



Passion - Strength - Excellence

NATIONAL RULES

FOR LED SABER FIGHTING

2025-2026 SEASON

**BOOKLET 2 : RULES AND REGULATIONS
FOR COMPETITIVE FIGHTING**

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I. INTERNAL LOGIC OF THE ACTIVITY

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

It brings into opposition, in an imaginary setting, two opponents attempting to hit each other while avoiding being hit, using the edge of the blade of their LED Saber. The valid surface is defined as the entire body and the weapon's handle. The exchange unfolds according to specific conventions, specific rules, within a predetermined time, and inside a circular arena.

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 amounts of points : the head and torso (5 points), the limbs (3 points) and the hands and handle (1 point).
- The convention defines a framework which enables to differentiate the attacker from the defender.
- The rules aim at reinforcing the link with the imaginary world evoked by the universe in question : hits 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 with a diameter of 8 meters. 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 combat duration	Authorized targets	Arena dimensions	Fencing distance
SENIOR M20 upgraded - Senior - Veteran (17 years old and up)	2 mm	32"	15 points (3')	All	8 meter diameter	6 meters
CADET M15 upgraded - M17 (from 13 to 16 years old)	2 mm	32"	15 points (3')	All	8 meter diameter	4 meters
JUNIOR M11 upgraded - M13 (from 9 to 12 years old)	2 mm	28"	15 points (3')	All	6 meter diameter	4 meters

IV. THE ARENA

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

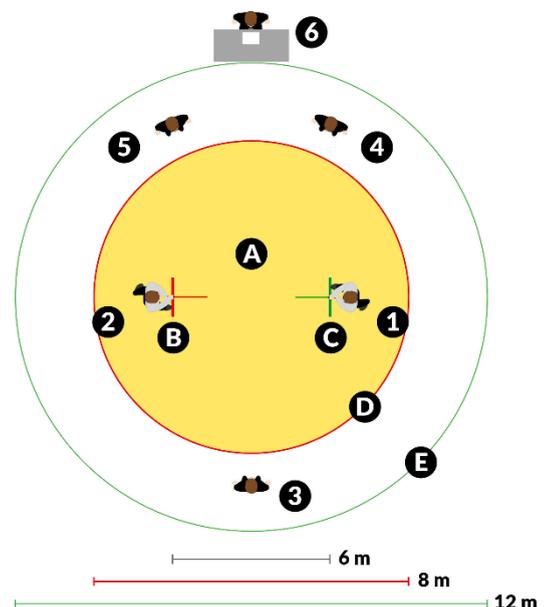
This area is delimited by a circle of 8 meters in diameter, traced in a continuous line.

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 arena in competitive combat “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



V. GEAR

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

Any combatant that warms up or trains with another combatant during an official ASL-FFE competition (including the training rooms connected to the competition), are obligated to wear the ASL-FFE regulatory outfit and gear.

The safety measures laid out in these rules and regulations are intended to ensure the safety of the combatants, but cannot guarantee it entirely. Consequently, they cannot entail - however they are applied - the responsibility of the ASL-FFE, 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 composed 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 its cap.

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

The LED saber’s handle must be made of a metal alloy devoid of any excrescence.

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 **inch**, meaning 2.54cm. Depending on the manufacturer, this diameter can vary +/- 0.05cm. Consequently , 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. Consequently , 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 will 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 butt of the pommel.

The standard size for polycarbonate blades is 32 **inches** = 81.28cm. Depending on the manufacturer, this length can vary from +/- 2 cm. In consequence, the authorized length varies from 79cm to 84cm. **This measurement is taken from the tip to the base of the disassembled blade.**

In competitive fighting, a LED saber is only composed 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 tips, screwed on and glued, or riveted, is mandatory for all competitions.

1.3. MEASUREMENT PROCEDURES

During a competition, all weapons and blades used must have passed an equipment check. During this check, the weapons will be inspected to ensure they are compliant with the present regulations, both in terms of safety and measurements.

For measurement purposes, the sabers will be checked with the blade assembled to verify the overall length of the weapon, and with the blade disassembled to verify the blade thickness as well as the total length of the blade.

