

SOCIETY FOR CREATIVE ANACHRONISM, INC.

WEST KINGDOM



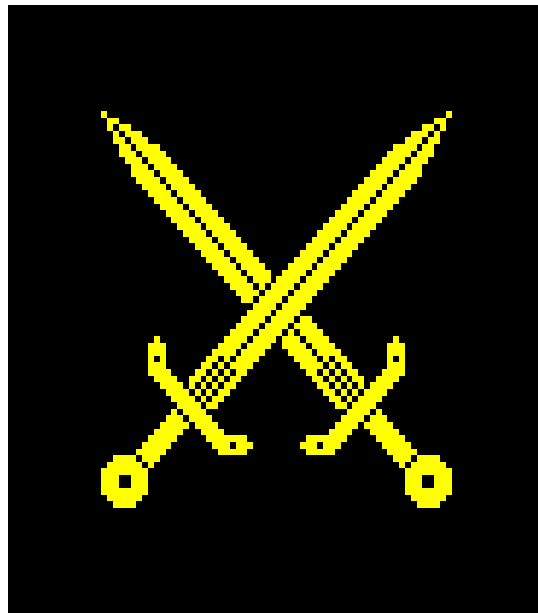
RAPIER COMBAT STANDARDS MANUAL

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Kingdom of the West

Office of the Marshal



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Introduction

Rapier combat in the Kingdom of the West is an attempt to recreate what is arguably the most important aspect of a Courtiers life and responsibilities. For, as Baldesare Castiglione wrote, "I hold the principal and true profession of the Courtier must be that is of arms..." He goes on to say, "I judge it his first duty to know how to handle every kind of weapon, both on foot and on horse, and to know the advantages of each kind; and be especially acquainted with those weapons that are ordinarily used among gentlemen..." To this day Castiglione's Book of the Courtier, written at the very beginning of the 16th century, serves as a guide to what is noble, courtly, and worthy of renown.

You may ask why the art and science of arms was so central to his thoughts on the Courtier. One of the answers must be that few, if any, places are better suited to forging, testing, and displaying so many virtues as the combat field. So what does this have to do with period fencing in the West and with these rules? Simply put, the Arte of Defense is more than mere skill at arms. Fencing with skill is enough to become well known. However, someone who is well known without being respected and admired for how they fight, no matter how skillfully, is merely notorious. To achieve more requires more. It requires a relentless determination to place honor, courage, friendship, and even style above simple victory. The reward is that combination of notice and respect known as renown. Which, we suggest, was the true currency of the Courtier both then and now.

To that end these rules have been carefully designed to meet two important needs. First, and always foremost, these rules exist to provide a basis for safe and consistently managed rapier combat within the Kingdom of the West. Second, is to provide a common structure for competition allowing us to test ourselves against each other. The Marshallate along with the Guild of Fence will set the standards for honor, courage and style, which we all strive to attain. The Guild of Fence will also organize our re-creations of pre 1600's rapier combat here in the West; thus setting the stage for us to gain notice, respect and renown.

In Service to the Crown of the West,
H.L. Michael of Castle Keep
West Kingdom Rapier Marshal
Courtier to the Crown of the West

1. West Kingdom Rapier Combat Standards

1.1 General Rules of the List for Rapier Combat

- 1.1.1 Rapier Combat shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., these rules, and such further rules as are established by the Kingdom of the West.
- 1.1.2 All combatants, prior to every combat or practice, shall ensure their equipment is safe, in good working order and has been inspected by an Advanced or Senior Marshal.
- 1.1.3 At inter-kingdom events, for any given Kingdom's tourney, guest combatants shall meet SCA standards for protective gear, but shall comply with whatever weapons standards are being used by the host kingdom for that tourney.
- 1.1.4 Unless otherwise directed by Kingdom Law, the Crown's representative upon the field and in all matters dealing with Rapier Combat is the Earl Marshal, then the Kingdom Rapier Marshal, then, by delegation, members of the Kingdom Rapier Marshallate.
- 1.1.5 For the purpose of these rules the following definitions will apply:
 - a. Arm: The arm is deemed to include that part of the limb between the center of the shoulder joint and the wrist.
 - b. Hand: The entire hand to the wrist.
 - c. Leg: The leg is deemed to include that part of the limb from the ankle up to the hip joint not including the groin.
 - d. Foot: The entire foot from the tips of the combatant's toes to the ankle.
 - e. Torso: The chest, back, abdomen, groin, and sides up to and including the armpits.
 - f. Neck: The whole of the neck trunk, front and back, from above the collarbone to the jaw line. The throat is the front section of the neck, including the carotid and jugular regions.
- 1.1.6 No live steel (non-rebated weapon) is allowed on the list field with marshals or combatants at any time.
- 1.1.7 Each combatant, recognizing the possibilities of physical injury to him/herself in rapier combat, shall assume unto him/herself all risk and liability for harm suffered by means of such combat.
- 1.1.8 Engaging in rapier combat with the deliberate intent to inflict injury on an opponent is forbidden.
- 1.1.9 All issues must be resolved on the field or noted to the Rapier Marshal in Charge for later resolution if delay is necessary.
- 1.1.10 The use of Fleche (running at an opponent with rapier extended) or similar uncontrolled attacks is prohibited.
- 1.1.11 A combatant may decline any challenge without dishonor, and without specifying a reason. In a tournament this may result in forfeiture of a bout.
- 1.1.12 Combatants may reject the use of a particular weapon by an opponent, should they deem the weapon unusually dangerous, or it is a non-standard piece of equipment. Before rejecting the use of a standard item however, the opinion of the Rapier Marshal in Charge should be sought.
- 1.1.13 All rapier combat shall be done in the round. The one exception is if a combatant has been put on the ground, such as by loss of a leg. In that case the mobile combatant may not "corkscrew", or deliberately move beyond 45-degrees to either side of a grounded fighter's centerline during single combat.
- 1.1.14 There shall be no combat between rapier combatants and SCA armored combatants.
- 1.1.15 There shall be no rapier combat (or drilling which requires armor) with or between minors under the age of 18.
- 1.1.16 Combat between rapier combatants and combat archers may not take place in the Kingdom of the West.

