

Specific rules

SWORD AND BUCKLER

- EDITION 2025-

Contents

1. Equipment.....
2. Fight regulations.....
3. Allowed techniques.....
4. Prohibited techniques.....
5. Point count.....

1 - Equipment

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

1.2. Fighters must wear the following equipment:

- Helmet with Face Protection
- Groin Protection
- Glove for Weapon Hand
- Chest Protection
- (>12 Years) Knee Protection
- (>12 Years) Elbow Protection

1.3. Fighters may elect to wear the following equipment:

- Gorget
- Glove for Buckler Hand
- Arm Protection
- Leg Protection
- Knee Protection (<12 Years)
- Elbow Protection (<12 Years)
- Back Protection
- Foot Protection

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

2. Fight regulations

2.1. Sword and buckler rounds last a set amount of time.

2.2. The fight ends when a fighter has two winning rounds.

2.3. During the group phases, if none of the fighters win two rounds after three rounds, the draw is declared. The two only cases are :

- ❖ First round won by a fighter/Second round won the other fighter/Third round is a draw round
- ❖ All three rounds are draw rounds.

2.4. Reminder : for the ranking in the group stage fights:

- ❖ A victory – 2 points,
- ❖ A draw – 1 point,
- ❖ A defeat – 0 points.

2.5. During the final phases, if none of the fighters have won two rounds after 3 rounds (cases from 2.3), the fighter with the most points in all rounds wins the fight.

2.6. A draw round is considered as a winning round for both fighters.

2.7. Each round lasts a maximum of the time given in the following table :

Category	Round Time
8 - 9 years old	45 seconds
10 - 11 years old	45 seconds
12 - 13 years old	60 seconds
14 - 15 years old	60 seconds
16 - 17 years old	60 seconds

2.8. The rest period between rounds is a maximum of 30 seconds for all age categories.

3. Allowed techniques

3.1. Any unauthorized technique is considered prohibited.

3.2. The following techniques are allowed:

- ❖ Striking with the sword blade
- ❖ Pressing with the flat part of the buckler from age 10 up
- ❖ Pushing with the buckler (using the flat part or edge)

4. Prohibited techniques

4.1. Any unauthorized technique is considered prohibited.

4.2. All the following techniques, but not limited to, are prohibited:

- ❖ Thrust with the weapon.
- ❖ Any strike to an illegal zone (groin, feet, back of the neck, throat, interior of joints).
- ❖ Strikes with the pommel.
- ❖ Strikes to a grounded or rising opponent.
- ❖ Kicking with feet or knee, hitting with the elbow, punches, and headbutts.
- ❖ Grappling/throwing technique.
 - ❖ Grabbing the opponent's weapon and buckler, body, clothes or equipment.
- ❖ Strikes with the edge of the buckler.
- ❖ Charge: strikes with the buckler with more than two steps of run-up.
- ❖ 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 at the cutting edge of the blade and with enough power to it.

5.3. A sword has two cutting edges: The edge defined by the part of the blade along the grip and the false edge defined by the part opposite to the edge.

5.4. Any strike that is parried by an offensive or defensive weapon is not an effective strike.

5.5. All strikes to a legal zone award one point.

5.6. A round winner is declared once a total of 5 points has been accumulated by one fighter or the time limit has elapsed.