



Passion - Strength - Excellence

NATIONAL RULES

FOR LED SABER FIGHTING

2023-2024 SEASON

BOOKLET 3: ARBITRATION FOR COMPETITIVE FIGHTING

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I. INTRODUCTION

The group of people responsible for organizing the competition (managing the roadmap, reception, logistics, digital platforms, gear, communication, rewards, convention,...) is called the Organizing Committee (OC).

The OC shall take into account the recommendations laid out in the mission statement specific to the organization for each kind of competition, in order to welcome the participants in the best possible conditions.

The group of people responsible for ensuring the smooth running of the competition from a technical standpoint (announcing fights, enforcing the rules, managing disputes, coordinating referees, evaluating,...) is called the Technical Directory (TD)

Being responsible for maintaining order and enforcing discipline during the competition, the TD may intervene in any conflict on its own accord and has the power to apply sanctions according to the regulations.

Accepting a nomination as a referee or assessor implies that the nominated person vows, on their honor, to respect the regulations and to enforce them.

II. ROLES AROUND THE ARENA

1. MAIN REFEREE

The main referee oversees the combat. They direct the combat, grant touches, punish offenses and maintain order.

POSITIONING

The main referee moves around freely within the combat zone as long as the combat is not ongoing (gear checks, assisting a participant,...). Once the combat starts, the main referee may only move outside of the arena's exit boundary.

/!\ Even outside of the arena's exit boundary, the main referee should maintain a wide distance with the combat zone (depending on what the competition's organization allows for in terms of combat area layout), in order to have the best and fullest view of the events.

The main referee should be mobile and always position themselves in order to see both combatants from the side. They should be placed in a triangle formation around the arena, along with two assessors.

GEAR CHECKS

At the start of each match, the main referee shall inspect the gear for the appropriate control markings. They must also check the gear's condition.

- If, during checks, the main referee notes that a piece of gear does not bear the appropriate control markings, the combatant will be penalized with a 2nd grade foul and will be asked to replace the equipment.
- If the main referee notes that the gear is not in adequate condition (cracked or loose blade, missing tip,...), the combatant will be penalized 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.

COMBATANTS POSITIONING

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 fight opposing two combatants, the first protagonist to be called up will take their spot on the starting line on the main referee's right side and will be handed a green armband or belt. The second protagonist will take their spot on the starting line on the main referee's left side, and will be handed a red armband or belt.

OVERSEEING COMBAT

The main referee is the only one authorized to direct the combat. They may interrupt or end the combat by using the "Cease!" command. This way, the referee may call for a pause, to inspect an important detail of the fight: whether a hit is valid, a foul has been committed, a combatant has exited the arena, the combatants are in danger, or the time is up. Unless an interruption is necessary (doubtful hit or foul,...), the referee should let the combat proceed.

When a "Cease!" command is given, the combatants must regain their initial position, on their "on-guard line".

CALLING HITS AND FOULS

The main referee calls hits by raising one hand, holding out as many fingers as the number of points awarded, depending on the area hit (1, 3 or 5). They shall raise the arm that's on the side of the combatant scoring the points (the hitter). They shall also call the target areas hit out loud, as well as the phrase d'armes. The main referee also calls fouls and applies sanctions.

They may take the assessors' reports into account, or not. Ultimately, the power of decision rests on the main referee.

They may also interrogate the assessors in order to form a decision.

The main referee can also delegate some tasks to the assessors (checking for substitution of a valid surface, for example). In order to do this, the main referee shall petition the DT to add one (or more) assessor(s) to their arena. This measure is only valid for the combat's duration.

ENFORCING COURTESY RULES

At the end of the fight, the main referee is charged with making sure both combatants abide by the rules of courtesy.

2. ASSESSORS

Assessors are the main referee's assistants, and help ensure the smooth running of combats. Their function is to determine the materiality and validity of the hits.

Assessors are "inactive" combatants in the competition, selected at random to act in this capacity for the duration of a fight.

