

EAST KINGDOM FENCING RULES

As of September 10, 2021

Recent changes (9/10/21):

1. Added Reduced Armor Experiment Appendix 5, approved by Society on September 9, 2021.
2. Converted Cut & Thrust to a separate authorization “track,” no longer requiring a heavy rapier prerequisite.

Variations from Current Society Standard	
Paragraph	Summary Of Variation
2.4	Eastern fencers may authorize at 18. Youths may participate in the Youth Rapier program.
6.4.1	Bows, crossbows, and other devices to propel projectiles (i.e. slings) are not permitted.
7.2	Push, Draw, and Tip Cuts are all explicitly valid.
7.9	Blade grasping is not allowed.
7.11	Fleeting contact is only allowed with explicit prior consent of both combatants.
7.6.3	Death from behind may not be performed with spears.
Glossary	Definitions added for “Incidental Gap” and “Fleeting Contact”

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1. Introduction

- 1.1. All combatants and marshals in the East Kingdom are responsible for knowing the Society Fencing Rules as well as the additional rules of their Kingdom.
- 1.2. Combat in the Society poses risks to the participant. This recognition, however, does not excuse fighters from exercising control of their techniques. If a fighter throws blows which force their opponent to retire from the field, from a real injury (even one which only causes brief incapacitation), the marshal responsible for the field shall take such steps as are appropriate to stop the problem from recurring.
- 1.3. Rules are designed to promote safe combat in the Society. However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants. If a question arises when applying these standards, choose the answer that promotes the greatest degree of safety for all participants. Should a situation arise not explicitly covered by Corporate or East Kingdom Fencing rules, the marshals should not assume that the situation is forbidden or inappropriate. Rules are not meant to replace common sense, good judgment, and concern for the participants.
- 1.4. Note: Underlined terms are defined in the glossary.

2. General Information

- 2.1. SCA Fencing shall be conducted in accordance with the Rules of the Lists of the SCA, Inc. (see 2.7 below), Society rules, and these East Kingdom rules.
- 2.2. Competence in other SCA combat styles does not automatically mean competence in SCA Fencing. Separate warrants and authorizations in Fencing are required.
 - 2.2.1. Authorization for Fencing must, at a minimum, verify that the candidate understands the requirements for armor and weapons, and demonstrate that they can participate in Fencing activities in a manner that maintains their safety and that of their opponent, including appropriate calibration of blows and comportment on the field.
- 2.3. All combatants, prior to every combat or practice, shall ensure their armor and equipment are safe, in good working order and have been inspected by a member of the Kingdom Marshallate authorized to inspect Fencing gear.
- 2.4. The minimum age for training and authorization in Fencing is 18. When combatants under the age of 18 wishing to participate in fencing activities should contact the Youth Rapier Marshal for more information regarding that program.

- 2.5. In order to participate in any East Kingdom rapier activity, a fencer must execute a current waiver on the day of each event or practice, or show proof of SCA membership indicating a waiver on file. Current waivers are available from the East Kingdom Minister of Lists, from the East Kingdom MoL website at <http://mol.eastkingdom.org/>, or from the East Kingdom Rapier website at <http://rapier.eastkingdom.org/resources/>.
- 2.6. A visitor to the East Kingdom who is authorized in rapier combat in their home Kingdom may participate in rapier combat in the East without re-authorizing, on the following conditions:
 - 2.6.1. They should be familiar with the EK Rules and should be able to demonstrate to the satisfaction of the Marshal-in-Charge their ability to fence safely and in accordance with those Rules.
 - 2.6.2. Any person who expects to reside in the East Kingdom for more than three months must authorize under the EK Rules as soon as practicable. Multiple authorizations for such a person can be completed in one session to expedite the process.
 - 2.6.3. East Kingdom authorizations may not be issued to a resident of another Kingdom.

2.7. SCA Rules of the Lists

[Note: These Rules of the Lists are copied from the SCA Marshal's Handbook, as they apply to Fencing, with clarifications in brackets.]

- 2.7.1. Each fighter, recognizing the possibility of physical injury to themselves in such combat, shall assume unto themselves all risk and liability for harm suffered by means of such combat. No fighter shall engage in combat unless and until they have inspected the field of combat and satisfied themselves that it is suitable for combat. Other participants shall likewise recognize the risks involved in their presence on or near the field of combat and shall assume unto themselves the liabilities thereof.
- 2.7.2. No person shall participate in Official Combat-Related Activities (including armored combat, period fencing, and combat archery) outside of formal training sessions unless they have been properly authorized under Society and Kingdom procedures.
- 2.7.3. All combatants must be presented to, and be acceptable to, the Sovereign or [their] representative.
- 2.7.4. All combatants shall adhere to the appropriate armor and weapons standards of the Society, and to any additional standards of the Kingdom in which the event takes place. The Sovereign may waive the additional Kingdom standards.
- 2.7.5. The Sovereign or the Marshallate may bar any weapon or armor from use upon the field of combat. Should a warranted Marshal bar any weapon or armor, an appeal may be made to the Sovereign to allow the weapon or armor.
- 2.7.6. Combatants shall behave in a knightly and chivalrous manner and shall fight according to the appropriate Society and Kingdom Conventions of Combat.
- 2.7.7. No one may be required to participate in Combat-Related Activities. Any combatant may, without dishonor or penalty, reject any challenge without specifying a reason. A fight in a tournament list is not to be considered a

challenge and therefore may be declined and forfeit the bout.

- 2.7.8. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry which meets the Society and Kingdom standards for traditional Society combat and/or Society period rapier [fencing] combat, used in the context of mutual sport, to be real weaponry.
- 2.7.9. No projectile weapons shall be allowed within the Lists of a tournament, nor shall any weapons be thrown. The use of approved projectile weapons for melee shall conform to the appropriate Society and Kingdom Conventions of Combat.

3. Conventions

- 3.1. Combatants are to be authorized by their home kingdom prior to competing in any tournament or melee, and may use only those weapons and defensive objects for which they have been authorized. Combatants may participate in practices without having been authorized by their home kingdom, provided they inform the presiding marshal of their non-authorized status.
- 3.2. Upon hearing the call of "Hold" all fighting shall immediately stop. The fighters shall freeze, check for hazards in their immediate vicinity, and then assume a non-threatening position with their weapons pointed away from their opponents. Any person may call a hold, including the combatant(s), marshal, or bystander. Holds are to be called for any safety reason. Holds are not to be called for the loss of a weapon unless that weapon may be a tripping hazard.

4. Categories of Fencing

- 4.1. There are three categories of Fencing in the Society for Creative Anachronism. These are:
 - 4.1.1. Light Rapier
 - 4.1.2. Rapier
 - 4.1.3. Cut & Thrust Combat (C&T)
- 4.2. The table below summarizes the key differences in the three categories. Refer to the remainder of the rules for further clarification and details.

Fencing Category	Blades Allowed	Other weapons and secondaries	Types of Blows Allowed	Armor Requirements
Light Rapier	Steel Foil, Epee, or similar variant (such as a double-wide epee or musketeer blades) from an established commercial Manufacturer. Must meet the Greater Flexibility standard indicated in table 3. No spears.	<ul style="list-style-type: none"> ● Sword ● Dagger ● Defensive object 	<ul style="list-style-type: none"> ● Thrust ● Tip cut ● Push cut ● Draw cut 	Standard
Rapier	No foils, epees, or similar blades. All blades must be made of steel, and meet the Greater Flexibility standard in table 3.	<ul style="list-style-type: none"> ● Sword ● Dagger ● Defensive object ● Spear 	<ul style="list-style-type: none"> ● Thrust ● Tip cut ● Push cut ● Draw cut (NOTE: Spears are thrust only)	Standard + Rigid Throat Protection
Cut & Thrust	No foils, epees, or similar blades. All blades must be made of steel, and meet the Lesser Flexibility standard in table 3.	<ul style="list-style-type: none"> ● Sword ● Dagger ● Defensive object ● Spear 	<ul style="list-style-type: none"> ● Thrust ● Tip cut ● Push cut ● Draw cut ● Percussive cut (NOTE: Spears are thrust only)	Standard + Rigid Throat and Back of Head Protection, Elbow Protection, Additional Hand Protection

Table 1. Overview of differences between the three categories of SCA Fencing. Refer to the remainder of the rules for specifics.

4.3. Except where noted rules apply to all categories of Fencing in the SCA.

4.4. The different categories of Fencing may not face one another in any type of combat.

5. Types of Fencing Combat

5.1. There are two types of Fencing Combat: single and melee.

5.2. Single combat is between two individual combatants.

5.2.1. In single combat, combatants are engaged upon the call to lay on.

5.2.2. If an opponent is disarmed of all weapons, their opponent may allow them to regain their weapon/weapons, or require them to yield.

5.3. Melee combat involves more than two combatants.

5.3.1. In melees, combatants are engaged with all opponents immediately upon the call

to lay on.

- 5.3.2. Combatants may strike any single opponent they can safely reach with any legal blow if they are within a 180 degree arc of the opponent's front as defined by the opponent's shoulders, and at an angle they can be reasonably seen by the opponent.
- 5.3.3. Combatants may strike any opponent who is part of a line if the attack is delivered within a 180 degree arc relative to the local line the opponent is a part of.
- 5.3.4. Outside of these above stated lines, killing (without striking) from behind may be allowed. The rules governing this are in the section Use of Weapons and Defensive Objects.
- 5.3.5. A combatant may not deliberately ignore an attacker behind them, or repeatedly maneuver to keep their back to an attacker (thereby preventing an attack on them).

6. Description of Weapons and Defensive Objects

6.1. Weapons

6.1.1. There are five standard types of weapons in East Kingdom Fencing:

- 6.1.1.1. Dagger
- 6.1.1.2. Single Sword
- 6.1.1.3. Two-Handed Sword
- 6.1.1.4. Spear
- 6.1.1.5. Projectile Weapons

6.2. Metal Bladed Weapons

- 6.2.1. This section refers to metal weapons, which are used in all categories of SCA Fencing. Bladed weapons are daggers, single-handed swords, and two-handed swords.
- 6.2.2. Bladed weapons can be used for thrusts, cuts, and percussive blows as allowed by the category of combat.
- 6.2.3. The blade of metal bladed weapons must be made of steel and must be produced by a commercial entity and crafted for the purpose of competitive swordfighting.
 - 6.2.3.1. Hilts, handles, pommels, and other parts of a weapon not meant to strike the opponent can be made of metal, wood, leather, or reasonable facsimile.
- 6.2.4. Bladed weapons will not have more than one blade.
- 6.2.5. Weapons are to be maintained in good order, with no loose pieces, and no burrs on metal or wooden edges that can snag the opponent's body or clothing.
- 6.2.6. Any blade with kinks or cracks shall not be used. Steel blades that develop these defects cannot be repaired and must be retired. Sharp bends that can be re-curved and not redevelop for at least a day's use may be used. Light Rapier blades or flexidaggers with "S" curves shall not be used unless they can be re-curved safely in such a way that it maintains a single, non-"S" curve for at least a day's use.
- 6.2.7. Handles are to be substantially straight, and substantially in line with the main

axis of the blade.

- 6.2.8. Open guards, swept hilts, multiple forward-swept quillons, or any component with an opening larger than 3/8" (10 mm) and smaller than 1" (2.5 cm) are not permitted for use with Light Rapier. Knuckle bows are deemed safe for use with light rapier blades.
- 6.2.9. The ends of quillons must be blunt.
- 6.2.10. Blades are to have a tip that includes the following components:
 - 6.2.10.1. The end of the metal must be blunt with no sharp edges or corners.
 - 6.2.10.2. A cover of rubber, shatter-resistant polymer, or leather with a minimum size in any direction that strikes the opponent of 3/8" (10 mm)
 - 6.2.10.2.1. Rubber and polymer tips must have a minimum of 1/8" (3 mm) between the striking surface and the tip or edge of the sword
 - 6.2.10.2.2. Leather must be at a minimum 1.6 mm / 1/16" / 4 oz thickness
 - 6.2.10.3. Tape, or equivalent, in a contrasting color to the tip and blade that extends both onto the tip and onto the blade. For tips built in a period style, a period alternate to tape may be used, so long as it provides a contrasting color to the blade and the tip and the combination is secured on the sword so that it will not fly off under reasonable fighting conditions.

