



Passion - Strength - Excellence

NATIONAL RULES

FOR LED SABER FIGHTING

2023-2024 SEASON

BOOKLET 2: RULES AND REGULATIONS FOR COMPETITIVE FIGHTING

SUMMARY

I.	INTERNAL LOGIC OF THE ACTIVITY	4
II.	TERMINOLOGY	4
III.	FIGHTING CONDITIONS BY CATEGORY	4
IV.	THE ARENA.....	5
V.	GEAR.....	5
1.	WEAPONS	5
1.1.	BLADE LENGTH AND THICKNESS.....	6
1.2.	TIPS.....	6
2.	OUTFITS AND PROTECTIVE GEAR.....	6
2.1.	GENERAL GUIDELINES.....	6
2.2.	LIST OF PROTECTIVE GEAR.....	7
3.	GEAR CHECKS	9
VI.	COMBATS	10
1.	HOW TO HANDLE THE WEAPON.....	10
2.	ASSUMING GUARD POSITION	10
3.	STARTING, INTERRUPTING AND RESUMING COMBAT	10
4.	COMBAT DURATION	11
5.	CLOSE COMBAT	11
6.	CORPS A CORPS	11
7.	DODGING AND MOVING	11
8.	THRUSTING HIT	11
9.	COUNTER-ATTACK.....	11
10.	SUBSTITUTION AND USE OF THE NON-SWORD ARM AND HAND.....	12
11.	CROSSING BOUNDARIES.....	12
12.	DROPPING THE LED SABER.....	12
VII.	LED SABER HITS AND AWARDING OF POINTS	12
1.	TARGET AREAS	13
	Target area A: wrists, hands, fingers and weapon	13
	Target area B: upper and lower limbs.....	13
	Target area C: head and torso.....	13
2.	AWARDING OF POINTS	14
	“Arming to engage” principle.....	15
	“Simple arming” principle	15
	Offensive principle	15

Protection principle	15
“Salvo” or successive hits principle	16
LED blade activation principle	16
3. PRIORITY RULES AND EXAMPLES.....	17
TABLE 1: LED Saber Fighting Flow Chart – Priority phrase d’armes.....	18
TABLE 2: LED Saber Fighting Flowchart – Protection.....	19
TABLE 3: LED Saber Fighting Flowchart – Salvo	20
TABLE 4: Priority application example	21
4. SUDDEN DEATH.....	22
Situation 1: End of the regulation time	22
Situation 2: Challenger	22
VIII. “QUEST” FORMULA.....	23
1. GENERAL GUIDELINES	23
2. COMPETITION PROCESS	23
2.1. PRE-TOURNAMENT - THE TIME OF CHALLENGE	23
2.2. ROUND 1 - THE TIME OF BRAVERY	23
2.3. ROUND 2 - THE TIME OF TEMERITY	24
2.4. ROUND 3 - THE TIME OF CONQUEST	24
3. METHOD FOR THE FORMULA used in ROUNDS 1, 2 and 3	24
4. DUEL SCORING SYSTEM	24
5. “QUEST” GENERAL RANKING	24
6. IN CASE OF WITHDRAWAL.....	25
7. IN CASE OF EXCLUSION.....	25
IX. ASL-FFE SEASON ORGANIZING (France)	25
1. REGIONAL CIRCUIT	25
2. NATIONAL EVENT.....	25
Selection method.....	25
Use of quotas.....	25
3. FRANCE CHAMPIONSHIP (Championnat de France).....	25
Selection method.....	25
Use of quotas.....	26
4. INTERNATIONAL OPEN EVENT	26

I. INTERNAL LOGIC OF THE ACTIVITY

Competitive LED saber fighting is characterized by the following internal logic:

It opposes, within an imaginary framework, two opponents whose objective is to hit their adversary while avoiding being hit, using the blade of their LED saber, on a valid surface defined as the entire body and the weapon's handle, according to specific conventions, specific rules and a predetermined time, within a predetermined circular area.

This means:

- The combat's issue is open, in that the victory of one or the other combatant is uncertain.
- Duels are performed with weapons from a fictional universe and possessing specific characteristics: no handguards, blades must light up, thrusting hits are forbidden,...
- The valid surface for hitting, while encompassing the whole body and the weapon's handle, is divided into target areas with different points values: the head and torso (5 points), the limbs (3 points) and the hands and handle (1 point).
- The convention defines a framework which allows to differentiate the attacker from the defender.
- The rules aim at reinforcing the link with the imaginary world invoked by the universe in question: strikes must be armed, some hits may allow for salvos and fights are improvised.
- The time for a duel, fixed at 3 minutes, is counted continuously, without taking interruptions into account.
- The combat area is a closed circle 8 meters in diameter. Only one foot is allowed outside the area at any time.

Within the ASL-FFE, this discipline is **mixed**.

II. TERMINOLOGY

See Booklet 1.

III. FIGHTING CONDITIONS BY CATEGORY

Categories	Blade type	Blade size	Number of touches and	Authorized targets	Arena dimensions	Fencing distance
SENIOR M20 - Senior - Veteran (17 years old and up)	2mm	32"	15 points (3')	All	8 meters in diameter	6 meters (experiment for 2023-2024.)
CADET M15 - M17 (from 13 to 16 years old)	2mm	32"	15 points (3')	All	8 meters in diameter	4 meters
JUNIOR M11 - M13 (from 9 to 12 years old)	2mm	28"	15 points (3')	All	6 meters in diameter	4 meters

IV. THE ARENA

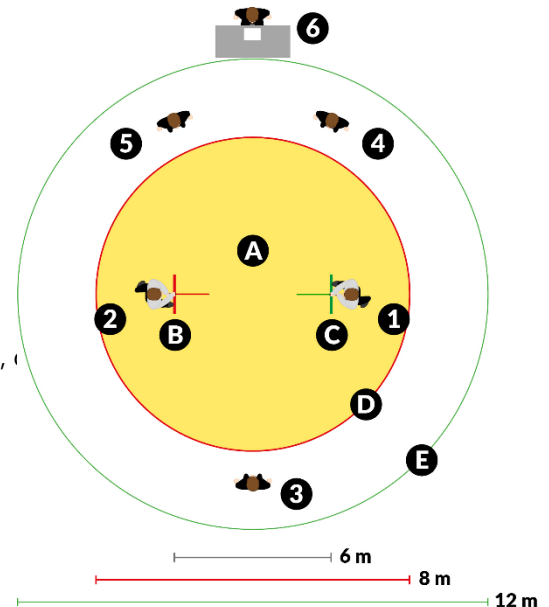
The fighting area, both for competitive and friendly fighting, is called the “combat arena”.

This area is delimited by a circle of 8 meters in diameter, traced in a continuous line. This circle is called the “arena exit boundary”.