- 1.1.17 No equipment, other than cloaks with a drop length less than 36 inches (90 cm), may be thrown except in controlled actions to remove the equipment from the field (except in melee).
- 1.1.18 Combatants may engage only when the marshal who is supervising the bout has received verbal acknowledgment of readiness from each combatant and has instructed them to begin.
- 1.1.19 Unsafe or illegal conduct is prohibited. A supervising marshal shall, as necessary, warn or remove from the field any combatant whose conduct is considered unsafe or in violation of the rules. Examples include, but are not limited to:
 - a. Grasping, grappling, tripping or striking the opponent with one's hand or body. This does not include incidental and fleeting contact, such as a break from a corps-a-corps situation or sweeping motions intended to clear the opponent's weapon from the line of attack or to prevent a draw cut.
 - b. The use of excessive force, whipping or chopping at an opponent, or the unsafe use of equipment.
 - c. Intentionally striking an opponent with any part of an offensive weapon not designed for it, or with any equipment not legal for offensive actions.
 - d. Deliberately grasping or trapping an opponent's equipment, against the body.
 - e. Problems with the acknowledgment of blows.
 - f. Deliberate misuse of the rules to gain advantage over an opponent, such as intentionally falling or dropping weapons when pressed.
 - g. Intentionally ignoring a marshal's command.

1.2 Behavior on the Field

- 1.2.1 All combatants shall obey the commands of the marshals overseeing the field and the Rules of the List, or be removed from the field and subject to further disciplinary action.
- 1.2.2 Disagreements with the marshals overseeing the field shall be resolved through the established mechanisms outlined in the Marshallate Procedures of the SCA, Inc.
- 1.2.3 Each combatant shall maintain control over his or her temper and behavior at all times.
- 1.2.4 Striking an opponent with excessive force or with deliberate intent to injure is forbidden. Intentional body-to-body contact is forbidden, including a fighter using his open hand to parry by placing it against his opponent's hand or wrist.
- 1.2.5 Conduct obstructive of normal rapier combat, such as consistent ignoring of blows, deliberate misuse of the rules (such as calling HOLD whenever pressed), or the like, is forbidden.

1.3 Use of Weapons and Parrying Devices

- 1.3.1 Blows are struck by: thrusting with the point of the blade (thrust); sliding the edge of the blade by drawing (draw cut) or pushing (push cut); or (with the mutual consent of the combatants) by placing the tip of the blade upon, and then drawing it across an opponent (tip cut).
- 1.3.2 Saber cuts, slashing, chopping or hacking blows are never permitted. Fast circular movements (such as moulinets) may, however, be used to place a blade for thrusts, draw or push cuts.
- 1.3.3 Parrying devices may be used to move, deflect, or immobilize an opponent's weapon or parrying device, so long as such use does not endanger the safety of the combatants.
- 1.3.4 Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited.

1.4 Acknowledgement of Blows

- 1.4.1 In judging blows, all combatants are presumed to be wearing common civil attire of the period, not armor.
- 1.4.2 The entire body is target area.

- 1.4.3 Tournaments may be held which define areas of the body as if armored, and to what degree, so long as all the participants are made aware of these special conditions prior to the start of combat.
- 1.4.4 Valid Attacks:
- a. A valid attack will be counted as though they were struck with a real blade, extremely sharp on point and edge. Any blow that would have penetrated the skin shall be counted a good blow. Any blow that strikes a mask, helm or gorget shall be counted as though it struck flesh.
 - b. A valid thrust is not negated or lessened due to sliding off after solid contact with the tip of the blade.
 - c. A valid draw cut is to place the edge of an offensive weapon against an opponent and slide the blade while maintaining noticeable and constant pressure against the opponent's body. At least 8 inches (20 cm) of the rapier or dagger blade must be used. As with a thrust, only minimal, but noticeable, pressure need be maintained. Merely laying the blade on the opponent without pressure or movement is insufficient.
- 1.4.5 Tip cuts are NOT a valid draw cut unless agreed upon by the combatants. Tip cuts may be used in practice or tournament by agreement of both combatants and the supervising Marshal. The following standards must be adhered to when using tip cuts.
- (1) A valid tip cut is to draw the point of the blade a minimum of 3 inches (76 mm) across an opponent's body. As with a thrust, only minimal, but noticeable, pressure need be maintained. Only tip cuts to critical areas need be called, these areas are:
 - (2) The neck, especially at the front of the throat and the sides of the jugular veins.
 - (3) The brachial arteries, on the inside of the upper arm between shoulder and elbow.
 - (4) The femoral arteries, on the inside of the upper leg between groin and knee.
 - (5) The abdomen, between the bottom of the rib cage and the pelvis. Saber cuts, slashing, hacking or chopping are illegal.
- 1.4.6 A good thrust to the head, neck, torso (including the hip area and groin), inner leg (to the combatant's hand width down the inner limb), or armpit (to the combatant's inner hand width down the limb) shall be judged incapacitating, rendering the combatant incapable of further combat. Draw cuts to these locations shall be judged incapacitating. Tip cuts may be considered incapacitating to any or all of these regions at the discretion of the combatants.
- 1.4.7 A good blow to the arm will disable the arm (point of the shoulder to wrist). A good blow to the hand shall render the hand useless (wrist down).
- 1.4.8 A good blow to the foot will disable the foot. The combatant must then fight kneeling, sitting, or standing on one leg without placing weight on the injured foot.
- 1.4.9 A good blow to the leg will disable the leg. The combatant must then fight kneeling, sitting, or standing on one leg without placing weight on the injured leg. No rising up is allowed once a combatant is on the ground.
- 1.4.10 An attack must be acknowledged as valid if it is felt through the armor. There is no such thing as a "light" blow.
- 1.4.11 All attacks should be calibrated to the lightest possible touch able to be felt through the opponent's armor. Calibrations should be done with realistic attacks before a bout with an unfamiliar opponent.
- 1.4.12 A bout shall be won by rendering one's opponent "disinclined to continue", for whatever reason. The opponent may concede the bout because of an incapacitating blow, because of a disabling wound or series of wounds, because of "accumulated blood loss", or even because of any small scratch, depending upon agreements previously made by the combatants or the scenario in which they are competing.
- 1.4.13 Parries may be performed with weapons, parrying devices, the gloved hand, or any other part of the body. Though the gloved hand may be used to parry, it shall not be used to push, grasp or strike an opponent. Grasping or sliding a hand or arm along the blade edge will result in the loss