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 trousers • Long-sleeve T-shirt and/or Keikogi-type martial arts jacket, or Cosplay* (the entire forearms must be covered) • 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 all. • 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 or neck cover, HEMA or fencing-type, made of thick foam or leather, reinforced (plate, flap, ...). • Long trousers • Long-sleeve t-shirt and/or Keikogi-type martial arts jacket, or Cosplay* (the entire forearms must be covered) • Hockey shoulder pads • HEMA-type protection gloves with reinforced joints and gap protection between the index finger and thumb, <u>or Hockey gloves extending beyond the distal phalanges.</u> • Roller-blade type knee and elbow pads • Mandatory reinforced bustier for women • Mandatory protective groin cup for all. • Shin guards • Boots (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. The outfit must be consistent as a whole. 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-FFE for individual combat. (NON-CONTRACTUAL Photos)

- Martial arts jacket :
The protective jacket (keikogi-type or cosplay-type) must cover the entire arms, from the shoulders to the wrists.
If the martial arts jacket does not reach the wrists, it is possible to wear a long-sleeved T-shirt or arm sleeves underneath to complete the coverage.



- Long-sleeve T-shirt :



- Long trousers :



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



- Mask cover or helmet guard, HEMA or fencing-type, made of thick foam or leather, reinforced (plate, flap, ...):



- Hockey shoulder pads:



- HEMA-type protection gloves, with reinforced joints and a protected gap between the index finger and thumb, or Hockey gloves extending beyond the distal phalanges:



- 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) and flexible sole :



- Chest protection for women :



3. GEAR CHECKS

Gear checks must be organized before the competition on a table or in a specific room.

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

If the gear is inadequate, it will be refused and will need to be changed. At this point, 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 any combatant who does not abide by this rule (they will then be obligated to replace the gear).

In the case of a repeat offence, 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 offence).

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. Nevertheless, 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 EN GARDE POSITION

When assuming *en garde* position, the combatants will take their positions in the combat arena, just behind their respective “*en garde* lines”, so they are standing diametrically opposite to one another, across the center of the arena.

This *en garde* position process applies at the start of the combat and for all occurrences of the *en garde* position during the fight.

The combatants must assume *en garde* position whenever the referee announces “*En garde*”. They must observe perfect stillness until the referee commands them to “*Combattez !*”

3. STARTING, INTERRUPTING AND RESUMING COMBAT

The combat starts upon the “*Combattez !*” command (meaning : *fight*). 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 *Cessez !*” command (meaning : *stop*). To keep fighting after this command is punishable by a 1st category penalty.

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

If one of the combatants stops before the “*Cessez !*” command and is hit, the hit will be deemed valid.

The “*Cessez !*” 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 attack 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 “*Cessez !*” 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, on which is installed 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 “*Combattez !*” command. It then runs continuously, even when the referee issues a “*Cessez !*” command. The phrase must be announced quickly.

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

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

If a combatant is improperly trying to waste time as a way to penalize their opponent, 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 track of the action.

6. BODY CONTACT

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

It is forbidden to voluntarily initiate body contact 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-saber 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.~~

A counterattack consists in attempting to strike one's adversary while one is subject to their priority attack.

Intentionally or repeatedly disrupting the adversary's action by attacking during their priority attack is forbidden and punishable by a 1st category penalty. The hypothetical hit scored by the offending combatant will be deemed invalid.

A double hit is defined as both combatants having the same attacking intention but carrying it out differently. In such a case, if the attack of one combatant is initiated slightly late, during the priority attack of the other, it cannot be considered a counterattack. It is therefore not penalized with a card, but the points are invalidated due to the rules of priority.

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

Using the non-saber arm or hand is forbidden for any offensive action, or defensive action, or grappling action (on the opponent's weapon and/or on the opponent). 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 in the 2nd category.

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-saber 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 arena's volume, the main referee must immediately issue the "Cessez !" 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 body contact), will suffer no penalty.

12. DROPPING THE LED SABER

If a combatant drops their weapon and it falls to the ground, the main referee must immediately issue the "Cessez !" 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 said combatant hits in uncompliance to 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 1st 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 saber arm and the non-saber 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 saber arm, and the one corresponding to the non-saber 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**.

