Sporting rules

Knife and Axe Throwing

For the competitions of the National Federation FNSMR

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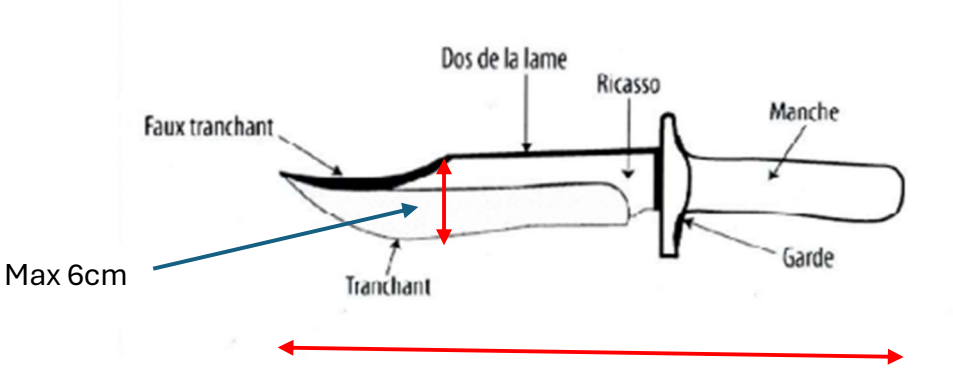
1/ Knives and Axes: dimensions and characteristics

1.1/ Knives

For the Precision, Walk-back, LD, and Ludique events in conventional (rotational) throwing and No Spin (without rotation):

- Knives with a non-cutting blade ending in a single point, single- or double-grinding.
- The total length of the knife must be at least 23 cm and a maximum of 42 cm, with the blade not exceeding 6 cm in width.
- Total weight of at least 200 g.
- Cylindrical cross-section prohibited (anything round, rod-shaped, or cylindrical, e.g., the Cyclone from United Cutlery, Mas 36 bayonets and others (cruciform type, etc.), as well as all types of BoShuriken).
- The thrower must present a set of three identical knives before each event. (except for the Duel Cup and Speed)