The arena must be set on a flat, horizontal surface. The arena must give no advantage to either combatant.

Two 1 meter long lines are traced within the arena, facing each other, 2 to 3 meters from the center of the arena, so they are 4 to 6 meters apart. They are the “en-garde lines”.

- 1) Green combatant
- 2) Red combatant
- 3) Main referee
- 4) Assessor n°1
- 5) Assessor n°2
- 6) e-referee
- A) Fighting area designed for friendly and competitive combat, i
- B) Red combatant's en-garde line
- C) Green combatant's en-garde line
- D) Arena exit boundary
- E) Safety perimeter for the audience



V. GEAR

The combatants arm, equip and dress themselves, and fight under their own personal responsibility, and are aware of all the risks involved.

Any combatant that warms up or trains with another combatant at an official ASL competition (including the training rooms linked with the competition), must wear the appropriate outfit and use the regulation gear at all times.

The safety measures laid out in these rules and regulations are intended to ensure the safety of the combatants, but cannot guarantee it entirely. In consequence, they cannot entail - however they are applied - the responsibility of the ASL, the organizers of an event, the officials nor of the authors of a hypothetical accident.

1. WEAPONS

“LED saber” refers to an item which emulates a weapon producing an energy blade.

It is comprised of several parts: an emitter, a handle, a switch, a pommel, and sometimes a guard.

The “blade” refers to the polycarbonate tube lit by LED lights that goes from the saber's emitter to the tip of it cap.

The cap is the polycarbonate or acrylic tip of the blade. It must be round and either glued and screwed in place.

The LED saber's handle must be made of a metallic alloy devoid of any outgrowth.

The LED saber refers to the entire object; handle and blade.

1.1. BLADE LENGTH AND THICKNESS

For competitions, only one kind of polycarbonate blade is authorized: the **Mid grade 2mm** type.

The recommended exterior diameter of blades is 1", meaning 2.54cm. Depending on the manufacturer, this diameter can vary +/- 0.05cm. In consequence, the authorized thickness goes from 2.4cm to 2.6cm.

The recommended internal thickness of the polycarbonate tube is 2.1 mm. Depending on the manufacturer, this thickness can vary from +/- 0.2mm. In consequence, the authorized interior thickness goes from 1.9 mm (included) to 2.2mm (included).

/!\ If your blade's diameter is inferior to 1" (2.54cm) or its polycarbonate is under 1.8mm in thickness, your blade risks suffering irreversible damage against blades of the recommended diameter. It could break, and if you are unable to replace it, you could be eliminated.

The length of LED sabers must be between 100cm (included) and 110cm (excluded). This length is measured from the tip of the blade to the tip of the pommel.

The standard size for polycarbonate blades is 32" = 81.28cm. Depending on the manufacturer, this length can vary from +/- 2 cm. In consequence, the authorized length varies from 79cm to 84cm.

In competitive fighting, a LED saber is only comprised of a blade, an emitter, a handle, a switch (some models can be equipped with several buttons and/or a charging port) and a pommel. The saber's handle is a valid target.

1.2. TIPS

The use of round, screwed on and glued tips is mandatory for all competitions.

2. OUTFITS AND PROTECTIVE GEAR

2.1. GENERAL GUIDELINES

Each combatant must wear protective gear approved by the ASL-FFE in these rules and regulations.

At the start of each fight, the main referee or one of his assessors will hand each combatant an armband or belt, red and green respectively. Combatants must wear the armband on their arm or their belt, on the side facing the main referee.

During a combat opposing two combatants, the first protagonist to be called up will take place on the right side of the main referee, and will wear a green belt or armband. The second protagonist will take place on the left side of the main referee, and will wear a red belt or armband.

To ensure the safety of the combatants, the following gear is mandatory, both in club and competition settings:

Club fighting	Competitive fighting
<ul style="list-style-type: none"> • 350N fencing mask, in good condition (no deterioration of the mesh, bib properly sewed on, etc.) • Long-sleeve T-shirt (recommended) • Long trousers • Keikogi-type martial arts jacket, or cosplay* • Hockey shoulder pads • HEMA-type protection gloves with reinforced joints and gap protection between the index finger and thumb, or hockey gloves. • Roller-blade type knee and elbow pads • Mandatory reinforced bustier for women • Mandatory protective groin cup for men. For women: september 2024 • Shin guards (optional) 	<ul style="list-style-type: none"> • 350N fencing mask, in good condition (no deterioration of the mesh, bib properly sewed on, etc.) • Protective hood for fencing mask or neck cover • Long-sleeve T-shirt (recommended) • Long trousers • Keikogi-type martial arts jacket, or cosplay* • Hockey shoulder pads • HEMA-type protection gloves with reinforced joints and gap protection between the index finger and thumb, or hockey gloves. • Roller-blade type knee and elbow pads • Mandatory reinforced bustier for women • Mandatory protective groin cup for men. For women: september 2024 • Shin guards • Boots are recommended • Neck guard, gorgerin (recommended) • Flexible forearm guards (optional)

* *Cosplay outfits are authorized as long as they allow for wearing the adequate protections. They must have no rigid or bludgeoning parts. Capes are forbidden. The organizers reserve the right to refuse outfits they deem potentially dangerous to the wearer or their adversaries.*

2.2. LIST OF PROTECTIVE GEAR

You will find below a list of the different pieces of protective gear approved by the ASL for individual combats. (NON-CONTRACTUAL PHOTOS)

- Martial arts jacket:



- Long-sleeve T-shirt:



- Long trousers:



- 350N fencing mask, in good condition (no deterioration of the mesh, bib properly sewed on, etc...):



- Mask cover, helmet guard or neck guard:



- Hockey shoulder pads:



- HEMA-type protection gloves, with reinforced joints and a protected gap between the index finger and thumb, or hockey gloves:



- Throat guard/gorgerin:



- HEMA-type knee guards:



- HEMA-type elbow/arm guards:



- Roller-type elbow/knee pads:



- Protective cup:



- High shoes that go over the ankle, with a flexible sole:



- Chest protection for women:



3. GEAR CHECKS

Gear checks must be organized before the competition, on a specific local with the appropriate workbenches.

If the gear is adequate, it will be marked with control markings.

If the the gear is inadequate, it will be refused and will need to be changed. In this case, no sanction will be applied for faulty equipment.

During the competition, the main referee shall check for control markings and will sanction with a yellow card a combatant who does not abide by this rule (they will then be obligated to replace the gear).

In the case of a repeat offender, the combatant will be sanctioned with a red card (they will then be obligated to replace the gear).

If the main referee notes that the gear is not in adequate condition (cracked or loose blade, missing tip,...) upon checking it, the combatant will be sanctioned with a white card (or yellow, in case of a repeat offender).

