

I. Introduction

The purpose of these rules is to set fundamental standards for rapier combat in the Kingdom of the Outlands and to make the Outlands rules comply with Society-wide Rapier standards. All fighters and marshals are responsible for knowing these rules.

Rules are designed to promote safe rapier combat in the Kingdom. 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. The SCA is also a game about the romantic ideals of chivalry. Where safety is not an issue, any interpretation of these rules should bear these ideals and those of honor in mind. After “**don't be stupid**” the next rule is “**obey the spirit of the game**”. The individual most responsible for a fighter's safety is that fighter.

1. The current Society rules are published in the **Society Rapier Handbook** at www.SCA.org/docs/library.html and are the core of rapier in the SCA. All rapier fighters will be expected to know and conform to these rules.
2. The Society **Rules of the List** are published in section IX.B of the Governing Documents of SCA, Inc (**The Society for Creative Anachronism, Inc. Organizational Handbook**) at www.SCA.org/docs/pdf/govdocs.pdf
3. Any rules presented here are in addition to those rules and wherever a conflict appears to exist, the more stringent of the two must apply.

II. Equipment Specifications

II.A General

1. All equipment must be in good condition so as to resist tears, punctures, or breakage.

II.B Blades

1. Rapier Blade types are broken down into two categories listed below. Blades from each category may only be matched against blades from the same category. There is no default blade category in the Outlands. If the fighters cannot agree on a blade type, they must leave the field.
 - a. Epee Blades
 - a.i. Epee blades must have a hilt that has no acute angles (including the curve of the quillions) that can easily trap and break a blade nor frontal openings large enough to admit a standard epee tip.
 - b. Heavy Rapier Blades.
 - b.i. Swept and cage hilts are legal for use with Heavy Rapier Blades.
2. Dagger blades are blades such as
 - a. Flexidaggers
 - b. Safeflex daggers
 - c. This list is not inclusive; see the Society Rules for a list of acceptable equipment.
3. Any blade that is determined by marshals to be unsafe (i.e., showing signs of metal fatigue such as a sharp kink or soft spot when it bends) must be removed from use. The failed blade shall be painted red or orange for at least half its length or else cut or broken so that it is obviously too short for SCA use.
 - a. The owner of the blade shall choose the method of marking. If a fighter disagrees with the inspecting marshal's decision, they may have two other marshals inspect the questionable blade. The majority opinion of the marshals shall prevail.
 - b. The fighter may appeal this decision up the Marshallate chain of command but may not use the questionable blade while the appeal is in process.

II.C Parrying Devices

1. Bucklers
 - a. A buckler must be recognizable as a buckler, not a heater, tower shield, or other variety of shield. Other forms of shield will be considered non-standard.
2. Scabbards/Batons
 - a. Scabbards must be made of break resistant material such as ABS or PVC pipe, wood, or equivalent.
 - b. If plastic pipe is used, the entire scabbard must be covered with cloth or duct tape to minimize the danger of jagged breaks.
 - c. The width cannot be less than three-quarter inch outside diameter.
 - d. The end facing the opponent must not have an opening.
3. Cloaks
 - a. While the size, shape, and material for a cloak is left to the discretion of the individual fighter, the following guidelines must be adhered to:
 - a.i. It must be recognizable as a cloak and not as a whip, dishtowel, flail, etc.
 - a.ii. Cloaks may only be weighted with soft materials (e.g. rope or rolled cloth). No rigid weights will be used nor materials heavy enough to turn the cloak into a flail or impact weapon.