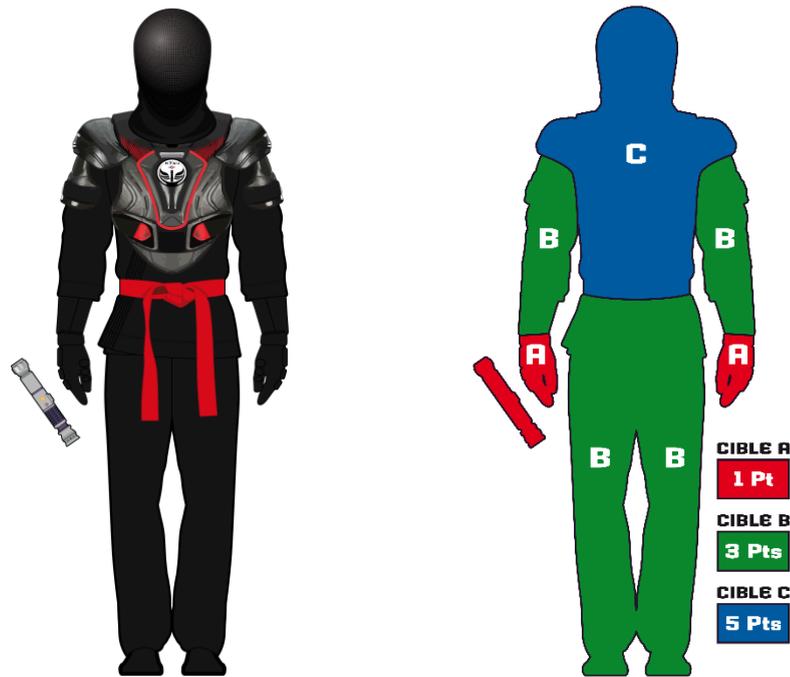
Target Area C : head and torso

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 the 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	Number of Points Scored
Target area A	Saber hand	Wrist, hand and fingers	1
Target area A	Non-saber 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 saber hand/non-saber 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 :

2.1. "FULL ARMING" PRINCIPLE

"Full arming is a movement that systematically triggers a phrase : It precedes the first attack of the phrase and thus gives ~~the combatant the initiative~~ the priority to the offensive action of the combatant who executed it first.

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 a "full arming" 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(s) holding it must be drawn back past the attacker's body before striking at the target ;
3. The movement must be executed without pause, from beginning to end ;
4. The movement must be immediately followed by the offensive action, with no pause between the two.

The full arming is considered "initiated" from the beginning of the movement. It must result in its complete positioning. Attack priority is obtained as soon as the complete positioning is achieved, the arming is then considered "executed". As long as the arming is not executed, the opponent may seize the priority.

"Insufficient arming" constitutes a technical foul. It doesn't entail a penalty, but will be considered a 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 after defending themselves. After this, no combatant may score for this phrase. The referee may then interrupt the combat to avoid messy plays.

2.2. "SIMPLE ARMING" PRINCIPLE

Simple arming is a move performed during an ongoing phrase : It precedes a 2nd attack or a riposte and allows to continue the phrase 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 combatant's own 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 a non-armed attack. This means no points will be awarded to the attacker. 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. The referee may then interrupt the combat to avoid messy plays.

2.3. OFFENSIVE PRINCIPLE

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

In order for the explanation to be comprehensible, we will use the word “step” to refer to any movement of the lower limbs which changes one’s location in the arena and which is considered 1 move in LED saber fighting (an actual step, a jump, a lunge, a volte, 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 with or without steps.

EXPERIMENTATION 2025/2026

This offensive action symbolizes the martial idea of "slicing" one’s adversary to wound or kill. In sporting practice, if the intent is limited to a simple, non-forceful touch, the principle of slicing is maintained. This means that once the offensive has been initiated by an arming, the tip must continue moving toward the adversary and may cross the target only once before making contact.

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 stop or pulling back ;
- The number of steps (lengthwise, sideways, spins, jumps, rolls, etc...) performed in order to adapt the distance between the combatants must not exceed 2. Complete or partial stepping actions are counted from the moment the full arming is executed and continue until the end of the attack. If a third stepping motion is initiated or carried out, the attack is considered invalid and priority is lost.

EXPERIMENTATION 2025/2026

The blade may cross the adversary's median line only once before making contact. The median line is the imaginary division that separates the body into two hemispheres (left and right). This infinite straight line runs from the crown of the skull down through the spine and continues to the ground.

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

2.4. PROTECTION PRINCIPLE

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

In order to foil their adversary'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. **This offensive action must be executed immediately after assuming the protective position, with no pause.**

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

- If it is a parry, the blade's position shall deflect 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 the attacker (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.

2.5. "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 hit their adversary with a valid hit.