NOTE: The tip should fit snugly on to the sword end; if necessary, wrapping the blade at the point where the tip ends to create a shoulder for the tip to set on without wobbling is encouraged. Although the tape will aid in holding the tip on the blade, its primary function is as a visual cue of where the tip is; if the tip flies off during combat, the tape helps marshals and combatants notice it, and the absence of a tip, with some tape left on the sword, is similarly helpful.

 - 6.2.10.4. Tape must not cover the front surface of the tip.
 - 6.2.10.5. Tape should be somewhat resistant to impact with metal, and its adhesive shall have appropriate adherence to rubber and metal. Duct tape, electrical tape, and colored strapping tape are examples of good tapes for this application. Painters tape, masking tape, and other paper based tapes are not.

- 6.2.11. Tips are to be replaced if the tip shows evidence of punch through, cracking or bulging or, in the case of polymer tips, discoloration.
- 6.2.12. Steel blades will not be altered by grinding, cutting, heating, hammering, or other actions that could significantly alter their temper, flexibility or durability. Normal combat stresses and blade care do not violate this rule. Exceptions are:
 - 6.2.12.1. The tang of the weapon may be altered.
 - 6.2.12.2. Rapier and Cut & Thrust Combat blades may be shortened so long as they maintain acceptable flexibility.
 - 6.2.12.3. A nut or other blunt metal object designed to spread impact may be welded to the tip of Rapier and Cut & Thrust blades so long as care is taken to prevent damage to the temper of the blade.
 - 6.2.12.4. The end of a blade may be filed so as to blunt the tip

6.2.13. The length of the blade and grip define the type of weapon. Blade length is to be measured from the base of the blade [i.e. the front face of the guard, or the front end of the quillons for open guard] to the end of the tip. Grip length makes the remainder of the overall sword length. Curved blade length is measured as a straight line from the tip to the base of the blade.

NOTE: The measurement is done in a straight line rather than along the curve because it is specified according to the reach of the weapon. Highly curved blades that skirt the spirit of this law pose potential issues with an exceedingly long aspect ratio, and can be kept from use at the marshal's discretion.

6.2.13.1. Blades are to have at most one substantial curve. Blades that are so curved that the tip does not contact the ground when the grip is perpendicular to the ground (i.e. pointed vertically) are not allowed in SCA Fencing (see Figure 1.)

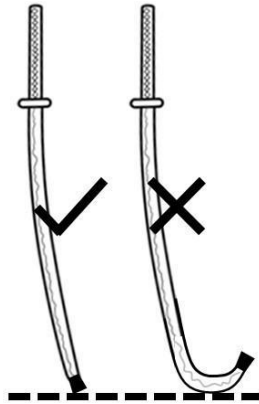


Figure 1. With the handle vertical, the tip must touch the ground. In this example, the sword on the left is allowed, the sword on the right is not.

NOTE: Weapons with multiple small waves about a singular axis, such as flamberge weapons, are considered per their main axis; i.e. each wave is not necessarily a “substantial curve.”

Although examples of blades with extreme curves for which this is not the case can be found in period, the use of these swords requires a highly different mechanic than those of the combat intended by these rules, and so are not allowed as weapons in SCA combat, although non-metal versions may be used as a defensive object.

6.2.14. No weapon shall be longer than the total weapon length specified below in Table 2 and in reference to Figure 2.

6.2.14.1. Exceptions to the blade lengths and grip lengths are allowed on a case by case basis by the Kingdom Fencing Marshal. For example, a weapon with a grip of 11” may be allowed, but if the total length is greater than 28” (and no greater than 60”) then that weapon is deemed a sword.

	Weapon Length (W = B+G)	Blade Length (B)	Grip Length (G)
Dagger	W ≤ 28" (71 cm)	B ≤ 18" (45 cm)	G ≤ 10" (25 cm)
Single Sword	W ≤ 58" (147 cm)	18" (45 cm) < B ≤ 48" (122 cm)	G ≤ 10" (25 cm)
Two-Handed Sword	W ≤ 60" (152 cm)*	30" (76 cm) < B ≤ 48" (122 cm)	10" (25 cm) < G ≤ 24" (60 cm)

Table 2. The lengths allowed for the overall Weapon (W), Blade length (B) and Grip (G).

**Note that two-handed sword blade + grip combination must not exceed the maximum sword length of 60" (152 cm) overall.*

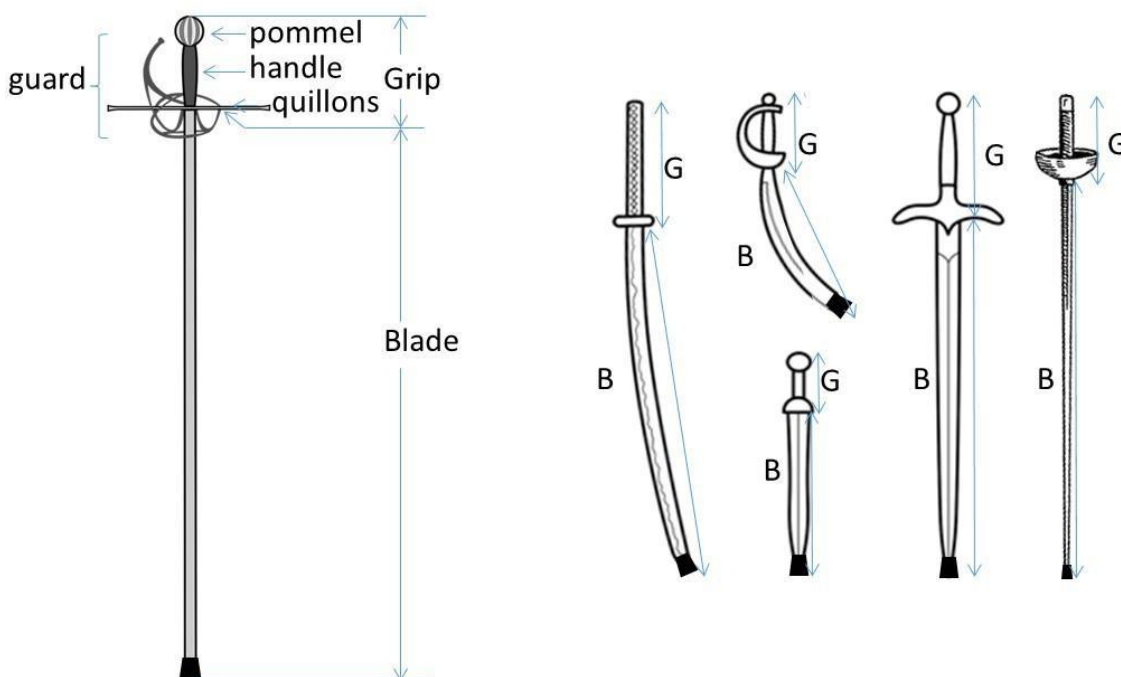


Figure 2. Parts of a weapon, and measurement of the blade and grip.

6.2.15. Blades for Light Rapier and Rapier Combat are to meet or exceed the Greater Flexibility Requirement, and those for Cut & Thrust Combat are to meet or exceed the Lesser Flexibility Requirement in the table below. Blades are tested by being held rigidly horizontally and a 6 oz (170 g) weight is placed at the tip. Any flexure due to the blade's weight itself is not counted in the flexibility standard. The blades must meet this standard in each of two directions (i.e. testing the flexibility of the blade along its flatter dimension, then turn the sword over, 180°, and test it again. Epees are to be tested in both "V-up" and "V-down" configurations)

	Greater Flexibility Requirement ~ for ~ Light Rapier and Rapier Combat	Lesser Flexibility Requirement ~ for ~ Cut & Thrust Combat
Dagger	0.5" (12 mm)	0.5" (12 mm)
Single Sword	1" (25 mm)	0.5" (12 mm)
Two-Handed Sword	1" (25 mm)	0.5" (12 mm)

Table 3. Flexibility Requirements for Metal Bladed Weapons, when a 6 oz (170 g) weight is placed on the tip, and the blade is held horizontally.

6.3. Spears

6.3.1. Rubber-headed spears are allowed in East Kingdom Fencing.

6.3.2. Use of spears in combat requires a separate authorization than other weapons forms.

6.3.3. Rubber Headed Spear Construction

6.3.3.1. Rubber headed spears are to be made of a rattan haft and a flexible rubber head.

6.3.3.2. The spear head must be purchased from a commercial vendor as a spear tip or spike with a minimum head length of 4" (10cm) and a maximum head length of 20" (51 cm). The rubber at the tip must be at least 1/4" (6 mm) thick.

6.3.3.3. The flexible tip must extend at least four inches past the end of the rigid haft.

6.3.3.4. The spear head must flex to 90° with hand pressure, and must substantially return to its original shape within 3 seconds.

6.3.3.5. Hafts are to be made of rattan with a diameter between 1 1/8th inch (28.5 mm) to 1 3/8th inch (35 mm).

6.3.3.6. Maximum overall spear length with spear head attached is 9 feet (275 cm).

6.3.3.7. Spear points will be friction fit to hafts according to manufacturer's instructions and be taped to the haft with reinforced tape such as strapping tape, fiber tape, or duct tape. A bright band of colored tape or well-affixed ribbon that contrasts with the spear head and the haft is to be wrapped around the base of the spear head so that it adds visual contrast should the spear head come off the weapon.

6.3.3.8. The haft must have a flat end at the head end of at least 1/2" (12 mm) diameter. The haft may be rounded on the butt end.

6.3.3.9. The haft must be inserted into the rubber spear tip at least 2" (5 cm)

6.3.3.10. Tape may be added to the haft to help prolong the life of the haft; paint and other decorations may be added so long as they do not degrade the structure of the haft or pose a safety risk to the opponent.

6.4. Projectile Weapons

6.4.1. Projectile Weapons include throwing weapons and/or mock-gunnery gear

(such as rubber-band guns). Bows, crossbows, and other devices to propel projectiles (such as slings) are not allowed.

- 6.4.2. The projectiles must have a mass no greater than 1 lb (460 g).
- 6.4.3. The projectiles must have a minimum diameter of 1/4" (6 mm) in any direction during flight.
- 6.4.4. The striking surface of a projectile must be made of a material with at least 1/4" (6 mm) yield.
- 6.4.5. No part of the projectile, including the support material underneath the padding, may be sharp.
- 6.4.6. The maximum propulsive force is measured according to the type of apparatus primarily dependent on the means by which the propulsive force is imparted to the projectile:
 - 6.4.6.1. A rubber band gun or similar apparatus that fires flexible projectiles using the elasticity of the projectiles as the sole propulsion force may not have a draw strength of greater than 30 lbs (13.6 kg) per projectile.
 - 6.4.6.2. An apparatus that falls outside or between these categories may be used at the discretion of the Kingdom Fencing Marshal or their designated representative.
- 6.4.7. Certain types of projectiles may be disallowed from specific scenarios at the marshals' discretion. For example, ball type projectiles, such as small rubber balls, may be unsafe on rigid flooring as they may pose a slip hazard to combatants, but may be safe for use on grass and soft dirt.
- 6.4.8. No material may be used on any striking surface that may flake off when hitting an opponent.
- 6.4.9. The use of projectile weapons is forbidden in any situation where spectators and non-involved combatants cannot be separated from the potential line of fire by more than the effective range of the projectile weapons to be used.

