



Ochsenstich Rule Book

Tournament Rules for Rapier and "Companion Weapons"

Official DDHF Rulebook Version:

1.5

Date: 21.09.2023
(english 05.10.2023)

Audited by:

| Name | Function | DDHF Division | Date |
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General

All rules of the DDHF framework apply without restriction.

The combat with the Ochsenstich is a simulation of a battle between two persons with rapier and an optional accompanying weapon. The rulebook adaptations in addition to the DDHF framework rulebook serve to optimise the framework conditions for a typical battle with this equipment in the three combinations (single rapier, rapier and dagger, and rapier and cape).

The sporting combat is intended to simulate a serious fight with historical weapons. In order to prevent random hits from significantly influencing the sporting comparison, a statistical element is built in. Each combat is based on a certain number of hits. There is no time limit for the combat.

The aim of the fights is to determine the fighter who is more effective from a sporting point of view, which is why only valid hits are evaluated and not the way they are executed.

The battles are intended to focus on the rapier fencing styles of the Spanish and Italian schools of the 17th century. The rapier had become a social accessory in this era and was used almost exclusively to decide civil differences. To do justice to this aspect, related weapon types (e.g. sidesword, court sword) are not permitted.

Salvatory rule

If two rules within this rulebook contradict each other, the DDHF framework rulebook shall primarily apply and subsequently the rule mentioned first in this rulebook.



Equipment

In principle, the DDHF equipment regulations apply. The following adaptations are due to the changed requirements for fencing with the rapier incl. secondary weapons and the hit zones.

1.1 Protective equipment

In the following, only those parts of the protective equipment are listed that deviate in their nature from the framework rules and regulations.

1.1.1 Head protection

Fencing mask according to DDHF frame rules. Back of the head protection and padding are strongly recommended but **not** mandatory.

1.1.3 Upper body protection

Upper body protection according to DDHF frame rules. Padding for protection against blows is strongly recommended but not mandatory. The stab protection according to the frame rulebook must be observed.



1.1.4 Hand protection

At least cut-resistant gloves or leather gloves or sport fencing gloves. All gloves must be fitted with an hourglass or cuff of fabric material that clearly (5cm) covers the sleeve openings. (Cuffs are mandatory for both hands). Padding or hard panels are not mandatory.

1.1.5 Groin guard

The groin protector can be worn **under or over the** fencing clothing or incorporated into the fencing trousers.

1.1.6 Leg protection

Leg protection according to DDHF frame rules. Padding is recommended but not mandatory. (no hit zone)



1.1.8 Proof of suitability of protective equipment / liability

For the recommended but not prescribed equipment (head protection, shin protection) which the fencer does not want to use, the participant (**himself**) must additionally note this in **writing** (see template below) with date and signature on the equipment protocol. The same applies to jackets and trousers if the required cut protection (800N) cannot be proven.

The following text is to be copied on the back of the equipment sheet by the participant:

I hereby confirm [name of participant, date of birth] that, despite clear advice from the organiser, I do not require the use of a [only applicable] back of the head and/or shin protection and am aware of the risk to life and limb, including irreparable damage and death). I hereby waive any claim for damages in connection therewith.

I (name of participant, date of birth) hereby confirm that my fencing jacket and/or fencing trousers have the minimum required stab protection of 800N. Reduced stab protection can lead to irreparable damage and death. I hereby waive any claim for damages in connection therewith.



1.2 Weapons

In principle, all weapons that do not comply with the following characteristics are prohibited. In addition, the tournament management may exclude weapons if they could endanger the safety of the participants, e.g. a too thin a blade. All measured length measurements and weights at the weapons inspection will be rounded in favour of the fencer. (except blade thickness).

Lengths to full cm and weights to 100 grams.

During the bending test, the blade must bend significantly. (Significant deflection is a deflection of at least 5 cm from the vertical).