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 aim for 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. During the salvo sequence, if a hit is judged a "heavy strike" by the referee, the entire phrase will be invalidated and the combatant will receive a 1st category penalty.

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 hit. A successful defensive action on their part ends the salvo.

2.6. 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 weapon.

If, after changing weapon, 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.).

2.7. CASE OF BLADE CONTACT WITH THE GROUND

Contact of the blade with the ground is to be distinguished into two categories, which the referee must differentiate based on observation :

- "Glancing" contact, where the tip touches the ground without causing a stop or change of direction. In this case, the attack remains valid.
- "Percussive" contact, where the blade makes even a slight impact or is deflected from its initial trajectory. In this case, the attack is invalidated because it is no longer part of a continuous motion.

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 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.

TABLE 1 : LED SABER FIGHTING FLOW CHART – PRIORITY PHRASE



LED SABER SPARRING FLOW CHART - PRIORITY PHRASE

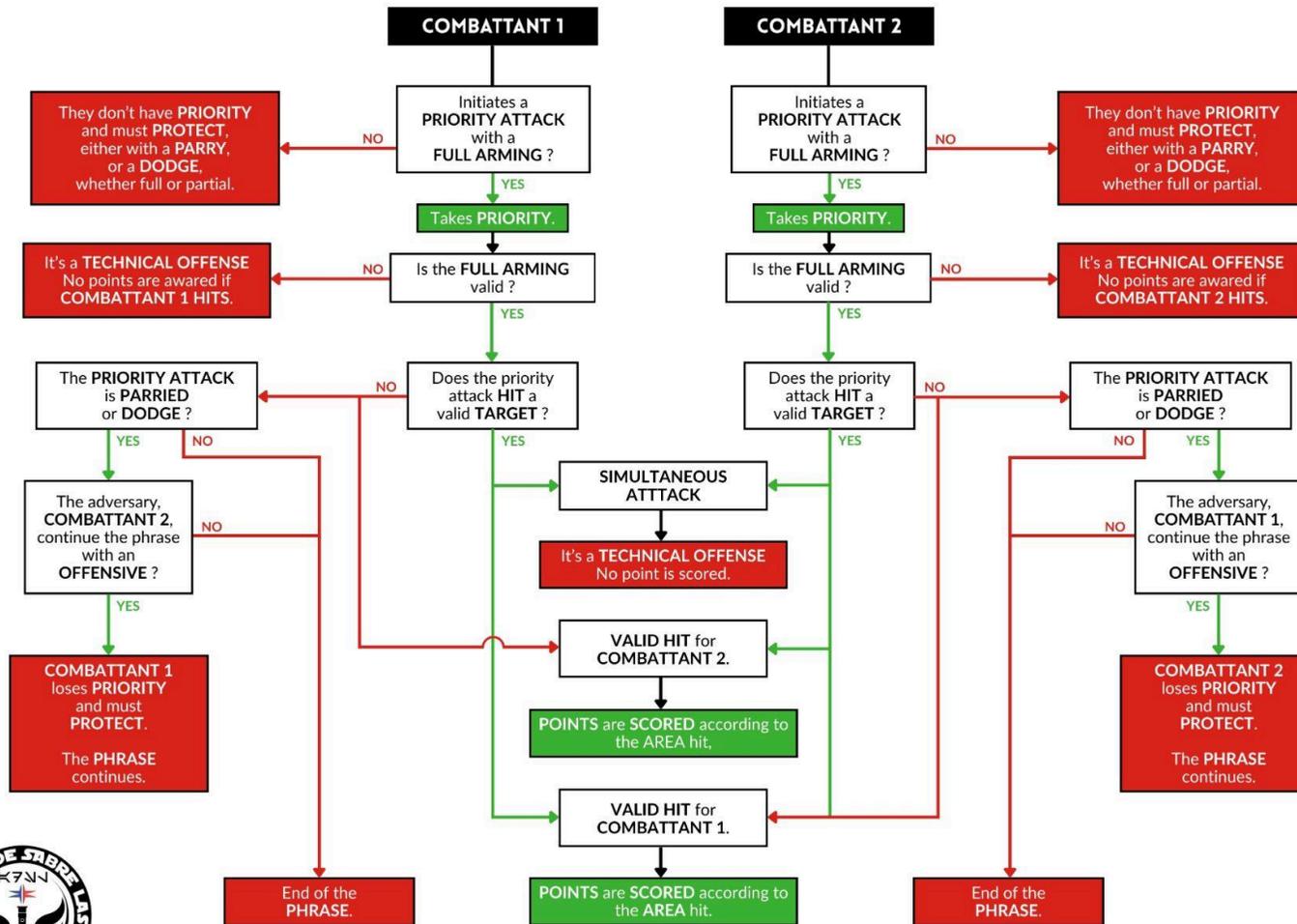
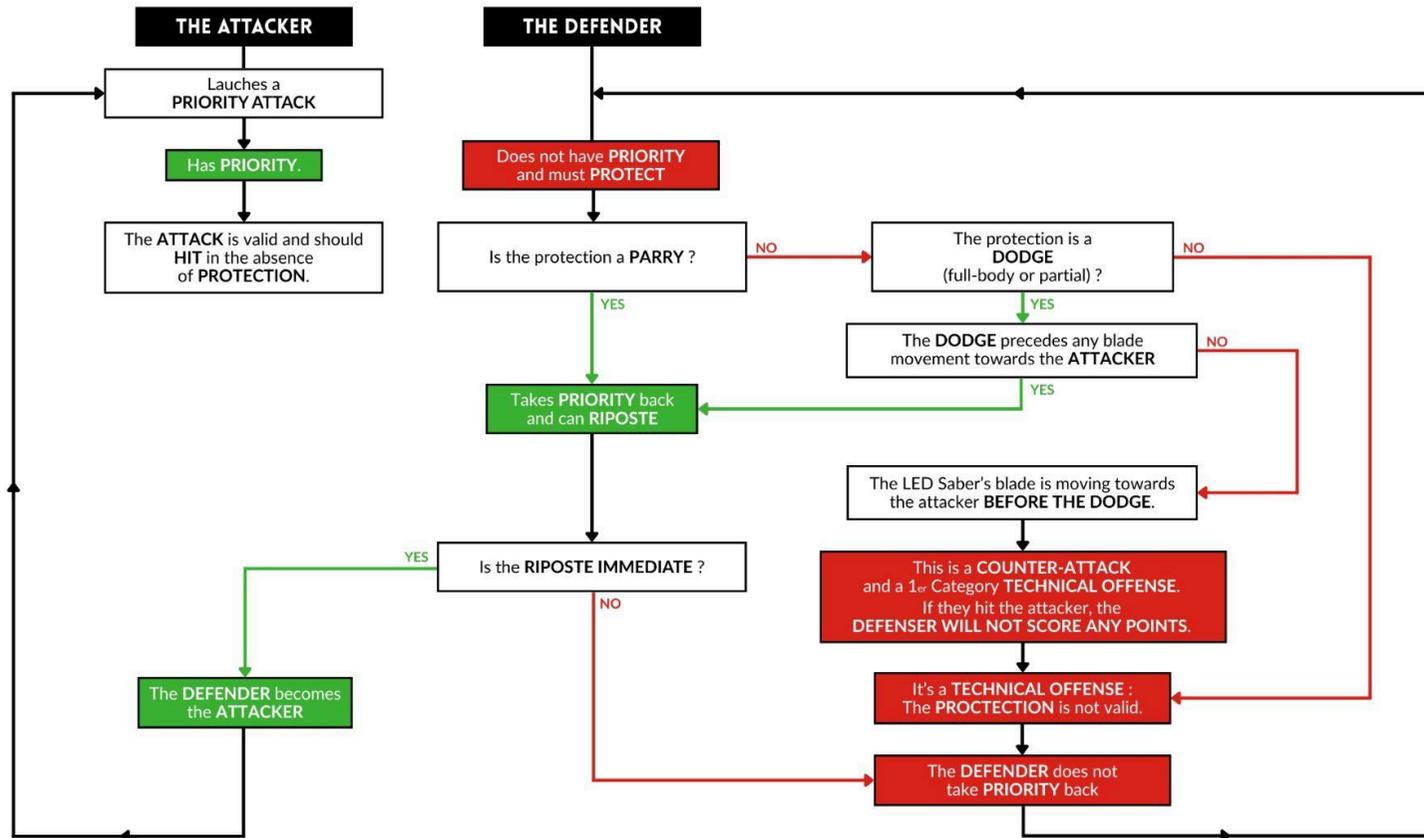