However, if during a combat, the main referee notes that a piece of gear has been damaged to the point it is no longer in adequate condition, they will immediately interrupt the fight, in order to replace the damaged gear. In this case, no sanction will be applied for faulty equipment.

Cosplay is allowed in competitive combat fighting, under conditions (see p.10 - 2.1 General guidelines).

VI. COMBAT

1. HOW TO HANDLE THE WEAPON

The weapon can be wielded one-handed or two-handed. Combatants are free to change hands during combat.

Combatants are free to hold the handle whichever way they want. They can, during the course of a match, modify their grip on the handle however they want. However, the dominant hand must never be placed near the pommel in order to increase reach when hitting their opponent. In such a case, the hit would be deemed invalid.

Moreover, the weapon must never be, permanently or temporarily, used as a projectile weapon, whether in an obvious or covert fashion. The combatant must keep at least one hand on the handle at all times, and the hands cannot slide up or down on the handle during an offensive action.

2. ASSUMING GUARD POSITION

When assuming guard position, the combatants will take their positions in the combat arena, just behind their respective "on-guard lines", so they are standing diametrically opposite to one another, across the center of the arena.

This guard positioning process applies at the start of the combat, and each time the combatants are asked to reassume guard position.

The combatants must assume guard position whenever the referee announces "En garde". They must observe perfect stillness until the referee commands them to "Fight!".

3. STARTING, INTERRUPTING AND RESUMING COMBAT

The combat starts upon the "Fight!" command. No strike started before this command is issued will be counted as a hit. To start fighting before this command is punishable by a 1st category penalty.

Interruptions and the end of the combat are announced with the "Cease!" command. To keep fighting after this command is punishable by a 1st category penalty.

As soon as the referee gives the "Cease!" command, every ongoing action must immediately be interrupted. The main referee is the sole judge on the validity of a hit given while the "Cease!" command is being issued.

If one of the combatants stops before the "Cease!" command and is hit, the hit will be deemed valid.

The "Cease!" command may also be given if the combatants are behaving in a dangerous, disorderly or unsportsmanlike manner, if a combatant is disarmed, if a combatant steps outside the combat arena or if they back away too close to the main referee or the audience.

However, an insufficiently armed strike preceding a hit, an uncertain touch or any other technical foul that does not pose a threat to the combatants does not call for an interruption of the combat with the "Cease!" command.

Outside of exceptional circumstances, the referee is not allowed to authorize a combatant to exit the combat arena. If one were to do it without authorization, they would expose themselves to the appropriate sanctions.

4. COMBAT DURATION

“Combat duration” refers to the effective duration of the combat, that is to say, the total time spent between the start and definite stop of the timer, as directed by the referee.

The combat duration is controlled by an e-referee equipped with a stopwatch or a tablet installed with the application destined to time individual competitive combat in a championship setting. Combat duration is fixed at 3 minutes. The timing of the combat will be undertaken in real time and without pauses.

The timer will start upon the first “Fight!” command. It then runs continuously, even when the referee issues a “Cease!” command. The phrase d’armes must be announced quickly.

In the event of an issue (injury, gear failure), it can be interrupted by a decision from the main referee. It will start again upon the next “Fight!” command.

At the end of the regulation time, the e-referee must announce “Time!” loud and clear, to notify the main referee. The main referee must command “Cease!” loud and clear to stop the combat. Any ongoing action must immediately be stopped. The main referee is the sole judge on the validity of a hit given while the “Cease!” command is being issued.

If a combatant is improperly trying to make their opponent waste time, they may expose themselves to sanctions.

In the case of a timer malfunction, the main referee will have to evaluate the remaining duration of the combat themselves.

5. CLOSE COMBAT

Close combat is allowed, as long as the combatants can use their weapons in a proper way and the referee can keep following the action.

6. CORPS A CORPS

There is corps a corps when the bodies of both combatants are touching. In such a case, the referee will stop the combat.

It is forbidden to voluntarily initiate corps a corps in order to deny a hit or stagger an opponent. In such a case, the referee must inflict the appropriate sanctions on the offender. Any hypothetical hit they landed will be deemed invalid.

7. DODGING AND MOVING

Dodging and moving is allowed, including movements that would bring the non-sword hand or knee to the ground.

8. THRUSTING HIT

Hitting with the tip of the saber, in a thrusting fashion, is forbidden and punishable by a 2nd category penalty.

9. COUNTER-ATTACK

Trying to hit one’s adversary as they are attacking is forbidden and punishable by a 1st category penalty. The hypothetical hit scored by the offending combatant will be deemed invalid.

10. SUBSTITUTION AND USE OF THE NON-SWORD ARM AND HAND

Using the non-sword arm or hand is forbidden for any offensive or defensive action, except in the case where the combatant wields an object allowing them to block an opponent's hit. In the case of such a foul, the hit made by the offending combatant will be deemed invalid, and they will receive the appropriate penalty.

If the combatant is obviously trying to substitute a target area for another in order to minimise the points scored by their adversary, the main referee will inflict a 1st category penalty. The points for the target area that would otherwise have been touched are also scored.

The hypothetical hit scored by the offending combatant will be deemed invalid.

If, during a fight, the main referee realizes that one of the combatants uses their non-sword arm or hand, or substitutes a target area for another, they may call upon the assessors' assistance.

In addition to their usual duties, they will also call these fouls by raising their hand, or upon being asked by the main referee.

11. CROSSING BOUNDARIES

When a combatant crosses the limit called the "arena exit boundary", with both feet entirely out of the combat area, the main referee must immediately issue the "Cease!" command.

If the combatant steps out of the combat arena completely, the referee cancels any actions performed after the crossing of the boundary, with the exception of the hit received by the combatant who has crossed the boundary, on condition that it is immediate and that the attack was launched before the boundary was crossed.

If a combatant crosses the boundary with both feet outside the arena, the referee interrupts the combat and declares the combatant has been hit: 3 points are awarded to their opponent.

If the main referee deems that the combatant has deliberately stepped outside the arena in order to avoid a hit, they can inflict upon them a 2nd category penalty. In this case, the sanction points are added to the points already awarded to their opponent for the exit.

A combatant that crosses a boundary involuntarily, as a result of an accidental action (such as being staggered in a corps a corps), will suffer no penalties.

12. DROPPING THE LED SABER

If a combatant drops their weapon and it falls to the ground, the main referee must immediately issue the "Cease!" command.

If a combatant drops their weapon, the main referee must invalidate all actions taken after this point, unless the combatant receives a hit immediately after and said hit was started before they dropped their weapon OR if the combatant receives a hit that goes against paragraph V. 1 rules (Use of the weapon as projectile).