1.2.1 Rapier

Dimensions according to DDHF frame rules and additionally:

| | |
|---------------------------------------|--------------------|
| Thickness of the blade side at least: | 1,5mm |
| Tip/point* | Wrapped or Bouncer |

**in case of thickening, a tip-on is necessary / tip-on must be fixed with tape or similar, in case of only rounded/pointed blades, a metal plate at the tip is also necessary (e.g. 1 cent piece)*

Remark:

*A required feature of a rapier is the **basket** and a much narrower blade than a sword. A rapier with a cup is recommended, but a wire basket is also acceptable.*

***Side swords, basket swords, court swords, sport swords etc...** are explicitly **excluded**, even if they fulfil the required characteristics of the design.*

1.2.2 Parry dagger

Dimensions according to DDHF frame rules and additionally:

| | |
|---------------------------------------|-------|
| Thickness of the blade side at least: | 1,5mm |
|---------------------------------------|-------|



Tip/point applicator (all tips types)

**Tape or similar to fix the tip, a metal plate at the tip is necessary (e.g. 1 cent piece).*

Bending behaviour 7.5 kg
(clearly visible deflection)

Blade catchers and sails are permitted

STIFF **daggers are not permitted**

—

1.2.3 Cape

The "cape" must be made of flexible close-meshed fabric material (no net fabric)

No **metal, plastic** or other **parts** made of hard material may be attached (also applies to brooches, buttons or similar). Fabric buttons that do not noticeably affect the weight of the coat are permitted.

Maximum dimensions 300cm x 300cm

Maximum weight 4 kg

A towel or rectangular piece of cloth is permitted.

**If a coat is required in the final match, it will be provided by the tournament management if none is available.*

1.3 Choice of weapons

1.3.1 "Round-Robin / Preliminary Rounds"

In each of these combats, the participants can agree on any of the **three combinations of weapons** before the combat (mixed combats are also permitted and desired during these phases). If there is no agreement at the start of the combat, both participants automatically agree (single rapier). There is no discussion or possibility of objection by the fencers or coaches. During the bout a change is not permitted



1.3.2 Final battles

In the final battles, the weapons are specified by the rules.

Scoring

Scoring of a hit

In general, points are given to the **hitter in the** scoring. The three different types of hits according to the DDHF framework rules are taken into account (thrust, slash and cut). An additional requirement is that these must be from the front or diagonally in front (approx. 45° to the fencer). In addition, the function of the cloak is defined as well as the rules for wrestling, securing and disarming.

Targeted strikes, jabs and chops to non-hitting areas of the respective attack type are not permitted and will be dealt with as unsportsmanlike conduct under the frame rule set.

2.1 Thrust **with the** tip "Thrust"

A valid thrust may be made with the **rapier** or **dagger** on **any area of** the fencer **above the waist** (for simplicity the lower end of the fencing jacket is used as a boundary), except:

- Hands (always both hands)

A valid hit is scored with **1 point** for the thrusting fencer.

2.2 Hit with the cutting edge "Slash/Chop"

A valid slash is only possible with the **rapier** to the **mask (mask incl. attachments)** of the fencer and must be performed with the edge.



"Hits with the flat side of the blade" are not scored and must not lead to an interruption of the match.

A valid slash is awarded **1 point** for the slashing fencer.

2.3 Cut with the cutting edge "Cut"

A valid cut is only possible with the **rapier** to the **mask (mask incl. attachments)** of the fencer. The cut must be clearly recognisable over at least 30 cm.

A valid cut is awarded **1 point** to the cutting fencer.

2.4 Cape Parade / Cape Throw

Cape parade

A cape wrapped around the arm can be used to actively move/parry a stationary or moving weapon. For simplicity, the complete forearm including the hand is assumed to be wrapped. If the coat is not visibly wrapped around the arm, the arm is a valid hit zone.

A cloak held in the hand may be used to actively displace/parry a stationary or moving weapon. In this case, only the "cloak-hand" becomes the valid parry zone, not the forearm.

Note

In both cases, the function of the parade zone is comparable to a shield/buckler.

Cape Throw

The cape can be thrown and also picked up again. If the cloak is thrown over the head of a contestant and thus obscures the opponent's view for several fencing tempi, the bout is interrupted and the thrower scores **1 point**.

Except for this situation described, the coat cannot produce a valid hit.



Cape cover zone

A cape **cannot** prevent a thrust on a valid hit zone.

Example: A thrust to the torso through a hanging cloak is a valid hit as long as the point touches the torso and the blade deflects as defined).

2.5 Wrestling

Wrestling is generally prohibited, except for techniques to disarm or secure the opponent's weapons. Attacks on the opponent with "non-weapons", (e.g. head, hand, foot etc..) are prohibited actions.

The opponent's fencer may **only** be grabbed by the **forearms or with the flat hand on the mask**, for the purpose of securing the weapon.