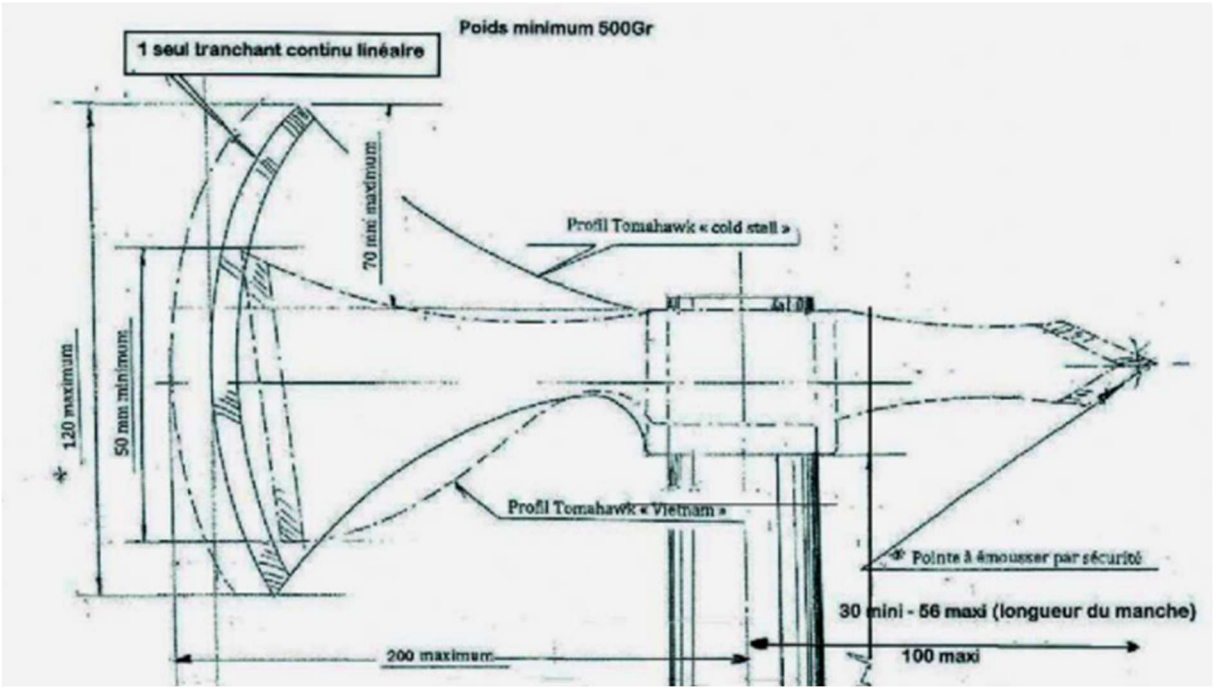


Min 23cm / Max 42cm

1.2/ Axes

or the "Precision, Walk-back, LD, and Fun" events in conventional (rotational) throwing:

- An axe is composed of two separate elements: the blade and the handle (full metal is prohibited).
- Minimum weight of the axe: 500 g, with a blade with a single continuous linear edge ranging from a minimum of 5 cm to a maximum of 12 cm, regardless of its shape, whether it is a single "C" curve or two "S" curves.
- Maximum length of the front blade: 20 cm and, if present, of the rear hammer (or non-sharp point) 10 cm from the handle.
- Maximum height of the upper edge: 7 cm from the top of the eyelet.
- Minimum length of the handle calculated from the top of the eyelet: 30 cm minimum and 56 cm maximum.
- Double axes are prohibited.

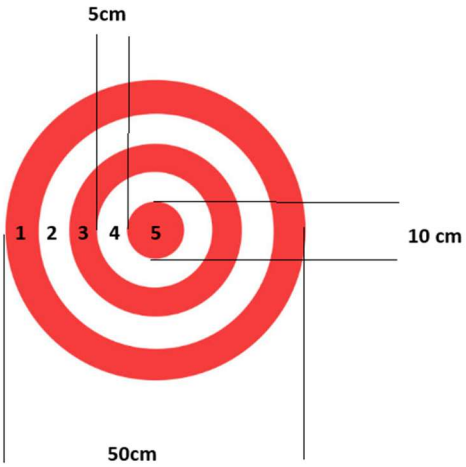


2/ Targets, Throwing Zone: Dimensions and Characteristics

2.1/ Precision Targets

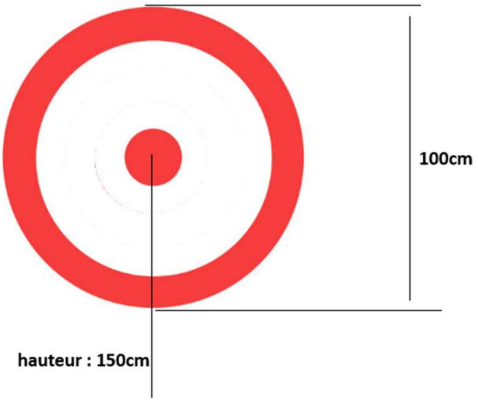
The target is defined as the area of the different circles where points are scored ! There are five of these circles. Targets with a diameter of 50 cm will have the following scores, from the center outward:

- Center: 5 points
- Next ring: 4 points
- Next ring: 3 points
- Next ring: 2 points
- Outer ring: 1 point



To facilitate readability and avoid disputes, a line should be drawn in pencil around each colored circle. Light-colored paint is also recommended (avoid black).