If the main referee deems that the combatant has deliberately dropped or thrown their weapon, they can inflict a 2nd category penalty upon them.

VII. LED SABER HITS AND AWARDING OF POINTS

The rules regarding how to hit one's adversary are codified, and the different target areas are worth different values in points.

1. TARGET AREAS

Target areas are the areas where a combatant can touch their adversary in order to score points, during a combat. The whole body is concerned.

TARGET AREA A: WRISTS, HANDS, FINGERS AND WEAPON

The weapon (the LED saber's handle), wrist, hand or fingers of the adversary can be targeted with an attack.

Vertical, horizontal and oblique (upwards or downwards) cutting hits are allowed on the wrist, hand, fingers and, in general, all over the protective glove, as well as on the guard, handle, pommel or emitter of the adversary's LED saber.

Thrusting hits are forbidden.

Number of points awarded: **1 point.**

TARGET AREA B: UPPER AND LOWER LIMBS

"Upper limbs" refers to both the sword arm and the non-sword arm.

Vertical, horizontal and oblique cutting hits (upwards or downwards) are allowed from the lower shoulder to the forearm.

"Lower limbs" refers to both legs, the one corresponding to the sword arm, and the one corresponding to the non-sword arm.

Vertical, horizontal and oblique cutting hits (upwards or downwards) are allowed from the upper thigh to the foot.

Thrusting hits are forbidden.

Number of points awarded: **3 points.**

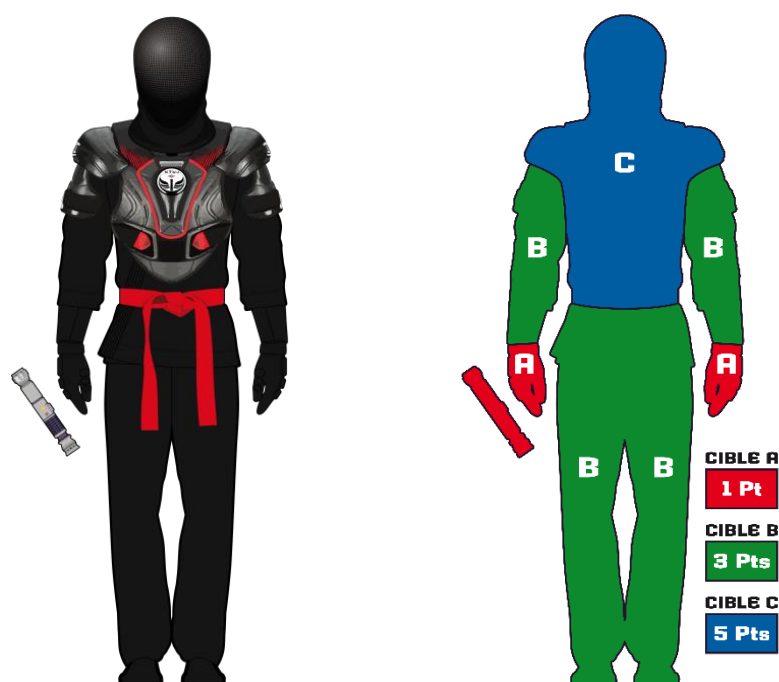
TARGET AREA C: HEAD AND TORSO

Vertical, horizontal and oblique cutting hits (upwards or downwards) are allowed from the base of the neck to the top of the head.

Vertical, horizontal and oblique cutting hits (upwards or downwards) are allowed from the upper shoulder to the base of the neck, from the solar plexus to upper part of the pelvis and from the armpit to the upper hip.

Thrusting hits are forbidden.

Number of points awarded: **5 points.**



Target	Locations	Description	Value in points
Target area A	Sword hand	Wrist, hand and fingers	1
Target area A	Non-sword hand	Wrist, hand and fingers	1
Target area A	Weapon	Weapon (handle, emitter or pommel of the saber)	1
Target area B	Arm (upper limb)	From the lower shoulder to the forearm, wrist excluded	3
Target area B	Lower limb corresponding to sword hand/non-sword hand	From the upper hip to the foot	3
Target area C	Head	From base of the neck to top of the head	5
Target area C	Torso	From the upper shoulder to the base of neck, from solar plexus to the upper pelvis and from the armpit to the upper hip	5

2. AWARDING OF POINTS

Competitive LED saber fighting is organized around five core principles:

“ARMING TO ENGAGE” PRINCIPLE

“Arming to engage” is a movement that systematically triggers a phrase d’armes. It precedes the first attack of the phrase d’armes and thus gives the combatant the initiative.

It consists in drawing back one’s weapon so one’s body is placed between the entirety of one’s blade and one’s adversary, before starting a continuous movement of the blade towards the target. This movement can be performed while standing still or while moving (lengthwise, sideways, with a spin, a jump, a roll, etc...)

For an “arming to engage” move to be valid, it must fulfill the following requirements:

1. The entire weapon must be held between the two combatants before the action’s start;
2. The entire weapon (pommel included) and hand holding it must be drawn back past the one’s body before striking at the target;
3. The movement must be executed without pause, from beginning to end.

“Insufficient arming” constitutes a technical foul. It doesn’t entail a penalty, but will be considered an non-armed attack. This means no points will be awarded to an offending combatant. However, the combat must not be stopped right away, because the opponent can riposte with a simple arming strike (after defending themselves). After this, no combatant may score for this phrase d’armes. The referee may then interrupting the combat to avoid messy plays.

“SIMPLE ARMING” PRINCIPLE

Simple arming is a move performed during an ongoing phrase d’armes. It precedes a 2nd attack or a riposte and allows to continue the phrase d’armes after having seized back the initiative.

It consists in drawing back one’s weapon so one’s body is placed between the tip of one’s blade and one’s adversary, before starting a continuous movement of the blade towards the target. This movement can be performed while standing still or while moving (lengthwise, sideways, with a spin, a jump, a roll, etc...)

For a simple arming to be valid, it must fulfill the following requirement:

- The tip of the blade must be drawn back past the offending combatant body in a withdrawal movement, before striking at the target.

“Insufficient arming” constitutes a technical foul. It doesn’t entail a penalty, but will be considered an non-armed attack. This means no points will be awarded to an offending combatant. However, as with above, the combat must not be stopped right away, because the opponent can riposte with a simple arming strike (after defending themselves). After this, no combatant may score for this phrase d’armes. The referee may then interrupting the combat to avoid messy plays.

OFFENSIVE PRINCIPLE

Arming moves being preparations for offensive actions, they must be completed by attacks, ripostes, counter-ripostes, etc...

These “offensive” actions aim to land a hit with a movement of the blade towards an opponent’s target areas while adapting the distance between combatants by moving.