POSITIONING

The assessors must position themselves on opposite sides of the combat arena, always keeping a good distance with each other, staying a safe distance back, and never step inside the arena's exit boundary.

The assessors should be mobile and always position themselves in order to see both combatants from the side. They should be placed in a triangle formation around the arena, along with the main referee.

GEAR CHECKS

During combat, if the assessors notice that a piece of gear has become inadequate through damage, they must immediately notify the main referee, who will then interrupt the fight.

CALLING HITS AND FOULS

Like the main referee, the 2 assessors are charged with observing both combatants.

The assessors call hits by raising one hand, holding out as many fingers as the number of points awarded, depending on the area hit (1, 3 or 5). They shall raise the arm that's on the side of the combatant scoring the points. They also call fouls.

Since they don't have the power to interrupt the fight, they shouldn't signal for more than a few seconds.

The main referee may take the assessors' reports into account, or not.

If the main referee asks them to develop, they can report precisely on which hit and/or foul they witnessed.

They can be awarded an additional observation (checking for substitution of a valid surface, for example).

3. e-REFEREE

The e-referee checks the duration of the fight, keeps the scores and takes note of the sanctions given, with the aid of the arbitration app. These actions are undertaken in real time.

The e-referee will start the timer at the first command of "Fight!".

They will stop the timer whenever expressly asked by the main referee, and start it again upon the next "Fight!" command.

If both combatants score at least 10 points, the e-referee must announce "Sudden Death!" loud and clear.

At the end of the regulation time, the e-referee must announce "Time!" loud and clear, to notify the main referee.

III. FOULS AND SANCTIONS

Fouls and sanctions are divided into 4 categories. Each category contains several levels of foul. Any new foul, regardless of its nature, committed in the same category as a previous one entails a sanction upgraded to the next category.

Example: The green combatant commits a 1st category foul, a "heavy hit". It is sanctioned by a white card. The same combatant then commits a second 1st category foul, a "counter-attack". This foul will be sanctioned with a yellow card.

However, these categories are independent: the main referee may sanction a 1st category foul with a white card, even after sanctioning a 2nd category foul with a red card.

With the exception of the black card, sanctions are only in effect for the duration of one fight.

Any foul requires the main referee to interrupt the combat.

A foul does not nullify a hit.

Example: The green combatant, having committed a second 1st category foul ("counter-attack"), receives a yellow card. Their adversary is thus awarded 3 points. However, this adversary had also managed to land a hit on their target area C, and thus scored 5 points. The main referee will then validate the 5 points for the hit, and then add 3 points for the green combatant's foul.

Sign	Explanation
WHITE	Technical offense committed by one of the combatants, warranting a combat interruption and a verbal warning which will remain valid for the duration of the current match.
YELLOW	Verbal warning with a penalty, valid for the current match. The offending party's opponent is awarded 3 points.
RED	Penalty, the offending party's opponent is awarded 5 points.
BLACK	The offending party is excluded from the competition.
(*) any touch landed by the offending combatant is ruled as invalid. (**) the fight is lost.	

1st Category – Fouls	1st foul	2nd foul	Subsequen
Exiting the combat arena without authorization			
Counter-attack (*)			
Corps-à-corps in order to avoid a touch (*)			
Covering/substituting target area			
Heavy hit (*)			
Excessive combat interruptions			
Gear not up to regulation standards			
Failure to present oneself to the fighting area when called by the referee, after 3 calls separated by 1 minute (**)			
Unjustified objection: contesting a referee's ruling			
Shoving (*), disorganized actions, taking off one's mask before the "Cease!" command is given			
Starting the combat before the "Fight!" command given by the referee (*)			
Keeping on fighting after the "Cease!" command given by the referee (*)			

2nd Category – Fouls	1st foul	2nd foul	Subsequen
Violent, vindictive or dangerous action (*)			
Refusal to comply			
Asking for an interruption under the pretext of an unrecognised injury			
Thrusting hit (*)			
Hit given with excessive force (*)			
Hit landed during or after a fall and/or uncontrolled movement (*)			
Intentionally exiting the arena in order to avoid a hit			
Using the non-sword hand or arm (*)			
Absence of control markings.			

