 

**RULES of NOMINATION "MSF-** **Saber-buckler" version 3.0**  
The rules have been developed jointly by the Federation of Russia MSF and FC "Fencing Fanatics"

**General provisions:**

Sports fights with MSF - saber are held using special safety sports equipment, developed by the Production Association "The Forge" under the order of the Federation MSF of Russia for the competitions with the use of the "sharp" blows, for ages from 14 years old.  
In the Federation MSF of Russia the sharp blows are allowed only on a special curved arms to provide depreciation upon impact. With a compulsory use of additional protection of the neck to the helmet.

**1. A zone of defeat and a scoring system. Performance criteria of the blow. The award of victory.**

* 1. Allowed "cutting" and "sharp" blows to the head, the neck (with the exception of blows to the back of the neck and in the base of the skull), body, shoulders, forearms, hands, pelvis, thighs, knees and shins. These areas create a zone of defeat.
  2. Banned the blows to the groin, at the base of the skull and the back of the neck, ankle joints and the soles of the feet.  
     1.3. Conditions of the score of a qualified blow:  
      1.3.1. A hit is counted if the "cutting" blow was accompanied by a swing of the arm and/or the attachment of forces and the inertia of the body of the sportsman was caused accented and clearly in the zone of defeat with compliance of the plane of the saber.  
      1.3.2. A Hit by the "sharp" blows does not require the score of the amplitude.  
     1.4. A hit is counted if the blow was caused by one third which is the last to the end or to the middle blade of the sport saber. A hit by the lower third part of the blade of the sport saber doesn't counted.  
     1.5. A hit is counted if the blow was caused by the "blade" - i.e. by the part of the blade of the sport saber, which is corresponding to the location of cutting edge of the weapon (from the side of the first phalanges of fingers of the sportsman). The blows which are caused by a "flatways" - i.e. part of the blade of the sport saber, which is corresponding to the plane of the weapon (from the side of the first phalanges of thumb of the sportsman or the backhand of the sportsman) does not counted.  
     1.6. A hit is counted if the blow was not reflected by a protective effect of the opponent (protection by the buckler or a saber). The counting of the hit is accompanied by an accrual of scores to the sportsman, who was missed a blow.

*Note: in that case if the protective action of the sportsman was not enough effective and the blade of the opponent was able to significantly reject/pass it such a way, that the blow reached any area in a zone of a defeat of a sportsman and had been concentrated, it can be counted as a productive.*

1.7. Differentiation of points for an accomplished skilled actions:  
 1.7.1. For any "cutting" hit the fighter is awarded 2 points.  
 1.7.2. For a"sharp" blow to the body and the head the fighter is awarded 3 points.  
 1.7.3. For a "sharp" blow to any zone of defeat except of the head and body the fighter gets 2 points.  
 1.7.4. A hit into the hand of the opponent brings the fighter 1 point.  
 1.7.5. Also 1 point can be awarded to the fighter in the controversial hit (example: in case of insufficient amplitude, light touches, blows through the block, not accented hits). At the discretion of the judges.  
1.8. Stop of the fight and the disperse of fighters going after any successful hit.  
1.9. The hits in "one-pace" are counted to the both fighters. The second pace is not counts.  
1.10. "Victory by the points" is awarded to one of the sportsman in the following cases:  
 1.10.1. The fight continues until 10 points, or 1 minute of pure fighting time.  
 1.10.2. The winner is the first fighter who crossed the threshold, he is awarded 10 points or the fighter who has more points through 1 minute of pure fighting time.  
1.11. "The technical victory" is awarded to one of the sportsman in the following cases:  
 1.11.1. If his opponent before the match refused of participation in it; if his opponent didn’t come in time at the call of the host to the specified area; if his opponent doesn't prepare his gear for the fight in the specified time by a senior judge. "The technical victory" is awarded to the sportsman with the score 10-0.

*Note: in that case if the sportsman was dismissed from the further participation in the competition (because of an injury or disqualification through 2 warnings per fight or 3 warnings for the competition) and, in consequence of this, can not come for a fight, that’s why "The technical victory" in a fight is awarded to his opponent with the score 10-0.*

1.11.2. If the sportsman can't to continue the fight because of "accidental injury", in this case, the "Technical victory" is awarded to his opponent with the score 10-0. Accidental injury is the injury, which was received as a result of defective quality or incomplete gear of the sportsman, accidental falling and other unforeseen accidents, which is not caused by the violation of rules by the opponent of the sportsman.