The bout will be stopped without scoring as soon as a contestant goes down during an action or the action visibly goes beyond disarming or securing.

An independent "fall" is judged to be an intentional hit-prevention of the falling fencer.

2.6 Disarming / Grasping the Weapons

Rapier

The opponent's rapier can only be gripped in **strength** (lower half of the blade). If the weapon is grabbed in the weakness (upper half) incl. tip, it is counted as a hit for the opponent (**1 point**), regardless of whether the weapon is at rest or in motion.

The exception is the fixing of the rapier under the arm (historical technique).

Dagger



The dagger can only be grasped by the "forearm". A grip on the blade, whether moving or not, is counted as a hit for the opponent (**1 point**). *Note: The dagger cannot be disarmed according to the rules.*

For safety reasons, the historically documented disarming via the hilt/cup and the grip, and thus the grip to it, is a prohibited action for both rapier and dagger. Moving the rapier and dagger by the hilt **or handle** with the **flat of the hand or forearm** is permitted.

A dropped weapon may not be picked up again and cannot set valid hits. (applies to both participants)

A valid disarm/fix is scored with **1 point** for the disarming person.

The weak part (upper part) of the blade or the dagger must not be grasped, even if the hand is covered by the cape.

Cape

The opponent's cape may be grabbed. Pulling the opponent's cape over several fencing tempi without additional fencing action leads to the stop of the fight without scoring. Flinging the opponent by means of the cloak is a forbidden action.

Coats may be picked up again by the owner (not the opponent).



2.7 Securing the opponent's weapon

If a weapon is secured for approx. 2 seconds without disarming, the engagement ends with a valid hit for the person securing the weapon. If the opponent moves the secured weapon over 30cm, it is considered a valid hit for the fencer of the secured weapon, regardless of the parts of the body touching the blade.

(Gripping techniques of the blade to prevent a cut are NOT taken into account).

Definition

Securing the weapon is understood to mean fixing the weapon so that it can no longer be moved in a usable way (threat, damage).

A valid secure action is awarded **1 point**.

2.8 Moving the opponent's weapon

The flat of the hand or forearm may be used to move the opponent's weapon at any time as long as it is at **near** rest. A clearly moving weapon may not be parried or deflected with body parts. (DDHF Framework Rulebook, Misconduct, Stealing Hits)

2.9 Non Hit Zones

According to the DDHF Framework Rules, "Stealing a Hit (Cat.3)" is prohibited and will result in a hit score (1 point) for the opponent. Contrary to the framework rulebook, it is at the discretion of the referee whether additional penalties are imposed.

Example

If a thrust is blocked with the hand (not hit zone), this counts as a hit for the opponent (1 point).

2.10 Loss of weapons



The fencing continues until one competitor has no weapon left (cape is counted as weapon in this case). The fencer who still has at least one weapon receives **1 point**. If both competitors have only the cape left, the bout is stopped **without scoring**, because no valid hit can be achieved by a fencing action.

2.12 Fencer goes down

If a competitor falls (self-inflicted), the bout is interrupted and the opponent receives **1 point**. If both competitors fall before the stop, the bout will be stopped without scoring. Knocking down the opponent by pushing, running around, leg positioning etc. is prohibited and will not result in a valid hit and will be treated as excessive harshness.

2.13 Double hit

Closed double hits will not be scored. The bout will be restarted without scoring and penalties for the fencers.

Open double hits will be penalised by a **yellow card** for both contestants. The **second open double hit** in the same bout will be penalised by a **red card**. The **third open** double hit will **end the bout**. With **0 points** for both contestants. Points already scored in this bout will be cancelled. There is no carry-over to subsequent fights or subsequent fencing rounds (finals etc.).

Definition Open Double Hit

Both participants hit the other fencer in one tempo without blade binding and with the intention of parrying the opponent's attack.

2.14 Delayed hit

There will be **no re-score**. The referee will score the first valid hit or double hit.



2.15 Penalties

If a bout is ended by a black card, **all points of the** current bout of the corresponding fencer are **cancelled**. The opponent receives **3 points** for this combat if he does not receive a black card.



Procedure of fights

3.1 Fighting time / victory conditions

There is **no fighting time limit**.

Each combat in the pool phase (round robin) is fought to **3 victory points**, i.e. there is a maximum of **5 weapon runs** per combat. As soon as a fighter has scored **3 points**, he wins the battle and it ends.