3rd Category – Offenses	1st offense	2nd
Disloyal combat (*)		
Disrupting order in the fighting area for a combatant		
Disrupting order outside the fighting area for any other person		
Unsportsmanlike behavior		

4th Category - Fouls	Upon the first foul
Intentional brutality	
Cheating, faking control markings	
Combatant refusing to spar against another combatant	
Offense against the spirit of competition	
Letting one's opponent win, taking a dive, or gain benefits from such a collusion	
Refusing to salute one's adversary, the referees and the audience before the start of the fight and/or after the last hit.	

IV. COMMANDS

1. TO START THE COMBAT

"Combatants: salute."
 "Combatants: en garde."
 "Ready?"
 "Fight!"

2. TO RESTART THE COMBAT AFTER AN INTERRUPTION

"Combatants: en garde."
 "Fight!"

3. INTERRUPTING THE COMBAT

"Cease!"
 "Combatants: en garde."

4. AWARDING POINTS AFTER CALLING A VALID TOUCH

Following a hit, it is necessary to describe the phrase d'armes:

- The technical terms most often used are: Attack, dodge, parry, riposte. It is unnecessary to use more precise terms.
- These will be defined by adding the descriptors: Right, left, green combatant, red combatant, no hit, hit, valid, not valid... Eventually 1st, 2nd, 3rd... (1st attack dodged, 2nd attack from left,...)

The referee must start with the combatant who took the initiative:

"[Attack] from [Left/Red combatant], [no hit]. [Parry] [Riposte] from [Right]..."

And then to call the target area hit and announce the number of points scored:

"... Hitting target area [A, B or C]: [1, 3 or 5] point(s)."

Finally, the referee announces the current score, always starting with the highest score.

5. ANNOUNCING THE COMBAT'S END

"Victory for the [green/red] combatant, [X] points to [Y]
 "Salute your opponent."
 "Salute the referees."
 "Shake hands."
 "Thank you, combatants. Exit the arena."

V. SIGNALS AND POSITIONING

By convention, the main referee places the green combatant on their right, and the red combatant on their left. The schematics below follow this positioning principle.

1. MAIN REFEREE SIGNALS



Schematic 1: "Salute" or "En garde" or "Salute the referees".



Schematic 2: "Ready?"



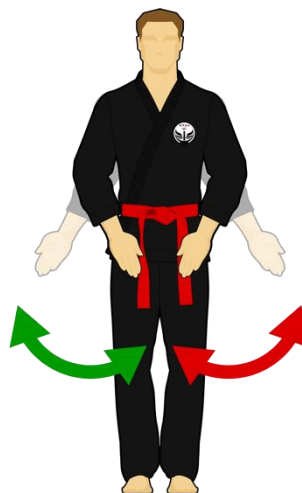
Schematic 3: "Fight!"



Schematic 4: "Abstention", in case of indecision on the referee's part. If they haven't witnessed the



Schematic 5: "Technical foul"



Schematic 6: "Confused play" or "Continue"



Schematic 7a: "Green combatant hits target area A, 1 point"



Schematic 7b: "Green combatant hits target area B, 3 points"



Schematic 7c: "Green combatant hits target area C, 5 Points"



Schematic 8a: "Red combatant hits target area A, 1 point"



Schematic 8b: "Red combatant hits target area B, 3 points"



Schematic 8c: "Red combatant hits target area C, 5 Points"



Schematic 9: "Unintentional exit from the arena"
The red combatant has exited the combat arena by unintentionally stepping outside the boundary with both feet (after being shoved).



Schematic 10: "Unintentional exit from the arena"
The green combatant has exited the combat arena by unintentionally stepping outside the boundary with both feet (after being shoved).