6.5. Defensive Objects

- 6.5.1. Defensive objects include bucklers, cloaks, sticks, and other objects that, when wielded against an opponent's weapon, can parry, deflect, or immobilize the weapon with safety for both the opponent and the combatant.
- 6.5.2. There are two main categories of defensive objects: Rigid and Non-Rigid.
 - 6.5.2.1. Rigid parrying devices must be made of sturdy materials, resistant to breakage and splintering.
 - 6.5.2.2. Soft, non-rigid devices may be made of cloth, leather and similar yielding materials. They may be weighted with soft material such as rope or rolled cloth; they shall not be weighted with any rigid material nor with materials which are heavy enough to turn the device into a flail or impact weapon.
- 6.5.3. Defensive objects which combine both rigid and non-rigid components must meet the above criteria for each part and be wielded by a combatant authorized to use both rigid and nonrigid defensive objects.
- 6.5.4. Cloaks and similar objects may be thrown onto opponents' weapons, body, hands

and arms, but may not be thrown deliberately to cover the opponent's face or to cause the opponent to trip.

- 6.5.5. Objects which even temporarily bind the opponent's weapon to their person, or other weapon, or defensive object, whether by design or repeated mishap, are not allowed. This may include ropes or whips used in this manner. Ropes or whips used in such a way as to deflect and not bind are allowed.

7. Use of Weapons and Defensive Objects

7.1. All blows are to be delivered with control, with the aim of delivering the lightest blow that meets the standard for SCA Fencing (refer to section 8.1).

7.1.1. While combatants are encouraged to recreate the technique and style of period fencing, they should not recreate the force required for an actual wounding or killing blow. SCA Fencing does not aim to recreate the force with which a given blow would have been delivered if harm were intended. Such force is beyond that which our protective standards are intended.

7.1.2. Blows intended to deliver force (beyond that which is necessary for acknowledgement) are not allowed – continued infractions of this rule will lead to disciplinary action by the marshallate.

7.1.3. The above requirements are difficult to achieve under all circumstances and training levels. The difference between a blow that is hard enough and too hard may be less than an inch of linear distance between two rapidly moving fighters who may not have a perfect perception of the other's intent.

7.1.4. Deviations from the ideal will occur frequently, through no fault of the combatants, as no scenario and no fighter is perfect.

7.1.5. Fighters and marshals are required to resolve such incidents; no pre-judgment or rule shall be made which defines who was necessarily at fault.

7.2. Valid blows with a dagger, single-handed sword, or two-handed sword in Light Rapier or Rapier combat are as follows:

7.2.1. Thrust

7.2.2. Tip Cut

7.2.3. Push Cut

7.2.4. Draw Cut

7.3. Valid blows with a dagger, single-handed sword, or two-handed sword in Cut & Thrust Combat include the above and also Percussive Blow.

7.4. Valid blows with a spear.

7.4.1. The only valid blow with a spear is a Thrust.

7.4.2. For single tournament combat, this type of weapon is considered a non-standard device. An opponent may decline to face a non-standard device without forfeiting a bout.

- 7.4.3. A fighter may not "set" this weapon by bracing the base in the ground or against the foot or body, or locking the back arm.
- 7.5. Valid blows with projectile weapons.
 - 7.5.1. A strike from a projectile weapon will be taken as a thrust from a bladed weapon. The Marshal-in-Charge shall determine, and announce prior to their use in combat, whether specific types of projectiles are blocked by offensive or defensive items or count as a thrust to the limb holding the item.
 - 7.5.2. Projectile weapons designed to be thrown must be thrown in such a way as to not injure the opponent. Baseball or cricket style throws are not allowed.
- 7.6. Killing from behind is defined as killing an opponent where the shoulder of the fencer's sword arm (i.e. the one that would wield the blow) is behind the line defined by the opponent's shoulders.
 - 7.6.1. Killing from behind is allowed in melee scenarios if it has been announced beforehand.
 - 7.6.2. Killing from behind is achieved by laying the weapon over the opponent's shoulder, so that the tip is visible to the opponent, while calling out clearly "You have been killed from behind" or other short clear phrase. The combatant must take care not to strike their opponent with the quillons, guard, or other part of the weapon.
 - 7.6.3. Killing from behind may not be performed with spears.
- 7.7. The sword, defensive objects, and any body part may make contact with the opponent's weapon or defensive object to parry and deflect. If a combatant's movement results in any part of the combatant's body making contact with the opponent's weapon that is equivalent to a valid blow, the blow is to be taken as having been struck.
- 7.8. Grasping an opponent's blade in one's unarmed hand, such that the blade does not have at least one avenue of escape, is not allowed in the East.
- 7.9. If an effective blow is thrown before, or on, the same moment as an event that would stop a fight (a "HOLD" being called, the fighter being "killed" themselves, etc.), the blow shall count. If the blow is thrown after the hold, killing blow, or other event, it shall not count.
- 7.10. Though the gloved hand may be used to parry an opponent's weapon or wrist, it shall not be used to grasp or strike an opponent.
- 7.11. Fleeting contact outside the confines of 7.10 is allowed with the explicit consent of both combatants prior to the bout. Combatants must ensure a shared understanding of the definition and limitations of fleeting contact.

8. Acknowledgement of Blows

- 8.1. In judging blows, all combatants are presumed to be wearing thin clothing, such as unpadded linen, not armor, and that the opponent's weapon is extremely sharp on point and edge. Any blow that would have penetrated the skin in the judgement of the person receiving the blow shall be counted a good blow. Kingdoms shall not alter this standard.
 - 8.1.1. The exception of "armor as worn tournaments" is allowed, in which certain types of armor may be considered to be resistant to specific types of blows for the purposes of scoring.
 - 8.1.2. Likewise tournaments with differing victory conditions (for example, "only head shots count") are explicitly allowed.
- 8.2. The person struck has the responsibility of acknowledging a blow. The receipt of a valid blow shall be acknowledged clearly with words and/or motions, such as "good arm" or "dead".
 - 8.2.1. No accessories shall be worn that prevent a combatant from acknowledging blows. It is up to the combatant to know whether any necessary equipment (such as mask, helm and other safety equipment) renders the acknowledgement of blows in certain areas difficult, and will make every effort to account for this deficit. This includes, but is not limited to, loose clothing designed to hang out from the fencer, such as bulbous sleeves or hoop skirts, or rigid cuffs on gauntlets. Care must be exercised to acknowledge blows that strike these articles of clothing if a sharp blade would have penetrated those articles and struck the body part underneath.
- 8.3. A valid blow disables the struck part.
 - 8.3.1. A blow to the body is taken as a kill.
 - 8.3.1.1. The body includes the head and entire mask or helmet, the neck, chest, abdomen, back, and the regions on the inner part of the upper arm and the inner thigh extending 4" down from the armpit and the groin, respectively.
 - 8.3.2. A blow to the arm renders the arm (including the hand on that side) incapacitated
 - 8.3.3. A blow to the hand renders the hand unable to hold a weapon or defensive object. The hand may be balled into a fist and used to parry with, as a rigid extension of the forearm.
 - 8.3.4. If both hands are incapacitated and the combatant has not been dealt a killing blow, the combatant must yield in a single combat tournament.
 - 8.3.5. A valid blow to the foot or leg renders the leg as non-weight-bearing. The combatant must then fight kneeling, sitting, or standing with their feet together as follows:
 - 8.3.5.1. A combatant having received a blow to the lower leg who fights from the ground may fight from and move about on their knees.
 - 8.3.5.2. A combatant having received a blow to the upper leg may move about, but may not rise up during combat.

9. Armor Requirements

9.1. Three types of armor are defined, which cover the entire fencer save for the face and sides of the head. These are Rigid, Penetration Resistant, and Abrasion Resistant.

9.1.1. Figure 3 provides a summary of the types of armor and which body parts they cover.

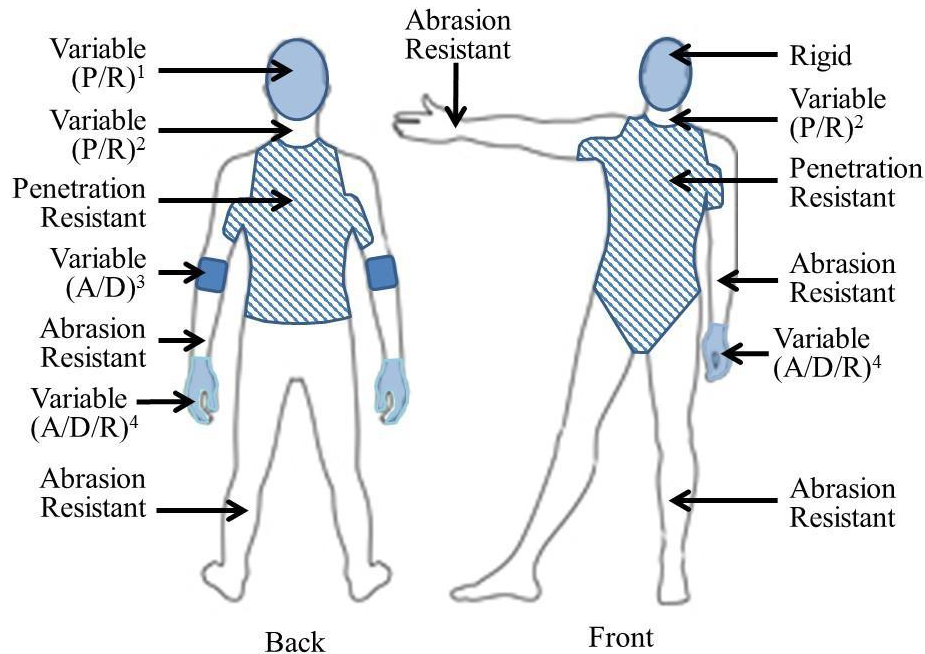


Figure 3. Schematic of the body and minimum required protection. Note that some areas may require rigid protection, depending on the combatant's anatomy and physiology.

(A = Abrasion Resistant; P = Penetration Resistant; D = Padded; R = Rigid)

¹The back of the head requires penetration resistant in Light Rapier and Rapier Combat, and rigid armor for Cut & Thrust Combat.

²The neck requires penetration resistant armor for Light Rapier, rigid protection for all other categories.

³The elbow requires abrasion resistant armor for Light Rapier and Rapier Combat, and padding for Cut & Thrust Combat.

⁴The back of the hand and wrist in Cut & Thrust Combat, requires additional padding, or rigid protection if one of the combatants is wielding a two handed sword.

9.2. The legs, feet, and arms are to be covered by abrasion resistant material.

9.2.1. For Cut & Thrust Combat, elbows must be further protected by a minimum of a resilient padding at least 1/8" (3 mm) thick.

9.3. The hands are to be covered by abrasion resistant material.

9.3.1. For Cut & Thrust Combat, the backs of the hands, including fingers and 1"

- (2.5cm) above the bend of the wrist must be covered by 1/4" (6 mm) open cell foam or equivalent resilient padding or the protection described in section 9.3.2.
- 9.3.2. If at least one combatant is using a two-handed metal weapon in Cut & Thrust Combat, then the backs of the hands, including fingers, and 1" (2.5cm) above the bend of the wrist on the back half of the forearm must be covered by rigid protection with sufficient coverage to prevent a reasonable percussive blow from contacting the bones of the hand and wrist.
- 9.3.2.1. The rigid protection does not require padding underneath.
- 9.3.2.2. The coverage for rigid protection may be achieved by any combination of gauntlet, sword guard, or defensive object. A shield alone may be considered an equivalent to full hand and wrist protection only if no part of the gloved hand or wrist is within 4" (10 cm) of the edge of the shield while the shield is in use.
- 9.4. The torso, including the abdomen down to and including the groin in front, and the inner arm down to 4" (10 cm) below the armpit, are to be covered by penetration resistant material.
- 9.5. The neck, including the front, sides, and back of the neck, is to be covered by penetration resistant material for Light Rapier Combat. The entire front 180 degrees of the neck, as well as at least 5" (12.5cm) centered on the cervical vertebrae, must be covered by rigid material for all other categories of Fencing (figure 4).

