow these general rules with specific rules for each tournament given in their own sections.

A gear check and fencer/judge briefing shall be conducted at the start of each pool, and at the start of each elimination bracket.

3.1 Conducting Matches

Each match will continue until one of the following holds:

- 3.3.1 The time limit has passed (excluding time stops). Time limits depend on the tournament and rules for the pool or bracket, unless stated otherwise, the time limit is 3 minutes during pools and 4 minutes during eliminations.
If time runs out during a pass the pass will be completed before the match is concluded unless there is a natural stop or too long of a delay (as determined by the judgement of the referee)
- 3.3.2 One fencer has scored 5 points during the pools, or 7 points during the eliminations
- 3.3.3 Other circumstances halt the match (eg. disqualification, injury etc).

- 3.3.4 An exchange:
- A. Is any sequence of actions which results in points being awarded to or deducted from to at least one of the fencers, including points from penalties and sanctions.
 - B. Begins at the call of Fence, and ends at the call of Halt/Hold.
 - C. If 0 points and 0 mutual hits are awarded it is not an exchange, it is a pass
- 3.3.5 At the end of a potential exchange, fencers will be reset to their starting points.
- 3.3.6 If an exchange is paused for a non-exchange reason, fencers will reset approximately where they were, no closer together than at a distance where their swords touch points when their arms are extended.
- 3.3.7 Time limit for awarding points:
If after 20 seconds, the referee cannot award points for a potential exchange, the exchange will be thrown out.

3.4 Winning a Match

The match winner will be:

- 3.4.1 The winner at the end of a match is the *Competitor* who has accumulated the highest score
- 3.4.2 If the fencers are on the same score 1 minute will be added to the timer and they will continue fencing until a points advantage has been reached.
- During pools, if there is still no points advantage after the additional minute the table will choose a winner based on a coin toss.
- During eliminations, if there is still no points advantage after the additional minute fencing g will continue until a points advantage has been reached.
- 3.4.3 If a fencer is disqualified they automatically lose the match, and any points they scored against the opponent will be erased.

3.5 Scoring

The scoring system works as follows:

- 3.5.1 Points are awarded for successful techniques which land on approved target areas.
- 3.5.2 Points are accumulated *for a Competitor*
- 3.5.3 **Mutual Hits & Priority Zones**
If both competitors successfully hit each other at the same time i.e where both began their attack before being struck. The attack that hits the higher priority zone shall

count. If both attacks hit the same priority zone then the referee shall decide based on the standard rules of priority listed in 3.5.6

For Rapier the zones are in order of highest to lowest priority:

Thrust head or torso, then cut to head or torso, then any hit to arms, & finally hits to the legs.

For Longsword, and Sword & Buckler the zones are in order of highest to lowest priority: Cut or thrust to head or torso, then any hit to arms, & finally hits to the legs.

Red Fencer Action	Gold Fencer Action	Scoring
Hit Head	Hit Arm	Red Fencer Scores
Hit Arm	Hit Leg	Red Fencer Scores
Rapier thrust chest	Rapier cut head	Red Fencer Scores
Hit Arm	Hit Arm	Go to priority

3.5.4 Afterblows

After the first successful hit, fencers have one step and one sword action to deliver an afterblow. Afterblows to a higher priority zone than the initial blow negate the points from the initial blow.

Timing:

The afterblow window of time is not measured using a clock, it is based on the motions made by the fencer delivering the blow. The afterblow is considered “in time” if after being struck, the fencer makes one continuous sword motion, including at most one step, that successfully and intentionally touches the other fencer.

The afterblow may be preceded by a short pause but cannot include a pause, e.g.

Motion Description	Afterblow in time?
the fencer is struck, and then strikes an afterblow	Yes
the fencer is struck, makes a feint with a pause, and then strikes an afterblow	No
the fencer is struck, and slowly makes a cut using a long circular motion that touches their opponent, without a pause.	Yes
the fencer is struck, and immediately takes two steps and strikes the afterblow	No
the fencer is struck, and quickly makes two circles with the tip of their sword, in one continuous motion, with the second circle successfully touching	No

3.5.5 Attack Initiation & Tempo

The attack begins when the blade travels forward of the dominant hand with the point or edge continuously threatening the opponent's target, with the arm extending or extended.

An attack can include only one step. Therefore, a forward motion of the sword which continuously travels forward threatening the opponent's target, which takes two steps to reach the target, is in fact two attacks, one attack during the first step and a second attack during the second step.