Schematic 11: "Exit from the arena"

The red combatant has exited the combat arena by intentionally stepping outside the boundary with both feet. The points are awarded to the green combatant.



Schematic 12: "Exit from the arena"

The green combatant has exited the combat arena by intentionally stepping outside the boundary with both feet. The points are awarded to the red combatant.



Schematic 13: "Foul!"

The green combatant has committed a foul punishable by a warning or sanction.



Schematic 14: "Foul!"

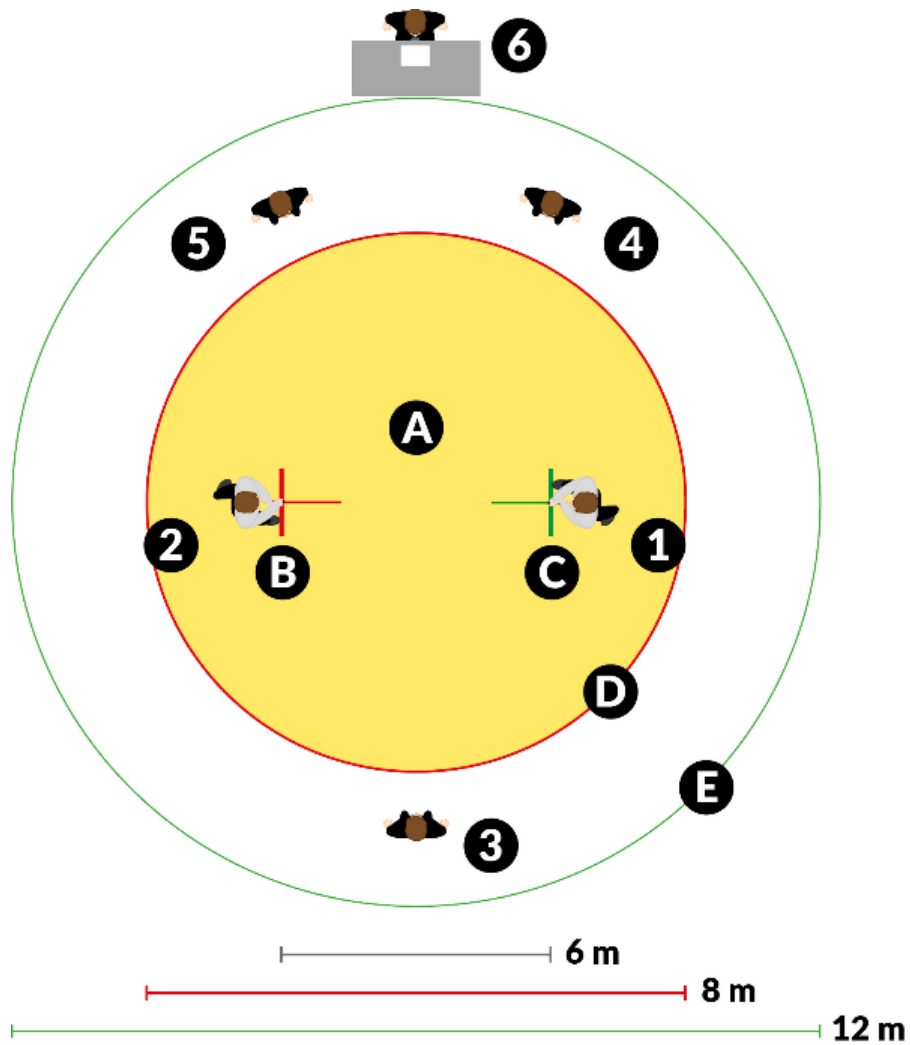
The red combatant has committed a foul punishable by a warning or sanction.



Schematic 15: "Cease!"

The referee calls for the combat to be interrupted.
Other arbitration signals can follow, to explain the
interruption.

2. POSITIONING AND FIGHTING AREA



- 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 combats, called "combat arena".
- B) Red combatant's en-garde line
- C) Green combatant's en-garde line
- D) Arena exit boundary
- E) Safety perimeter for the audience



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