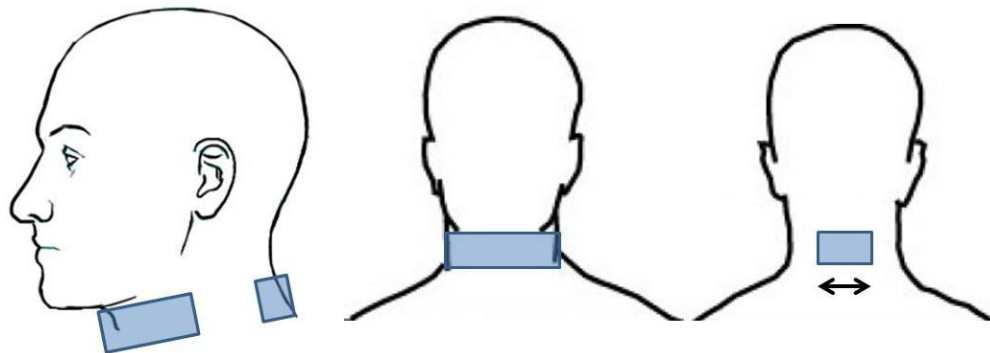


Figure 4. Image of head and neck shown from the left, front, and back. The parts of the neck shown here shaded must be covered by rigid protection for all categories of Fencing except for Light Rapier Combat. The double headed arrow indicates that the neck, to a total width of 5" (12.5cm) centered on the vertebrae, must be covered.

- 9.6. The face and sides of the head up to and including a vertical line drawn at the back of the external ear are to be covered by a 12kg fencing mask or equivalent head protection (Figure 5). The mask must extend down past the chin such that the mask and gorget together do not present a significant section not covered by rigid

protection from most reasonable thrusts coming from the front.

- 9.6.1. The metals listed in the glossary under rigid armor are considered equivalent to a 12 kg fencing mask mesh.
- 9.6.2. Masks and helms must be secured to the fighter, so that they cannot be easily removed or dislodged during combat.
- 9.6.3. All parts of a fencing mask or helm that might cause injurious contact with the wearer's head shall be padded or shall be suspended in such a way as to prevent contact with the wearer during combat. There shall be no major internal projections; minor projections of necessary structural components shall be padded. All metal shall be free of sharp edges.
- 9.6.4. The interior of fencing masks must have a minimum of ¼" (6.4 mm) open-cell foam or equivalent resilient padding to create separation between the mask and the wearer. Modern fencing masks (e.g. FIE and USFA type masks) in good working order meet this requirement without additional padding, but may require additional padding as it ages.
- 9.6.5. For helms that utilize a suspension system which does not, on its own, prevent contact between the wearer and any rigid part of the helm, additional padding must be present. This padding must consist of at least ¼" (6.4 mm) open-cell foam or equivalent resilient material.
- 9.6.6. Helms without a suspension system and which rely on foam must use a minimum of ¼" (6.4 mm) closed-cell foam or equivalent resilient padding which provides progressive resistance to create separation between the hard outer shell of the helm and the wearer.
- 9.6.7. Similarly, parts of the inside of the helm that might come in contact with the wearer's neck or body must be padded.

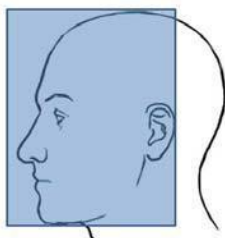


Figure 5. The head and face, indicated here, must be protected by a 12 kg mask or equivalent for Light Rapier and Rapier Combat; the rigid protection of a mask must be extended to the entire head for Cut & Thrust Combat to protect against percussive blows.

- 9.7. The rest of the head and neck must be covered by at least penetration resistant material for Light Rapier and Rapier Combat and rigid protection for Cut & Thrust Combat, the latter to protect against percussive blows.
- 9.8. In addition, any part of the person vulnerable to significant serious injury or disproportionate bleeding, such as penis or testicles, or hemangioma, must be

covered by rigid protection.

9.8.1. Any body-worn medical equipment must also be covered in such a way that they are protected against blows or the possibility of the wearer falling on them.

9.9. Armor is to be designed and worn so that no gaps form over vital body areas when the combatant assumes any reasonable position, and no more than incidental gaps on other areas.

9.10. Armor is to be inspected before each day's combat to check for any tears or signs of wearing. Penetration resistant armor is to be tested no less frequently than every two years using a drop tester, and may be tested at any time within that time frame at the marshal's discretion using the drop tester (see appendix for description of test)¹⁰. The exception to this testing is chain mail armor which meets the definition of Penetration Resistant. This type of armor must be inspected visually for any missing links. More than one adjacent missing link must be replaced before the armor is worn. Split rings with at least two full turns are acceptable replacement links.

NOTE: The drop test was created to help ensure that a broken blade, with the typical types of breaks seen, or an untipped blade, is less likely to pierce the opponent. No amount of armor will ever be perfect protection and is not meant as a replacement for comportment, training, and control.

Sweating and washing can wear out fabric, thinning it out and making it susceptible to penetration.

10. Combat Authorizations

10.1. No one may use a weapons form in a tournament or melee held at an official SCA event unless they have been properly authorized in that form. Weapons forms for which authorization may be granted are:

10.1.1. Single Sword – The form shall consist of a single light, heavy, or C&T sword, with the off hand empty.

10.1.2. Case – The form shall consist of a pair of light, heavy, or C&T swords.

10.1.3. Sword and Rigid Parrying Device – The form shall consist of one light, heavy, or C&T sword and one rigid parrying device, such as buckler, mug, etc. Blades (daggers and swords) are excluded from this form.

10.1.4. Sword and Dagger – The form shall consist of one light, heavy, or C&T sword and one dagger.

10.1.5. Sword and Non-Rigid Parrying Device – The form shall consist of one light, heavy, or C&T sword and one non-rigid parrying device, such as a cloak, hat, etc.

10.1.6. Two-Handed Sword – The form shall consist of the use of one heavy or C&T sword (used in one hand and in both hands) that meets the measurement requirements of section C.2. No secondary items may be used with this form.

10.1.7. Spear - The form shall consist of a single spear with or without secondaries. A fencer who is so authorized may use a spear with any secondary for which they have obtained a prior authorization described above. A fencer authorized in Case of Sword and Spear

may use two spears.

- 10.2. A fencer must authorize in Single Sword (light, heavy, or C&T) before authorizing in any other weapons form. Thereafter, the fencer may move on to secondary authorizations using the same blade type with which they received the first single authorization. Subsequently, a fencer may authorize with the other blade type, but must do so with all secondaries for which authorizations were previously granted.
- 10.3. A fencer who is not authorized in a particular weapons form may use that form at official practices at the discretion of the Marshal-in-Charge, and at SCA events for informal bouts, sparring or practice.
- 10.4. Authorizations may be conducted only at SCA events or official practices.
- 10.5. Authorizations are conducted by two warranted marshals who are themselves authorized in the weapons form that is the subject of the authorization. The suggested format for authorizations is set out in sections 10.18-10.26. Ideally, at least one of the marshals running the authorization should be unfamiliar with the fencing style of the candidate.
- 10.6. The first time a fencer authorizes, their authorization is good for 4 years from their last birthday. Each renewal after that lasts 4 years. Formal authorization procedures may be waived at the discretion of the authorizing marshals if the subject fencer has been actively fencing within the prior six months. Per the EK Minister of Lists Handbook, fencers who hold an East Kingdom Authorization Card which is about to expire need only one marshal to sign their authorization renewal.

GENERAL CRITERIA FOR AUTHORIZATION

- 10.7. An authorization may only be granted where a candidate can demonstrate (a) that they are familiar with the EK Rules and (b) that they can fence safely and competently within the boundaries of those rules. It is important to note that BOTH safety and competence must be demonstrated. For purposes of this rule, competence requires that a candidate possess the control necessary to abide by East Kingdom calibration standards, and to avoid injury to both the candidate and their opponents.
- 10.8. Authorization criteria may be altered at the discretion of the authorizing marshals (in consultation with the Regional or Kingdom Marshal as necessary) in order to accommodate physical limitations of the combatant. For example, a fencer who cannot comfortably fence from the ground and will never do so in a combat situation will not be required to demonstrate competency at it. Marshals are encouraged to be flexible and creative in finding ways to enable combatants of diverse abilities to learn and participate in Fencing with utmost regard to the safety of the combatant and to their opponents.
- 10.9. In order to authorize in any weapons form, the candidate must demonstrate:
 - 10.9.1. Knowledge and understanding of the EK Rules, especially those rules that apply to the particular weapons form authorization being attempted, and including the melee rules and terms of engagement;

- 10.9.2. The ability to safely execute and properly acknowledge blows;
- 10.9.3. The safe and effective execution of the offensive and defensive techniques appropriate to that weapons form, in the setting of an actual bout;
- 10.9.4. An ability to handle special circumstances (i.e. properly responding to a called 'Hold', fighting from the ground, fighting a legged opponent, use of the blade in the off hand, etc.).

AUTHORIZATION CRITERIA FOR PARTICULAR WEAPONS FORMS

- 10.10. Single Sword – The candidate must be able to demonstrate the following safely and competently:
 - 10.10.1. The ability to advance, retreat, maneuver and attack, with balance and proper distance.
 - 10.10.2. Simple, straight line attacks to several different target areas.
 - 10.10.3. Basic parries.
 - 10.10.4. A selection of complex attacks, such as feints or beat attacks.
 - 10.10.5. Performing draw cuts and tip cuts.
 - 10.10.6. Reasonable point control.
 - 10.10.7. Calibration and blow-calling according to East Kingdom standards.
 - 10.10.8. An understanding of, and ability to use, the off-hand.

- 10.11. Sword and rigid parrying device – The candidate must be able to demonstrate safely and competently all elements listed under Single Rapier, above, as well as the following:
 - 10.11.1. A variety of parries with the rigid parry object.
 - 10.11.2. Preventing the rapier and the parry object from becoming entangled.
 - 10.11.3. Avoiding striking or attacking with the parry object.
 - 10.11.4. Taking blades or making openings with the parry object.
 - 10.11.5. Use of the parry object in concert with the rapier. At the marshal's discretion, a candidate may also be required to demonstrate safety with a variety of rigid parry objects.

- 10.12. Sword and non-rigid parrying device – the candidate must be able to demonstrate safely and competently all elements listed under Single Rapier, above, as well as the following:
 - 10.12.1. A variety of parries with the non-rigid parry object.
 - 10.12.2. Preventing the rapier and the parry object from becoming entangled.
 - 10.12.3. Avoiding striking or attacking with the parry object.
 - 10.12.4. Taking blades or making openings with the parry object.
 - 10.12.5. Use of the parry object in concert with the rapier. At the marshal's discretion, a candidate may also be required to demonstrate safety with a variety of non- rigid parry objects.

- 10.13. Sword and dagger – the candidate must be able to demonstrate safely and competently all elements listed under Single Rapier, above, as well as the following:
 - 10.13.1. A variety of attacks with the dagger.
 - 10.13.2. Parries with the dagger.
 - 10.13.3. Preventing the rapier and the dagger from becoming entangled.
 - 10.13.4. Taking blades or making openings with the dagger.