TABLE 2 : LED SABER FIGHTING FLOW CHART – PROTECTION



LED SABER SPARRING FLOW CHART - PROTECTION

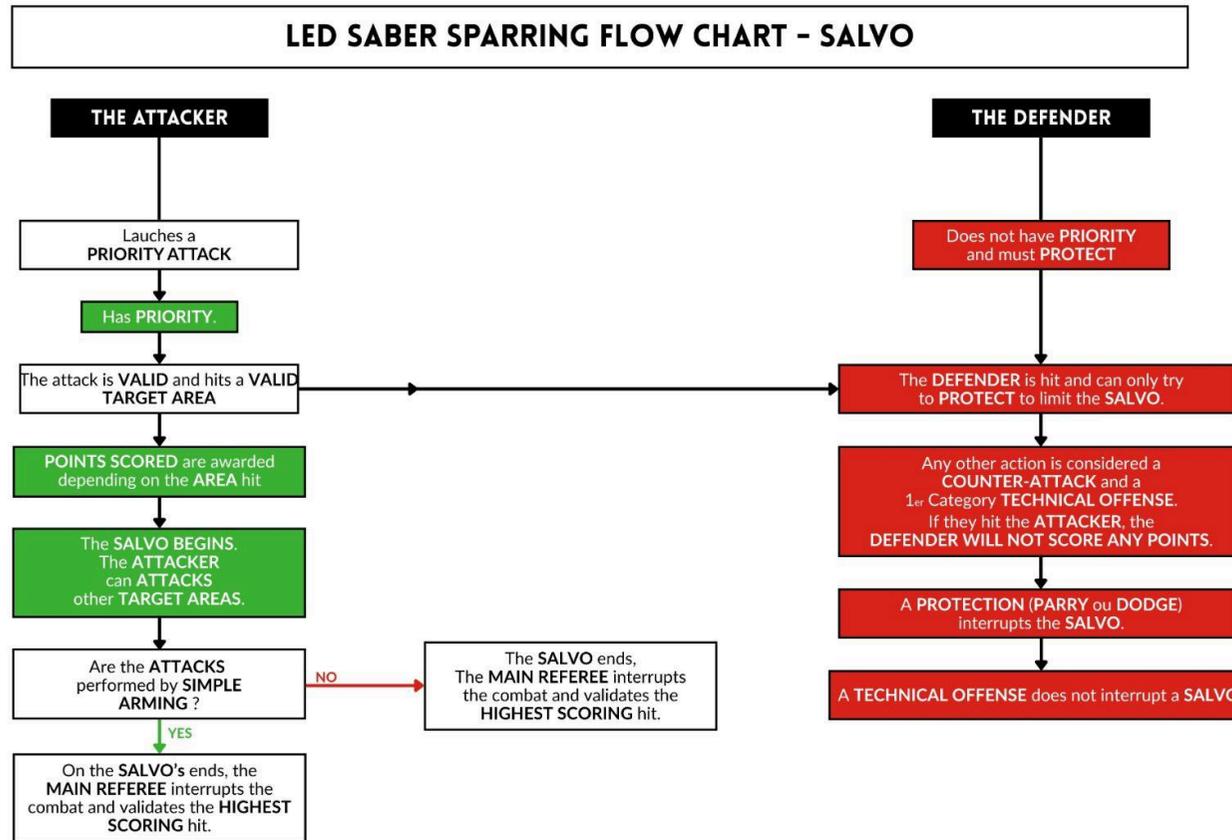


NOTES :

- 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 FULL ARMING.
- ATTACKS can be performed by FULL ARMING, or SIMPLE ARMING.
- ATTACKS can be either SIMPLE or COMPOUND.



TABLE 3 : LED SABER FIGHTING FLOW CHART – SALVO



NOTES :

- All the **ATTACKS** withing a **SALVO** must be **SIMPLE ARMING**. If this is not the case, the **SALVO** ends.
- During a **SALVO**, only the highest scoring **TARGET AREA** is counted to determine points scored. Example : the **ATTACKER** hit in **AREA A** (valid hit in an area worth 1 point), wich allows them to lauch a **SALVO**. They follows with a hit in **AREA B** (valid hit in an area worth 3 point) and end with a **PARRIED** strike aimed at **AREA A**. In the ends, this **SALVO** is worth **3 POINTS**, because **AREA B** is the highest scoring target that has been hit.