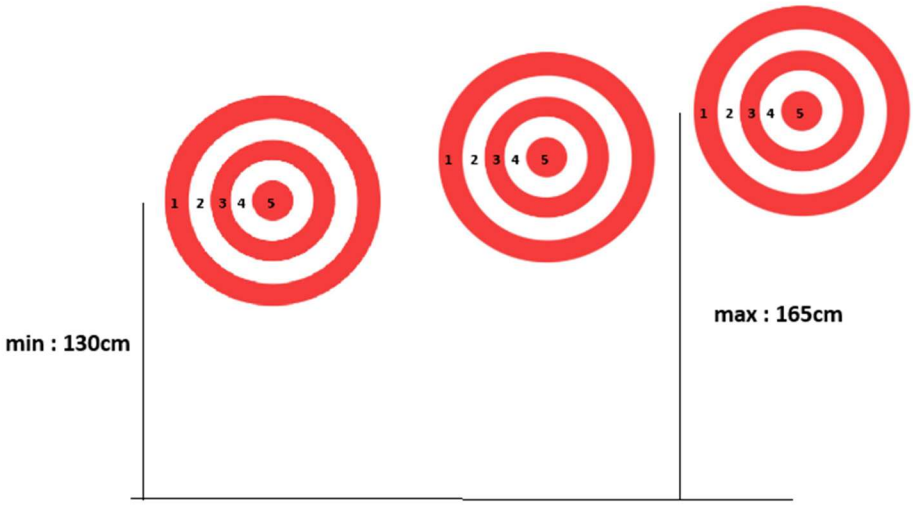
2.2/ Long distance target

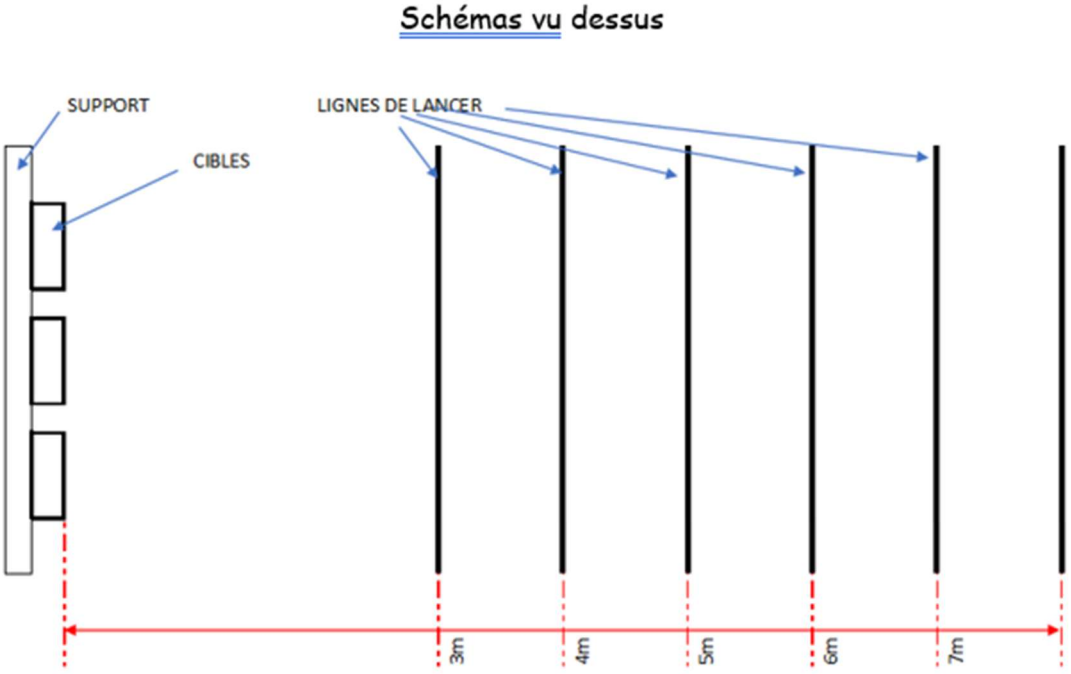


2.3/ Throwing area

Each throwing area must be equipped with three targets securely and stably positioned, steady at a minimum height of 130 cm and a maximum height of 165 cm. The target layout is at the discretion of the organizers: ascending, descending, V-shaped, or Λ-shaped.

Each throwing line must have clear and visible ground lines, perfectly parallel to the targets and arranged at distances of 3, 4, 5, 6, and 7 meters. (See diagrams below.)

