



## COMPETITION REGULATIONS MEN OF ARMS

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## **§Description and purpose**

The HEMA in Armis discipline (translated and drafted from the rules of the Deeds of Arms of the DeKoven Concord) seeks to reproduce the modalities and techniques of contests in armour, typical of late medieval European treatises, with a focus on the period between the beginning and the end of the 15th century.

In order to conduct a tournament safely, fighters are expected to:

- Have experience in performing the techniques studied;
- Have experience in behaviour and combat in arms;
- Have the awareness to stay within the parameters of the studied techniques;
- They give and receive fair and clean blows;
- They understand that such competition is an opportunity to show skill and honour, not a venue for exhibiting mere brute force, violence and rudeness.

## **§2. Judges, referees and field staff**

*Field Master:*

The Master of the Field acts as the main judge of the lizza.

The duties of the Field Master are:

- Starting and ending disputes;
- Counting successful hits during an assault;
- Dictating the timing of the meeting by calling a stop when necessary and talking to the competitors in order to achieve a smooth and smooth running of the event.

*Field assistants:*

- There are two Field Assistants, their purpose is to assist the Field Master in his duties, including judging shots taken if the Field Master has an unfavourable line of sight.
- Field assistants must act in such a way as to ensure the safety of spectators, assistants and combatants.

*Race Director:*

- The Race Director is appointed from among the referees present by written notice from the National HEMA and Dueling Sports Association (ANH) at least seven days before the event.
- The Race Director coordinates the activities of the referee staff at the tournament venue and acts as a contact person for the tournament.
- The judgement and decisions of the Clerk of the Course regarding any element or situation that may occur at the tournament venue are final and irrevocable.



### **§3. The playing field**

The lizza, i.e. the place within which the contest takes place, is 10m by 10m square, bordered by a 120cm high wooden fence.

### **§4. Valid weapons and shots**

All weapons used in HEMA in Armis, in the parts used for point shots, must have a rubber safety button of at least 12mm.

The weapons used in HEMA in Armis are:

- Dagger: must be between 40cm and 50cm long. Effective blows are considered the tips;
- Sword: its length must be between 100cm and 130cm. Strikes considered effective are tips and cuts. Any variations on a particular sword must be agreed in advance with the organisation;
- Spear: length must be 220 cm. Shots considered effective are the tips;
- Azza: must have a length of 170cm. Strikes considered effective are spikes and concussion.

Shots considered valid for the award of 1 point are:

- Cutting blows (ineffective against plates and iron mesh);
- Pointing blows (ineffective against plates);
- Blows with the head of the club (effective against any target).

### **§5. The score**

- A shot taken according to the rule in paragraph 4 and deemed valid by the marshals awards 1 point to the person who took it.
- If both athletes score a valid stroke in the same fencing time ('double stroke'), both athletes are awarded the point.
- The athlete who manages to completely disarm his opponent receives 2 points.
- If a contender is unable to participate in a match, a 3-0 defeat will be inflicted.
- In the event of the breakage of a piece of equipment that does not jeopardise the player's safety, the player may decide whether or not to continue the match; in the event of the loss or breakage of a piece that jeopardises safety or the player's refusal to continue, the other contender automatically scores 3 points.
- If there is an equipment difference between two contenders (related to the iron jersey), the point, in the case of a double hit, is awarded to the player wearing the iron jersey as historically correct.



## §6. Sanctions

During the match a participant may incur several cautions. After the second, and for each subsequent action deemed unfair, a point will be awarded to the opponent. The cautions are as follows:

- Mindless use of weapons where 'mindless use' means repeatedly and ineffectively striking an opponent with one's weapon;
- Voluntarily attempting to cause pain to an opponent in a fighting action;
- Unsportsmanlike conduct (e.g. calling one's shots);
- Address the camp master without raising your hand;
- Contestants are guaranteed 1 minute to compete after their call, on pain of defeat 3-0; no exceptions are allowed.

## §Safety Standards and Reinforcement

For the practice of the HEMA in Armis, defensive weaponry of historically correct design for the period between 1350 and 1480 is required.

The panoply must consist of defensive elements made of plate, steel mesh and padded cloth. All defensive pieces must refer to a single historical period and must be of documentable fashions in contemporary effigies or artefacts, allowing for a time tolerance of 10 years more or less for each piece in relation to the chosen period.

The mandatory protections are:

- Head: closed helmet with movable visor. Minimum thickness: 2mm steel for the shell (1.5mm if hardened) and 1.5mm steel for the other helmet elements (1.2mm if hardened).
- Ocularia: the height must NOT be more than 10 mm under any circumstances.
- Torso: the front part of the torso (chest and abdomen) and the hips must be protected by a steel plate guard. Minimum thickness: 1 mm steel.
- A arming doublet (zupone, zuparello, gambeson) must be worn underneath the metal guards; the latter must have the armpits closed for safety reasons.
- Hands: steel weapon gloves, Minimum thickness: 1.2 mm.
- Arms and Legs: Leg and Arm Tools, Minimum thickness: 1 mm steel.
- Weapon skirt: composed of riveted rings with a round or flat cross-section.
- Throat: gorget or fan, with riveted or rigid rings.
- Male/female genitalia: a solid protection (shell) must always be worn underneath the armour, without being visible in any way.



- The following exceptions on defensive equipment may be accepted (notified in advance to the competition management):
  - The use of a heraldic surplice is permitted as long as it is close-fitting to the torso, sleeveless and up to mid-thigh length. Fringes, swirls and other accessories that may prevent the referee body from verifying the blows received are prohibited.
  - Use of armour from different historical periods (1350 to 1480), it being understood that under no circumstances is it permitted to use defensive pieces of manifestly non-historical design and/or in materials that significantly alter their weight (aluminium, titanium, vanadium).
- The final decision as to the validity of a particular set-up and/or defensive piece rests with the match director and is as such inappellable.

## **§8. Rules of conduct**

- All participants are asked to behave respectfully and courteously towards everyone present, whether participants or spectators.
- The combatants must accept, without complaint, all blows called by the Field Master.
- Fighters must call any valid blows sustained on their own person in case the refereeing body does not see them.

## **§9. Conduct of the competition**

Each competition consists of two phases; the first group stage (Italian-style or Round Robin) and the second knockout stage (tennis-style).

### **Group stage:**

- The fighter who first achieves three valid hits wins an assault.
- With each valid blow, the action is interrupted and the contenders must return to their corners.
- Each contender challenges each member of his or her group twice by reversing challenger and challenged.
- The challenger has the task of choosing the weapon to be used during that given assault (sword, mace or spear).
- In the event of an equal number of victories, the player with the best difference between points scored and points conceded will be favoured, if this is also equal, the player with the fewest number of strokes conceded will be favoured, in the event of a further tie the players will have to make a further assault, the winner will be placed ahead of the loser.



### Final stage:

- Depending on the number of participants in the tournament, the quarterfinals or directly the semi-finals are held.
- The minimum number to make the quarterfinals is fourteen participants in the tournament.
- In each match of the final stages, three assaults are planned, each using one of the three weapons, starting with the spear, followed by the sword and concluding with the mace.
- Each bout is won by the contender who first reaches three valid hits; the winner of the match is the contender who wins at least 2 out of 3 bouts.
- All three assaults must take place, unless one of the contenders withdraws.
- Participants may request a one-minute break between weapons.
- Each tournament ends with the final, to determine the champion and the runner-up, and the second final, to determine the third and fourth runner-up.

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