In the finals, each bout shall consist of a total of 6 (small final) or 9 (grand final) rounds. The hits give points, which are scored according to **section**

3.6. The **Points** are added. As soon as a fencer has reached more than half of the achievable points, he wins the match and the bout is finished.

3.2 Evaluation and placement of the participants for the overall ranking

In the pool phase, the placings are determined according to the following criteria (descending order: wins, points, counter-points, open doubles, red cards, yellow cards).

The overall ranking of places 5 to the last place will be determined over all participants (criteria see above), whereby the sudden death rule will not be applied in case of a tie.

After completion of the finals, places 1 to 4 in the overall ranking will be seeded according to the result and all other placings will be shifted accordingly if necessary.

3.3 Pool Phase (Round Robin)

All registered fighters will be **randomly** divided **into pools** and will fence against each other pool participant within a pool. Fencing will take place within a set time frame for the pool and as far as possible without interruptions.



3.4 Preliminary round, and final

"Preliminary round 5+ Pools"

If a preliminary elimination is required for the 4 final places (necessary from 5 pools), the result will NOT be included in the overall ranking.

"Preliminary round"

In the preliminary round, the participants of the grand and small finals will be determined, the result will NOT be included in the overall ranking.

"Finale"

The places 1 to 4 will be fought in the "final fights". For the placement in the overall ranking, only the placement in the final is decisive for the finalists.

3.5 Example scoring procedure

Round Robin in der Pool Phase

| Pool1 | Pool2 | Pool3 |
|--------|--------|-------|
| Daisy | Mario | Sonic |
| Pluto | Luigi | Amy |
| Donald | Bowser | Tails |

Ranking nach Poolphase

| | |
|---|--------|
| 1 | Daisy |
| 2 | Pluto |
| 3 | Mario |
| 4 | Sonic |
| 5 | Luigi |
| 6 | Bowser |
| 7 | Amy |
| 8 | Tails |

Vorrunde weil Gewinner von Pool 1
 Vorrunde weil bester 2 Platziertes
 Vorrunde weil Gewinner von Pool 2
 Vorrunde weil Gewinner von Pool 3

Vorrunde nach der Poolphase

| Vorrunde | Gewinner | Verlierer |
|----------|----------|-----------|
| Daisy | Mario | Daisy |
| Mario | | |
| Sonic | Pluto | Sonic |
| Pluto | | |

Finale (1 bis 4)

kleines Finale (Platz 3 und 4)

| | | |
|-------|-------|-------|
| Daisy | Daisy | Sonic |
| Sonic | | |

großes Finale (Platz 1 und 2)

| | | |
|-------|-------|-------|
| Mario | Pluto | Mario |
| Pluto | | |

Turnier Ranking

| | |
|---|--------|
| 1 | Pluto |
| 2 | Mario |
| 3 | Daisy |
| 4 | Sonic |
| 5 | Luigi |
| 6 | Bowser |
| 7 | Amy |
| 8 | Tails |



3.6 Evaluation and Procedure Final Fights

**Depending on the number of participants, the following key is*

applied: 2 pools

the best 2 fencers from each pool will go directly to the respective final (2nd place to the small final and 1st place to the grand final)

Preliminary round

*If there are more than 2 pools, the respective winners of the pool will fence for the place in the final, vacant places will be filled by the 2 placed (placing according to pool phase in the overall ranking). In the **preliminaries all rules and scores of the pool phase** apply. In all matches of the preliminaries the fencers will be seeded as far as possible so that they meet the fencer of another pool.*

3 Pools

The 1st place of each pool and the 2nd place with the most wins (from all 3 pools) will fence in a preliminary round (fencing on 3 points) for the participation in the final rounds. The winner moves on to the grand final, the loser to the small final.

4 Pools

The best fencers (place 1) of each pool will fight in a fencing match (3 points) for a place in the final (loser in the small final, winner in the big final).

3.6.1 Procedure/Scoring Final

In the final, the combat mode is adjusted to keep the outcome of the tournament as exciting as possible. The scoring of the hits remains the same.



- The number of combat rounds/weapon turns is counted consecutively over all battles.
- Each valid hit is scored with the score of the current combat round.
- After every 3 rounds the fighters have a break of 60 seconds.

The small final is fought in **6 combat rounds** (single rapier as well as rapier and dagger, alternately).