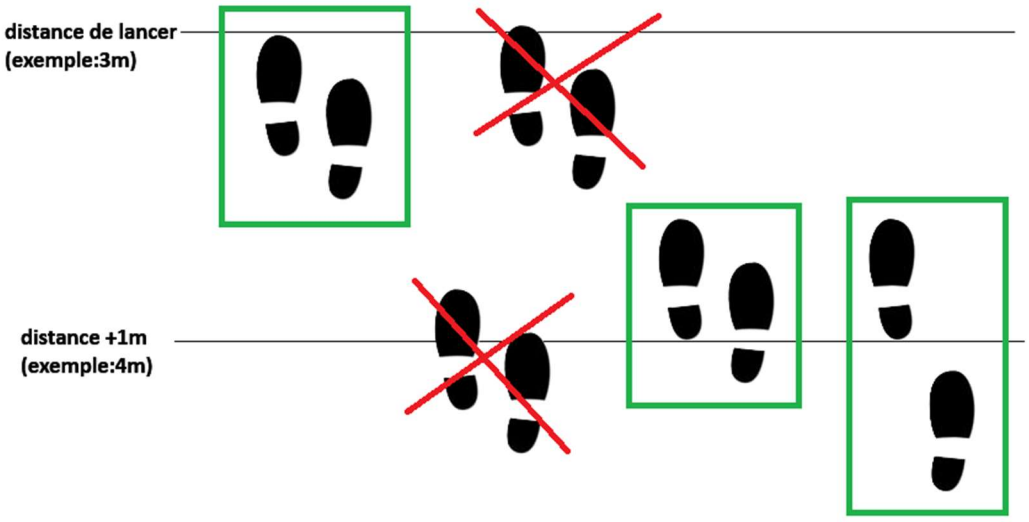




2.4/ Positioning the thrower

The forward foot must not touch the throwing line and must be fully placed within the lane corresponding to +1m of the throwing distance.

See diagrams below: green OK position / red No OK position



3/Safety, Arbitration: General

3.1/ Safety rules

No apparatus other than throwing knives and axes is permitted in the competition area. Throwing knives and axes are sporting apparatus, and if misused, can lead to dangerous situations.

Therefore, the following rules must be strictly followed:

- The use of sharp knives is strictly prohibited, both in training and in competition.
- All implements must always face the targets or the ground. Pointing in other directions, even for fun, is strictly prohibited.
- Anyone preparing to retrieve apparatus must ensure that others on the throwing line have completed their throws, otherwise they will have to wait.
- Helping to search for other competitors' lost knives is a duty of all competitors.
- The use of closed-toe shoes is mandatory; sandals or similar are strictly prohibited. It is absolutely forbidden to run with knives and axes in your hands.

3.2/ Behavior

The maintenance and cleaning of the competition grounds are entrusted to everyone's sense of civic duty and good manners. Each person is responsible for removing their own waste.
All participants are required to treat the equipment and facilities on the competition grounds with care.
Each competitor is required to observe appropriate behavior on the competition grounds. Any act of disturbance will result in the participant's removal from the event.
Any damage caused to the organization's equipment or that of other competitors, through negligence or carelessness, must be compensated for the loss.
While remaining on the competition grounds, competitors must adhere to the following rules:

- Maintain proper physical and verbal behavior.
- Wear appropriate sportswear for the activity and venue, with closed-toe shoes.
- Show the utmost respect for safety rules and equipment.
- Be responsible for any damage caused by yourself or your guests to the facilities and equipment.
- Return throwing equipment or other items found during the event to the Manager.
- Smoke in accordance with common sense rules to avoid creating situations of discomfort or danger.
- Remember that knives and axes are potentially very dangerous tools if used in an impaired state. Improper behavior on the throwing lines will result in immediate expulsion from the competition without the need for reprimands. Therefore, the consumption of alcohol and any type of narcotic substance is prohibited. Anyone who violates this prohibition will assume all consequential costs in the event of an accident, exempting the organization from any liability.

3.3/ Arbitration and Coaching

Only the competing thrower and the referee must be on the throwing area, plus one referee, if applicable, depending on the discipline. During competitions, the referee stands more than two meters behind the thrower to avoid disturbing them.

Each thrower may have a coach during the competition. The coach must not enter the throwing area.
The coach must not address the referee or move in the event of a dispute.
When giving brief and rapid advice to the thrower, the coach must not shout or disturb the throwers in action nearby.

When throwing, the thrower must not cross the line that determines their distance before their knife or axe reaches the target.

