

Einhorn

General Ruleset 2026

Summary:

- *The tournament consists of 2 pool phases, eliminations, and finals.*
- *Pool fights last 3 minutes per fight.*
- *Wrestling is permitted*
- *Only clean hits are counted. If an afterblow lands within a tempo, no score is awarded. When in doubt, the afterblow is considered to be within tempo.*
- *Double hits may result in a double hit count per match. When 3 double hits are counted in a match, the match will go to sudden death, unless the point difference is 6 or more.*
- *During the fight, show respect towards your opponent, the judge, and the jury. Inappropriate behaviour will not be tolerated.*

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1. Participation

- a.** This tournament is open to all participants from the age of 18.

2. Tournament Structure

- a.** The tournament will have two pool phases, an elimination phase, and the finals of Division 1 and Division 2.
- b.** The second pool phase is divided into 2 divisions based on performance in the first pool round.
- c.** In the elimination phase, the tournament ends for you when you lose a fight.
- d.** In the finals, fights are held for bronze, silver, and gold in Division 1 and Division 2.

3. Fight Duration

- a.** Fights last 3 minutes.
- b.** The intention is that no pauses occur during the fight: the clock keeps running. Except for:
 - i.** Extended discussions
 - ii.** Medical safety reasons.
 - iii.** Equipment (loose) safety reasons.
- c.** Only the judge can call a "Time-out". The judge has full discretion in this matter.
- d.** There is no maximum point total or number of exchanges.
- e.** In the last ten seconds, 'last exchange' is announced, after which one final exchange must take place. If this ends in a third double hit, the match will go to sudden death unless the point difference is at least 6.

4. Scoring

- a. A judge and a jury will be present at each field to determine scores.
- b. The judge acts as the deciding factor and ultimately determines the score. The jury assists the judge by indicating what they have seen.
- c. When the judge sees a point, the judge will indicate this by loudly and clearly calling “stop” , “break” or “halt”. The judge will then ask the jury to indicate what they have seen using flags.
- d. Point scoring:
 - i. 2 points for a strike or thrust to the head (the neck also counts as the head zone).
 - ii. 2 points for a thrust to the torso.
 - iii. 1 point for a strike to the torso or a strike/thrust to the arms and legs.
 - iv. 1 point for a ring out.
- e. The semaphore: flag up is 2, flag to the side is 1, flag straight down is ‘no point’. Both flags straight down is ‘no verdict yet’. Flag diagonally up in front of the body is ‘no quality’. Flags crossed in front of the body, pointing downward is ‘unclear’. Both flags crossed behind the body is ‘no point scored’.
- f. At the end of each pool fight, match points are awarded based on the result. Participants receive 1 point for a win, half a point for a draw, and 0 points for a loss. The final score is divided by the number of fights. At the end of the pool phase, all participants are ranked based on match points obtained.
- g. Clean score: Fighters who perform well by fighting clean (hitting without being hit) are rewarded with a high clean score. This is determined by the number of valid hits the fighter lands divided by the number of exchanges. This score is tracked throughout the entire tournament. Whoever has the highest clean score at the end of the tournament is awarded the beauty prize.
- h. Should two or more participants share the same number of match points on the pool ranking, the clean score of both fighters will first be taken into consideration.
- i. If during combat your opponent shows the back of their body and you demonstrate that you could have struck them, you will be awarded full points. In doing so, you must hold back your strike/thrust and refrain from actually hitting that part of the body.

5. Double hits

- a. A double hit is defined as a single tempo in which both participants perform a scoring action.
- b. The awarding of double hits is intended to penalise a fighting style that disregards one’s own defence. If it is clear to the judge that the participant is making a genuine effort to keep themselves covered but a double hit still occurs, the judge may decide not to award the double hit. Awarding a double hit is a last resort and only occurs in extreme cases of fighting where there is an obvious lack of self-preservation by one or both participants.
- c. Points are not awarded to either participant in the case of a double hit.

- d. Double hits may result in a double hit count per match. When 3 double hits are counted in a match, the match will go to sudden death, unless the point difference is 6 or more. In this case the match will continue.

6. Permitted Actions

- a. The only permitted scoring actions with the weapon are the following: a thrust with the point, a strike or cut with the edge. A pommel strike to the mask is only a scoring action when executed from a dominant position, with control. At all times, at least one hand must be on the grip or pommel of the weapon in order to perform a scoring action.
- b. Wrestling is permitted, provided throws are executed with control. Wrestling can result in points if a scoring action with the sword is performed.
- c. Should either participant lose their weapon — whether by intentionally or accidentally dropping it, or through a disarm — the judge will let the exchange continue until a point is scored.
- d. If a wrestling situation lasts too long without a dominant position emerging or quality scoring actions occurring, the judge may stop the fight and restart it.
- e. Attacks must be executed with a proper amount of intent and intensity. Merely making contact is not sufficient. In the case of insufficient contact, poor edge alignment, flat strikes, insufficient follow-through on a thrust, etc., ‘no quality’ will be given and therefore no points awarded.

The threshold for a quality hit is higher for the following attacks:

- i. Attacks directed at the hands.
- ii. Attacks executed with one hand

Jury members are permitted to give the flag signal ‘no quality’ without stopping the exchange. Refer to the semaphore described above.