The grand finale consists of **9 combat rounds** (single rapier, rapier and dagger, rapier and cloak).

In the Finals are the weapons in the mentioned order obligatory

| Kampfunde | Waffentyp | Punkte |
|-----------|-----------------|--------|
| 1 | Single Rapier | 1 |
| 2 | Rapier + Dolch | 2 |
| 3 | Rapier + Mantel | 3 |
| 4 | Single Rapier | 4 |
| 5 | Rapier + Dolch | 5 |
| 6 | Rapier + Mantel | 6 |
| 7 | Single Rapier | 7 |
| 8 | Rapier + Dolch | 8 |
| 9 | Rapier + Mantel | 9 |

Points table final bouts (example: grand final)

Note

*In the **small final 21 points can be** won, i.e. the fencer with **11 points** or more has won. In the grand final there is a total of **45 points** and at least **23 points** are needed to win the tournament.*

As soon as a fencer has reached or exceeded the required score, the match is ended.



*In case of **ambiguous hits** or **closed double hits** the round will be **repeated**. In case of **open double hits** the round will be scored **0 points** for both fencers and will **not be repeated**, the **red card will** not be given, so that open double hits cannot lead to an early end of the bout.*

All penalty points are added to the normal points.

If a fencer is eliminated from the bout by penalties, the opponent automatically wins regardless of the current score.

In the event of a tie after the last bout, a "sudden death" will be held to determine the winner.

If the match is stopped beforehand by the tournament committee, the fencer with the most points at that time wins.

3.7 Shifting battles

If a fencer cannot continue or compete in a bout for a justifiable reason, the Referee may move the bout to the end of the pool and continue with the previous result. (Postponement depends on the situation and is not a right of a competitor).

3.8 Pause between two battles

Each fencer is entitled to at least 2 minutes rest between two consecutive bouts. Exception before a sudden death bout.

3.9 Incapacitation

If a fencer cannot continue the tournament (injury or suspension) or does not compete in one or more bouts, all bouts in the pool phase will be scored as lost with 0 points conceded. After the pool phase the opponent wins the bout. If



the inability to fight occurs by unsportsmanlike conduct by the opponent, the incapacitated contestant wins the bout regardless of the current score.

3.10 Weapons exchange

Contestants may exchange weapons admitted to the tournament with each other (only the same types of weapons), also during a match (here only after the "halt"), as long as the course of the match is not disturbed. If the course of the match is delayed, the referee can restrict or prevent the swapping.

3.11 "Sudden Death Battle"

The "Sudden Death" bout is always used when a decision (e.g. winner, loser) between 2 fencers is necessary outside of a standard bout.

The "Sudden Death" is a fight on one valid hit, without a fight time limit. The fighter with the first valid hit wins. If no valid hit is awarded after a "Halt", the bout is restarted.

In a "sudden death" bout, each fencer is free to choose his accompanying weapon without the consent of the opponent.

3.12 Trainer / Audience

Each fencer has the right to be accompanied by a coach (the person can change). The coach is allowed to stay within restricted zones (except the fighting area during the bout and the Lüsner table) and to verbally support the fencer. In case of need (misconduct of the coach) the referee may impose penalties on the fencer.

3.13 Lüsner

The Lüsner may not be approached by any participant without being asked, e.g. in order to find out the results. In case of violations, the referee may



impose penalties on the fencers. If the fencers or coaches do not participate in the current bout, the penalties will be carried over to the next bout.

Change history

| Version | Change | Date | Through |
|---------|--|----------|---------|
| 1.0 | Version for submission as ranking tournament | 23.05.23 | Wal. |
| 1.1 | Adaptations Comments Marc Zellner, Paul Hoffmann | 26.07.23 | Wal |
| 1.2 | Alignment with the Framework v5 | 27.07.23 | Wal |
| 1.3 | RRWv5, Sal. rule, Final Mode | 09.08.23 | Wal |
| 1.4 | Tournament in Round Robin Format | 23.08.23 | Wal |
| 1.4.1 | Explanation Hold on to weapon (no rule adjustment) | 02.09.23 | Wal |
| 1.4.2 | Explanation Gripping with Sheath | 19.09.23 | Wal |
| 1.4.3 | Knee protection, non-impact area according to 19.9 | 19.09.23 | Wal |
| 1.5 | Formatting (final version f. Ochsenstich) | 21.09.23 | Wal |
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