- 10.13.5. Use of the dagger alone (i.e. single dagger with no rapier).
 - 10.13.6. Use of the dagger in concert with the rapier.
- 10.14. Case of Swords– the candidate must be able to demonstrate safely and competently all elements listed under Single Rapier, above, as well as the following:
- 10.14.1. A variety of attacks and parries with both blades;
 - 10.14.2. Preventing the two blades from becoming entangled; and
 - 10.14.3. Use of both blades in concert.
- 10.15. Two-Handed Sword – the candidate must be able to demonstrate safely and competently all elements listed under Single Rapier, above, as well as the following:
- 10.15.1. An adequate sense of calibration with the two-handed sword.
 - 10.15.2. Use of the two-handed sword in a single hand.
- 10.16. Spear - the candidate must be able to demonstrate the following safely and competently, while continuing to display the following safely and competently:
- 10.16.1. Use of the spear with two hands.
 - 10.16.2. Use of the spear in one hand with any secondaries (e.g. dagger, cloak, etc.) they are already authorized in.
 - 10.16.3. Adequate sense of calibration and control of the spear at all times.
- 10.17. Cut and Thrust Sword – the candidate must be able to demonstrate the following safely and competently:
- 10.17.1. All the elements applicable to the use of single sword and/or particular secondaries (e.g. dagger, cloak, etc.) as outlined above, with which the candidate seeks to authorize.
 - 10.17.2. All the elements pertinent to the Cut and Thrust discipline, including percussive blows, target area, additional armor requirements, etc.
 - 10.17.3. Adequate sense of calibration and control of the sword at all times.

CONDUCT OF AUTHORIZATION PROCEDURES

- 10.18. Marshals may, at their discretion, spend more or less time on a given element as needed to properly assess a candidate. Before attempting to authorize, a fencer should review these procedures, and should be aware of the expectations of the marshalle.
- 10.19. The candidate’s weapons and armor must be inspected.
- 10.20. The marshals should assess the candidate’s knowledge of the EK Rules through verbal questioning. Rules to be covered by such questions should include, but are not limited to: (a) armor and weapon requirements, (b) blow calling, (c) calibration standards, and (d) melee engagement and safety. For a first authorization, the candidate should be more thoroughly questioned about the rules in general. For later authorizations, the candidate should be questioned about rules applicable to the particular weapons form being attempted.
- 10.21. In all authorizations, “trick” questions, deliberately confusing questions, or questions

about extremely specific details (e.g., “What weight of leather is considered puncture resistant?”) are discouraged.

- 10.22. For candidates new to the community or the kingdom, marshals may ask questions regarding cultural norms (for example, “What should you do if you have a problem with your opponent’s blow calling in a tournament?”). The candidate should not be penalized for not knowing the answer, but the marshals should take the opportunity to ensure they know it.
- 10.23. The candidate then spars with one marshal. The emphasis in the authorization is on (a) the demonstration of a variety of parries and blocks, (b) recognition of opportunities to riposte and, (c) the demonstration of a variety of different attacks, while (d) maintaining control. Special attention should be paid to the candidate's calibration. The marshal should make an effort to leave openings for the candidate to exploit, and should encourage the candidate to act on those openings. The marshal should make an effort to: (a) perform a variety of simple and complex attacks at various targets on the candidate’s body, and (b) intentionally present the candidate with opportunities to stop thrust or riposte. The candidate and marshal should verbally acknowledge valid blows.
- 10.24. During the course of sparring, the marshals should assess the candidate’s performance in a variety of situations (if applicable to the form being authorized), including: (a) fighting from their knees, (b) fighting an opponent on their knees, and (c) fighting with the off hand. Candidates should also demonstrate an ability to respond to potentially hazardous situations safely. Such situations may include an aggressive press attack, or a dropped or entrapped weapon. If a candidate is not displaying a skill about which the marshal is concerned, the marshal should ask the candidate to make an effort to demonstrate such skill, (e.g. asking a candidate to demonstrate use of the off hand, or different types of attack or parry).
- 10.25. Once the sparring is completed, the two marshals performing the authorization should then, outside the presence of the candidate, discuss the strengths and weaknesses demonstrated in the course of the authorization. They may accept suggestions and observations from other marshals, marshals-in-training, or observers, but they must make the final decision regarding authorization. Options available to the marshals include:
- 10.25.1. Granting authorization. If the candidate is successful, the necessary paperwork must be completed by the marshals. This paperwork, and the procedure for filling it out, are available from the Kingdom Minister of Lists or a Regional Marshal. It is advisable to make a copy of all paperwork sent to the Kingdom MOL, in case it is lost, misplaced, or needs verification.
- 10.25.2. Declining to grant authorization. It is the responsibility of the marshallate to decline authorization to those persons who are unable to demonstrate safe and competent fencing. Marshals declining authorization should provide candidates with detailed reasons for doing so, and with advice regarding further work that may be done to prepare for authorization. Candidates who are declined authorizations should be informed of their right to appeal this decision to the Regional Marshal.
- 10.25.3. Provisional authorization. In certain instances, with the permission of the Marshal-in-Charge, a candidate may be authorized for the purposes of a particular day, event, or tournament only, in order to provide the marshals with additional time to

evaluate the candidate. This option should be used only (a) when the marshals are certain they will have adequate opportunity to observe the candidate throughout the rest of the day, event or tournament, and (b) where the candidate has adequately demonstrated the ability to safely use the form in which the provisional authorization has been granted.

- 10.26. Candidates should be promptly informed of the outcome of the authorization, and the marshals' reasons for the grant or denial of authorization. Marshals are encouraged to discuss with the candidate the strengths and weaknesses demonstrated in the authorization, as well as to provide suggestions for improvement.

11. The Rapier Marshallate

- 11.1. Marshals are responsible for seeing that rapier combat is conducted as safely as possible. To this end, marshals are required to enforce the EK Rules. However, no set of rules can be all-inclusive and foresee every possible situation. Therefore, marshals are not only encouraged, but also expected to exercise their discretion to apply the intent of the EK Rules to such situations. Further, it is the duty of all marshals to remain up-to-date on all rules changes.
- 11.2. The study and recreation of period techniques are to be encouraged, and emphasis should be placed on the practice of the art of defense, not on competition. However it is not the role of the marshallate to require the use of period techniques.
- 11.3. Marshals are recognized as legal representatives of the S.C.A., Inc., the personal representatives of the Kingdom Earl Marshal and, ultimately, the Crown.
- 11.4. Equipment Inspection: Before fencing at any official practice or event, each fencer must have their armor and weapons inspected by a marshal to ensure compliance with the EK Rules. All weapons or items a fighter intends to use must be inspected. In addition, the fencer's armor must be inspected while all parts are being worn on their body. Inspecting marshals shall request and receive permission before touching the person they are inspecting. In most cases, it is possible to conduct an authorization without touching the person. See Appendix 2 for an example inspection procedure.
- 11.5. It is the responsibility of each marshal on the field to ensure the safety of the fencers, the spectators, and the other marshals. In the case of a safety or rules violation, marshals must intervene and call an immediate hold.
- 11.6. Before fencing begins, the marshal should examine the terrain for problems such as large rocks, holes, wet areas, soft spots, etc. Fields and floors that are slippery or otherwise lack traction can contribute to injuries. If there are unavoidable problem areas, marshals should try to keep fencers clear of them or otherwise block them off. A marshal has the right and responsibility to restrict the list field, particularly for safety reasons.

- 11.7. There should be at least one warranted marshal for every bout. If marshalling resources are limited, the Marshal-in-Charge may use their discretion. Where list space is restricted, additional marshals should be present to observe the boundaries of the list.
- 11.8. When the fencers come onto the field, the marshal must make sure that they are fully armored and equipped. Even though fencers must be inspected before taking the field, equipment, particularly blades and tips, should be quickly examined to ensure that no problems have developed since inspection.
- 11.9. Fencers must understand East Kingdom calibration before the start of the bout, and thorough calibration is particularly important when one fencer is not from the East Kingdom. Fencers may not request from their opponents a calibration standard in excess of that defined in these rules. Instead, it is the duty of each fencer to be able to fight at East Kingdom calibration standards. If there is any confusion between the combatants regarding acceptable calibration, it is recommended that fencers calibrate before the bout begins. The standard Eastern calibration practice is for fencers to exchange a variety of blows (e.g. thrusts and cuts to various parts of the body) which each fencer believes meets, but does not exceed, the East Kingdom standard for calibration defined elsewhere in these rules.
- 11.10. Once a bout begins, a marshal should observe in order to (a) watch for any unsafe conduct or conditions during the course of the bout, and (b) render an opinion, if required, on the particulars of the bout. Generally, marshals should not express an opinion on a blow unless asked by the fencers. If asked for an opinion, the marshal should give a complete and honest account of what they witnessed, and should try to help the fencers reach an amicable (or at least acceptable) outcome. The marshal may, at their discretion, suggest that the fencers re-fight a disputed bout, call both fencers dead, or designate a winner based on their clear observation (this is a last resort and is ideally corroborated by other witnesses).
- 11.11. At the end of each bout, before the result of the bout is heralded, the marshal shall ask each fighter if they are satisfied with the conduct of the bout. If either combatant is dissatisfied with the conduct of the bout, it is strongly encouraged they state any grievances before walking off the field so they can be immediately addressed.

MARSHALLING MELEES

- 11.12. With a larger number of fighters on the field, a larger number of marshals are needed to watch for safety problems. The number of marshals necessary depends on the number of fighters, the space in which the melee is taking place, and the relative experience of both the melee fighters and the marshals. In general, sufficient marshals should be present to (a) observe all combatants on the field, and (b) prevent fencers, and spectators, from crossing any list boundaries.
- 11.13. Any special conventions or scenarios applicable to a particular melee, such as the use of death-from-behind or projectile weapons, should be explained beforehand.
- 11.14. Marshals shall actively enforce the rules of melee engagement. If combatants appear unclear on those rules, a hold shall be called and the rules reviewed.

REPORTING INJURIES AND ADVERSE EVENTS

- 11.15. The Marshal-in-Charge must report adverse events which occur at an official practice or event, including injuries, broken blades, and tips that a sword has blown through, to the Kingdom Rapier Marshal within 2 weeks. Documentation including the marshal's account, accounts from any additional witnesses, photos, and contact information for involved parties are highly encouraged to provide the greatest detail for these records.
- 11.15.1. An injury is reportable if, at a minimum, it resulted in bleeding, and/or required a combatant to retire from the field, even briefly.
- 11.15.2. The exception to this timeframe is reports of more serious injuries, which includes all injuries that require hospitalization or similar care, include a period of unconsciousness, or may require complex medical care. These injuries need to be reported to the Kingdom Fencing Marshal within 24 hours of the incident. Include all available details in the report. In turn, the report must be forwarded to the Society Fencing Marshal within 48 hours. No formal medical records shall be requested, gathered, stored, or transmitted as a part of this process.

HANDLING DISPUTES

- 11.16. When a dispute arises on the field, the marshal acts as mediator. Tact and firmness are essential to this role. The marshal's ultimate goal as mediator is to ensure that disputes are not taken off of the field to fester.
- 11.17. The marshal should listen to both sides of a dispute, adding their own observations if applicable, and then should attempt to help the fencers come to an agreement. The marshal, at their discretion, may also solicit opinions from other marshals or from witnesses to disputed events, if such opinions would aid in resolving the dispute. Fencers who lose their tempers or are unwilling to resolve their differences may be asked to step out of the tournament or the melee until they regain their composure. If the marshal feels that they are unable to impartially mediate the fencers' dispute, another marshal should be brought in to help.