Any motion made before this is considered a preparation.

3.5.6 Priority Rules

If using priority rules, in the event of a double hit, the attack initiated first will be counted and the second attack will not count.

e.g.

Red Fencer Action	Gold Fencer Action	Scoring
Attack	Attack	No Score
Attack	Afterblow	Red Fencer Scores
Riposte (immediate)	Remise/Reprise/Redouble	Red Fencer Scores
Attack	Counter-attack	Red Fencer Scores
Point-in-Line, Hits	Attack	Red Fencer Scores

3.5.7 Attack Quality

Intent is the key criterion for judging the quality of an attack. The movement resulting in a touch should be convincingly intended as an attack. An attack not meeting this standard may be judged by the referee as ineffective or unintentional.

For example, a touch with the edge which is merely placed without showing it is part of a cutting action may be judged as ineffective. Likewise a slice which is not accompanied by application of some slicing structure may be considered ineffective.

NOTE: this does not mean extra force should be used to show intent - this risks penalties for excessive force use

Table 3.3.8 provides additional criteria guidelines for techniques.

Table 3.3.9 CRITERIA CLARIFICATIONS AND CONSIDERATIONS	
Intent	Anything which is not clearly an intentional attack will not score - if the attack seems to be a simple ineffectual reactive waving of the extended sword that happens to touch, it will be discounted, as will cuts which are not clearly intended as a cut and are simply "pushed" forward.
Slices	A "Slice" with the sword will only be considered if it is very clear and delivered with intent, alignment, and a slicing action of the edge with clear force applied in the slicing action. In this case they shall count as cuts.
Quality	Grazing touches with the tip which skim off of the target's equipment, only just reach the target, or fall gently on the target and then are executed as a weak slice shall not score. If in doubt, consider if it would be a job for a taylor or a surgeon given regular clothing. Cuts must show intention and quality, as well as appropriate arc in the cut - small slicing actions for example may not be considered sufficient quality.
Alignment	Edge alignment for a "good" touch need not be perfect, however in the case of questionable edge alignment the referee/judges discretion will be used
Thrusts	Thrusts which do not touch with the tip shall not score - grazing/passing thrusts therefore may be discounted as ineffective slices.
False Edge	Cuts with the false edge shall be considered legal for all weapons as long as they are performed with convincing intent.
Incidental Touches	Grazing touches with the tip which skim off of the target, or fall on the target and then are executed as a weak slice which is not clear and convincing shall not score, neither shall incidental touches in the exchange where one fencer is waving their sword ineffectually after a failed attack.
Attacks through the handguard	Attacks made through the hand guard will not be counted and if intentional may attract sanctions. Attacks to the hand around the guard a fine - though excessive force to this target will be penalised heavily.
Falls	Any hit which occurs after a fall (intentional or not) shall not be counted.
1 Handed Attacks	In longsword, one handed "casting" thrusts are allowed to all target areas. Cuts holding the sword with the bottom hand only are forbidden.
Hand Parries	Hand parries are allowed against thrusts or stationary blades only. Care must be taken not to hand parry against cuts as this may attract a penalty or sanction.

Blade Grabs	Grabs to the blade may be made when the blade is stationary/parried/after a successful hand parry. Grabs within roughly a handspan of the tip are considered unsafe and therefore forbidden and will incur sanctions if performed.
Sword/Arm Control	Control of the sword or arm such that it cannot be reasonably moved to defend the fencer. Typically this will be a grab on the hilt, or fort close to the hilt, or a wrap of the blade or arm.
Substitution	Blows which fall against a clearly and intentionally substituted target may be upgraded to a deep target at the referee's discretion, as well as any penalty to the offender.
Upgrading attacks	Competitors can upgrade their initial attack from a 1 point target to a 2 point as long as their second attack is within one action and one step of the first. However if there is a successful afterblow from the opponent, only the initial attack will be included in the point allocation.
Unarmed strikes	Unarmed strikes are forbidden.
Failed Parries	A parry is considered failed when the defender has attempted to block the action with their blade and the attack clearly displaces it with enough force to be considered an attack. Any parry about which the referee is unsure (e.g. unsure if the attack hit the guard or the hand) will be judged in favour of the defender.
Turning the back of the head	Turning the back of the head to the opponent while in measure is acceptable as part of a low voiding attack, or if the Competitor goes past the opponent when concluding an attack, unless it is done to game the rules.
Grapples	When fencers enter a grapple, the match will continue until a scoring action occurs, or the judge calls halt for a specific safety concern
Joint locks	Competitors can manipulate and control shoulder and elbow joints to create an opportunity for a scoring action, e.g. using an arm bar, elbow wrap, underhooks or similar Competitors cannot use locks to other joints or to cause pain e.g. submissions etc.

