

ROUGH GUIDE TO F.I.E. RULES

- In order to take part, the fencer must be there for roll call.
- Salute of opponent, referee, and audience is mandatory at the start and end of the bout.
- Two working weapons and two body-wires must be brought to the piste.
- The fencer whose number/name is called first fences on the right hand side of the piste. Exception - left-hander always goes to the left.
- The referee will call 'On guard', the fencers move to the 'on guard' lines set two metres from the centre of the piste then he will call 'are you ready?' On receiving an affirmative reply, or in the absence of a negative reply, the referee will call "play". The fencers must come on guard correctly and remain completely still until the command 'play' is given. To stop the bout he will call "Halt".
- Once a valid hit is scored, the fencers are brought back on guard at the centre of the piste. If none are awarded, they are replaced at the position where the bout was stopped.

Fencers may not:

- leave the piste without permission
- cause a corps à corps intentionally to avoid being hit or to jostle his opponent. (Corps à corps is when two competitors are in contact.)
- turn one's back on one's opponent during the bout. If one fencer passes the other, halt must be called. A hit made immediately whilst passing is valid. If not immediate then it will be annulled. An immediate hit made, even when turning around, by the competitor who has been passed, is valid.
- use the non-sword arm in an offensive or defensive action.
- take hold of any part of the electrical equipment with his non-sword hand.
- waste time.
- bend or straighten blades on the piste.
- touch any of the equipment without prior permission from referee.
- change equipment whilst on the piste.
- intentionally causes the box to register a hit by placing his point on the ground or on any surface other than that of his opponent.

Leaving the piste during an action:

- If one of the competitors leaves the piste only a hit made by the fencer who remains on the piste can be counted valid, even in the case of a double hit.
- If fencer crosses the rear limit of the piste with both feet a hit will be scored against him. If fencer crossed lateral boundaries of the piste with part of a foot, bout is halted and he is penalised. Note - a competitor who crosses one of the boundaries of the piste as the result of an accidental cause (e.g. collision or jostling) there is no penalty.

Duration of bout is held to mean effective duration, i.e. period between play and halt. Effective duration of a bout is:

For pools, 5 hits, maximum 3 minutes

For direct elimination bouts, 15 hits, maximum 9 minutes divided into 3 periods of 3 minutes, with one minute's pause between any two periods.

Penalties are cumulative and are valid for the bout with the exception of exclusion.

Yellow card – warning

Red card – penalty hit

Black card – exclusion or expulsion.

N.B. a red card can only be followed by another red card or by a black card, depending on the nature of the second offence.

- and any hit scored by the fencer at fault is annulled
- Any hit scored by the fencer at fault while committing this offence will be annulled.
- Hits off target not counted as a valid hit but it stops the phrase.
- However, if hit would have been on target but for an abnormal position by opponent, then it is a valid hit.
- The Referee must take into account possible failures of the electrical equipment. Only the last hit made before the fault was established can be annulled.
- If a point is scored against a fencer who breaks his blade, the hit will be annulled unless it broke after the point was made.