II.D Non-Standard Equipment and techniques

1. The Rapier Marshal in Charge must authorize the use of any equipment and/or technique that is not described in these rules. This approval applies only to one competition and must be re-obtained for any subsequent competition.
2. The Rapier-Marshall-In-Charge may revoke approval at any time that he or she believes it necessary or prudent to do so.
3. Anyone wishing to employ such equipment or techniques must also obtain the permission of their opponent.
4. Specific categories are:
 - a. Non-Rigid improvised weapons
 - a.i. Improvised weapons such as hats, mugs, bottles, fish, fowl, sausage, etc. may be used under the conditions above.
 - a.ii. Soft materials such as cloth, foam, and tape may be required to ensure compliance with the above rules (no sharp edges, locations where a weapon may be trapped, any point that could snag on an opponent's armor, etc.).
 - b. Projectile Weapons
 - b.i. Specialized tournaments employing projectile weapons may be allowed provided spectators are separated from the combat by a barrier and marshals within the barrier wear, at minimum, eye protection.
 - b.ii. So long as the marshallate and participant approval for Non-Standard Equipment and Techniques and rules for Projectile Weapons are met, cloaks may be thrown.

II.E Protective Equipment

1. All fighters will wear protective equipment such that they comply with the guidelines laid forth in the **Society Rapier Handbook**.
2. In addition to the equipment described in the Society Rapier Handbook:
 - a. Close mesh chain mail (Butcher's Mail, Sharkmail, and other commercial brands) are considered puncture-resistant material and are acceptable armor provided the following conditions are met: 1) The mail is worn underneath an abrasion resistant shirt or doublet; OR 2) If worn on top of a shirt, the armholes must be tied close to the arm in such a fashion as to prevent blades from sliding up the sleeve and into the armpit and the shirt must be made of abrasion resistant material; AND 3) Care is taken to check the mail for broken or weak links, particularly under the shirt's armpits.

III. Rules of the Lists

1. The Society **Rules of the List** are published in section IX.B of the Governing Documents of SCA, Inc (**The Society for Creative Anachronism, Inc. Organizational Handbook**) at www.SCA.org/docs/pdf/govdocs.pdf
2. There shall be at least two Marshals on the field for a tournament, duel, or melee and at least one for any other combat.
3. Combatants may engage only when the rapier field Marshal has received verbal acknowledgment of readiness from each combatant and has instructed them to begin.
4. The engagement will halt when "hold" is called, at which point the combatants will check for immediate hazards and then assume a non-aggressive stance and not move unless directed to by the Marshal.
5. Marshals, combatants, or spectators will call hold when safety is compromised, a rule has been violated, the list field is about to be left by a combatant or entered by a non-combatant. A safety issue could be, but is not limited to: a combatant falling or involved in a dangerous, uncontrolled motion; equipment failure or potential equipment failure of any kind.
6. The Marshals shall use terms such as "matte" or "edge of the world" to warn the combatants if they are approaching the edge of the list field. The combatants should then make an effort to avoid running off the field.
7. At the end of each bout the Marshal shall ask each of the fighters if they are satisfied with the conduct of the bout. Each Marshal is also asked if they have any questions. Any participants who leave the field thereby declare themselves satisfied with the bout.
8. As previously stated, any combatant may—without dishonor or penalty—reject a bout against any non-standard equipment or technique. The non-standard equipment or technique will then be disallowed for that bout, and the bout will be resolved using standard equipment and techniques.

IV. Combat

IV.A General

1. All Rapier Combat at official events in the Kingdom of the Outlands shall be conducted in accordance with the Rules of the Lists of the SCA, Inc. and the rapier rules of the of the Outlands.
2. Combatants from outside the Kingdom attending an Outlands event shall meet SCA standards for protective gear but shall comply with Outlands weapons standards.
3. The Crown's representative upon the field and in all matters dealing with Rapier Combat is the Earl Marshal, then the Kingdom Rapier Marshal, Regional Deputy Marshal, Group Marshal, Marshal-in-Charge, and Field Marshal.
4. In single combat, as long as one offensive weapon is retained, a fighter is considered armed.
 - a. When disarmed (holding no offensive weapon) the combatant must yield and accept a safe, honorable loss unless their opponent allows them to recover their closest weapon.
 - b. Diving or scrambling for a weapon is unsafe and is specifically prohibited.