For an offensive to be valid, it must fulfill the following requirements:

- The movement of the blade must be continuous and aimed towards the adversary, with no stops or pulling back;
- The number of moves (lengthwise, sideways, spins, jumps, rolls, etc...) performed in order to adapt the distance between combatants must not exceed 2.

/!\ A compound attack follows the same logic, with a continuous movement between the feint and the offensive action.

PROTECTION PRINCIPLE

Any combatant who launches a properly executed offensive action takes **priority** on the attack.

In order to foil their opponent's offensive action, the defender must protect themselves (with a parry, a partial body dodge or a full dodge). Succeeding in protecting oneself allows the combatant to seize back priority and to follow up with an offensive action of their own.

For a protective action to be valid, it must fulfill the following requirements:

- If it is a parry, the blade's position must allow to turn away or block the attack; This means that the opponent's blade must not be able to hit in normal conditions.

/!\ A heavy hit that "breaks through" a parry must be pointed out and the combat stopped in order to sanction it (by a 1st category penalty).

/!\ Pressing on with an attack after the first one has been parried is called a "remise". It does not have priority on the riposte. Thus, the attacker should go on the defensive after having been parried.

- If it is a partial body dodge, the body must be able to avoid the attack by moving just one foot. If both feet move, the dodge will be considered a full body dodge.

/!\ Pressing on with an attack after the first one has been dodged is called a "remise". It does not have priority on the next attack from the combatant having successfully dodged. Thus, the attacker should go on the defensive after having been dodged.

"SALVO" OR SUCCESSIVE HITS PRINCIPLE

Any combatant who launches a properly executed offensive action and manages to hit their adversary with a valid hit can follow with a salvo consisting in several successive attacks, with simple arming at least and without pause between the subsequent moves (see table 3 in chapter VII.3).

In order to launch a salvo, the combatant must have priority and have already touched their adversary with a valid touch.

The referee must be careful not to interrupt the combat as soon as the first valid hit is made, so as to permit salvos.

The objective is to allow the attacker to strike a higher value target area (3 or 5 points). At the end of the salvo, the referee will only count the hit with the highest value. The points for the different target areas hit are not added.

A combatant defending against a salvo must not attempt a counter-attack (see chapter VI.9.). What they must do is attempt to prevent the attacker from landing an attack worth more points than the initial strike. A successful defensive action on their part ends the salvo.

LED BLADE ACTIVATION PRINCIPLE

For a touch to be valid, the blade of the attacker's LED saber must be activated. This means that the colored LED within the tube must be on, and the color must be clearly visible to the main referee, the assessors and the adversary.

If the LED blade is not activated when attacking, any hit will be canceled by the main referee.

Similarly, for a parry to be valid, the blade of the defender's LED saber must be activated. This means that the colored LED within the tube must be on, and the color must be clearly visible to the main referee, the assessors and the adversary.

If the LED blade is not activated when parrying, the attacker will be considered to have landed a successful hit on the targeted area and will score the corresponding points.

If the LED saber's LED display is faulty, the main referee will order a change of weapons.

If, after changing weapons, the new saber's LED display does not work either (or another piece of gear is inadequate), the combatant will be sanctioned with a 1st category penalty (see chapter V.3.).

3. PRIORITY RULES AND EXAMPLES

In order to be validated and counted by the referee, a hit must be performed according to the rules of priority, laid out in chart 4 (see chapter VII.3.).

A phrase d'armes starts with a priority attack, and ends with a hit or an interruption of actions (see chart 1, chapter VII.3.).

The priority attack, that is to say the attack preceded by an arming motion, gives the combatant priority; their opponent must then protect themselves by parrying or dodging the priority attack before they riposte immediately (see chart 2, chapter VII.3.).

Thrusting hits and counter-attacks are forbidden during fights (see chapter VI.8. and 9.) and they are not part of the phrase d'armes.