- of the hand or arm unless a parrying gauntlet is being used. The area covered by the gauntlet will be considered invulnerable to cuts. Sliding the hand or arm along the flat of the blade will not cause the loss of that extremity.
- 1.4.14 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 combatant being "killed" himself, etc.), the blow shall count. If the blow is thrown after the hold, killing blow, or other event, it shall not count.
- 1.4.15 A combatant is considered armed so long as one offensive weapon is retained.
- 1.4.16 When disarmed (not holding any offensive weapon) a combatant may, at the discretion of their opponent, recover a weapon/s. If permission is refused they must yield, accepting a safe honorable loss of the bout. In any other situation, the marshal supervising the bout shall call a hold until one of the above actions is settled upon.
- 1.4.17 The following conventions shall be used if a combatant is using the specified defensive equipment:
- a. Armored Parrying Gauntlets:
 - (1) The protected (armored) part of the parrying gauntlet shall not be considered to extend farther up the arm than the wrist bones.
 - (2) Parrying gauntlets may be used only to parry an opponent's weapons. The hand must not close around the parried blade nor grasp it in any fashion, however, sliding along the blade will not cause loss of the hand.
 - (3) The block of a straight thrust will be considered to have disabled the hand, since chain mail would not necessarily stop such a thrust from a rapier.
 - b. Cloaks and other non-rigid defensive equipment (hats, etc.):
 - (1) These may be used only to parry an opponent's offensive equipment.
 - (2) A straight thrust will be considered to have penetrated through to the body, if any, which was directly behind it. For example, a cloak wound around an arm will not stop a thrust to the arm. While a draping cloak will stop a thrust to the body that is hidden behind it by a distance greater than 8 inches (20 cm).
 - (3) Cloaks with a drop length greater than 36 inches (90 cm) from the shoulder may not be thrown.

1.5 Melee Rules for Rapier Combat

- 1.5.1 Any melee combat at any event must be pre-approved by the Kingdom Rapier Marshal. Requests for approval must include the RMIC information and any other information the KRM requests.
- 1.5.2 In melees, combatants are engaged with all opponents immediately upon the call to "lay on". Unless the specific circumstances of a given melee scenario dictate otherwise, you are to be considered engaged with all opponents. Such an exception is when you are participating in a "Last Person Standing" or "Roman Melee". In this case you are not immediately engaged with the individuals to your immediate left or right. (The person next to you is NOT an immediate target). They will be engaged with you once fencing commences on the field however.
- 1.5.3 There must be a minimum of two Advanced Rapier Marshals who are authorized in melee combat & approved to run melee at the event for any Melee may take place.
- 1.5.4 A minimum of a 5:1 Combatant to Marshal ratio must be maintained when more than ten combatants are on the field. (i.e. 3-10 = 2, 11-15 = 3, 16-20 = 4, and so on) The MIC of the melee will determine if extra marshals are required for the minimum safety of the fencers to be maintained. Combat, Advanced and Senior Marshals all count towards the ratio above. MIT's do not qualify, nor count towards the 5:1 Combatant to Marshal ratio.
- 1.5.5 Combatants may strike any opponent with any legal blow if they are within the 180° arc of the opponent's face and are engaged with the opponent. A combatant who approaches an opponent from behind shall not deliver a blow until they are engaged with that opponent.

Engagement may consist of any of the following: entering the 180 degree arc of your opponents face; being able to see both of your opponents eyes; eye contact; verbal acknowledgement while within the 180° arc; your opponent coming on guard with you; line engagement.

- 1.5.6 Death from behind (DFB) is allowed if it has been announced beforehand. The norm for "death from behind" in melees shall be: if a melee scenario allows death from behind, a combatant does so by approaching from behind and with the blade vertical and quillons flat, then laying the rapier blade over the opponent's shoulder to at least a third of the blade while calling "Dead, my lord" (or other short, courteous phrases) in a loud, clear voice. Reaching around the neck is forbidden. The opponent will be deemed "killed" from the instant the blade touches his shoulder and shall not attempt to spin, duck or dodge away.

NOTE: If DFB is not allowed in a given melee, a combatant who deliberately ignores an attacker behind them, or repeatedly maneuvers to keep their back to an attacker (thereby preventing any attack on them) is considered to be misusing the rules and performing obstructive behavior.

- 1.5.7 Special scenario melees such as bridge or town battles may impose additional restrictions as needed by the marshals.
- 1.5.8 No one may run into an engagement. Running attacks are illegal.
- 1.5.9 Refer to the West Kingdom Rapier Melee Manual for further information on melee combat.

1.6 Halting Rapier Combat

- 1.6.1 Upon hearing the call of "HOLD" all fighting shall immediately stop. The combatants shall freeze, check for hazards in their immediate vicinity, and then assume a non-threatening position with their weapons pointed away from their opponents. Head and face protection shall not be removed. Combatants should not move unless directed to do so by the marshal supervising the bout.
- 1.6.2 Holds may be called by anyone for one of the following reasons:
- Broken or damaged armor and weapons
 - Injuries
 - Terrain and List Boundaries
 - Violations of the rules
 - Requests for calibration
- 1.6.3 Once a hold is called, only a marshal can lift it.

2. Equipment Specifications

2.1 General Equipment Requirements

- 2.1.1 No piece of equipment may have rough or sharp edges that could cause bodily injury or damage other equipment, nor may it be constructed so as to be likely to damage other equipment, such as break blades, entrap a tipped blade, tear protective equipment or rip cloaks, etc.
- 2.1.2 All equipment shall be in good repair so as to resist tearing, puncture, breakage or other failure.
- 2.1.3 All equipment shall show an attempt at being period in appearance.

2.2 Protective Equipment (Armor)

2.2.1 Definitions

a. Abrasion-Resistant Material (ARM)

ARM is material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing. Examples include, but are not limited to:

- (1) Broadcloth
- (2) A single layer of heavy poplin cloth (35% cotton, 65% polyester; "trigger" cloth)
- (3) Sweat pants
- (4) Woven knit tights or lycra/spandex mix tights

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

b. Puncture-Resistant Material

Puncture resistant material is any fabric or combination of fabrics that will predictably withstand puncture. Examples include, but are not limited to:

- (1) Four-ounce (2 mm) leather
- (2) Four layers of heavy poplin cloth
- (3) Ballistic nylon rated to at least 550 Newtons
- (4) Commercial fencing clothing rated to at least 550 Newtons

*Kevlar is not an acceptable material, as it degrades rapidly

These 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.

c. Rigid Material

Puncture-resistant material that will not significantly flex, spread apart, or deform under pressure of 12 kg applied repeatedly to any single point. Minimum examples of rigid material are:

- (1) 22 gauge stainless steel (0.8 mm)
- (2) 20 gauge mild steel (1.0 mm)
- (3) 16 gauge aluminum, copper, or brass (1.6 mm)
- (4) One layer of heavy leather (8 ounce, 4 mm) with padding equivalent to 1/2 inch (13mm) of closed cell foam

d. Resilient Padding

Resilient padding is any material or combination of materials that absorbs some of the force of a thrust. It is defined as one-quarter inch (5-6 mm) of closed-cell foam or the equivalent. The standard padded bib of a modern epee or three-weapon mask may meet this requirement, depending on construction.

e. Standard Fencing Armor Test (SFAT)

Acceptable field inspections shall deliver a consistent force. Tests known to be acceptable include:

- (1) Cloth or garment manufacturer's commercial certification that a fabric is rated to 550 N. (Documentation must be available at the time of inspection.)