DISCIPLINARY ACTIONS

- 11.18. Violation of the EK Rules should be reported to the Marshal-in-Charge. Depending on the severity of the incident, the report may be passed up the chain of command, and may result in further sanctions. Before a sanction is imposed by the marshallate, the marshal taking the action should discuss the sanction with the fencer. For all sanctions, the ability to appeal the sanction to the next marshallate level should be made clear to the fencer.
- 11.19. Sanctions available to the marshallate include, from least to most severe:
- 11.19.1. Reprimand: After an incident which a marshal on the field considers to be unsafe or a violation of the EK Rules, the marshal should warn or reprimand the fencer against such action. The marshal should discuss the incident with the fencer, preferably

in a private setting, and make sure that the fencer understands the relevant rules or conventions that have been violated. The fencer should be made to understand that continuing such behavior could result in more serious sanctions. A marshal who reprimands or warns a fencer should inform the Marshal-in-Charge that a warning or reprimand was issued, and briefly explain the reasons for the reprimand or warning.

- 11.19.2. Removal from the Bout: If, in the opinion of the marshal on the field, a fencer is unable to continue fencing safely, the marshal may remove the fencer from the bout. The fencer must be told why such action is being taken, with reference to the specific rules or conventions that have been violated. Once removed from the bout, the fencer may, at the option of the marshals involved, continue to fence for the rest of the day. A marshal who removes a fencer from a bout must make a written report to the Marshal-in-Charge. The report should briefly explain the reasons for the removal.
- 11.19.3. Removal from the Field: The Marshal-in-Charge may, upon their discretion or with the advice of other marshals, determine that a fencer should be removed from fencing for the day or event. Removal from the field should be imposed for serious violations of the EK Rules. The fencer must be informed why the action is being taken, with reference to the specific rules or conventions which have been violated. The Marshal-in-Charge must make a written report documenting this action to their Regional Marshal, including the name of the sanctioned fencer, all the details of the incident, and any other relevant information.
- 11.19.4. Probation: If a fencer engages in repeated violations of the EK Rules the KMoF or Regional Marshal of the Region in which the fencer resides may impose a probationary period on that fencer. The duration of the probation is within the discretion of the KMoF or Regional Marshal. During that time, the fencer will be under close scrutiny to ensure that there is no repetition of the offending behavior. The fencer must be notified in writing of the imposition of and reasons for the probation, and its duration. The Regional Marshal must submit a report in writing to the KMoF, including information on all documented incidents involving the fencer. Copies of the report should be sent to all other Regional Marshals. If, at the end of the probation, the fencer has shown improvement, the probation should be lifted. A written report reflecting the fencer's return to good standing should be sent to the fencer, the KMoF, and all Regional Marshals. If, however, the fighter has not improved the probationary period may be extended, or more serious sanctions may be imposed.
- 11.19.5. Suspension: The Regional Marshals, the Kingdom Marshal of Fence, and the Deputy Kingdom Marshal of Fence may immediately hand out a thirty-day suspension, during which time the suspended fencer may not participate in fencing activities at any SCA event or official practice. This is only done in severe cases, such as where a combatant's conduct poses a safety risk to himself or others, or where a combatant refuses to follow the instructions of the marshals on the field. Suspension will always be followed by an investigation by the marshallate.
- 11.19.6. Removal of Authorizations: Only the Kingdom Marshal of Fence may remove a fencer's authorization, upon their own discretion. A written statement of removal and the reasons for the removal must be provided to the fencer. In addition, a written report including the name of the fencer, the authorization(s) removed, and the reasons therefore must be sent to the Regional Marshals and to the Earl Marshal.
- 11.20. Marshals may also apply restrictions to a fencer's activity as appropriate to the situation,

with the approval of their Regional Fencing Marshal. For example, a fencer may be restricted to only fighting marshals, or only fighting Single Rapier, or not fighting in tournaments. Any such restriction must be enacted for a specific time frame with criteria to determine if the fencer has demonstrated sufficient improvement at its conclusion.

- 11.21. All sanctions, no matter their severity, shall be reported up the chain to the KMoF (whether in the event report or through the Regional Marshal) so records may be maintained and patterns of behavior identified if necessary.

SANCTIONS AGAINST MARSHALS

- 11.22. Only the Kingdom Marshal of Fence, acting upon their discretion, may remove a marshal's warrant. Cause for removal of a warrant include, without limitation, actions detrimental to the goals, ideals, and responsibilities of the SCA, Inc., the Kingdom of the East, and/or the marshallate.
- 11.23. Before sanctions are imposed, the Kingdom Marshal of Fence should discuss the sanction with the marshal. A written statement of removal must be sent to the marshal so sanctioned, and to the Kingdom Minister of the Lists.

APPEAL OF SANCTIONS

- 11.24. All sanctions may be appealed to the next highest level in the marshallate chain of command. The chain of command is as follows (in ascending order):
 - 11.25. Marshal on the field
 - 11.26. Marshal-in-Charge of the event or practice
 - 11.27. Regional Marshal
 - 11.28. Kingdom Marshal of Fence
 - 11.29. Earl Marshal
 - 11.30. Crown of the East
- 11.31. As sanctions against marshals may be imposed only by the KMoF, sanctioned marshals may appeal directly to the Earl Marshal.

MARSHALLATE ORGANIZATION

- 11.32. The Kingdom Marshal of Fence (also known as the Kingdom Rapier Marshal) is ultimately responsible for all rapier combat in the East Kingdom and for ensuring the proper growth, training, and supervision of the marshallate. Contact information for the KMoF may be found in the Pikestaff, or online at www.eastkingdom.org/officers.html. The official EK Fencing web site is rapier.eastkingdom.org.
- 11.33. Deputy Kingdom Marshal of Fence: The KMoF is required to have a deputy who can take over in the event that they resign, or becomes unable to perform their duties. The Deputy KMoF may have other such duties as the KMoF sees fit to assign. The KMoF may create additional deputies at need.
- 11.34. Regional Marshal: The East Kingdom is divided into four Regions, as defined on the

East Kingdom website at www.eastkingdom.org/branches.html. The Regional Marshal is the senior marshal for each region. They are appointed by, and is directly responsible to, the KMoF. The Regional Marshal is responsible for ensuring the safe practice of rapier combat and for the training, warranting, and supervision of all Local Marshals and Marshals-at-Large within the Region. The Regional Marshal also has certain disciplinary authority, as described in Section V.A.3. of the EK Rules. Ideally, the Regional Marshal should not be the Local Marshal for the group in which they reside. Regional Marshals submit a written report to the KMoF on the status of Rapier combat in their Region on a quarterly basis, in the months of February, May, August, and November by the 25th of the month.

- 11.35. A fencer wishing to become a marshal should contact their Regional Marshal regarding becoming a Marshal-in-Training, as described below. Contact information for the Regional Marshals can be found in Pikestaff.
- 11.36. Local Marshal: The Local Marshal is responsible for ensuring the safe practice of rapier combat and encouraging its growth within the Barony, Shire, Canton, College, or other local group in which they reside. The Local Marshal should serve as a focal point for fencing in a given area, arranging practices and serving as a point of contact. The Local Marshal helps train fencers, assists in the authorization of fencers, and brings any candidates for the marshallate to the attention of the Regional Marshal. A Local Marshal is equal to a Marshal-at-Large in the chain of command. There may be an overlap of areas covered by local marshals. For example, if a Barony has both a Baronial Marshal and canton (or shire, borough, etc.) marshals, the Baronial Marshal will have authority over the other local marshals only in matters of Baronial fencing policy. The Local Marshal is directly responsible to the Regional Marshal.
- 11.37. There is a 4-year term limit for all levels of branch marshals (Kingdom, Regional, and Local), but the Kingdom Marshal reserves the right to grant a variance for regional and local marshals given extenuating circumstances.
- 11.38. Local Marshals submit a written report to the Regional Marshal for their Region on a quarterly basis, by the 15th in the months of February, May, August, and November.
- 11.39. Marshal-at-Large: A Marshal-at-Large performs general marshallate duties, including the authorization of fighters, and the marshalling of fencing activities at SCA events and official practices, as well as bringing any candidates for the marshallate to the attention of the Regional Marshal. A Marshal-at-Large is directly responsible to the Regional Marshal of the Region in which they reside. Marshals-at-Large have no reporting obligation.
- 11.40. Marshal-in-Charge: The marshal responsible for running fencing activities at a particular event or official practice is the Marshal-in-Charge. The Marshal-in-Charge's primary duty is to ensure that the rapier activities at a particular SCA event or official practice are conducted in a safe manner and in compliance with the EK Rules. The Marshal in Charge may dictate special conditions in effect only for that particular practice, melee or tournament. Any warranted marshal may serve as a Marshal in Charge.

- 11.41. After any event with rapier combat, the Marshal-in-Charge must submit a written report to the autocrat of the event. If there are issues, such as injuries or disciplinary actions, to be reported from an event, the MiC must send reports to the Local Marshal, the Regional Marshal, and any other relevant Kingdom official.
- 11.42. Marshal-in-Training: A marshal in training (MiT) is a fencer participating in a marshal training and authorization program under the supervision of a Regional Marshal, as described below. As part of such a program, MiTs may perform the various functions of the marshallate, but only under the direct supervision of an authorized marshal. MiTs are not legal representatives of the SCA, Inc., and have no authority over fencers beyond that exercised as part of the MiT training program.

MARSHAL AUTHORIZATION

- 11.43. Marshals must meet the following requirements:
- 11.43.1. They must be a member of the SCA, and must maintain membership for the duration of their warrant;
 - 11.43.2. They must be acceptable to the Regional Marshal of the area in which they reside, as well as to the Kingdom Marshal of Fence. Being acceptable to the Regional Marshal and KMoF may include:
 - 11.43.3. Demonstrating an understanding of these rules and how they are applied;
 - 11.43.4. Demonstrating the ability to act responsibly and exercise sound judgment;
 - 11.43.5. Having undergone training in marshalling techniques from one or several warranted marshals;
 - 11.43.6. Being recommended by a warranted marshal as competent; and
 - 11.43.7. Any other matters bearing on a candidate's knowledge, judgment, experience or fitness to be a marshal.
- 11.44. The Warranting Process: Upon contacting their Regional Marshal, the candidate may, at the Regional Marshal's discretion, become a Marshal-in-Training, and begin a training program under that Regional Marshal's supervision.
- 11.45. First and foremost, candidates for the marshallate must have a thorough understanding of the EK Rules. Once the Regional Marshal is satisfied that the candidate has such understanding, the candidate will participate in a training program which will include:
- 11.45.1. Line marshalling in bouts and melee;
 - 11.45.2. Performing equipment inspections under supervision of a warranted marshal;
 - 11.45.3. Participation in the administrative aspects of tournaments;
 - 11.45.4. Introduction to other warranted marshals;
 - 11.45.5. Familiarization with the proper conduct of an authorization. NOTE: MiTs will not participate as a combatant in any actual authorization bout. When training in the proper conduct of an authorization is necessary, the marshal training the MiT may set up a mock authorization procedure;
 - 11.45.6. Familiarization with rules and current standards of the marshallate.
 - 11.45.7. Testing: The Regional Marshal may test marshallate candidates at their discretion.

11.46. Issuing the Warrant: When the Regional Marshal or the KMoF warrants a fencer as a marshal, the KMoF will add the fencer to the list of warranted marshals. At that point, the fencer is considered warranted. There is no paperwork to be submitted.

Appendices:

Appendix 1. Glossary

Appendix 2. Inspecting a combatant's arms and armor

Appendix 3. East Kingdom Grappling Experiment

Appendix 4. East Kingdom Elder Youth Experiment

Appendix 1: Glossary

Terms related to Types of Fencing

Line In melee combat, a minimum of two combatants, on the same side, in contiguous mutual weapons support range.

Terms related to Types of Blows

Thrust The front (i.e. head-on cross section) of the point of a blade makes contact with the opponent.

Tip Cut The point of the blade is placed upon the opponent and moves across the opponent by dragging along the line of the edge of the sword.