*Note: If the sportsman can't to continue the fight because of an injury as a result of violation of the rules by his opponent, that’s why the last receives a double warning and is removed from participation at the fight. "The technical victory" with a score of 10-0 is awarded to the sportsman against whom the rules has been violated.*  
 1.11.3. If the sportsman got during the fight 2 warnings and was removed from  
the lists, the "Technical victory" is awarded to his opponent with a count 10-0.  
 1.11.4. In the case of appearance the failure/defective of any elements in the equipment of one of the sportsman (including the saber or buckler), which prevents the continuation of the fight, the senior judge appoints the time for its repair or replacement (not more than 1 minute). If the sportsman didn’t repair or replace the specified element of the equipment in the allotted time, the "Technical victory" is awarded to his opponent with the score 10-0.

**2. Permitted and prohibited techniques of the fight.**

2.1. The permitted methods of the fight are:  
- The "cutting" and "sharp" blows by blade of the sport i saber in a zone of defeat of the opponent.  
- protection by a buckler or by blade of the sport saber from the blows of the opponent;  
- the pushing and the pressure on the opponent by buckler (it’s plane) or a shoulder;  
- hitting by the plane of buckler at the feet, hands and the blade of the opponent;  
- the repulsion of a blade of the sport saber or hands of the opponent by the plane, or an edge of the buckler;  
- the hits by an edge of the buckler into an armed hand of the opponent;  
- the hooking of the buckler of the opponent with a buckler;  
- the imposition of buckler on a buckler of the opponent;  
- disarm of the opponent by the capture during of a blunder in a prick by the hand for non-combat part of the saber.

2.2. Prohibited techniques of the fight are:  
- hits in the unaffected zone of the opponent;  
- attack the fallen or rising opponent;  
- attack after the command "Stop", which was given by the senior judge of the lists;  
- the hits by an edge of the buckler in the head and neck of the opponent, and also in an unaffected zone;  
- the hits of head;  
- the hits by feet and knees;  
- the backheels, throws, clenches and fractures;  
- the hits by hands and elbows;  
- the hits by the hilt of the sport saber, the hits by the "apple";  
- the captures by hands for the body, head and limbs of the opponent, and also the captures by hands of the elements of his equipment.

**3. Comments. Penalties.**

* 1. Comments to the sportsman make in the following cases:  
      If during the fight there was a breakdown or failure of any of the elements of protective equipment of the sportsman, which, in the opinion of the senior judge, does not allow the sportsman to continue the fight (in case if this faultiness was eliminated in a specified time by a senior judge and the fight can be continued).

*Note: In case of breakdown of the sports weapon (i.e., the buckler, or* saber*) of the sportsman, the comments don’t be make.*

* 1. Penalty points are awarded to the sportsman in the following cases:  
      3.2.1. For an exit with both feet outside of the site (1 penalty point);  
      3.2.2. For the falling or touching the surface of the site by any third point of support (1 penalty point), if the falling was not preceded by a productive hit before the "stop" command. Permitted to rely on the sport saber or buckler. *Example – "If a fighter A caused a productive hit to a fighter B, and then fell – counts only a hit, without no penalty points to a fighter A";* 3.2.3 At the loss of the blade the fighter gets (1 penalty point) if before the fall of weapon he has not got a productive hit. *Example – "If during the falling of the blade of fighter A, before it touch a land, the fighter B caused a productive hit – counts only a hit, and a penalty point to the fighter A does not charged. If there was no a hit – fighter A is counts one penalty point".*

This version of the rules is planned for implementation and aprobation on the national and international competitions in MSF in the 2016-17 school year, then the annual updates of the Rules will followed. For questions and suggestions please write to mdavidova@list.ru .   
 The new version of the Rules will be published on www.fsmb-rf.ru and www.ifmsf.com .   
 Special equipment for this nomination you can see and order at here [www.fsmb-market.ru](http://www.fsmb-market.ru/) .