- (2) Use of a drop testing device as specified by the Society Standards
- (3) Use of a flat-broken foil blade to thrust against the material. To conduct this test, lay the material to be tested on firm ground or penetrable material (not hard packed dirt, concrete, or similarly hard surfaces). Holding the broken blade in both hands, punch the material four times, increasing the force each time. After each punch, examine the material.

For all tests, if the material in question has been completely penetrated, or penetrated in more than one layer, it fails. If only the top layer has been damaged, then it passes.

2.2.2 General Defensive Equipment Requirements

- a. There shall be no holes through which a blade may penetrate so as to slide under the layers of protective equipment. Any button hole, lacing hole or other opening that could admit the entry of a blade shall have a protective placket underneath which overlaps the join by at least 3 inches (75 mm) to prevent a blade from sliding inside.
- b. No skin shall be bared. There shall be overlap of at least 3 inches (75 mm) between separate pieces of protective clothing. Regardless of the combatant's stance or movements, the minimum protection for that body area shall be preserved.
- c. Additional protective equipment (beyond what is described herein) may be used as long as it does not interfere with the proper acknowledgment of blows.

2.2.3 Head Protection

- a. The front and top of the head must be covered by rigid material to below the jaw line and behind the ears. Standard 12 kg fencing masks are known to meet this standard. If built to this standard, fencing helms are also acceptable.
- b. The face must be covered by either 12 kg mesh (e.g., a standard fencing mask) or perforated metal. Such metal must not have holes larger than 1/8" (3 mm) in diameter, with a minimum offset of 3/16" (5 mm) and shall also meet the definition of rigid material. Brass, Copper, and Aluminum do not meet the requirements for this.
- c. Masks and helms must be secured to the combatant, so that they cannot be easily removed or dislodged during combat. The combination of snug fit and the spring-tongue (with or without the elastic) in a conventional fencing mask are NOT sufficient, by itself, to secure the mask to the combatant.
- d. Both modern fencing masks and rapier helms, when inspected, shall comply with the rigid material standard, provisions on facial coverage, and shall show no evidence of impending failure (e.g., rust which weakens the metal involved, dents or other defects which spread open mesh, broken weld points, etc). If there is concern about the face mesh of a modern fencing mask, it should be tested using a standard, commercial 12 kg mask punch. Marshals doing the testing shall be trained in the use of the punch. Combatants are required to get their mask tested annually. This test is to be performed with a commercial 12 kg mask punch device.
- e. The rest of the head must be covered by at least puncture resistant material.

2.2.4 Neck and Throat Protection

- a. The entire neck must be covered by rigid material.
- b. Either puncture resistant material (as a hood) or resilient padding shall back the rigid material. The use of resilient padding is recommended for metal gorgets.
- c. The cervical vertebrae shall also be protected by rigid material, provided by some combination of gorget, helm, and/or hood insert.
- d. Throat protection must rest on the collarbone in order to distribute the force of a blow. It must also cover from 1 inch (25 mm) below the hollow of the throat, up to 1 inch below the jaw line. A snug fit is required.

2.2.5 Torso Protection

- a. The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with puncture-resistant material.
- b. Acceptable minimum armpit coverage is provided by a triangle of puncture resistant material extending from the armpit seam, covering the lower half of the sleeve at the seam, and extending down the inner/under arm, one-third the distance to the combatant's elbow.
- c. Male combatants shall wear rigid groin protection. Any ventilation holes large enough to admit a broken blade must be covered from the outside with at least puncture-resistant material. Female combatants shall wear puncture resistant groin protection.

2.2.6 Arm and Leg Protection

- a. Gloves made of abrasion resistant material shall protect hands and overlap any sleeve openings. The feet will be protected by boots or shoes comprised of at least abrasion-resistant material. Sandals and tennis shoes are forbidden.
- b. Abrasion-resistant material is required on arms (save as noted above for armpits), legs, and any area not otherwise mentioned in these rules.

2.3 Standard Offensive Equipment (Weapons)

2.3.1 General Offensive Equipment Requirements

- a. Standard offensive weapons are:
 - (1) Steel Rapiers ie. Oval and Diamond bladed schlagers, Del Tin Practice Rapiers, Del Tin Bated Rapiers.
 - (2) Steel Daggers ie. Flexi-daggers, Safelex and Scottie Armory Practice Daggers.
 - (3) Fiberglass blades
 - (4) Society approved equivalents to the above. Contact KRM for complete list.
- b. Any blade may be used against any other blade.
- c. All weapons must have a straight grip. Orthopedic and pistol grips are not permitted. Where verifiable medical reasons exist, supported by documentation from their health care provider, the combatant may apply to their Branch Rapier Marshal for an authorization to use an orthopedic grip. The Marshal shall note this exemption on their authorization card. The Branch Rapier Marshal must inform the Kingdom or Principality Rapier Marshal of the exemption within 30 days.
- d. Any blade with kinks, sharp bends, or cracks shall not be used. Steel blades that develop these defects cannot be repaired and must be retired. Steel rapiers or flexi daggers with "S" curves or more than one curve in any 12 inch (30cm) length shall not be used unless they can be properly re-curved by a marshal.
- e. Weapons may use a hand guard such as a cup hilt, swept hilt, etc. Quillons or a cross guard of some type are required. Quillons may be no longer than 12 inches (30cm) and must have blunt ends of at least ¼ inch (6mm) diameter.
- f. All equipment must be able to safely withstand combat stresses.
- g. Foil, Saber and Epee blades may not be incorporated into weapons that are to be used in rapier combat within the West Kingdom.

2.3.2 Blade Flexibility Testing

- a. If doubt exists about a weapons flexibility, an acceptable field test is: Hold weapon parallel to the ground, supporting handle against table or bench if necessary. Hang a 3 oz weight (85 grams) just behind the tip. If the blade of a dagger (out to 18 inches in blade length) flexes visibly more than ¼ inch (6mm), the blade is sufficiently flexible. For blades of a length beyond 18 inches, the flex must be ½ inch (12mm).