- f. A participant is permitted to speak with the judge. This occurs after the participant — outside of an active fighting situation — raises their hand, and the judge walks over to engage in conversation. During a discussion between a fighter and a judge, the judge must call a time-out. The final decision of the judge, following the aforementioned conversation, is definitive. Further protest may lead to violations or disqualification. A participant is only permitted to speak with the judge for the following reasons:
 - i. The participant believes the points have been counted incorrectly (a so-called ‘recount’).
 - ii. The participant does not feel safe due to the behaviour of their opponent, equipment, etc., and wishes to raise awareness to this.
 - iii. The participant has health complaints.
 - iv. The participant wants to protest the score in the participant’s disadvantage (the judge can disregard the protest when the judge is sure about the score)

- g. A participant is permitted to forfeit the fight at any moment. This results in an automatic loss of that fight.
- h. The participant must continue to defend themselves until the judge stops the fight.

7. Prohibited Actions

- a. Arriving late for a fight.
- b. Being under the influence of alcohol before a match.
- c. Intentionally turning the back of the head towards the opponent.
 - i. If your opponent could demonstrate (by moving the point/blade back and forth) that they could have struck you during the rotation of the body, they receive the full 2 points. (See scoring 4.h./4.h.i.)
- d. Making an attack towards a prohibited target. (See Prohibited Targets 10.)
- e. Actively trying to push the opponent out of the ring. 'Bullrushing' (see point 8.b. for more info).
- f. Chokeholds or breaking techniques.
- g. Throwing the weapon.
- h. Striking the floor with the weapon.
- i. Offensive use of the crossguard.
- j. 'Extreme' attacks, meaning: all otherwise legitimate attacks executed with excessive force that unnecessarily increases the risk of injury. The limit for this lies with the judge and/or floor manager.
- k. Continuing to fight after the judge has stopped the fight.
- l. Speaking with the table crew or jury members. For speaking with the judge, see the 'Permitted Actions' section.
- m. Swearing.
- n. Making wild gestures towards the judge or jury.
- o. Protesting the score in your advantage.

8. Ring Out

- a. Should either participant step outside the ring with both feet, the fight will be stopped and the opponent will be rewarded with 1 point.
 - i. Unless: if a point was scored before the ring out occurred, that point count applies and the ring out is disregarded.
- b. It is not permitted to forcibly push the opponent out of the ring (the so-called 'bullrush').
- c. In the event that both participants simultaneously step outside the ring with both feet, the fight will be stopped and restarted.

9. Violations

- a. The judge may issue violations when prohibited actions are observed. The second violation in a fight results in a deduction of one point. The third violation results in an automatic loss of that fight. These violations are tracked by the scorekeeper.
- b. If a participant has received three violations in a previous fight, a loss due to violations in a subsequent fight will result in immediate disqualification from the tournament.
- c. The floor manager is authorised, in consultation with the judge, to bypass this violation system and immediately disqualify a participant in cases of extremely transgressive behaviour.
- d. The judge is authorised, at their own discretion, not to penalise prohibited actions or actions approaching the limits of what is acceptable with a violation, but instead to first warn the participant.

10. Prohibited Targets

- a. Back of the body.
- b. Foot/ankle.
- c. Groin.

11. Coaching

- a. A participant is permitted to have a maximum of one coach in their corner.
- b. This coach must stand, kneel, or sit still in their participant's corner, and must not come out of the corner unless in case of (medical/gear technical) emergency. They (or other volunteers) will indicate this by calling 'safety'.
- c. The coach is permitted to request a time-out for medical reasons for their participant, or to repair gear. The participant has two minutes to get their gear into a workable state or to replace it.
- d. The coach is permitted to actively give verbal instructions to their participant during the fight, provided this remains within an acceptable volume and the coach makes no attempt to influence the jury. Should this occur, the judge may decide that the coach must remain silent during an active exchange. Should the coach prove unable to do so, the judge and/or

floor manager may deny the coach access to the fighting arena, and if that does not work, to the hall.

12. Gear Requirements

a. General:

- i. All gear must be in good condition. No visible skin must be present on the participant. The judge reserves the right at any time, possibly in consultation with the floor manager, to disqualify gear.
- ii. These are minimum requirements. Additional protection, such as extra shoulder or thigh protection, is permitted but not required. Note, however: extra metal protection, such as steel armor plates, is not permitted.
- iii. Should there be any uncertainty as to whether a specific piece of gear is permitted, please contact the organization prior to the tournament, or on the day itself with the floor manager. This may be refused.

b. The following items are mandatory:

- i. Mask with back-of-head protection, no (severe) damage such as broken mesh or deep dents.
- ii. A solid padded fencing jacket, without gaps or openings, without through-and-through tears or holes. If the jacket opens at the front, an overlap must be present at that opening that does not allow a sword point to pass through. The jacket must have a collar that covers the throat. The jacket may have ventilation holes or mesh on the back, provided these holes are not so large that a feder point can pass through.
- iii. A separate (hard) breastplate is mandatory.
- iv. Sufficient protective gloves (no lacrosse gloves, no hockey gloves, or steel gauntlets).
- v. Throat protection.
- vi. Elbow protection that covers the entire elbow and provides sufficient protection.
- vii. Knee and shin protection, hard plate.
- viii. Groin protection.
- ix. Shoes are mandatory. Shoes must be clean, and the sole must not leave marks on a sports hall floor.

- c. Longsword/Federschwert: Steel, must be brought by the participant, max weight 1800 grams, max length 140 cm. Thickened and/or rolled tip mandatory, safe level of flex, no dangerous burrs or dents. Minimum edge thickness of approximately 2mm. Side rings on the crossguard are not permitted.

13. Finals

- a.** The finals consist of a minimum of 2 rounds of 3 minutes each.
- b.** If the score is tied after 2 rounds, a third round will be played.
- c.** If the score is still tied after the third round, a fourth round will be played.
- d.** If the score is still tied after the fourth round, the match ends in sudden death.
- e.** The rule whereby a match goes to sudden death after 3 double hits (see article 5.d) does not apply in the finals.