TABLE 1: LED SABER FIGHTING FLOW CHART – PRIORITY PHRASE D'ARMES



LED Saber Sparring Flow chart - Priority Phrase d'Armes

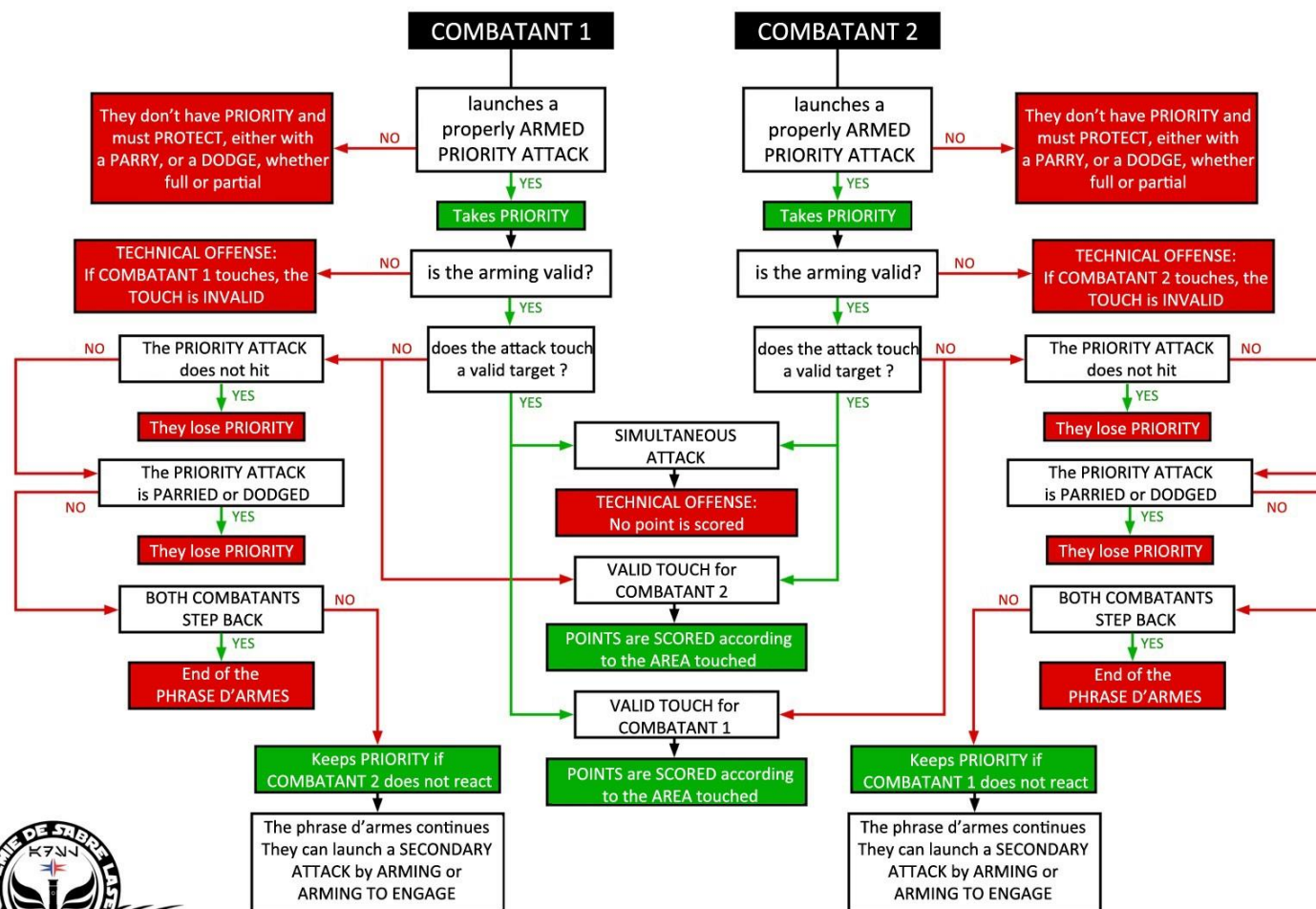
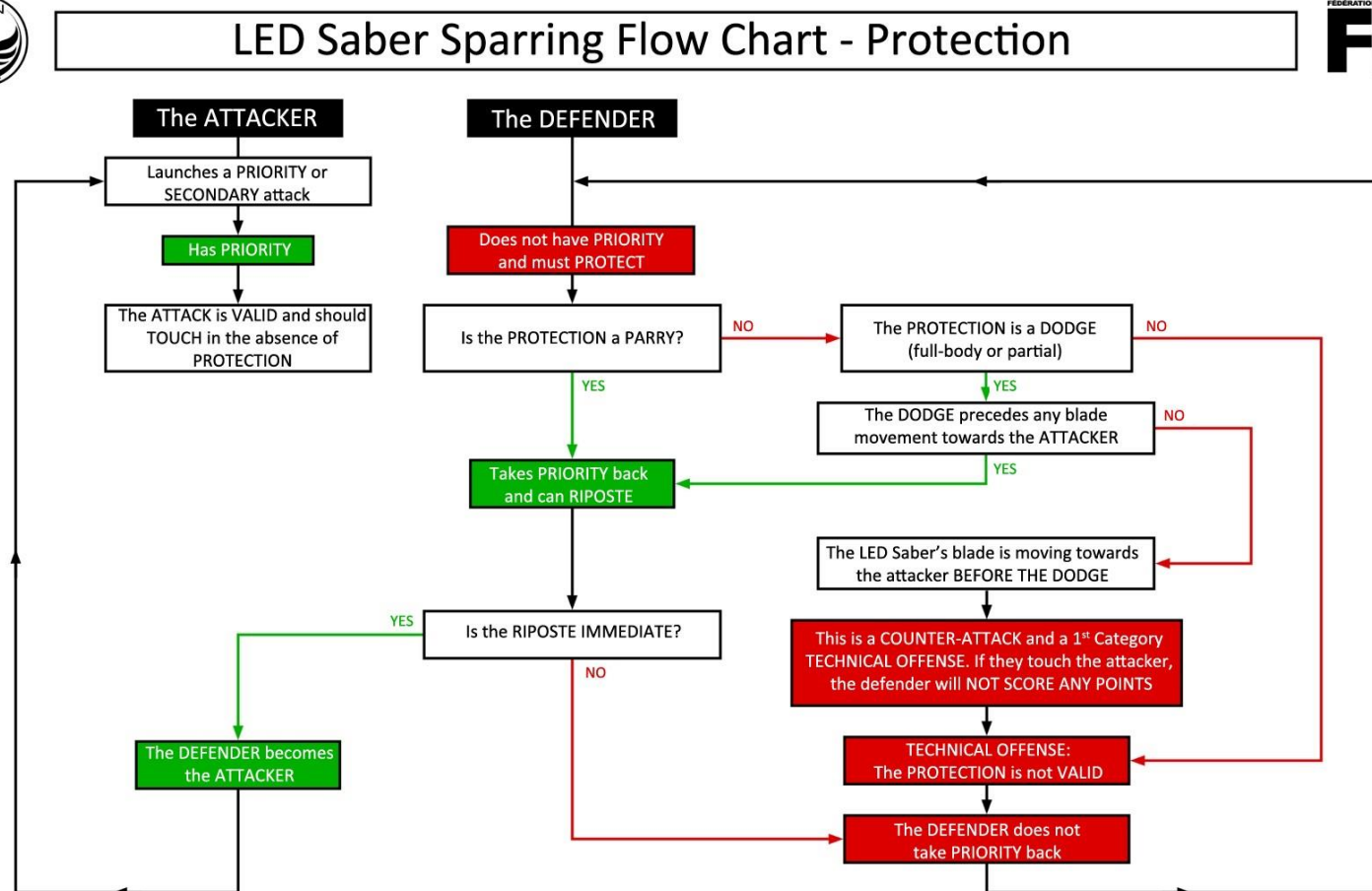


TABLE 2: LED SABER FIGHTING FLOWCHART – PROTECTION



NOTES:

- The PRIORITY ATTACK can be preceded with a variety of LED saber motions (flourishes, feints, etc...)
- For the PRIORITY ATTACK to be valid, it must always be preceded by a motion of ARMING TO ENGAGE
- SECONDARY ATTACKS can be performed by ARMING TO ENGAGE, or by simply ARMING
- ATTACKS can be either SIMPLE or COMPOUND