After throwing their knives or axes, the thrower remains behind the referee, who steps forward to record the scores. Under no circumstances may the knives or axes be touched by the thrower before scoring.

The tip of the knife must be planted in the target and not visible to validate the throw.

When planted in the target, the knives are left in their impact position. In the event of a dispute, if the blade's edge touches or cuts the upper point, the upper point will be scored if, and only if, the tip of the knife on the target is no longer visible.

When planted in the target, only the visible part of the axe's edge is used to determine points (axes may not be raised). If, and only if, the visible part touches or cuts the upper point, the upper point will be scored.

The referee announces the score to the thrower, who may or may not validate it. If the thrower agrees, they may withdraw their knives or axes. If the thrower disagrees, they may not touch their knives or axes under any circumstances. A referee is then called to "rule."

A knife or axe that falls before the end of the 3 throws is never counted, unless immediately after its throw, and in doubt as to whether it is on target, the thrower asks the referee, expressly and loudly, to "count or validate" the throw. The referee must then immediately check the score by going, if necessary, near the target in complete safety. If one or more knives or axes fall during the referee's count, the referee remains the sole judge to assess the score.

3.4/ In the event of a tie (play-off) for the podiums concerning the official events in Traditional technique (rotation) and No Spin technique.

n all cases of tie-breaking for the place on the podiums of official events, the throwing of the apparatus (the play-off) will be favored, compared to “the number of 5”, to determine the place on the podium!

The "number of 5" will only be used in the sole case of a clear lack of time to complete the "physical" jump-off(s).

For the first three places in each precision event (3, 5, 7 m knives and 4, 5, 7 m axes), and in the event of a tie between the throwers concerned, the podium ranking will be determined, as soon as the ties are known and as quickly as possible, by three additional rounds (9 throws) in each event concerned.

A practice round in front of the targets used for the jump-off will be systematically offered to the throwers.

If, at the end of these three additional rounds, there are still ties, a single new round will be performed and counted to break the tie. And so on (only one round counted each time) until the tie is broken.

Each thrower involved in the shoot-off retains the same number of points initially scored during the event. The play-off sole purpose is to place the thrower on the podium.

For the Walk Back podiums, and in the event of a tie, only one round of the four will be performed and counted, each time, between the different competitors until the tie breaks! At the beginning of the play-off, 5 practice throws may be made! At the end, the referee who has recorded the scores of each thrower involved will take the decisive result to the scoring table, where the final podium ranking will be established. Each thrower involved in the play-off keeps the same number of points initially scored during the event. The play-off's sole purpose is to place the thrower on the podium!

4/ Official event: precision, walk back and long distance

These events will result in a Men's and Women's ranking and a Men's and Women's podium for each event.

Rotation Knives: At least ½ rotation is mandatory.

3m Event - 7 series of 3 throws (21 throws for a maximum of 105 pts)

5m Event - 7 series of 3 throws (21 throws for a maximum of 105 pts)

7m Event - 7 series of 3 throws (21 throws for a maximum of 105 pts)

Walk Back Event: 3, 4, 5, 6, 7 m (4 series of 15 throws for a maximum of 300 pts)

Long Distance Event: 3-7m; 7-10m; 10-13m; 13-16m; 16-19m; 19-22m; 22-25m

No Spin Knives: No rotation is allowed

3m Event - 7 sets of 3 throws (21 throws for a maximum of 105 pts)

5m Event - 7 sets of 3 throws (21 throws for a maximum of 105 pts)

7m Event - 7 sets of 3 throws (21 throws for a maximum of 105 pts)

Walk Back Event: 3,4, 5, 6, 7 m (4 sets of 15 throws for a maximum of 300 pts)

Long Distance Event: 3-7m; 7-10m; 10-13m; 13-16m; 16-19m; 19-22m; 22-25m

Conventional axes: at least ½ rotation is mandatory

4m event - 7 sets of 3 throws (21 throws for a maximum of 105 pts)

5m event - 7 sets of 3 throws (21 throws for a maximum of 105 pts)

7m event - 7 sets of 3 throws (21 throws for a maximum of 105 pts)