2.3.3 Blade Points

- a. Blade points must be covered with plastic or rubber tips, which must be firmly taped or glued in place in such a way that they will not come loose during normal combat.

- b. Tips for steel blades must be backed by leather, metal (such as a washer) or equivalent (as permitted by the KRM) to prevent a blades tip from cutting through the inside of the rubber or leather tip. Tips should be inspected internally at least once every six months to determine internal wear.
- c. Tips will have a blunt striking surface, presenting a cross-section of at least 3/8-inch (9 mm) diameter.
- d. The tip must be of a color contrasting with the blade so that the tip's absence is readily apparent. If tape is used, it must contrast with both blade and tip.
- e. Tips exhibiting excessive wear or abuse must be replaced.

2.3.4 Steel Rapiers

- a. Steel blades must be of commercial manufacture. Artisans desiring an exception must apply to the Deputy Society Marshal for Rapier Combat and will be considered on a case-by-case basis.
- b. Steel rapier blades shall be at least 34" (86cm) in length.
- c. 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:
 - (1) The tang of the weapon may be altered
 - (2) Steel rapiers may be shortened so long as it does not make them too stiff
- d. All steel blades must have a flattened or rolled tip.
- e. All steel blades must be reasonably flexible. Rigid steel "parrying-only" daggers such as those made from cut down blades will not be allowed.

2.3.5 Steel Daggers

- a. The length of the blade from guard to tip may not exceed 18 inches (47 cm).
- b. The entire weight of the flexi-bladed dagger may not exceed 1.5 pounds (680 g).
- c. Rigid Steel "parrying only" daggers such as those made from cut down blades will not be allowed.

2.3.6 Fiberglass Rapiers (Recommended for practice only)

- a. The weapon shall have a blade constructed solely of fiberglass rod or equivalent and fiberglass tapes, except that the metal hilt may extend 4 inches (10 cm) along the blade for mounting purposes.
- b. The blade shall be wrapped in vinyl duct tape (not cloth backed), or such other tape as will not tear readily. Fiber reinforced strapping tape may be used in constructing the weapon, but must be completely covered by the outer wrapping tape.
- c. The blade must be capable of easily bending to 90° and show no signs of failure or fatigue when so flexed.

2.3.7 Fiberglass Daggers (Recommended for practice only)

- a. No Dagger will have a blade longer than 25 inches (64 cm).
- b. The Dagger will be constructed in the same manner and from the same materials as fiberglass rapiers.

2.4 Standard Defensive Equipment

- 2.4.1 The standard defensive equipment shall consist of buckler, baton, cloak, and parrying gauntlet. All other defensive equipment shall be considered non-standard.

2.4.2 Rigid Parrying Devices

- a. Rigid parrying devices will be made of sturdy, lightweight materials, resistant to breakage and splintering.
- b. Offensive bucklers will be considered non-standard devices.
- c. The buckler size shall not exceed 20 inches (50cm) in diameter. The edges shall be covered to prevent splintering or sharpness. The shield may have any shape as long as the area of the shape doesn't exceed the maximum area of a 20-inch (50cm) diameter circle.
- d. Batons may be of any reasonable length but should not exceed 1.5 pound (680 g). The RMIC shall be the sole judge of what is or is not a reasonable length.
- e. Where a scabbard or other open ended item (i.e. tube) is used as a baton the end facing the opponent shall be capped, plugged or otherwise sealed where a hole exists that would allow a tipped weapon to enter.

2.4.3 Non-Rigid Parrying Devices

- a. Soft, non-rigid devices such as cloaks may be made of cloth, foam, leather and similar 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 that are heavy enough to turn the device into a flail or impact weapon.
- b. Cloaks shall not have any metal or rigid material in the construction of the cloak, except for fasteners near the neck area where the combatant grasps it. If the cloak is to be thrown, no rigid materials (metals) are allowed at all.
- c. Armored Parrying gauntlets shall be made of Rigid Material that completely covers the entire hand and wrist area.

2.4.4 Non-Standard Equipment

- a. Equipment that has been improvised, modified, or is not previously defined as standard in these rules is considered non-standard. The use of any equipment, standard or otherwise, in a fashion that is not defined as the normal use of that equipment is considered non-standard equipment use.
- b. The Rapier Marshal in Charge shall specifically authorize all non-standard equipment and non-standard equipment use. Approval is limited to that competition, unless the Rapier Marshal in Charge previously revokes it.
- c. Non-standard equipment or equipment use must not pose a greater risk of injury or equipment damage than standard equipment or equipment use.
- d. Only consenting opponents need face non-standard equipment or equipment uses, and then only after they have been made aware of the nature of the variation. Any combatant may, without dishonor, penalty or forfeiture of the bout, reject a bout against any non-standard offensive or defensive item. If a combatant refuses to face a non-standard item then his or her opponent must either re-equip or forfeit the bout.
- e. Non-standard equipment shall be constructed as to be recognizable as the original item.
- f. Devices that predictably cause entangling of an opponent or equipment either by design or by repeated mishap are not allowed. Quillons are exempt from this rule.
- g. All non-standard offensive equipment shall be constructed of any normal, safe material conforming to the following rules for non-standard offensive equipment.
- h. Offensive equipment shall be constructed exclusively of cloth, foam, tape, leather or the equivalent, and must not contain rigid material. The offensive part shall provide progressively resistant "give" without allowing contact with any underlying rigid material.
- i. Experimentation with offensive equipment not allowed under this Code of Rules is permitted only with the specific permission of the Kingdom or a Principality Rapier Marshal. Such permission may be granted for a limited period of time only and is subject to a report and/or recommendation on the item of equipment being tested.

3. Authorizations

4.0 General Requirements

- 3.1.1 The applicant must provide their Society and Legal names, and a mailing address with phone number by which they may be contacted, and complete a waiver or indemnity (whichever is applicable to their region) for the Lists files.
- 3.1.2 The result of the test is not considered valid unless Principality Rapier Marshal receives completed authorization paperwork no later than 30 days after the date of the authorization. It is the responsibility of the authorizing marshal to ensure that such information is promptly sent.
- 3.1.3 A temporary card will be issued at the time of the test, certifying the authorizations of the applicant, and is valid until a Combat Authorization Card is received from the PRM/Earl Marshallate.
- 3.1.4 Initial authorizations will last only one year. Each authorization must be renewed every two years thereafter. Renewals will be conducted by performing a repeat of the test appropriate to the authorization level in the same manner as when applied for the first time. Combatants who have been actively fighting (in the West) within the last six months will have the re-authorization waived unless letters of complaint have been received by the PRM/KRM.
- 3.1.5 All cards bearing certifications for rapier authorizations must be signed and dated in ink, and the name of the authorizing marshal written clearly under the signature.
- 3.1.6 The melee combat authorization must be specifically written on the card for it to be valid.