SCORING ACTIONS & CONSIDERATIONS		
 (Image sourced: Scholar Victoria Inc)	Technique/Area	Outcome
	Indicated Pommel or Buckler Strike	1 point
	Cut	1 point, High Priority Zone
	Thrust	1 point, High Priority Zone, Highest Priority Zone (Rapier)
	Cut	1 point, High Priority Zone
	Thrust	1 point, High Priority Zone, Highest priority zone (Rapier)
	Cut or Thrust	1 point, Low Priority zone
	Cut or Thrust	1 point, Lowest Priority Zone
	OFF TARGET AREAS - Ankles and feet - Thrust through the rapier guard	Sanctions may be given to the offending competitor
	- Back of the head - Back of the torso	Shall be treated as head/torso if the touch is indicated/gentle
Other Actions / Considerations		
Sword/arm control plus any indicated deep cut or thrust		1 point
Clearly Intentional Disarms		1 point
Controlled Takedowns		Allowed in longsword (1 point)
Afterblow / Responding blow		May nullify points from initial attack
Opponent Steps out of the Ring (two feet)		1 Point
Competitor pushes Opponent out of the Ring		Forbidden
Competitor is late (30+ seconds) to the ring without a good excuse		Yellow card

3.1 Generic Tournament Structure

Fencers will compete in one of two pools as a truncated round robin. From this a ranking will be compiled with roughly the top half will go through to Tier A eliminations the remaining fencers will go to Tier B eliminations.

Additionally all qualifying fencers will go to additional eliminations for the following categories:

Underrepresented Genders (Women, Trans, Non-Binary etc), Novice (first tournament or less than 12 months training), and Masters (50+)

These additional eliminations will only go ahead if 4 or more fencers qualify.

- 3.1.1 Allocations and initial matchings will be seeded according to hema ratings/competitive estimates.
- 3.1.2 At the end of each pool/bracket a general ranking will be compiled for that pool/bracket. The ranking will be decided first on wins, second on hits received (including mutual hits), third on least sanctions (cards) received, and in the event of a tie precedence will be given to the fencer who won the match between the two.

3.4 Rapier Specific Rules

- 3.4.1 Attacks through the guard of the rapier, are considered off-target and will not count.
- 3.4.2 Thrusts to the chest or head are the highest priority zone, and take priority over cuts to the same zone.

3.5 Restricted Longsword Specific Rules

In this tournament there is a heightened requirement for control over the weapon at all times.

Attacks are to be made with lower intensity and force than in the usual competitive longsword tournament.

- 3.5.1 Failure to abide by the intensity rules will be met with significantly escalated ramping of sanctions than in standard tournaments.
- 3.5.2 Everything below the knee is off target.

4.0 Equipment Standards

Table 4.1 - PROTECTIVE EQUIPMENT STANDARDS	
Item	Description
Mask	Rapier, Restricted Longsword Fencing mask - 350N minimum, Longsword, Sidesword, Sword & Buckler an overlay, helmet, or additional padding is required.
Back of head	Rigid protection covering the back of the head
Gorget	Throat protection that provides additional thrust protection to the throat. Protectors must be appropriately rigid.
Jacket/Torso Protection	A jacket specifically designed for historical fencing: well constructed and fit for purpose. The jacket must completely cover the torso and not have any uncovered area; the covered areas must also include in particular: the whole back, neck (not covered by mask, overlay, and gorget) and armpits; Jackets may have integrated plates or padding as required. The entire jacket and the remaining defensive equipment of the torso must be protected for a minimum of 350N (or drop test equivalent)
Knees	Knees must be covered by rigid protection. Shin protection is recommended Rapier, Sidesword, Sword & Buckler Shin protection is required
Elbows & forearm	Elbows must be covered with rigid protection. Longsword, Sidesword, Sword & Buckler The competitor's forearms should be protected by a minimum of thick padding or pseudo-rigid protection. This may be an integral part of the glove (eg. extended cuff Gloves), as external plates (eg. SPES AP-Pro jacket), or internal sections. Restricted Longsword No additional forearm protection is required.
Gloves	Longsword, Restricted Longsword Longsword specific rigid gloves providing full coverage on the hands and wrists. Gloves may be articulated with separate fingers (eg. Koning) or "shell" type (eg. Sparring Glove/SPES Heavy), so long as they are constructed with rigid plates.