Walk Back event: 4, 5, 6, 7,8 m (4 sets of 15 throws for a maximum of 300 pts)

Long Distance Event: 4-7m; 7-10m; 10-13m; 13-16m; 16-19m; 19-22m; 22-25m

4.1/ Rules, running of rotating and No Spin events

Definition of an event:

- An event is defined by its number of throws and its maximum total points as stipulated in the rules.
- The thrower may have one or more sets of apparatus (knives and/or axes), duly checked and validated before the start of the competition.
- A set (knives and/or axes) will consist of 3 (or 4) identical pieces of apparatus. It is possible to use a different set (knives and/or axes) for each event, but the thrower may not change it during an event.

For all official conventional (rotation) or No Spin events, the thrower begins by throwing their first piece of apparatus at the left target, the second at the center target, and the last at the right target.

Knives and axes may be held freely for all distances specified in each rotation event. The only requirement for conventional (rotational) knife and axe throwing is to perform at least a half rotation.

For the No Spin technique (without rotation), the knife is obviously held by the handle or at least with the tip of the blade facing the target. For each distance in the precision and fun No Spin events, the knife, after release and during its flight, must not perform a half or full rotation before striking the target!

4.2/The Test

A series of tests (not counted) can be done at the start of each event at the discretion of the thrower who must announce it to the referee before doing it!

- 3 throws for accuracy and long distance
- 5 throws (1 at each distance) for walkback

If this series of attempts is not announced, the throw will be considered the first series and the scoring will begin!

4.2/ Case of breakage or loss of equipment

During the course of an event and in the event of breakage or loss of an apparatus, the fourth apparatus checked and validated identical to the other 3, may be used to replace the broken or lost apparatus! If there is no possibility of a 4th identical apparatus checked and validated, the event will end with the remaining apparatus(es) without the possibility of using another complete set even if it has been checked and validated prior to registration!

4.3/ “Long Distance” Throwing Events Knives and Axes

Rotating and/or No Spin Knives

Zones: 3-7m, 7-10m, 10-13m, 13-16m, 16-19m, 19-22m, 22-25m, 25-28m

Rotating Axes

Zones: 4-7m, 7-10m, 10-13m, 13-16m, 16-19m, 19-22m, 22-25m, 25-28m, 28-31m,

These events take place by crossing 3m zones, except for knives where the first zone only (starting at 3m) will be 4m long.

The thrower must have 3 identical pieces of equipment per throw. When the first piece of equipment (knife/axe) is planted in the target validating the distance, he/she retrieves his/her equipment and moves back at least 1 meter to be able to move to the next distance knowing that he/she can only make a maximum of 2 throws of 3 pieces of equipment each in the same zone.

As soon as he/she plants an apparatus, the referees present immediately note (without additional throws) the thrower's distance before he/she moves. If one of their apparatus is "unplanted," the thrower cannot retrieve it but must throw the remaining apparatus in their hands, adjusting their distance, if necessary, within a maximum limit of 1 meter forward or backward from the distance chosen at the beginning of their first throw, while remaining within the area where they are located.

The event ends when the thrower has failed to plant one of their apparatus in the target. The last validated distance is then retained.

In the event of a dispute between the thrower and the referee present, the decision will be made by the Head or Referee.

The thrower who plants one of their three apparatuses at the longest distance is declared the winner, with the rankings following in descending order of distances achieved.

5/ FUN TESTS (Optional)

The fun events are mixed in all respects: Men – Women / Conventional Throws (rotation) – Instinctive Throws (No Spin)

1. Silhouette Knives / Silhouette Axes
2. Speed (Knives)
3. Duel-Cup (Knives)
4. Triskell5. Épreuve découverte au choi de l’organisateur de la compétition

5.1/ General rules for "fun" events

These events are held in "conventional" throwing mode (rotation) or in "instinctive" throwing mode (No Spin). Each event, having started with a technique (either rotation or No Spin), must be continued until the end using the same technique.

5.2/ Silhouette Events (Knives and Axes)

There is a knife silhouette event and an axe silhouette event.

These are two separate events. The ranking is mixed for each of them.