3.2 Combat Authorizations

- 3.2.1 In all authorizations safety will be the paramount consideration. A display of minimum skills and knowledge of the Rapier Combat Rules will also be required in order to pass.
- 3.2.2 Only a Senior Marshal shall perform authorizations. Preferably, a second rapier marshal should also witness and/or fight the authorization bout. If only one Senior Marshal is available then an experienced, authorized fencer must take the other marshals place in the authorization. Both the Senior Marshal, and the person who fought the bout must agree upon the authorization of the trainee.
- 3.2.3 Anyone relocating to the West who is already authorized in fiberglass or steel (Heavy) rapier may continue to use those weapons forms until their card expires from out of Kingdom or six months go by. If they are only qualified in foil or epee they may use fiberglass weapons for up to six months. They must still abide by our armor standards and rules of the list while in the West. They must have proven their competence to the West's Marshallate in this time in order to receive a Western Rapier Authorization card. If they have not and their card expires then they must go through the normal authorization process.
- 3.2.4 There are five authorizations through which Rapier combatants may go through on their way to mastering the Arte of Defence. The combatant may not attempt to authorize for melee until one month after their second authorization. Combatants must authorize in Single Rapier and Offhand Defensive Devices first.
 - Single Rapier
 - Offhand Defensive Devices
 - Rapier & Dagger
 - Melee Combat
 - Case of Rapier
- 3.2.5 Requirements for authorizations:
 - a. Single Rapier Authorizations
 - (1) Safe weapon usage.
 - (2) Basic footwork including advances, retreats, crossover steps and lunges.
 - (3) Basic defenses including parries made by the rapier, the off hand and the proper use of distance.

- (4) Basic offence is the ability to attack their opponent in at least 3 different ways while maintaining proper calibration. Such as a thrust, lunge, draw cut, push cut, etc.
 - (5) The person being authorized must verbally demonstrate an understanding of the rules and conventions of combat in the West Kingdom, and the Society for Creative Anachronism
 - (6) They must fight from the ground and attack someone grounded as well.
 - (7) They must be able to respond properly to a hold called by the marshal and their opponent.
 - (8) They must be able to recognize a situation where a Hold should be called and then call it effectively. Examples include their opponent grasping their weapon, repeatedly hitting too hard and requesting a re-calibration, etc.
 - (9) They should be able to inspect themselves and their opponents armor and weapons for basics. Such as checking for tips, gorgets, open doublets, etc.
- b. Off hand Defensive Devices
 - (1) Safe use of the device must be demonstrated.
 - (2) Knowledge of the rules pertaining to the use of these devices must be demonstrated.
 - c. Rapier and Dagger
 - (1) Active and safe use of the dagger must be demonstrated for both offence and defense.
 - (2) Proper calibration must be demonstrated.
 - (3) Knowledge of the rules pertaining to off hand daggers must be demonstrated
 - d. Melee Combat
 - (1) Consistent calibration while in a melee.
 - (2) Knowledge of the rules pertaining to melee combat must be demonstrated (including engagement, obstacles, death from behind, etc.).
 - (3) Attend one West Kingdom melee training class.
 - e. Case of Rapier
 - (1) Active and coordinated safe use of the two rapiers must be demonstrated.
 - (2) Proper calibration with both weapons must be demonstrated with both thrusts and cuts.

3.3 Marshallate Authorizations

3.3.1 The following are the levels of Marshals in the Kingdom of the West:

- Marshal in Training – MITs may marshal single combat, melee/war combat, and do armor and weapons inspection UNDER THE DIRECT SUPERVISION of an Advanced or Senior Marshal. The supervising marshal accepts responsibility for all work done and does all the paperwork.
- Combat Marshal (CM) - May marshal single and melee combat.
- Advanced Marshal (AM) - may inspect armor & weapons. They may also serve as a marshal in charge of a field or an event (RMIC).
- Senior Marshal (SM) - May authorize combatants & marshals up to Advanced Marshals.
- Kingdom Rapier Marshal (KRM) – May Authorize Senior Marshals as well as perform all other marshallate duties.

3.3.2 Rapier Marshals will be trained as a Marshal in Training (MIT) to become a Combat Marshal. Combat marshals may then progress to become an Advanced Marshal (see below). Advanced Marshals may test to become a Senior Marshal only with the KRMs permission.

3.3.3 Advanced Marshals may inspect armor and weapons; they may also serve as the rapier marshal in charge of a field or an event (RMIC).

3.3.4 Senior Marshals may authorize combatants. They may also authorize Combat Marshals and Advanced Marshals. Further, with the permission of the PRM/KRM they may assist in authorizing new Senior Marshals.

- 3.3.5 Marshal in Training: Anyone interested in becoming a Combat Marshal must first be a Marshal in Training (MIT) for at least six months in the Kingdom of the West unless otherwise indicated by the KRM. MITs who achieve the following may authorize with a Senior Marshal to become a Combat Marshal.
- a. MITs must demonstrate their familiarity with all the rules of the list in the West Kingdom pertaining to rapier combat.
 - b. They must assist in marshalling at least 3 separate tourneys and one melee prior to becoming a Combat Marshal.
 - (1) MITs may marshal and assist in the running of a list under the direct supervision of an Advanced or Senior Marshal. The supervising marshal must be present with the MIT and not engaged with any other activity. i.e. They must marshal the same list together, not one each.
 - c. MITs must be familiar enough with the weapons forms and styles of combat to be able to ensure a safe environment for the rapier combatants in the lists, melee's or practice.
 - d. The Authorization for an Combat Marshal must include an oral exam including the following subjects:
 - (1) Rules of the list and how to conduct a tourney field or melee
 - (2) How they should handle safety issues and Holds
 - (3) They must know the proper channels, and chain of command including grievance procedures
 - (4) Knowledge of the Kingdom and Society armor and weapons requirements
- 3.3.6 Advanced Marshals (AM) – To become an Advanced Marshal the person must satisfy the following:
- a. The candidate must have been a CM for at least 3 months.
 - b. They must have assisted in inspections at 3 tourneys and one melee under the auspices of an AM or SM.
 - c. During the authorization the CM must run an inspection (mock or real depending on how the SM feels) while the Senior Marshal supervises. The CM must also be tested verbally on the role & responsibilities of a RMIC as well as all pertinent rules pertaining to armor & weapons inspections. The SM should throw weapons, armor and/or people that are special problems for the candidate to catch and resolve.
- 3.3.7 Senior Marshals (SM) - To become a Senior Marshal the Advanced Marshal must satisfy the following:
- a. The candidate must obtain permission from the KRM to proceed with arranging for a test.
 - b. A minimum of two Senior Marshals are required to make a new Senior Marshal, one of whom must be either the KRM or his delegated PRM. The Marches will work with the KRM to make new SMs. All participating marshals must agree on the candidate's suitability for authorization as a Senior Marshal.
 - c. A scenario must be run where they "authorize" an experienced fencer(s). The AM will run the authorization from verbal questioning to inspection, observing the combatant and fighting a part of the authorization. The AM must then pass or fail the "candidate(s)" with specific reasons. The reasons must have been discussed with the other marshals present. The AM must also recommend a course of action if the "candidate(s)" fails in order to bring them up to an acceptable standard.
 - d. More than one scenario is recommended. The AM should be tested thoroughly on all pertinent issues.

