

TITIS PARISIENS

Rules 2025

Competition rules | Preamble

This document is based on the refereeing and competition rules set out in book no. 10. The additional rules described below modify or supplement those found in appendices I (p. 125 of book n°10) and J (p. 143).

Competition for the “youth” category follows broadly the same rules as for the “seniors and veterans” category. Differences are explained in the following paragraphs.

Principle

Modifications to Cahier 10 appendix J - §4.4.3.1

The competition is mixed.

The number of teams is not limited.

Depending on the number of teams entered, they may or may not meet each other. Please refer to the “Procedure” section of this document. In all cases, all teams will play the same number of matches.

The youth competition takes place over one day only.

Form of matches and weapons

Modifications to Cahier 10 appendix J - §4.4.3.2

The competition takes place in relays of nine one-minute bouts. The same fencer can only stay for two consecutive relays, so it is imperative that he changes beyond this limit.

All relays are with single cane only.

Relays between wheelchair and/or standing fighters are permitted.

Team composition

Modifications to Cahier 10 appendix J - §4.4.3.3

Any member of a team may decide to fight any bout of the competition with a wheelchair cane. If he does so, he undertakes to :

- announce it at least fifteen minutes beforehand to the person in charge of the wheelchair cane (or, failing that, to the D.O.) of the competition, so as to have time to get equipped
- wear protective gear specific to wheelchair caning
- respect the specific rules of the wheelchair cane and any adaptations that may be made for wheelchair/standing matches
- take all restarts from the wheelchair cane bout

Categories

Modifications to Cahier 10 appendix J - §4.4.3.4

The competition will comprise two categories:

- seniors and veterans
- youth, aged 9 to 18

If under-eighteens wish to enter the senior category, they must comply with the upgrading rules set out in Cahier n°10.

Equipment

Details in Cahier 10 appendix J - § 2.4.3

Fighters in the “youth” competition are authorized to fight in simplified clothing: mask, cap, gloves, shin guards. Shells are compulsory for boys of all ages. Chest protectors are compulsory for girls aged 15 and over.

Fighters in the “seniors and veterans” competition must fight in full gear, as described in paragraph 2.4.3 of book n°10.

Special protection may be required for assaults with a wheelchair cane. All wheelchair fighters must put these on before the start of the bout.

Procedure

Modifications to Book 10 Appendix J - §4.4.3.6

The progress of the competition depends on the number of teams entered.

If eleven teams or less are entered, all teams will meet over the two days of competition.

If strictly more than eleven teams are entered, not all will meet, but will compete on the basis of a system defined by the organizers (Swiss system or randomized matches).

The threshold of eleven teams is set by experience on the basis of :

- *the time required to bring all the teams together*
- *thresholds imposed by the size of the area (four teams are needed to populate a combat area)*
- *fighter fatigue*
- *the two consecutive days of competition*

Veterans who have not been upgraded are not allowed to fight two rounds in a row, in accordance with the recommendations of the medical commission.

Wheelchair rounds

Wheelchair rounds are authorized. Wheelchair fighters must comply with the specificities of wheelchair bouts.

Opponents of wheelchair cane fighters must comply with the specific rules for touching.

The specific rules are listed in the appendix to these rules.

Judgement

Modifications to Cahier 10 appendix I - § 1.1.3

The judging of matches is carried out by the participants in the competition. To ensure a fair rotation of officials, the teams that have just finished fighting must share out the judging positions for the bout immediately following the one that has just finished.

There are three judges' posts, positioned in an equilateral triangle around each combat area.

They count the points corresponding to both teams' hits, which they validate in accordance with current technical criteria, using mechanical (manual counters) or electronic (tablets) equipment.

They give their opinion at the referee's request, as described in the refereeing rules.

Timing

Modifications to Cahier 10 appendix I - § 1.1.4 AND § 3.2.1

Timing is automatic or is triggered by the D.O. at the start of each match. The D.O. must wait until all areas are ready before starting the bouts.