IV.B Use of Weapons and Parrying Devices

1. Any blow that strikes mask, helm, or gorget shall be counted as if it struck flesh.
2. Thrusts
 - a. A valid thrust is any touch that the combatant can feel as positive pressure with the tip of the weapon.
3. Cuts
 - a. A valid draw cut is any cut delivered by placing the edge of the offensive weapon against the opponent and pulling (drawing, not pushing) the blade.
 - b. A valid tip cut is delivered by placing or laying on an edge in the last 2 inches of the blade against the opponent and drawing it across their body.
 - c. Push cuts are considered non-standard and may only be used when agreed to before a melee, tournament or individual bout. The definition is the same as those for a draw cut save the motion is forward. No contact should be made with either the quillions or any other part of the guard during the execution of a push cut.
 - d. In all cuts, continuous pressure and a draw length of at least 9 inches are required for the completion of the cut; merely laying the tip or edge of the blade against an opponent is not sufficient to be considered a valid cut.
 - e. If the blade is drawn all the way across a limb or the throat and this distance is less than 9", this shall also be considered a valid draw cut.
4. Parrying devices
 - a. When cloaks are used, "HOLD" should be called if the cloak becomes tangled about either fighter or about one of the weapons such that the weapon cannot be withdrawn.
 - b. "HOLD" need not be called if the cloak is merely near the face, deflecting a weapon, or loosely draped over or weighting down the blade.

IV.C Acknowledgment of Blows

1. The entire body is considered a legal target area.
2. Each combatant shall call all touches received.
3. A valid blow to the hand or arm will disable the arm, rendering it completely unusable.
4. A valid blow below the knee will disable the foot. The fighter must then fight kneeling or sitting.
 - a. If kneeling the fighter is allowed to "knee walk" and upward motion is allowed; however, no uncontrolled movements which cause the fighter to lose balance are permitted. *Knee walking is a nonstandard technique.*
5. A good blow to the leg above the knee will disable the leg. The fighter must then fight kneeling or sitting.
 - a. No forward or upward motion is allowed after a blow to the leg.
 - b. When engaging a rapier fighter who has lost his or her leg, circling is not permitted; the standing rapier fighter must stay within the forward 120-degree arc of the disabled fencer.

IV.C Prohibited Behavior

1. There shall be no combat between fighters using heavy weapons (rattan) and those using rapier weapons and equipment.
2. Except as allowed by the Projectile Weapons rules, no equipment shall be thrown. Any equipment to be removed from the field shall be handed to the rapier field marshal.
3. This includes the grasping of the opponent, punching, tripping, wrestling, and/or pushing the opponent. This does not include fleeting blade grasping or contact with an opponent's arm or weapon.
4. Blade grasping is NOT allowed on the fencing field, except as a non-standard technique with the consent of all participants. Blade grasping shall not be used at any time with epee.
 - a. Blade grasping is defined as briefly grabbing the opponent's blade for a duration of no longer than one second while not allowing the blade to move in the hand.
 - b. If the blade moves or is held longer than one second, the fighter grasping the blade shall be assumed to have lost the use of that hand.

V. Marshallate Rules

V.A Marshals

1. Field Marshals act under the direction of the Marshal in Charge upon the combat field to oversee the safety and the orderly action of combat. These Marshals are responsible for the enforcement of the Rules of Rapier Combat.
2. The Marshal in Charge is an authorized Rapier Field Marshal who is in charge of the rapier activities at a specific SCA function (event, practice, or demo). This Marshal is specifically responsible for the general enforcement of all Rules of Rapier Combat, supervision of Field Marshals, equipment inspection, and the combatant suspension procedure. There must be a Marshal in Charge at every SCA function where there is rapier activity.
3. Group Rapier Marshals are authorized Field Marshals responsible for reporting and managing the Rapier activities of a specific SCA Group (Barony, Shire, etc.). As an SCA officer they are required to fully understand and enforce current SCA Rapier Policies. The Group Marshal must be or assure that there is a Marshal in Charge at all required times.
4. Authorizing Marshals are appointed by the Outlands Rapier Marshal and are charged with the responsibility of authorizing rapier fighters for competition and Field Marshals to oversee safety and the orderly action of combat.
5. The Outlands Rapier Marshal is the Marshal appointed by the Crown and the Earl Marshal to oversee rapier combat within the kingdom and is the only Marshal who may appoint Rapier Authorization Marshals.