4. Rapier Administration

4.1 Rapier Marshallate Organization

4.1.1 Kingdom Rapier Marshal (Deputy of the Earl Marshal)

- a. Coordinates all Rapier Combat within the Kingdom of the West.
- b. Maintains the Rules for Rapier Combat in consultation with the Kingdom Earl Marshal and the Crown.
- c. Is the final arbiter in conjunction with the Earl Marshal of the West and the Crown of the West in cases where a Principality or Marches rapier marshal makes an application for permanent revocation of a marshal's warrant or combatant's authorization.
- d. The Kingdom Rapier Marshal can issue Combat, Advanced Marshal, and Authorizing Marshal Authorizations.
- e. Must be a Member of the SCA.
- f. Reports to the Earl Marshal and Society Rapier Marshal

4.1.2 Principality and Marches Rapier Marshals (Must be Senior Marshals)

- a. Coordinate Rapier Combat within their Principality.
- b. Maintain the roster of authorized rapier marshals and combatants for their region.
- c. Serve as the head of the disciplinary committee of their region, and is responsible for implementing disciplinary procedures up to and including twelve month suspensions of authorization.
- d. Are responsible for forwarding information on injuries and disciplinary actions to the Kingdom Rapier Marshal.
- e. Must be a Member of the SCA.
- f. Reports to the Kingdom Rapier Marshal

4.1.3 Branch Rapier Marshals (Must be Advanced Marshals or Senior Marshals)

- a. Branch rapier marshals at all levels must make quarterly reports to the PRM. The PRM will inform them of the due dates of these reports when their office is confirmed.
- a. Coordinate Rapier Combat in their local branch (Baronies, Shires, etc).
- b. Ensure that a qualified marshal is appointed as the "Rapier Marshal in Charge" of any event sponsored by his/her Branch.
- c. Ensure that the Rapier Marshal in Charge of each event sponsored by that Branch files all the necessary reports within 30 days of the event.
- d. Report to the appropriate Principality Marshal.
- e. Forward warrant and authorization documents to their superiors so that warrant/authorization cards can be issued in a timely fashion.
- f. Report breaches of the safety regulations and disciplinary actions taken by the RMIC's of events to ensure that further disciplinary action can be taken where appropriate.
- g. Must be a Member of the SCA.

4.1.4 Rapier Marshals in Charge (Must be Advanced Marshals or Senior Marshals)

- a. Oversee all aspects of safety and proper conduct of rapier combat at a proposed event.
- b. Select the marshals to assist with an event.
- c. May suspend combatants from fighting for the duration of the event.

- d. May not participate in any Rapier Combat during the event if he/she is the only marshal present. They may not marshal their own bout. Otherwise, they may participate in rapier activities (so long as another marshal is present).
- e. Need not be constantly present in the vicinity of all rapier combat, but must be readily accessible to any Marshal of a particular bout at the event for which they are RMIC.
- f. Must submit an event report to the local Group Marshal as well as the Principality Marshal which includes:
 - (1) The name of the Rapier Marshal in Charge and the names of all the Marshals who assisted.
 - (2) A list of all authorizations, whether successful or not, and the results of those attempts.
 - (3) The names of all the participants in Rapier Combat.
 - (4) A description of any problems or disputes that occurred during the fighting, and of any injuries that occurred.
 - (5) A list of those combatants who were suspended from fighting for the duration of the event, the reasons for the suspensions and recommendations for any higher level disciplinary action they consider that might be required.

4.1.5 Marshals at Large (CM, AM & SM)

- a. Assist in the safe running of rapier combat in the Kingdom based on your level in the marshallate.
- b. Are encouraged to be Members of the SCA.

4.2 Disciplinary Rules – Combatants

- 4.2.1 Any combatant who is suspended from fighting at an event or practice shall have their combat authorization temporarily suspended. The PRM/KRM shall then establish the factual basis of the suspension. If the PRM/KRM upholds the suspension, they shall then notify the combatant and all local branch rapier marshals that the combatant's combat authorization has been suspended and for how long.
- 4.2.2 Upon receiving a suspension notification, the combatant, in conjunction with their local branch rapier marshal must make arrangements for retraining under an Advanced Marshal. Retraining shall continue until the appointed trainer feels that the combatant has overcome the problems that resulted in the suspension.
- 4.2.3 Once retraining is completed and the suspension period is over the trainer must arrange a re-authorization bout for the combatant with an impartial Senior Marshal. The trainer must also prepare a report for the SM which outlines the training undertaken for delivery prior to the re-authorization bout. The SM must agree that the suspended combatant has overcome the problems that resulted in the suspension. If the combatant is found acceptable, the SM shall then complete authorization paperwork and forward it to the PRM/KRM along with the trainer's report. If the combatant is not found acceptable the SM will discuss further requirements they feel necessary with both the combatant and the trainer.
- 4.2.4 Upon receiving the re-authorization paperwork, the PRM/KRM shall ensure that the re-authorization process has been followed correctly, and if satisfied shall notify the suspended combatant in writing that the suspension has been lifted.
- 4.2.5 Any combatant who is reinstated after a suspension shall be placed on probation for a 6-month period (or longer depending on the severity of the offense). Any probationary combatant who is suspended shall have their authorization revoked for a minimum of 12 months. After an authorization revocation, the combatant must restart the authorization process from the beginning as a new combatant after the revocation period.
- 4.2.6 Any combatant who has their authorization revoked twice shall be recommended to the Earl Marshal and Crown by the KRM, for permanent revocation of their rapier authorizations.
- 4.2.7 Combatants who knowingly take the field with previously failed equipment (masks, weapons, armor) shall have their authorization suspended for a minimum period of 12 months.