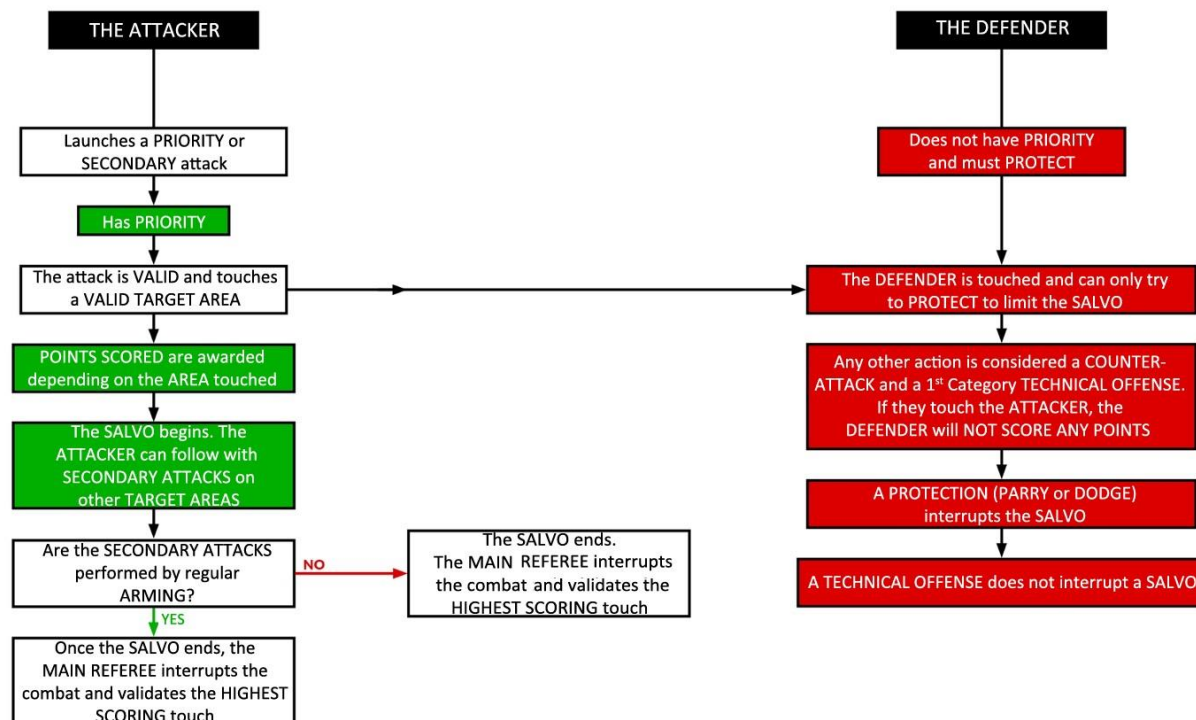
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TABLE 3: LED SABER FIGHTING FLOWCHART – SALVO



LED Saber Sparring Flow Chart - Salvo



NOTES:

- All the SECONDARY ATTACKS withing a SALVO must be ARMED. If this is not the case, the SALVO ends.
- During a SALVO, only the highest scoring TARGET AREA is counted to determine points scored. For example: the ATTACKER touches in AREA 7 (valid touch in an area worth 1 point), which allows them to launch a SALVO. They follow with a touch in AREA 2 (valid touch in an area worth 3 points), and end with a PARRIED strike aimed at AREA 1. In the end, this SALVO is worth 3 POINTS, because AREA 2 is the highest scoring target that has been touched.



TABLE 4: PRIORITY APPLICATION EXAMPLE

Case	Time	Green	Red	Hit	Points	Comments
1	1	Attack (without arming)		G	None	G committed a foul, because the priority attack must be armed.
2	1	Priority attack	Priority attack	G + R	None	Simultaneous attacks
3	1	Priority attack	Priority attack	G then R	None	Simultaneous attacks
4	1	Priority attack	Priority attack	G only	G	In case, for example, R misses their target.
5	1	Attack (without arming)	Attack (without arming)	G + R	None	Both protagonists committed a foul. The priority attack must be armed.
6	1	Priority attack	Attack (without arming)	G + R	G	R
7	1	Priority attack		G + R	G	Coup double. G seizes priority by triggering their priority attack first. R commits a foul, because they should have protected themselves, in order to seize priority back before riposting.
	2		Priority attack			
8	1	Priority attack		R	None	R commits a foul, the riposte must be immediate. The priority attack ends when the combatant steps back (G and R). R should have performed a priority attack.
	2		Protection			
	3	Backwards movement	Backwards movement			
	4		Riposte			
9	1	Priority attack		G + R OR G alone OR R alone	None	R commits a foul, the riposte must be immediate. G commits a foul, the priority attack ends when the combatant steps back (G or R). G or R should have performed a priority attack.
	2		Protection			
	3	Backwards movement	Backwards movement			
	4	Remise	Riposte after a pause			
10	1	Priority attack		G + R OR G alone	G	R commits a foul, the riposte must be immediate. The priority attack ends when the combatant steps back (G and R). G scores because they seized priority with another priority attack.
	2		Protection			
	3	Backwards movement	Backwards movement			
	4	Priority attack	Riposte			
11	1	Priority attack		R	None	R commits a foul, the riposte must be immediate. The priority attack ends when R steps back.
	2		Protection			
	3	Backwards movement	Backwards movement			
	4	Priority attack	Riposte			
12	1	Attack (without arming)		G + R	R	G commits a foul, because they have not armed their attack.
	2		Priority attack			
13	1	Attack (without arming)	Priority attack	G + R	R	G commits a foul, because they have not armed their attack.
14	1	Priority attack		G + R OR R alone	R	R seizes priority, thanks to their protection. G commits a foul. G should have protected after R's riposte, in order to seize priority back before launching an attack of their own.
	2		Protection			
	3	Remise	Riposte			
	1	Priority attack		G	None	G commits a foul.

15	2		Protection			R seizes priority, thanks to their protection. G should have protected after R's riposte, in order to seize priority back before launching an attack of their own.
	3	Remise	Riposte			
16	1	Attack (without arming)		R	R	G commits a foul. R seizes priority, thanks to their protection. G's foul should not penalize R.
	2		Protection			
	3		Riposte			
17	1	Attack (without arming)		G	None	Initial foul from G. G cannot score points for this phrase d'armes.
	2		Protection			
	3		Riposte			
	4	Protection				
	5	Riposte				

4. SUDDEN DEATH

Sudden death is used to settle a match between 2 combatants in certain circumstances.

The only valid target areas in this case are the vital areas of the combatant, represented by target area C (head and torso).

The first combatant to land a hit in their adversary's vital area wins the match. The final score on the match sheet will take this last hit into account.

None of the other areas award any points, but they can be used to keep priority and to trigger a salvo, since the defender cannot riposte, only defend.

Penalty points awarded during Sudden Death are valid and will be counted in the final score.

If a card is given out and the points awarded bring the score above 15, the combat ends.

SITUATION 1: END OF THE REGULATION TIME

If both combatants have the same score by the end of the regulation time, the referee will interrupt the combat and announce the start of a Sudden Death bout. The duel will then carry on for 30 seconds.

If no combatant manages to land a hit by the end of the additional time, the main referee will draw lots to determine the winner of the match. The final score on the match sheet will indicate which combatant won the match, with the number of points they had before the Sudden Death.

SITUATION 2: CHALLENGER

When one combatant scores more than 10 points and is on the verge of winning, it is still possible for the challenger (the current losing side) to turn the tide of the match by triggering a Sudden Death.

In order to do that, they must try and reach 10 points before their opponent's victory.

If they manage to do this, the referee will declare that the match has shifted to Sudden Death rules.

The duel will then carry on, until the end of the regulation time (and the end of the additional time, if the case arises)

If no combatant manages to land a hit by the end of the additional time, the main referee will draw lots to determine the winner of the match. The final score on the match sheet will indicate which combatant won the match, with the number of points they had before the Sudden Death.