They are conducted by throwing the same 15 pieces of equipment (knives or axes) around a dedicated (or undedicated) silhouette. Around each silhouette are placed 15 targets, each 10cm in diameter, the center of each target being placed at a minimum distance of 10cm from the silhouette.

These targets, placed randomly around the silhouette, can be colored and numbered, with 5 different colors and numbered with 3 digits per color, following the numbers from 1 to 15.

The minimum height of the center of the lowest target is 40cm from the ground.

The maximum height of the center of the highest target is 200cm from the ground.

Equipment (knives/axes): There must be at least three of them (maximum 4, possibly including spare equipment) in a set of identical equipment, duly checked.

Procedure:

- The thrower stands in front of the silhouette at a minimum distance of 3m for knife throwing (rotational or No Spin) and 4m for axe throwing in rotation.
- If necessary, and after announcing it, he/she has a trial throw (3 pieces of equipment), at the targets of his/her choice.
- Then, to begin the counting, the first target the thrower must hit is the one numbered 1.
- Subsequent throws must be aimed at the targets in the order in which they are noted: #2, #3, #4, etc., up to the 15th!
- Only one piece of equipment is thrown per target; if it doesn't land or score, the thrower moves on to the next target. If an apparatus planted in a previous target is in the way, it can be raised or removed, after request from the thrower and validation from the referee

Scoring:

5 points are awarded to the thrower for each piece of equipment planted in the correct target.

0 points are awarded if the piece of equipment misses its target, lands in another target, or doesn't land at all.

-10 points are awarded each time the thrower plants their knife or axe in the silhouette. Therefore, the final result may be negative.

5.3/ Speed Throwing Event

This is a mixed event whose goal is to plant the greatest number of knives into a 50cm diameter target in 20 seconds.

The knives: A set of 30 knives, complying with current regulations, with a minimum unit weight of 200g, will be provided to the throwers by the organizer.

How the event works:

- The thrower stands in front of the target at a minimum distance of 3m. The thrower has a series of attempts of 10 knives.
- The thrower may hold as many knives as desired in the hand that is not throwing and places the rest on a table placed at their convenience.
- The referee ensures that the thrower is holding their knives in one hand, and that the other hand remains without contact with them before the signal to start the event. The thrower starts and stops at the referee's signal. The knives must be thrown one at a time.
- No knife may be thrown before the referee's signal to start the event, otherwise the event is stopped for a false start. In the event of a repeat offense, the series is considered void.

Scoring:

Each knife planted in the target is worth 1 point. If a knife is in flight during the referee's signal to end the event, it may be scored as long as it has left the thrower's hand at that time.

Only knives planted in the target within 20 seconds are counted. Any knife thrown after the signal to end the event or at the same time as others will not be counted.

The highest score determines the winner, and the ranking follows in descending order.

5.4/ Triskell Test

Triskell Targets:
Composed of three targets whose centers are placed on a 22.5cm diameter circle forming a triskelion. A 5cm circle forms the center of this Breton symbol and is located 145cm away.
Each target is represented as follows:
Black center, 5cm diameter, worth 5 points
White circle, 10cm diameter, worth 4 points
Black circle, 15cm diameter, worth 3 points
White circle, 20cm diameter, worth 2 points
Black circle, 25cm diameter, worth 1 point

This is a mixed single-elimination precision event based on opposing throwers. The event is played over two winning rounds. The first to win advances to the next round; the second is eliminated. In the event of a tie at 1 or 2 all, the round must be replayed until a thrower gains a 1-point lead.
Scoring:
Points on the targets are scored as in traditional precision events. In the event of a tie, each thrower scores one point. The thrower with the most points wins the round.

Event Procedure:

- Starting Protocol: The throwers each throw a knife at one of the lower targets. The player closest to the center decides whether to start or pass. The winner of the round then takes the lead or not. In the event of a tie, the two players repeat the starting protocol.
- The throwers take turns throwing their 3 knives. Each thrower begins by throwing their first knife at the top target, then at the bottom right target, and finally at the bottom left target.

Scoring:
Points on the targets are scored as in traditional precision events. In the event of a tie, each thrower scores one point. The thrower with the most points wins the round.