Timing is global for all areas and only stops at the end of the match. It is not interrupted during referee stoppages or between bouts.

Number and duration of rounds

Modifications to Cahier 10 appendix I - § 2.3.2

Matches last nine one-minute bouts, with no rests and no extra bouts.

For Youth category matches, if the number of fighters is not sufficient to form teams of three, teams of two fighters will be formed and the number of repeats per match will be reduced to 4 (instead of 9). In order to comply with the Medical Commission's recommendation that a young fighter should not fight for more than one minute and thirty seconds without recovery time, while at the same time allowing all opponents to fight against each other, one minute of recovery time will be integrated into the middle of the four rounds normally scheduled. This should also encourage tactical exchanges between team-mates.

The table below illustrates this procedure.

	Round 1	Round 2	one-minute recovery	Round 3	Round 4
Team 1	A	B		A	B
Team 2	C	D		D	C

Organization of an assault by teams of 2 fighters during which all the fighters meet each other.

Team identification

Clarification in Book 10, Appendix I

Team identification colors are red and blue. Fighters are required to bring an identifying item (belt, cap, jacket) of each color, or a reversible one.

In the absence of such an item, a fighter may exceptionally request to borrow one from the organizer.

Start/end of recovery/round protocol

Modifications to Cahier 10 appendix I - § 3.2.2

REFEREE: "Both teams in the center for the salute".

Fighters present themselves on the area with helmet under arm before salute.

Presentation of teams with their colors

Salute without helmet and fighters' equipment

REFEREE: "Fighters in place for salute".

REFEREE: "Ready for salute".

REFEREE: "Take your bows".

REFEREE: "Equip yourselves, first fighter in the center".

If scheduling requires, the salute takes place with the mask equipped.

Control of officials

REFEREE: "Judge 1 ready", "Judge 2 ready", "Judge 3 ready".

Start of assault

REFEREE: "For 9 rounds of 1 minute".

REFEREE: "On guard".

REFEREE: "Go

End of restart

At the announcement of the timekeeper or the automatic signal for the end of the restart, the referee announces "Stop, end of restart, change or stay".

If at least one fencer finishes his second consecutive restart in this way, the referee also announces: "compulsory change, fencer ..." and specifies the color of the fencer(s) concerned.

End of bout

When the timekeeper or automatic signal indicates the end of the bout, the referee announces "Stop, end of restart, end of bout".

The referee then invites the teams to greet each other.

REFEREE: "Both teams in the center for the salute".

REFEREE: "Fighters in place for salute".

REFEREE: "Ready for salute".

REFEREE: "Take your bows".

Announcement of results

This is done by the Official Delegate, the referee or the official announcer.

"Results, area ..." followed by the area number

One fighter from each team, in closed uniform, without mask or cane, comes to the center of the area.

In the event of victory by one team over the other, the announcement is as follows:
“After counting the points and penalties, the winner by a score of ... to ... is declared to be the team...”, specifying each team's score, followed by the color or name of the winning team.

The referee raises the hand of the fighter representing the winning team.

In the event of a draw, the announcement is as follows:
“After counting the points and penalties, the two teams are tied by a score of ... to ...” specifying the teams' scores.

The referee raises the hands of both fighters.

Results are always given facing the public (main stand).

Scoring principle

Modifications to Cahier 10 appendix I - § 4.3.1

During the bout, each judge, independently, awards one point to the team for each hit he considers valid.

All the judges' points are added together to determine each team's total score. Penalties (one point), warnings (three points) and cards (three points) are then subtracted to arrive at each team's final score.

The team with the most points at the end of the bout is declared the winner.

Ranking

To rank teams, assault points are awarded according to their results per assault:

- three points for a win,
- two in the event of a draw,
- one for defeat
- zero in the event of forfeit

In the event of a tie on points, the following criteria will be used to decide between two teams:

1. victory of one team over the other
2. the number of cautions received by the teams
3. the number of cards received by the teams
4. goal average (difference between touches given and touches received)