VIII. “QUEST” FORMULA

This formula is built as a series of confrontations between opponents selected at random within a single pool, with no consideration for the combatants' rank or fairness regarding each participant's rest periods. This means one can fight or rest several times in a row.

As within the imaginary universe LED saber fighting draws upon for inspiration, the idea is that any combatant is susceptible to be challenged by several opponents one after the other. This forces a combatant to adopt efficient combat strategies (resolving fights quickly by scoring as many high-value hits as fast as possible).

This competition takes place during the Time of Bravery: there are no eliminations and everyone spars the same number of times, depending on the number of available arenas and the time allotted by organizers.

At the end, the combatants may be rewarded by being selected for prestige fights. Here again, the objective is to provide the best quality of combat for the audience to enjoy.

1. GENERAL GUIDELINES

Combats are settled in **15 points**, and last **3 minutes at most**. The winner of the duel is the combatant who first reaches 15 points in under 3 minutes, or the one who has accumulated the highest score at the end of the 3 minutes of effective combat.

/!\ Since, as mentioned above, the target areas each have different points values, the number of points scored may sometimes exceed 15, up to 19. This could happen if a combatant has a score of 14 and lands a final hit in a vital area, for 5 points.

/!\ Already mentioned: a card given out to a combatant's adversary that would bring their score to 15 points or above can grant the combatant victory.

2. COMPETITION PROCESS

The federation may organise competitive events over 1 or 2 days. In the second case, the 1st day will be dedicated to a pre-tournament and the 2nd to the tournament.

2.1. PRE-TOURNAMENT - THE TIME OF CHALLENGE

During a 2-day competition, one round is added on the 1st day: the Time of Challenge. It precedes the Time of Bravery and uses the same principles:

- During this round, the goal is that everyone fight the same number of combats, without elimination.
- The number of combats depends on three parameters:
 - The number of participants
 - The number of available arenas
 - The time allotted

In this case, the combatants' repartition across the arenas will follow the pool formation principles of the FIE (see O.68).

2.2. ROUND 1 - THE TIME OF BRAVERY

This makes up the most of the competition. Regardless of the number of participants, they must all fight the same number of times, with no elimination.

The number of combats depends on three parameters:

- The number of participants
- The number of available arenas
- The time allotted

At the end of this round, the competition is deemed over. The following rounds are considered prestige selection rounds.

2.3. ROUND 2 - THE TIME OF TEMERITY

At the end of the 1st round, 8 combatants will be qualified, depending on the general ranking of scores, in order to take part in prestige fights.

A specific ranking will be established for this 2nd round.

Except for the smaller number of participants, the 2nd round plays out like the 1st, following the QUEST formula rules.

2.4. ROUND 3 - THE TIME OF CONQUEST

At the end of the 2nd round, 4 combatants will be qualified, depending on the general ranking of scores, in order to attempt to win the champion's title.

The 3rd round uses the more classical formula of a direct elimination competition, with a 3rd place play-off. There are 2 semifinals, (1 vs 4 and 2 vs 3), a 3rd place play-off and a final.

The combatants are sorted 1st through 4th depending on their rankings in the 2nd round.

After the 2 semifinal matches, the winners face off in the final, while the losers face off for the 3rd place.

3. METHOD FOR THE FORMULA USED IN ROUNDS 1, 2 AND 3

Matches are drawn randomly by computer. They can follow one another or not.

Arenas are also randomly selected. The combatants may then fight with different main referees overseeing them.

Just as a combatant may be called up to fight at any moment, they may also be called up to be an assessor at any moment (provided they're not already engaged in a fight). This means combatants must, as much as possible, stay close to the Technical Directory.

A participant may not face off twice against the same opponent during a single phase.

No combatant may turn down a fight (under penalty of a 4th category foul).

4. DUEL SCORING SYSTEM

At the end of each challenge, combatants will score the following points on the general ranking:

- 1 point: Victory with a margin $<$ to 4 points (ex: a score of 11-9);
- 2 points: Victory with a margin \geq to 4 points and \leq to 7 points (ex: a score of 8-3);
- 3 points: Victory with a margin \geq to 8 points and \leq to 11 points (ex: a score of 14-4);
- 4 points: Victory with a margin \geq to 12 points (ex: a score of 15-2).

As mentioned above (see chapter IX.1.), scores may go as high as 19.

5. "QUEST" GENERAL RANKING

The general ranking is obtained by adding all the points scored over all a participant's fights. That means, in order to rank well, it is important to win most fights by a wide margin.

In case of a tie, the following considerations will be taken into account (in that order):

1. The total sum of points scored;
2. The total number of victories;
3. The number of victories with the highest scores.

6. IN CASE OF WITHDRAWAL

If a combatant is unable to continue, or refuses a challenge, they are considered to have withdrawn and forfeited. Points awarded to them and their adversaries stand in the ranking. They will remain in the general ranking, with the score already accumulated over the competition.

7. IN CASE OF EXCLUSION

If a combatant receives a black card, they are excluded from the competition, and thus from the general ranking. Points awarded to their adversaries stand in the ranking.

IX. ASL-FFE SEASON ORGANIZING (France)

The season is structured around the following competitions:

- One or several regional circuit events;
- One national event;
- The France championship.

Other championships may happen in the meantime. These will have no incidence on the season's organizing.

1. REGIONAL CIRCUIT

The organisational methods are left up to the regional committees (formula, methods for participating, etc.)

However, clubs must use the extranet to register their combatants.

2. NATIONAL EVENT

Regional committees register their combatants through the federal extranet.

The QUEST formula will be used.

Referees will be summoned by the organizers.

SELECTION METHOD

- 60 combatants divided by quota between regional committees, using the following formula:

$$(\text{Regional circuit headcount} / \text{Total number of participants in regional circuit})$$

Regional committees that wish to do so may pool their quotas within their area.

USE OF QUOTAS

The regional committees will confirm the total or partial use of quotas.

If an excessive number of quotas is left unused, the FFE retains the right to allocate them.

3. FRANCE CHAMPIONSHIP (Championnat de France)

Regional committees register their combatants through the federal extranet.

The QUEST formula will be used.

Referees will be summoned by the organizers.

SELECTION METHOD

- The first 16 in the national event;
- 20 combatants divided by quota between regional committees, using the following formula:

$$(\text{Regional circuit headcount} / \text{Total number of participants in regional circuit}) * 20$$

Regional committees that wish to do so may pool their quotas within their area.

USE OF QUOTAS

The regional committees will confirm the total or partial use of quotas.

If an excessive number of quotas is left unused, the FFE retains the right to allocate them.

4. INTERNATIONAL OPEN EVENT

Coming soon in 2024 in France



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