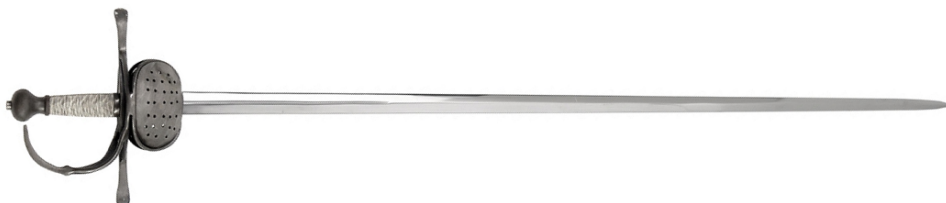




Rules - Rapier Competition – Steel



Section 1 – The Bout

1. At the start of the bout, the referee will call the fighters into the ring and announce their names/colors to the scorer and judges .
2. The time keeper and scorer will each signal that they are ready to begin
3. The referee will check that all judges are ready
4. The referee will check that both fighters are ready
5. The referee will call “fight”.
6. A bout will consist of 10 exchanges or 2mins fighting, whichever happens first.
7. An exchange is a period of fighting that starts with the fighters out of measure and ends when the referee calls “break”. “Break” will be called when
 - a. Any judge raises their flag to indicate any hit
 - b. A fighter leaves the ring
8. When “break” is called, both fighters return to their corners and wait for the referee to call “fight”.
9. When the 10th exchange is completed, the referee will announce that the fight is over.
10. The time keeper will call “time” when the time limit is up if required. The referee will call “break” and declare the fight over.
11. The scorer will announce the final score to the fighters (and audience) and record it.

Section 2 – Scoring

1. Points can be scored as follows:
 - a. By striking your opponent to any target, with a valid part of the weapon
 - i. For most swords this includes the point, the edge .
 - b. By forcing your opponent out of the ring (both feet), while remaining in the ring yourself
 - c. By showing a controlled strike with the empty hand (optional)
2. When a judge sees any valid hit or point, they raise the flag of the person who made the hit.
 - a. Flags should be held out as soon as the point is seen and held out until the referee calls “break”. It is up to the referee to interpret the flags and announce the correct scores. Judges must shout “point” loudly to indicate to the referee that they have seen a hit



- i. The referee should immediately call “break” and stop the fight
 3. A fighter needs two judges to see their hit to score the point
 4. NOTE: it is up to the fighters to demonstrate “good” hits. Judges will decide if a hit is good enough to score and will ignore light taps, flat hits etc.
 - a. In particular, judges are looking for cuts to “slice”, that is for the debole of the sword to move across the target area (pushed or pulled), with positive pressure onto the target.
 - b. “Percussive” cuts may be scored if:
 - i. They are properly controlled
 - ii. The sword rotates at least ¼ circle
 - iii. The sword does not “bounce” off the target
 - c. Thrusts must fix the point onto the target with positive pressure

Double hits

5. Strikes that land at almost exactly the same time (“nearly simultaneous” less than 1s between hits) count 0 for both fighters.
 - a. Judges should raise a flag for both fighters – the scorer will record this as a double hit.
 - b. See below for 2pt hits and 1pt hits

Counter hits (The after-blow)

6. If you are struck by your opponent, then you have one “action” to make a counter hit and nullify their point.
 - a. An action may include one blade action, a step or both.
 - i. For ease of judging this is any strike that lands before the referee calls “break”
7. If you are struck while your opponent is pinning your weapon, then you do not get your action once they release your blade
8. If you are struck with the blade, counter hits may only be made with the blade, not the pommel etc.
9. Judges should raise the flag of any fighter who scores a counter hit – both flags showing indicates the counter hit to the referee/scorer.
10. Judges MUST check that the counter hit is valid before raising their flag.
11. Counter hits are scored like double hits, 0 – 0.

Time Out:

12. If neither fighter engages for a significant amount of time, the referee will begin an audible 10s countdown. If no exchange has started by the end of this countdown, the referee may award a point to the fighter who was attempting to engage, or call “exchange, no score”.

Final Score:

13. The winner is the fighter who scores the most points in the bout
 - a. Double hits will be recorded for the purposes of tie breaks and to fill places in repêchage style tournaments – the fighters with the fewest hits received will be rewarded.



- b. In the case of a tie, a score of $\frac{1}{2}$ - $\frac{1}{2}$ may be recorded during pool phases or a final tie-break fought to the next clean hit.