V.B Combat Authorizations

1. Per Kingdom Law revised February 4, 2012 section VII.D: Only persons who are current members of the Society for Creative Anachronism are authorized or are allowed to be authorized to participate in combat activities within the Kingdom of the Outlands.
2. All combatants must be authorized for the weapons forms they use and must show proof of authorization (valid green card or equivalent from another kingdom) before being allowed to participate in any rapier combat activities. The only permitted exception to this rule is:
 - a. Unauthorized rapier fighters may train with, and under the supervision of, authorized rapier fighters in order to prepare for authorization.
 - b. However, the unauthorized fencer must satisfy current Kingdom requirements for participation in combat. This requirement is satisfied either by being a member of the SCA, Inc., or, if not a member, signing the liability waiver at each official practice or event.
3. Authorizations from other kingdoms will be honored in the Outlands; however, if a rapier fighter from another Kingdom stays in the Outlands for three months or more, he or she must obtain an Outlands authorization.
4. Out-of-Kingdom rapier fighters must familiarize themselves with the weapons standards and other rules, requirements, and conventions of Outlands Rapier Combat.
5. There are two categories of rapier combat authorization:
 - a. Single Point
 - a.i. This covers the use of single epee blades and single heavy rapiers blades, and the combatant's safety with both classes of weapons.
 - b. Secondary
 - b.i. This covers the use of both primary blades that the combatant is

- authorized with and all standard secondary forms (buckler, dagger, scabbard, case, and cloak).
- b.ii. Single point authorization is a prerequisite for secondary authorization.
6. Fencing authorizations are valid for up to two years. Shorter durations are acceptable but no day authorizations shall be issued—a fighter is to be considered safe or not.
 7. All authorizations require:
 - a. The combatant must a test of knowledge about the equipment specifications and Rapier Marshallate rules of the Outlands.
 - b. The combatant must pass a field test using the appropriate equipment before an authorization is issued (though it is not required that the combatant own his or her own equipment).
 - c. The Authorizing Marshal must answer the following question in the negative: "Is this fencer a danger to him/herself or to others?"
 8. The Authorizing Marshal shall issue or update authorization cards for those that pass the authorization test and shall report as per the Outlands Rapier Marshal's requirements.
 9. A candidate who fails the test may be given additional training and may apply for authorization at another time.
 - a. The combatant must inform the marshal conducting the second authorization of their failure to pass if the test was within the preceding 6 months.
 - b. The candidate who passes the tests will be duly authorized to complete in official rapier competitions.

V.C Marshal Authorizations

1. Anyone supervising a duel or bout at an SCA function must be authorized as a Rapier Field Marshal.
2. Such authorization shall consist of an extensive test of Kingdom Rules for Rapier Combat, armor inspection, field protocol, required calls, warning procedures, and combat conventions for the Outlands. The Authorizing Marshal must answer the following question in the positive: "Is this marshal dependable and capable of supervising a safe list?"
 - a. Note that it is not required that a fencing marshal be authorized as a rapier combatant.
3. The Authorizing Marshal shall issue or update authorizations cards for those people who pass the authorization test and shall return the required documentation to the Kingdom Minister of the Lists and Kingdom Rapier Marshal. The form of this reporting is left to the discretion of these individuals.
4. The candidate who fails the test may undertake additional training and may apply for authorization at another time. The candidate who passes the tests will be duly authorized to supervise Rapier combat within the Kingdom.

V.D Inspections

1. No combatant shall be entered into a list without having had all equipment pass inspection by the Marshals appointed for such purpose at that list.
2. If any equipment is found to be unsafe or not in compliance with the Rules of Rapier Combat of the Outlands during an inspection or bout, the fencer may not participate further in the competition until the equipment in question has been replaced, repaired, or

- discarded to the satisfaction of the Marshal in Charge.
3. Each fencer must be authorized to participate in competition.
 - a. It is the duty of the Minister of the List to verify each fighter's authorization.
 - b. If there is no Minister of the List, it is the duty of the Marshal in Charge to verify each fighter's authorization.
 4. Combatants are not allowed to carry or use any live or sharp steel weapons on the field. Live steel is defined as a weapon that is sharp and/or designed for neither competition or training.