	Sword & Buckler, Side Sword, Spear Appropriately protective, thickly padded or rigid shell gloves must be worn e.g. Thokk, Lacrosse, or Red Dragon gloves Rapier, Rapier & Dagger Gloves must be used which cover the entirety of the hand and wrist, more padding for the dagger hand is recommended.
Groin/Chest Protection	Rigid groin protection to be worn to protect external genitalia. Thick padding or semi-rigid protection for the chest is recommended.
Legs	The groin and upper thighs (up to a handspan down from the groin) must be covered by 350N penetration resistant material. Restricted Longsword No bare skin. 350 N pants recommended but not required.
Shoes	All competitors must wear shoes.
General Requirements	No significant exposed skin. All equipment must be well constructed and fit for purpose. Equipment may be decorated (patches etc), however images with offensive/racist/abusive language and content are forbidden.
Glasses	The use of sport-specific lenses is recommended.

Table 4.2 - GENERAL WEAPON STANDARDS

Item	Description
Edge	Edge must be free of sharp or jagged edges, and be appropriately filed. Dents and slight inclusions are acceptable. Edges should be greater than 1.5mm in width.
Blade	The blade must be free of cracks or warps considered significant to compromise safety.
Point	The point of the blade must be spatulate, rolled, or squared and tipped with leather, plastic, or similar of 2mm or more thickness, and secured with bright coloured tape.
Handling	Moment of Inertia and Point of Balance must feel safe enough to inspecting official
Appearance	Should feel like a sword of its category according to event organiser (Gindi),

	and have appropriate hilt design according to its category.
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Table 4.8 - WEAPON DIMENSIONS WEIGHTS	
Item	Description
LONGSWORD	
Length	80 - 96 cm blade length measured from crossguard, max handle length 32 cm including pommel.
Weight	1000 - 1599 g
Flex	Force to flex should be less than 12 kg when pressed upon a scale until approx consistent scale force is recorded.
Misc	Simple cruciform hilt only (no siderings)
SIDE SWORD	
Length	70 - 93 cm blade length measured from crossguard to tip
Weight	850 - 1150 g
Hilt options	Simple cruciform or with finger ring and minimal other rings & knucklebow. No true baskets/rapier hilts
Handling	Moment of Inertia and Point of Balance must feel safe enough to inspecting official
Flex	Force to flex should be less than 10 kg when pressed upon a scale until approx consistent scale force is recorded.
BUCKLER	
General	Round bucklers, made of wood, metal, leather, plastic or some combination.
Diameter	31 cm maximum
RAPIER	
Length	93 - 112 cm blade length measured from crossguard (not shell)
Weight	830 - 1330 g in weight
Flex	Force to flex should be less than 9 kg when pressed upon a scale until approx consistent scale force is recorded.
Handling & Appearance	Should feel like a rapier according to event organiser (Gindi), and have rapier hilt
PARRYING DAGGER	
Length	25 - 48 cm blade length measured from crossguard (not shell)
Flex	Force to flex should be less than 12 kg when pressed upon a scale until

	approx consistent scale force is recorded.
Handling & Appearance	Should feel like a parrying dagger according to event organiser (Gindi), and have appropriate hilt

NOTES

Appendix A: Version Control

Version	Date	Changes
1.0	19/2/2019	Initial release
1.1	19/2/2019	Added notes and clarifications to preamble/intro
1.2	20/2/2019	Fitness to compete added in section 9.0, pre-tournament briefings and checks in section 2.0.
1.3	4/10/2019	Added HFA scoring & equipment standards, and rearranged sections for clarity and conciseness.
1.4	15/2/2020	Updated escalation of penalties for greater clarity of escalation across matches. Updated scoring to include edge alignment & grabbing tips of blades.
1.5	4/7/2021	Updated for Winter Open 2021
1.6	9/12/21	Sword & Buckler Tournaments 2021
1.7	18/1/23	Updated to Abbreviate rules, CapoFiore Comp 2023
1.8	20/5/23	Marozzo Cup 2023
1.9	8/7/24	Marozzo Cup 2024