Ordinary and superior hits

14. The following hits are considered “superior” in rapier and are worth 2 points:
 - a. Any thrust or cut to the head
 - b. Any thrust to the body
15. All other strikes score 1 point, including:
 - a. Any strike to the arms or legs
 - b. Cuts to the body
 - c. Grapples
16. 2 point hits are indicated by holding the flag vertically over the head
17. 1 point hits are indicated by holding the flag horizontally out to the side
18. Two judges must indicate a 2 point hit for 2 point to be awarded
 - a. If only one judge indicates 2 points and one (or more) indicate 1 point, then 1 point is awarded
19. In the case of doubles, the difference in points is awarded, i.e.
 - a. 2pt vs 2pt = 0pt double
 - b. 1pt vs 1pt = 0pt double
 - c. 2pt vs 1pt = 1pt in favour of the superior hit

The key points:

- Any clean strike will always score at least 1pt
- Double hits score 0
- A hit, followed by a valid counter hit scores 0 for both fighters
- Superior hits score 2
- Superior hit, countered by ordinary hit scores 1 for the superior hit
- Blade strikes always out score strikes with other parts of the weapon or grapples etc.

In order to win a fight you must score more clean hits than your opponent.

Progression through a tournament is first based on fights won and then on hits received.

Section 3 – Penalties

Offence & Penalty

See full penalties document.

- First offence = warning (yellow card)
- Second (and subsequent) offence = penalty hit (red card)
- Repeated offences = disqualification (black card)

Severe offences will be penalized with an immediate red card.



Yellow/red cards are valid for the *tournament*.

Section 4 - Other Logistics

1. Fighters must ensure that they are in the right place, at the right time, ready to fight.
 - a. Fighters who are not ready to step into the ring when called by the referee will receive penalties as detailed elsewhere and eventually forfeit the fight.
 - b. The winning opponent will be awarded their average score from their other bouts.
2. Fighters must present themselves with appropriate equipment, including armour and weapons as indicated in the event rules
3. At any one time, two fighters should be engaged in the ring, two fighters should be ready to fight and two fighters should be “arming up” in the designated area
4. All equipment must pass the safety checks made by the marshals for the bouts, as appropriate to the event.

Protective Equipment

The following is required for the rapier tournament:

1. NO BARE SKIN (mandatory)
2. Mask (mandatory)
 - o Bib rating 1600N
 - o (Punch test rating to be added here)
3. Jacket (mandatory)
 - o Coaches jacket recommended
 - o Black preferred
4. Puncture resistant plastron (fabric) (mandatory)
 - o 800N rating
5. Hard shell chest protector (mandatory)
6. Gorget (mandatory)
 - o Protectors that include collar bone protection recommended
7. Gloves (mandatory)
 - o Gloves designed for fencing
 - o Leather OR 350N sport fencing gloves
 - o 350N fencing breeches (mandatory) o Black preferred
8. Groin protection (men) (mandatory)
9. Breast protection (ladies) (mandatory)
10. Joint protection for knees and elbows (recommended)
11. Shin and forearm protection (recommended)
12. Shoes suitable for the tournament surface (mandatory)

Section 6 – Crib Sheet for Fighters

- Clean hits score points
- More clean hits = fight won
- Double hits score 0 (return hit must be within one step)



- Blade strikes beat other strikes
- Hits received count against you for seeding purposes
- You are responsible for the safety of your opponent and therefore you must exercise due control at all times
- You are responsible for your own safety and therefore you should defend yourself intelligently at all times
- You must make sure that you have the appropriate equipment to complete
- Excessive force, lack of control or unsportsmanlike behaviour will be penalised
- You must demonstrate that your hits have good character
- Judges will do their best to judge fairly, but are fallible; you will respect their decisions
- Referees will do their best to control the bout fairly; you must listen to them and obey their instructions at all times

EQUIPMENT - Blades

- All blades must represent a civilian weapon designed for self-defense or duelling between the years 1500-1650. (modern fencing blades, double-wide epees, or FISAS rapier blades will not be allowed)
- All blades must be blunted and flexible. All tips must be covered with a rubber blunt that is secured to the weapons so that it cannot be pulled off by reasonable pressure.
- All blades must be in good condition, free of rust and burrs.
- Blades may be neither too stiff (rigid) nor overly flexible (whippy), subject to the discretion of the director and officials.
- Any weapons with blades designed to catch or break an adversary's blade are all specifically **PROHIBITED**