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 committed a foul.
7	1	Priority attack		G + R	G	Double hit. 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 combatants step 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			
15	1	Priority attack		G	None	G commits a foul. 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.
	2		Protection			
	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.
	2		Protection			
	3		Riposte			
	4	Protection				
	5	Riposte				
18	1	Invalid priority attack (fault in the attack)		G + R	None	G took priority by initiating their priority attack first, but committed a fault (blade return, three steps, invalid arming, etc.). R should have gone into protection to regain priority before riposte. No point is awarded.
	2		Priority attack (simple arming)			

4. SUDDEN DEATH

Sudden death is used to settle a match between 2 combatants in specific 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 areas 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 : 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.

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

Situation 2 : End of the regulatory time

If both combatants have the same score by the end of the regulatory 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 points are awarded by a touch in zone C, or by a penalty (arena exit or card), the tie is broken and the match ends, even if the additional time has not yet expired.

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 point 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 :

- The goal is that everyone fights the same number of combats, without elimination.
- The number of combats depends on 3 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 3 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 VALOR

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 is issued 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 round.

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 \leq to 3 points (ex : score 11-9);
- 2 points : Victory with a margin \geq to 4 points and \leq to 7 points (ex : score 8-3);
- 3 points : Victory with a margin \geq to 8 points and \leq to 11 points (ex : score 14-4);
- 4 points : Victory with a margin \geq to 12 points (ex : score 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, they are considered 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 COMPETITION” FORMULA

This formula is established to ensure greater fairness in ASL-FFE competitions.

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 point 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

Competitions may take place 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. The event notice will specify the format.

2.1. PRE-TOURNAMENT

- The pre-tournament is OPEN (or limited according to the organizer's capacity),
- 1 pool round of 10 or fewer, arranged to ensure homogeneous pools based on the number of combatants, with shift by club,
- The distribution of combatants across arenas will follow the principle of pool composition defined by the FIE (cf. O.68),
- May be launched in 1 or 2 waves,
- 64 combatants qualify for the following day's tournament at the end of the pool round,
- In case of a tie, combatants are separated by a tie-breaking combat,
- This pre-tournament is a regulatory option for organizers. It is not mandatory.

2.2. TOURNAMENT – THE TIME OF QUALIFICATION

- 64 combatants (40 for the CFSL),
- 1 pool round of 8 or fewer, arranged to ensure homogeneous pools based on the number of combatants, with shift by club,
- Combatants coming from the pre-tournament are seeded in the pools according to their results, otherwise the distribution of combatants across arenas will follow the principle of pool composition defined by the FIE (cf. O.68),
- May be launched in 1 or 2 waves,
- 64 combatants qualify for the time of elimination at the end of the pool round (40 for the CFSL).

2.3. TOURNAMENT – THE TIME OF ELIMINATION

- 64 selected combatants,
- Direct elimination bracket down to the round of 16, with possible classification combats,
- 16 qualify.

At the end of this time, the competition is considered finished. What follows is a prestige selection.

2.4. TOURNAMENT – THE TIME OF PRESTIGE

- 16 selected combatants,
- The bracket order is maintained,
- Direct elimination bracket, with no repechage and no classification combat,
- The winner of a play-off ranks 3rd.

The direct elimination bracket remains the same, it is simply distinguished in this 2nd time to allow the organizer to highlight the finalist combatants.

3. METHOD FOR THE FORMULA

Combats are organized electronically. Pools and elimination matches are assigned to arenas. Referees are appointed as the competition progresses.

A competitor may be called upon to serve as an assessor at any time (unless they are already engaged in combat). They must therefore remain as close as possible to the technical directory. Whenever possible, assessors will be called from another arena or another wave.

A combatant cannot refuse a challenge (at the risk of receiving a 4th category penalty).

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

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

5. RANKING

The general ranking is obtained as following considerations :

~~by counting the number of victories, then by totaling the points scored across all combats. It is important for a good ranking, to win with high point margins.~~

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

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

If necessary, tie-breaking combats will be added.

6. IN CASE OF WITHDRAWAL

If a combatant is unable to continue, they are considered forfeited. The points scored by the combatant and their adversaries are annulled within the pool. Their ranking, however, remains valid thereafter.

7. IN CASE OF EXCLUSION

If a combatant receives a black card, they are excluded from the competition, and thus from the general ranking.

X. ASL-FFE SEASON ORGANIZING (France)

In SENIOR, the season is structured around the following competitions :

- One or several events in regional circuit;
- One national event;
- One international open event in France;
- 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 ASL COMPETITION formula will be used, without the pre-tournament.