4.3 Disciplinary Rules - Marshals

- 4.3.1 Any marshal who knowingly allows a combatant to engage in combat with any equipment that does not pass safety standards shall have their marshallate authorization suspended for a period of not less than one year, subject to review by the Rapier Marshallate.
- 4.3.2 Any marshal, who has their rapier combat authorizations suspended, shall also have their marshallate authorizations suspended. Marshallate authorizations cannot be reinstated until the probation period has expired, after which they must retake the marshallate authorizations.
- 4.3.3 Any marshal, for whom the PRM/KRM has received 3 letters of complaint, shall have their marshallate authorization temporarily suspended. The PRM/KRM shall then establish the factual basis of the complaints. If the PRM/KRM upholds the suspension, they shall then notify the marshal and all local branch rapier marshals that the marshal's authorization has been suspended and for how long.

4.4 Appeals

- 4.4.1 All marshallate decisions regarding suspensions and authorization revocations may be appealed.
- 4.4.2 Appeals shall first be directed to the RMIC, then the Branch Rapier Marshal, then the Principality Rapier Marshal then the Kingdom Rapier Marshal, then to the Earl Marshal, then to the Crown, then finally to the Society Rapier Marshal/Earl Marshal and Board of Directors.
- 4.4.3 Appeals against rulings shall only be taken to a higher authority if a satisfactory resolution cannot be found at a lower level. A lower authority cannot over rule rulings made by a higher authority.
- 4.4.4 All appeals must be lodged within 72 hours of being informed of the decision. Appeals to a higher authority must be lodged in writing (electronic mail, surface mail or fax).

4.5 Rapier Events

- 4.5.1 Equipment Inspection
 - a. At least one Advanced Marshal must be present to perform equipment inspections and to be the RMIC.
 - b. The marshal conducting equipment inspection shall not damage a combatant's equipment unduly, such as by repeatedly bending the combatant's weapon blade to test flexibility or curvature, performing the SCA Standard Fencing Armor Test (SFAT) (see Section 2.2.1.e for test procedure) on the combatant's protective equipment. Materials which are known to satisfy the SFAT requirements are listed in Section 2.2.1.b.
 - c. If such testing is deemed to be necessary, then it is preferable that the SFAT be performed on a sample of the combatant's protective equipment, if the combatant desires to use the equipment in question.
 - d. When checking for groin protection the Marshal shall ask the combatant to self-test.
 - e. Equipment that fails inspection may not be used.
 - f. An appeal can be made on any equipment that fails the field inspection. Such appeals are addressed to the RMIC first, then the Principality Rapier Marshal and finally to the Kingdom Rapier Marshal who will make a final decision.
 - g. Equipment may be re-presented to the inspecting marshal after it has been modified or repaired to meet the standards.
- 4.5.2 Conduct of Combat
 - a. Because of the nature of the weapons being used, marshals, and combatants should pay special attention to missing or broken tips, and for badly bent or fatigued blades.

- b. The marshal supervising a bout or melee shall enforce the rules and conventions governing rapier combat. If infractions occur during a bout, the supervising marshal shall warn the combatants involved and take steps to prevent their recurrence. If no other solutions are workable, the combatant responsible will be deemed defeated.
- c. All infractions of this type shall be reported to the Rapier Marshal in Charge, as they must be included in the event report.
- d. The Rapier Marshal in Charge may suspend a combatant and remove him/her from the competition field for the duration of the event for any of the following reasons. (If the Rapier Marshal in Charge is not available during the bout, the supervising marshal may take this action, thereafter reporting to the Rapier Marshal in Charge.)
 - (1) The combatant has made his/her third violation of the rules during a bout.
 - (2) The combatant, through demonstration of behavior on the field, poses a risk to the safety of him/herself or others and the supervising marshal believes that the combatant shall continue to pose a risk regardless of verbal warning.
 - (3) The combatant refuses to obey the legal commands of the marshals supervising the combat.
- e. Any rapier combatant who has been suspended may not participate further in any Rapier Combat until the suspension has been resolved. For such resolution the appeal must first go to the RMIC, then PRM and finally to the KRM for a ruling.
- f. Unsafe or excessive force blows shall be discussed on the field, and failing a mutually satisfactory resolution, the aggrieved combatant shall write an official letter of complaint to the Kingdom/Principality Rapier Marshal. Three letters of complaint of separate instances shall automatically suspend the individual from combat until the Kingdom/Principality Rapier Marshal can establish the factual basis of the complaints.
- g. At the end of a combat the supervising marshal shall ask whether the combatants are satisfied. Any combatant who leaves the field without stating a problem is declaring their satisfaction with the outcome of the combat. Disagreements with the Marshallate shall be resolved off the field through the appropriate West Kingdom grievance and appeal procedures.
- h. Supervising marshals are responsible for reporting any injury requiring the attention of a health professional, (e.g. Doctor, Nurse, Chiropractor, or Paramedic), to the Kingdom Earl Marshal, Kingdom Rapier Marshal, and appropriate Principality Rapier Marshals within 24 hours. The KRM and PRM will investigate the incident and provide a full report to the Kingdom Earl Marshal within 10 days of the incident being reported
- i. If for any reason it becomes impossible to conduct Rapier Combat safely, and in accordance with the rules, or if any officer acting with their due authority removes sanction from an event, the Rapier Marshal in Charge shall cooperate to halt all Rapier Combat at the event. If the Rapier Marshal in Charge makes this determination but is unable to stop Rapier Combat then he/she must withdraw sanction for Rapier Combat from the event. This action and why it was taken must be included in the event report, and all efforts made to immediately contact the Kingdom (and/or, if applicable, Principality) Rapier Marshal and sponsoring Branch Seneschal.
- j. An attending marshal must supervise all rapier combat bouts. The Rapier Marshal in Charge shall delegate additional marshals to supervise the Marshalling of each bout if more than one is being run at any given time:
 - (1) Each bout of two combatants shall be supervised by at least one marshal. If the bout is part of a tournament it is recommended that there be an additional marshal.
 - (2) If there are not enough marshals available then the number of bouts being run at any given time must be reduced to match the number of marshals. In no case is a bout to be run without a marshal to supervise the combat.