V.E Marshaling Concerns

1. Melee
 - a. Outlands melee conventions are as follows unless stated otherwise before a particular melee:
 - a.i. In general, conventions are as described in the **Society Rapier Handbook** at www.SCA.org/docs/library.html
 - a.ii. In melees where killing from behind is announced beforehand
 - a.ii.1. The opponent will be deemed "killed" from the instant the blade touches his or her shoulder and shall not attempt to spin, duck, or dodge away.
 - a.ii.2. As a courtesy, fighters should be conscious of the movement and position of their opponent and make every effort NOT to stab someone in the back while they are lunging or moving or to blindside them so as to avoid unnecessary injury.
 - a.ii.3. A fighter who deliberately ignores an attacker behind them or repeatedly maneuvers to keep his or her back to an attacker (thereby preventing any attack on them) may be considered to be misusing the rules and shall face the appropriate consequences at the discretion of the Marshal in Charge (the least of which is removal from the field.).
2. Periodic Testing of Protective Gear
 - a. All gear shall have been formally tested (including fabric and mask tests, as appropriate) at least once every two years. These tests shall be as mandated by the Society rules.
 - b. Compliance is the responsibility of the individual fighter.
 - c. Any protective gear may be formally tested if there is concern that the gear may have lost protective ability due to age, wear and tear, or other factors.
3. Unforeseen Situations
 - a. Should a situation arise not explicitly covered by these rules, the marshals should NOT assume that the situation is forbidden or inappropriate.
 - a.i. No matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants, nor can they mandate every line of the spirit of the game that we play.
 - a.ii. Remember: Do not be stupid. Follow the spirit of the game.

V.F Warnings and Suspensions

1. The Field Marshals must warn any fighter whose conduct is deemed unsafe. Unsafe conduct includes, but is not limited to:
 - a. Intentional trapping of any offensive or defensive equipment against the body.
 - b. Striking with excessive force.
 - c. Slapping/hacking with the blade.
 - d. Consistently ignoring touches.
 - e. Deliberate misuse of rules to gain an advantage over an opponent, such as—but not limited to—intentionally falling when pressed.
 - f. Arguing with or being disrespectful to the Marshals.
2. Such warnings must be reported to the Marshal in Charge.
3. For egregious or repeated violations, any Field Marshal may remove a combatant from the field or list.
4. In doing so, the Marshal should consider the circumstances surrounding the incident (such as slippery footing, both combatants lunging simultaneously, or other “situational” factors), the experience of the fighter, their recent level of training, similar past conduct, and the opinion of the other combatant(s) and Marshals.
5. All warnings or suspensions must be brought to the attention of the Marshal in Charge.
6. The Marshal in Charge will discuss any incidents with the field marshals and combatants involved and determine whether the offending fighter should be allowed to continue fighting at the event or whether a longer suspension is warranted. If a combatant is suspended for any length of time (including the duration of one tournament only), the Marshal in Charge shall report the suspension in writing to the Outlands Rapier Marshal within one week following the suspension.
7. The Outlands Rapier Marshal will investigate any suspension within two weeks of notification. If the suspension is found to be valid the Rapier Marshal will either allow the suspended fencer to re-authorize or work with the Earl Marshal, the Marshal in Charge, and the suspended fighter to determine a resolution satisfactory to all parties.

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Approved this ____ day of _____, A.S. XLVIII being 2014 C.E.

Alrik IV
Alrik IV, King

Salomea
Salomea, Queen

~~Arwan macAilin~~ 1-21-14

Jon Blackwell

Earl Marshal

Rapier Marshal

Sir Artan macAilin

Master Jon Blackwell