Referees will be appointed by the clubs or regional committees (with appropriate certification) at a rate of one referee for 4 combatants or 2 referees starting from 9 combatants. Additional referees may be recruited by the organizer. The organizer may also release referees depending on the staff. In all cases, a minimum of 2 referees per arena must be ensured. In the event of the absence of one or more referees from a club, the organizer will request the club to cover the absence (with equivalent certification). If this is not possible, the club may present a maximum of 3 combatants.

A. SELECTION METHOD

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

$$(\text{Regional circuit headcount} / \text{Total number of participants in regional circuit}) * 64$$

The number of participants will be recorded no later than [January 1 of the current season](#) ([organization deadline : December 31 of the current season](#)).

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

B. 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.

C. INITIAL RANKING

[CFSL 2025](#) Results.

3. INTERNATIONAL OPEN EVENT

Regional committees register their combatants through the federal extranet. Foreign participants register by email with the organizer.

The ASL COMPETITION formula will be used.

Referees will be appointed by the clubs or regional committees (with appropriate certification) at a rate of one referee for 4 combatants or 2 referees starting from 9 combatants. Additional referees may be recruited by the organizer. The organizer may also release referees depending on the staff. In all cases, a minimum of 2 referees per arena must be ensured. In the event of the absence of one or more referees from a club, the organizer will request the club to cover the absence (with equivalent certification). If this is not possible, the club may present a maximum of 3 combatants.

A. SELECTION METHOD

OPEN

B. INITIAL RANKING

National ranking.

4. FRANCE CHAMPIONSHIP (Championnat de France)

Regional committees register their combatants through the federal extranet.

The ASL COMPETITION formula will be used, without the pre-tournament, in a CFSL version.

Referees will be summoned by the organizers, upon the proposal of the commission.

A. SELECTION METHOD

- The first 16 in the national event;
- The first 4 in the international open 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.

B. 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.

C. INITIAL RANKING

National ranking.

XI. ASL-FFE ORGANIZING M17 (France)

In M17, the season is structured around the following competitions:

- One or several events in regional circuit;
- 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. FRANCE CHAMPIONSHIP (Championnat de France)

Regional committees register their combatants through the federal extranet.

The ASL COMPETITION formula will be used.

Referees will be summoned by the organizers, upon the proposal of the commission.

A. SELECTION METHOD

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

$$(\text{Regional circuit headcount} / \text{Total number of participants in regional circuit}) * 40$$

The number of participants will be recorded no later than [April 1 of the current season \(organization deadline : March 31 of the current season\)](#).

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

B. 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.

XII. TEAM COMPETITION

[To be announced.](#)

XIII. NATIONAL RANKING (France)

1. GENERAL PRINCIPLES

The national ranking aims to rank, within each weapon and category, licensed combatants from clubs affiliated with the Fédération Française d'Escrime (FFE), based on the results they achieved in competitions organized under the FFE's authority, or identified by the FFE as counting toward the national ranking.

It also serves to set the initial ranking for a competition.

The ranking is not rolling; it is renewed at the start of each season, following the first national event of the category. [Regional competitions are those identified by the committees and held between January 1 and December 31 of the previous calendar year, with a minimum of 8 combatants.](#)

The ranking from the previous season, or the CFSL ranking from the previous season, serves as the entry ranking for the national event.

Only the best regional event will be counted per combatants.

2. COMPETITIONS TAKEN INTO ACCOUNT

The national ranking takes into account, within each category, the following competitions:

- The national event,
- The international open event held in France (for the senior national ranking only)
- Regional events, identified by the regional committees,
- The CFSL at the end of the season.

For a given category, the national ranking only considers results obtained in that category. Results from other categories are not taken into account.

To score points corresponding to their placement in an event, a combatant must be licensed in a club affiliated with the FFE on the date of the competition.

3. CALCULATION

Depending on the events, the national ranking is calculated by applying the following logarithmic formula with coefficients corresponding to the strength of each event:

$$\left(1,01 - \frac{\log(\text{rang})}{\log(\text{nb participants})} \right) \times C$$

Regional event (only the best result counts)	Coefficient = 0,5
International open	Coefficient = 1
National event	Coefficient = 1,5
CFSL	Coefficient = 2

The ranking is finalized after the CFSL and reset at the start of each season.



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