

## Universal Rules:

Below are a set of universal rules that apply to all our tournaments. Please also see each individual tournament ruleset for rules that overwrite the universal rules.

### What Counts As Scoring

**Valid Thrusts** should demonstrate some form of flex outside of synthetic.

**Valid Cuts** are expected to have sufficient rotation and will only score if the edge of the weapon makes contact. Cuts that do not have at least a 45 degree arc will not score. Cuts done with only the last inch of the sword will not score either, fighters should aim to cut as close to the center of percussion as possible.

**Draw cuts** may score, but if they do not displace the structure of the other fighter, they may not score.

Any **pommel strikes** must be done to the face of the mask for the sake of protection.

**Excessive force/unsafe** calls will deny any points for the fencer that they are called against and depending on the case may face ejection from the event.

**Poor sportsmanship** calls may result in warnings, point deductions, and ejection from the event depending on severity

**Out of Bounds** calls will be made if any fighter steps ON OR OVER the fencing line and score a point for a ring out.

### Target Areas

**Head:** This includes the mask and bib (or throat area if the bib is integrated into the jacket)  
Hitting the back of the head may incur a penalty to the fighter who dealt them

**Arms and legs:** From the shoulder (where a hem on a shirt would be) to fingers

**Hand Hits:** are permitted

**Foot hits:** are not permitted

**Blocking with the arm :** If you move your arm in the way of a strike that would have been a better scoring hit, the better scoring hit will still be counted.

**Doubles :** Same tempo action, 3 doubles in a bout will result in a loss for both participants.

There will be a maximum of 15 scoring exchanges in any match. Though doubles do not provide score, they count as a scoring exchange.

## **Equipment**

Protective Equipment Requirements

### **No Exposed Skin**

**Mask** with **back of the head protection** required and must be in decent shape

**Gorget** or Rigid trachea protection is required

**Groin protection** is required for those with external sexual organs and still suggested otherwise

**Hard protection** for both the knee and elbows are required and expected to cover the three points

**Gloves :** Must be heavy gloves (SPES Heavy, Infinity, ProGauntlet, ect.) if the Sword does not have some form of complex hilt that actively protects the hand

**Gambesons :** Heavy gambesons or Light/medium gambesons with rigid plates required

### **Protective Equipment Recommendations**

Plastrons recommended for those with breasts, but not required. Still recommended otherwise.

## **Weapon Equipment Requirements**

All swords must be made of steel and have a reasonable amount of flex.

## **Rapier Specific Rules**

### Match End

Point limit of 9 is reached, or time limit of 90 seconds is reached. If time is called in the middle of an exchange, that exchange will be permitted to be finished. The Marshal may call hold for 10 seconds of inaction.

### Point Scoring

Head: 3 thrust or cut, 1 for pommel or shield boss to the face of the mask

Torso: 3 thrust, 2 on cut

arms/legs: 2 thrust or cut

Ring Out: 1

Afterblow: -2

**Sword Grabs:** Hand parries are permitted if they would not reasonably cut you, blade grabs are permitted for one tempo, but will award the opponent a hand hit if the tempo does not finish with a scoring point. If the opponent frees themselves from the blade grab, they are awarded 3 points.

**Grappling:** Are prohibited due to the nature of the complex hilt

**Disarms:** Are prohibited due to the nature of the complex hilt

### Equipment

**Gloves:** May be light leather gloves or heavier

**Gambesons:** Light/medium gambesons do not require hard plates outside of elbows and knees

#### Weapon

The rapier must reasonably resemble a historic rapier

No blades longer than 43" from quillon to tip

All blades must have rubber tips or equivalent with high contrasting tape to secure them

Blades are expected to have a reasonable flex

Only rapier blades are permitted, sport fencing blades will not be permitted.

#### Offhand

**Dagger:** No blades longer than 20", it must have a rubber (or equivalent) tip taped down with high contrast tape and the blade must have a reasonable amount of flex.

**Buckler:** No spikes permitted and must be no more than 14" diameter.

**Capes:** Allowed, but the marshal may disallow its further use in a bout when it's being used to disrupt the time a bout is taking