Draw Cut The edge of the blade is placed upon the opponent and slides in the line of the sword by drawing (i.e. contact starts closer to the hilt and ends closer to the tip)

Push Cut The edge of the blade is placed upon the opponent and slides in line of the sword by pushing (i.e. contact starts closer to the tip and ends closer to the hilt)

Percussive Blow The edge of the blade makes contact with the opponent with controlled force such that the opponent can reasonably feel the contact.

Terms related to Acknowledging Blows

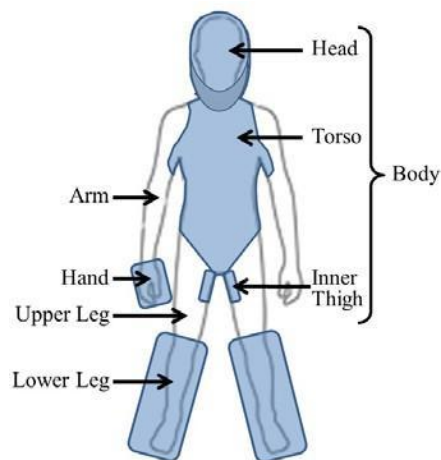
Body The body includes the head and entire helmet, the neck, chest, abdomen, back, and the regions on the inner part of the upper arm and the inner thigh extending 4" down from the armpit and the groin, respectively

Hand The hand, including all fingers, up to and including the wrist

Arm The arm not including the hand or the part included with the body

Upper Leg The upper leg, not including the part included with the body, down to and including the top of the kneecap and the crease at the back of the knee

Lower Leg The foot, lower leg, and knee below the upper leg



Torso The torso includes the chest, abdomen, back, and the regions on the inner part of the upper arm extending 4" down from the armpit.

Terms related to Arms and Armor

Abrasion Resistant Armor

Material that will withstand normal combat stresses (such as being snagged by burr on a metal blade) without tearing.

Examples include, but are not limited to:

- broadcloth
- a single layer of heavy poplin cloth (35% cotton, 65% polyester; "trigger" cloth)
- sweat pants
- opaque cotton, poly-cotton or lycra/spandex mix tights

Nylon pantyhose and cotton gauze shirts are examples of unacceptable materials.

Blunt

(In this use, an adjective) Possessing no sharp edges or point that could reasonably penetrate or scrape bare skin with hand pressure (approximately 5 lb / 2.25 kg)

Hemangioma

A collection of blood vessels at the surface of the skin, characterized as a raised red growth. Hemangiomas which bleed more easily than regular skin must be covered by rigid material.

Incidental Gap

A small gap in abrasion-resistant armor, such as the opening between a shirt sleeve and button cuff, a thin strip of skin between the top of a sock and the bottom of a pant leg, or a small hole in a glove or sock. Judgment of what is an incidental gap is at the inspecting marshal's discretion.

Penetration Resistant Armor

Material that will predictably withstand puncture as demonstrated by passing a penetration test.

The following materials are known to pass these tests when new:

- four-ounce (1.60 mm) leather
- four layers of heavy poplin cloth
- ballistic nylon rated to at least 550 Newtons
- commercial fencing clothing rated to at least 550 Newtons
- chain mail made of welded or riveted steel rings that will not admit a 5/32" (4 mm) diameter probe. Rings no greater than 0.155" (4 mm) in internal diameter made of wire no less than 0.020" (0.5 mm) thick meets this requirement

The above materials need only be tested at the marshal's discretion; all other materials must be tested the first time new gear is used, or if no marshal on the field knows a given piece of gear to have been tested.

Under Armour, Spandex, and other similar stretchy materials are not suitable as puncture-resistant materials and must not be included in testing. Kevlar is not an acceptable material as it degrades rapidly.

Resilient Padding

Material which compresses under pressure from a thumb but returns to its shape within three seconds once pressure is removed.

Rigid Armor

Material that will not significantly flex, spread apart, or deform under pressure of 12 Kg applied by a standard mask tester, repeatedly to any single point. Examples of rigid material are:

- 22 gauge stainless steel (0.8 mm)
- 20 gauge mild steel (1.0 mm)
- 16 gauge aluminum, copper, or brass (1.6 mm)
- one layer of hardened heavy leather (8 ounce, 3.2 mm)

Perforated material that meets this requirement must have holes no larger than 1/8" (3 mm) in any direction, and a spacing of at least 3/16" (5 mm) center-to-center. In using these measurements, the perforated material must meet all the requirements of either the imperial or the metric units (or both).

Vital Body Areas

The areas of the body that are required to be covered by penetration resistant armor or rigid armor.

General Terms**Fleeting Contact_____**

Brief/momentary contact between combatants' body parts — either incidental as part of closing, or with the intention of minimally changing the position/direction of said body part — without striking, shoving, or grappling.

Appendix 2: Inspecting a combatant's arms and armor

This outlines a basic overview of the key points of an inspection. The items to check, listed below, are not meant to be comprehensive for every item in the rules. Marshals are encouraged to use their best judgement to conduct any aspect of an inspection more thoroughly.

A2.1. Inspecting Arms

A2.1.1. Inspecting Bladed Weapons

Inspect the overall weapon

- Check that the overall length is within the acceptable range.
- Check that the weapon is in good repair; i.e. doesn't seem like it will fall apart with a parry.

Inspect the blade

- Check for nicks that can cut an opponent. You can do this visually or by running a gloved hand along the edges of the blade. Run your hand in both directions but do so **lightly** – by its very nature a potentially harmful nick can injure you. If the blade has substantial nicks, they will need to be filed or sanded before the weapon can be used.
- Look down the length of the blade to look for kinks. Weapons with kinks consistent with fatigue cannot be used.
- Check the flexibility of the blade. If in doubt, check the weapon for flexibility using a 6 oz (170 g) weight and a ruler.
 - You can create a 6oz weight of a variety of materials. One of the easiest is a collection of thick washers, pre-weighed to 6 oz. Tie the washers together with a piece of wire or string, and create a loop from that wire or string so that you can use it to hang the washers on a sword tip
 - To test a sword, clamp or hold the sword on a rigid surface, such as a table, so that it doesn't move at the handle end. Place a ruler vertically behind the tip, and note where the tip is. Then hang the weight and note how far the tip deflected down. Turn the sword over and repeat.

Inspect the tip

- Check the tip visually for cracks, bulging, or discoloration, or any other signs that the sword is starting to punch through the tip.
- Frequently, it isn't possible to ascertain the internal components of the tip. For example, if the tip is made of leather, it may not be possible to tell that the leather is thick enough. Ask the combatant about the construction of the tip to check that they are familiar with the rules and that their tip construction is in compliance.
- If the tip appears not to meet the requirements, it needs to be replaced before the weapon can be used.
- Check that the tip is unlikely to come off during combat, by pulling on it.

Inspect quillons, pommel

- Check that the quillons and pommels do not have sharp or pointed ends.

A2.1.2. Inspecting Defensive Objects

- Check for any major splinters, nicks, or features that can injure an opponent.

A2.1.3. Inspecting Projectile Weapons

- Check the striking surface for size and yield.
- Check that the weight is not over the 1 lb. maximum.

A.2.1.4. Inspecting a Spear

- Inspect the head:
 - Check that the tip is flexible, and returns substantially to its original shape within three seconds
 - Check that the head is well affixed to the haft
- Inspect the haft:
 - Check that the haft is the appropriate diameter and material
 - Check that the haft is free from dangerous burrs or protrusions

A2.2. Inspecting Armor

- When inspecting a combatant's armor, you may not be able to see every part of armor. In these cases, ask the combatant about their armor and to determine if they know the rules and are, per their assertion, armored accordingly.
- You may ask a combatant to move themselves or a body part, for example going into an "en garde" position so that you can ascertain that there is sufficient coverage in their armor.
- If a part of the inspection requires you to touch the combatant, for example to check for proper mask fit, ask for and receive their permission before you do so. If the combatant does not permit inspection, they may not pass inspection.

A2.2.1. Overall

- Verify what type of combat the combatant is planning to participate in. Check that the combatant has the appropriate level of protection on the appropriate parts of the body for that category of combat.
- It may be necessary to ask the combatant what their penetration resistant armor is – for example, it may be a combination of a doublet and underarm gussets sewn into their undershirt. If you cannot see the undershirt in this scenario, ask them if they're wearing it.
- It may be necessary to ask the combatant to adopt a pose common to combat, for example a lunge, in order to ensure that their penetration resistant armor does not gap
- Ask the combatant, "Are you wearing rigid protection as required by your anatomy?"

A.2.2.2. Inspecting Masks

- Check that the materials of the mask meet the rigid material standard, and are without excessive rust or dents that weaken the material.
 - If there is concern about the face mesh of a modern fencing mask, it should be tested using a standard commercial 12kg mask punch. Marshals doing the testing shall be trained in the use of the punch. The Kingdom Fencing Marshals may elect to designate certain deputies to administer such testing.
- Check for a snug fit that is unlikely to result in the mask or a part of the mask contacting the combatant's head or face.
 - Check the mask off the head. Look inside for any substantial (i.e. > 1/8") protrusion and check that there is sufficient padding or an adequate suspension system to keep the combatant's head from contacting any rigid surface.
 - Check the mask on the combatant. It is frequently necessary to push or pull on the mask to ensure it doesn't contact the combatant. Tell the combatant what you are going to do as you work through the inspection.

A.2.2.3. Inspecting Gloves

- Gloves are to be made of abrasion resistant material. Most gloves in practice are made of leather. Check for any significant openings, breaks, cuts, etc that could permit a blade or abrasive cut. Note that when sewing leather together, small gaps may appear at the seams which are structurally sound.
- Check that there is sufficient overlap between the gloves and the shirt that there are no gaps in reasonable arm/hand positions
- For Cut & Thrust Combat, check that the hand protection (combination of glove and/or sword or defensive object) is sufficiently padded or has adequate rigid protection. If their gloves only have padded protection, remind them that they may not fight with or against a two-handed weapon.
 - Ask the combatant to hold their weapon or defensive object as they would in combat.
 - Identify the location of one inch past points of the wrist of the combatant.
 - Verify the combined protection covers the back of the hands, fingers, and area on the wrist identified above from percussive cuts from normal and reasonable angles that will occur in a fight are protected. i.e. is there a straight line, approximately 4" long, into which a sword may make edgewise impact on any part of the back of their hands, fingers, or wrist?
 - A shield alone may be considered an equivalent to full hand and wrist protection only if no part of the gloved hand or wrist is within 4" (10 cm) of the edge of the shield while the shield is in use.

Appendix 3: East Kingdom Grappling Experiment

The SCA, Inc. has not included grappling or wrestling within its martial activities, although techniques of grappling or wrestling are documented to the combat arts of pre-17th century Europe. Outside of the SCA, there are groups that study the martial arts of medieval and renaissance Europe that safely use these historical grappling techniques. There are also similar techniques have a long history of safe use in modern martial systems derived from a wide variety of cultural backgrounds. We believe that, with appropriate training and oversight (especially utilizing individuals who have experience in one or both of these domains) grappling actions can be safely incorporated into some of the martial activities of our organization, specifically Cut and Thrust combat.

- If you have questions about this experiment, contact Master Donovan Shinnock at donovan.shinnock@gmail.com
- We recognize that we have only two initial trainers – Donovan Shinnock and Anastasia da Monte – and they are both located in the Central Region. Our goal is to make ourselves as available as we can, and get at least one trainer in each region as quickly as possible!
- If you're interested in authorizing or becoming a trainer, by all means email Donovan and work out when good events for practice and authorization will be.
- We'll be running classes and demos of varying formality at events that we're at which have suitable space, but seriously if you're interested, just ask.
- This is explicitly an addendum to Cut and Thrust. Cut and Thrust authorization is required to authorize in Grappling, including appropriate armor. That said, we can certainly show people what it's all about before you get that C&T auth.
- Note the specific gorget requirement. Basically, we're looking for a gorget that has a part that rests flat on your collarbone, and doesn't only have a vertical part that covers your throat.

