



Symphony of Steel

Tournament Rulebook for Long Sword

Version: 2.2

Date: 09.10.2023



Audited by:

Name	Function	DDHF Division	Date
Paul Hofmann	Vice President Sports and Sports Development	Tournaments	09.10.2023



Table of contents

General	3
Differences to the framework	3
Chapter: Guidelines for Hits	
Section Valid Hits	3
Chapter: Prohibited actions	3
Chapter: Violations and penalties	4
Special conditions of participation	4
Beginners tournament:	4
Score as point	4
1. hit	5
2. double hit	5
Course of the battle	6
1st fighting time:	6
2. end of a battle:	6
3. victory conditions:	6
Tournament procedure	6
Change history	7



General

For this set of rules, "wrestling on the sword" is considered an important part of the historical martial arts, with special challenges for equipment, technique and body control. For this reason, it is strongly recommended to prepare for safe falling during throws and takedowns (fall school) and to practice safe falling even in full protective gear and with a sword.

Separately published equipment specifications that address DDHF recommendations apply.

Each fencer is entitled to appoint exactly one coach, who is the only one allowed to enter the safety area around the fighting area during a bout to support the fencer. The coach may not interfere with the flow of the bout. A fencer is responsible for his coach, which is why he can be penalized with cards by the referee if the coach interferes.

The rules: "Symphony of Steel" was developed for the Schwabenhedern Ulm tournament of the same name.

Differences from the framework

All rules of the DDHF Framework Rules Version 5.0 apply with the following changes:

Chapter: Guidelines for Hits

Section Valid Hits

4. wrestling

Addition: If wrestling occurs within a weapon round, the fencers have 10 seconds to score a point or bring their opponent to the ground, otherwise the weapon round is interrupted without scoring. If the wrestling goes to the ground, the fencers have again 10 seconds, after this time it will be stopped.

Chapter: Prohibited actions

1. leg sweeps are allowed contrary to the DDHF framework rules.
5. pushing, shoving and shoving, bringing down or the like without recognizable technique are allowed contrary to the DDHF framework rules, as long as the opponent is not lifted.
6. blows to the back of the head and neck are strongly influenced by the defending fencer and are therefore not generally considered as a forbidden action.



- 7. hard blows on hands and back are strongly influenced by the defending fencer and therefore are not generally considered as a forbidden action.
- 9. throws where the thrown is lifted out are forbidden contrary to the DDHF framework rules.
- 12. actions, which are performed against the hall floor without external influence (e.g. blows to lure the opponent) are forbidden.

Chapter: Violations and penalties

In case of a red card, the opponent is awarded two points.

Special conditions of participation

Beginners Tournament:

To participate in a beginner tournament, the participant must have previously participated in no more than one other tournament and must have actively practiced historical fencing for no more than two years. Otherwise it is an open competition.

Women's Tournament:

Only persons who identify themselves as women may participate in a women's tournament.

Open Tournament:

In an open tournament, participation is possible for everyone without restrictions.

Score as point

Points are awarded for successful thrusts, slashes, cuts, wrestling actions, disarms, leaving the fencing floor, and penalties.

1st hit

All hits are scored according to their type and hit zone. In the case of multiple hits, the higher value hit is scored.

Type	Hit zone	Points
Chop	Head / top of the shoulders	2



Litter	Thrower remains standing	2
Stitch	Head / Torso	2
Chop / Stab	All other hit zones	1
Cut	Head / Neck	1
Wrestling	Wrestling dominance	1
Leaving the ring	Opponent leaves the ring	1
Disarm	Seize and disarm	1
Cut	All other hit zones	0
One handed actions	Reduces the hit score to a maximum of one point	1
Lookup	Hit by the opponent	-1

Dominance in wrestling can only be achieved on the floor. The dominator must be on top of the dominated and hold him on the ground for three seconds.

After a scoring hit, the exchange is interrupted after about one second. If the fencer who landed the first hit is hit during this time, one point will be deducted. If the fencer who landed the first hit can score another, higher scoring hit within this time, only this one will be scored (deductions for counter hits remain).

If a thrust or slash is performed with only one hand on the weapon, so that there would be two points according to the table, only one point is awarded instead.

2. double hit

If hit at the same time, the exchange is immediately interrupted. No points are awarded

Course of the battle

1st fight time:

A fight in the group stage lasts a maximum of 1:30 minutes and in the elimination stage a maximum of 2:00 minutes.

The time is stopped as soon as a referee interrupts the round of weapons.



2. end of a battle:

A battle ends when one of the following conditions is met:

- Reaching the maximum fighting time.
- After the interruption of the weapon's course, there is only 10 seconds of combat time left at the most.
- if a point difference of five points is reached in the group stage, or seven points in the elimination stage.

3. victory conditions:

The winner of the bout is the fencer with the most points.

In case of a tie, the bout ends as a draw in the group phase. In the elimination phase the fencer who scores the next point wins.

Tournament schedule

The exact tournament format will be chosen by the tournament management depending on the registered number of participants. Foreseen are:

1. Preliminary rounds: Division of participants into pools, therein (partial) single round robin.
2. Main Rounds: Single or double elimination tournament. If the number of participants is very small, the main rounds may be omitted.

The choice of tournament format and the division of the participants into preliminary and main rounds is based on sporting comparability. Attention is paid to as many encounters as possible and suitable seeding.

If a fencer is eliminated from the competition due to injury during the preliminary rounds, all fights of the injured fencer will be cancelled for the following scoring.



Change history

Version	Change	Date	Through
1.0	Rulebook prepared by Schwabenfedern Ulm M. Hirner and editorial revision for DDHF T. Bögle	19.01.2020	M. Hirner T. Bögle
2.0	Revision as requested by Schwabenfedern. Editorial revision for the DDHF T. Bögle	22.11.2020	J. Nickerl
2.1	Adjustments of the hit zones, change of the time measurement in case of fight interruption, specification of some unclear phrases, editorial changes.	15.12.2022	J. Nickerl
2.2	Adjustments to Forbidden Actions, Hit Zones, specification of some unclear wording, editorial changes.	17.09.2023	M. Schön


