

## 12.4 Fencing (Saturday and Sunday)

Fencing is played on Saturdays (09:00-17:00), on Sundays between (09:00-16:00) at the sports centre.

1. Per OSSO/educational institution a maximum of one foil team and one épée team can be registered. A team consists of three or four fencers from the same OSSO, 3 of whom will be drawn up per meeting.
2. A player may not play with both weapons. A choice must be made between foil or épée.
3. The team of an OSSO may only consist of students who meet the conditions set out in chapter 1 of the event's regulations of the SSN. If this rule is violated, the team loses all matches.
4. If an unauthorized participant participates in the GNSK, a fine of €200,- will be charged to the OSSO for which that participant competes. Also, the results of the team in question will be cancelled.
5. Substitutions can be made if the referee is notified of this in time by the team leader. This means that the switch must be announced 1 match before it is the turn of the match. The player being substituted cannot then be considered, not even in case of an injury. A switch can take place immediately if a fencer is injured during the game and has not been switched before.
6. An OSSO must provide both a foil and an épée team to get all the points for the sports fencing. When only one of the teams is played, a city can only earn half of the number of points see point 13.
7. In case of an incomplete team, the unshielded games are considered lost 5-0. In the line-up the missing player is filled in, he or she then lose 5-0.
8. The team assignment must take place during registration. The team assignment must be made at the referee's office at each meeting.
9. On day 1 and 2 a pool unique will be fenced if time permits. On days 2 and 3 the eliminations will be fenced, the initial placement on the elimination table will be determined based on the results of the unique pool.
10. The teams must be ready to play at the time indicated in the tournament schedule. If the team is not present at the given time, the team loses the game.
11. The games that are not led by a KNAS referee must be judged among themselves.
12. Placement on the 'tableau' (table) is based on the results in the preliminary rounds. From teams with an equal number of points, the team with the highest number of hits minus hits against wins. In the case of equal indices, the mutual results are taken into account. If there is no mutual encounter, a draw will take place.
13. The whole tournament will be fenced with electrical equipment. The fencers must wear solid equipment that is FIE approved and meets the material requirements of the KNAS. So at least an 800N vest, 1600N mask, 800N pants and an 800N undervest are mandatory on all weapons. The electric throat flap on the foil is also mandatory but may not be worn on épée.
14. Based on the results of the elimination the points will be awarded.
15. Unless otherwise stated in the above points, the KNAS rules are in force.
16. At the end of the tournament there will be a ranking on the weapon foil and a ranking on the weapon épée. These are merged as follows:
17. The scoring of both weapons will be as follows:
  - a. Last place: 1 point
  - b. For last place: 2 points
  - c. First place: the number of points equals the number of teams in the weapon category.
18. The points of both weapons are merged. This results in a total score of both weapons.
19. In case of an equal number of points, the total number of victories in the elimination on both weapons will be the first to decide.
20. In case of an equal number of points and an equal number of victories, the average indices will determine.

21. When all this is equal, the decision will be made by drawing lots.
22. In all cases, the committee reserves the right to make a binding decision.