Current Rules:

1. Grappling and Wrestling

- a. Grappling and wrestling will occur within the context of SCA cut & thrust combat, and all rules of authorization, equipment, and behavior associated with that activity apply. In addition, all grapplers must meet additional equipment requirements (see "Equipment", below).
- b. Prior to beginning an individual (single-opponent) bout of cut & thrust combat, the participants may agree to include grappling and wrestling if and only if both combatants are authorized grapplers. This explicit agreement is required at the beginning of any new series of bouts. Once grappling and wrestling is agreed upon, either combatant may unilaterally revoke permission to include grappling and wrestling from further bouting, with a simple verbal indication.

c. Permitted grappling and wrestling techniques will include pushes, throws, and locks, within the constraint the safety of the combatants must be maintained at all times. Participants are permitted to engage in techniques with a hand that is holding equipment, but must take particular care when doing so to avoid striking the opponent with unapproved equipment. NOTE: Blade grabbing is explicitly permitted solely while grappling and wrestling are in effect, due to the fact that a combatant whose blade is grabbed now has permissible responses to the grab. If the blade that is grasped moves or twists in the grasping hand, that hand is deemed disabled. Grasping techniques shall be used only to immobilize a blade, not to bend it or wrest it from the opponent's grip.

d. Pushes to the opponent's limbs or torso are allowed; these do not necessarily end the engagement themselves, though they may be used to position an opponent in such a way as to allow a blow or subsequent grappling technique.

e. Locks should be attempted only by participants who have significant prior experience in these techniques. All locks end the bout as soon as they are successfully engaged: the lock should not be forced to the point of causing pain. The participant who is establishing or controlling the lock is encouraged to liberally call hold upon engaging locks, to allow both participants to discuss the martial efficacy of the technique. Any technique which is likely to result in a joint dislocation or broken joint or limb is strictly forbidden.

f. Throws end the bout as soon as they are set, unless combatants have previously agreed upon further continuation of the play, such as situations that continue on the ground. In most cases completing a throw will be safer than attempting to halt the action prior to the execution of the throw. Therefore, completion of throws is allowed, and the combatant initiating the throw should aid the partner in executing a safe fall.

g. Other fight enders shall as be considered as valid victory conditions. These include, but are not limited to, choke holds, pushing an opponent's head into the ground, or otherwise immobilizing them.

h. Participants may indicate a hold to end an engagement (to signal a lock, to signal a throw, or for any other reason) using a non-verbal cue, such as tapping their opponent or the ground. This shall be considered equivalent to calling "hold".

2. Equipment

Grapplers must comply with the following rules, which supplement the equipment rules for cut & thrust:

a. The gorget must be constructed such that it rests upon the shoulders, with at least semi-rigid material (such as unhardened 8 oz. leather). The gorget must not terminate perpendicular to the clavicle, as is the case with "dog collar" style gorgets.

b. The helmet shall be secured to the point where it will not likely come off in the midst of grappling.

c. In order to prevent unintended hooking or catching, rigid armor pieces must not include any unnecessary protrusion longer than 3".

3. Authorization

- a. Before attempting to authorize in grappling, a fighter must first already be authorized in cut & thrust combat.
- b. Before attempting an authorization, a fighter must have first worked with a warranted trainer. The fighter must receive approval from that trainer indicating the fighter's sufficient understanding of the rules of the grappling list. The authorization must then be conducted by a different warranted trainer.
- c. During the authorization process, fighters will first demonstrate the ability to safely execute falls and techniques without helmet, gorget, or weapons. If successful, the participant will then demonstrate falls and techniques with a partner, including at speed in free play, while wearing and wielding weapons and armor legal for cut & thrust combat. These falls include falling forwards, falling to the right, falling to the left, and falling backwards.
- d. A fighter must demonstrate their ability to safely discard their weapon while they themselves are being thrown in such a fashion as to avoid having the weapon exit the list, or be in the way of either of the grapplers falling.
- e. A fighter must demonstrate the recognition of the moment at which a throw becomes inevitable (based on the relative balance of both participants), and the ability to aid their opponent in the safe completion of a throw.
- f. A fighter must be able to initiate locking techniques, without continuing them to the point of painful submission.
- g. A fighter must respond to an opponent tapping them with an empty hand, weapon pommel, or other equipment, exactly as they would respond to a verbal cue of "hold".

4. Marshallate

- a. There shall be a two tier system in regards to grappling marshals.
- b. The first tier shall comprise of already warranted cut & thrust marshals who have successfully authorized in grappling. These marshals shall have the authority to oversee any bouting within the purview of grappling.
- c. The second tier shall be referred to as grappling "trainers." These trainers shall have, in addition to being able to oversee bouting, the authority to conduct grappling authorizations. In order to be certified as a trainer, one must already be a grappling marshal. At that point, they will be required to help run four different grappling authorizations. For each of these authorizations, the grappling deputy must be notified for recordkeeping.
- d. Any and all authorizations will require the oversight of a warranted trainer, as well as either a second trainer or a grappling marshal.

Appendix 4: East Kingdom Elder Youth Experiment

1. Purpose: To offer youth rapier fighters ages 16 and 17 more opportunities to participate in rapier activities in order to better prepare them for transition to adult rapier.

2. Background: The Society allows fencers as young as 14 to fence with adults at practices and events, in both tournaments and melees, with the only requirement being an identifying marking on the dominant hand. In contrast, the East Kingdom bans all sparring between minors and adults. Additionally, the East does not allow minors to use heavy rapiers, whereas there is no such restriction at the Society level. This experiment is intended to be the first step toward a compromise between the two rule sets while maintaining all necessary caution and protection of the minors involved.

3. Caveats: All other rules set forth for youth rapier still apply. (See <https://rapier.eastkingdom.org/east-kingdom-rapier-combat-rules/youth-rapier-rules/>)

4. Rules of the Experiment

a. Youth fencers aged 16-17 may use heavy rapier blades as defined in the East Kingdom Rapier rules for all rapier activities. The youth fencer must authorize in Heavy Rapier before using it in Youth Rapier activities at events.

b. Youth fencers aged 16-17 may do practice bouting (i.e., pickups) with adults at official East Kingdom practices and events under the following conditions:

i. The Marshal in Charge, after consultation with the Youth Rapier Marshal, must first consent to the youth's participation in the experiment. This consent must be given for each individual youth. The MIC has the right to approve some youths and not others based on their assessment of the youth's skill level and maturity.

ii. The Marshal in Charge shall verify that the minor's parent or legal guardian has executed the standard Minor's Consent to Participate and Hold Harmless Agreement.

iii. A combatant under the age of 18 participating in rapier activities with combatants at or over the age of 18 must have a yellow diamond no smaller than 0.5 inch (12mm) on the cuff of the glove of the dominant hand. On light colored gloves, the diamond should be outlined in black or other dark color for contrast.

iv. Prior to each bout with a new adult opponent, the youth fencer must inform their

prospective opponent that they are a youth fencer.

v. The youth fencer's adult opponent must be an authorized fencer.

vi. The youth fencer's parent or legal guardian must be present and within sight of the activity. If a parent/legal guardian wishes to assign someone to act as the responsible party in their stead, the parent/guardian must execute a Medical Authorization for Minors (as provided by the SCA, Inc.) and provide the following information to the Youth Rapier Marshal in writing: Parent/Guardian name, child's name, and responsible party's name. The Youth Rapier Marshal who is overseeing the activity may NOT be assigned as the responsible party.

vii. The youth fencer may *not* participate in tournaments or melees with adults at events. They may participate in practice "mock" tournaments and controlled melee drills with adults at practices, provided all participants consent to the minor's involvement.

viii. Permission to participate in the experiment at a reoccurring practice only needs to be obtained once, until the Marshal in Charge of the practice changes. However, the Marshal in Charge may revoke permission at any time, or further restrict the experiment at their discretion -- for example, allowing the youth to bout only with specific fencers, revoking permission under certain circumstances, etc.

xi. Approval to participate at one practice or event does not transfer to others. Youths are encouraged to contact the Marshals in Charge of practices and events in advance to inform them of a desire to participate in this experiment, to allow time for coordination with the Youth Rapier Marshal.

5. Reporting

a. Any injuries incurred by a minor under this experiment shall be reported to the Kingdom Rapier Marshal within 24 hours.

b. Reports of minors' participation under this experiment shall be reported up the chain to the Kingdom Rapier Marshal as part of the regular quarterly report. Reports shall include:

i. Total number of minors.

ii. Information as to what type of activities were engaged in.

iii. Any concerns, issues, or general feedback.

Appendix 5: East Kingdom Reduced Armor Experiment

Summary

This experiment will be gathering data on the effects of reduced armor for rapier and C&T combat. Specifically, we will be looking at the impact on injuries, including heat injuries. There will be three areas of reduced armor: lowering back of the head to abrasion resistant, lowering the torso to abrasion resistant, and allowing the arms and legs to be exposed.

The coordinating marshal for this experiment is Donovan Shinnock - if anyone has any questions, feel free to email him at 101900@members.eastkingdom.org and ask away.

Rules

Primary Reduced Armor Rules

There are three areas of reduced armor that this experiment will be examining. When a participant signs up for the experiment, they must select at most two areas which they will be using for the duration of the experiment. (This is being done for consistency and so that we can more easily track various combinations. Later in the experiment we may open this up so that people can be flexible on a day-by-day basis.) These areas are:

- Lowering the required back of head protection from penetration resistant to abrasion resistant. Essentially, the drape would not need to be drop tested, and a single layer of cloth would suffice as long as no skin shows.
- Lowering the torso from penetration resistant to abrasion resistant. A single layer of cloth will be sufficient; it would not need to be drop tested, and no additional armpit layers will be necessary as long as there is no exposed skin.
- Allowing arms and legs to have exposed skin. The arms from just above the elbows and down and the legs from just above the knees down may be exposed - essentially, the areas exposed by a t-shirt and shorts. Note that unless the option for reduced torso armor is chosen as well, the armor standard for the torso remains unchanged. Yes, this means that leather gloves for rapier would not be required, but note the Cut and Thrust comments below.

As a note, the requirement for an attempt at pre-1600's era clothing is not impacted by this experiment.

Other rules and notes

- The Cut and Thrust armoring requirements remain unchanged; rigid back of the head is required, and the elbow and hand requirements are in effect as well. For instance, someone

could fight C&T with exposed arms, but they would still be wearing elbow protection on their otherwise bare arms.

- This experiment **does not allow** foils, epees, and flexi-daggers to be used with it. (For those who don't know, a "flexi-dagger" is one of those daggers that looks like a really short foil.)
- Melees with a participant in reduced armor are restricted: no more than ten combatants total, and no more than five people on a single team. Essentially, 5v5 is good. 4v6 is not. 3v3v3 is good. We want to gather data on melees, but we need to limit the amount of confusion on the field.
- Marshals in charge of events and practices may disallow this experiment on their field. I would encourage anyone who feels this way to contact the marshal running the experiment to discuss their concerns.
- Before anyone asks, this experiment will not be permitted in King's and Queen's Rapier Champions. Let's not confuse the already busy day with experiments.

Participation

To sign up for the experiment, go to [this google form](#) and fill it out. As soon as you receive a confirmation email, you are good to go. If you have any questions, let Donovan know.

If you are participating in the experiment, you are required to use [this google form](#) to submit a report after *every practice or event* you use reduced armor at. We need as much data as possible for this to be a successful experiment.

There is no defined end date of this experiment. It will run until Donovan is told to close it down.