



## **BFHS Rapier Tournament Rules (DRAFT)**

### **Introduction**

The following rule set is to be used for rapier tournaments within the BFHS.

Entrants do not have to be BFHS members, but if they are not a member of a recognised martial arts school, you may be asked to demonstrate your level of competence before participating. If you are not an instructor, you must obtain permission from your instructor that you can compete. Under-18's must provide written confirmation signed by their instructor as well as a letter of permission signed by their parent/guardian.

### **Conditions of Participation**

#### **All entrants:**

- Must have completed a PARQ (Physical Activity Readiness Questionnaire).
- Are highly recommended to have Personal Injury Insurance.
- Participate at their own risk.
- Agree to abide by The Rules.

All participants entering into a tournament do so at their own risk.

### **The Rules**

#### **Weapons**

Rapiers must be made by a recognised manufacturer and will be inspected to check that they are in good order. Please bring any tools you may need to de-burr them as required.

Only rapiers are permitted ie no arming swords, basket-hilted swords, small swords etc. are allowed. No companion weapons are permitted eg daggers, bucklers, cloak, a second rapier, etc. Participants are allowed to command their opponent's rapier.

Rapiers must have a blade of at least 34 inches (modern size 5). It is expected that all rapiers have a suitably rounded or buttoned tip, be in general good repair and have no burrs present on the blade or hilt.

#### **Protective Equipment**

Bare skin, outdoor shoes are not permitted. Participants may be asked to remove any protective equipment that is considered a hazard and presents a risk to injury.

#### **Compulsory**

- Fencing mask, minimum 1600N bib
- Fencing jacket; minimum 350N rating
- Gauntleted gloves.
- Impact resistant chest protectors for female entrants



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### Recommended

- Back-of-head protection
- Additional rigid chest protection
- Box

### **Safety**

Participants are to safety within the designated tournament area. A first-aider will be present throughout the tournament.

### Prohibited Target Areas

- Fingers
- Back of the head
- Groin
- Small of back
- Intentional strikes to joints such as elbow or knee.

### Prohibited Techniques

- Head butts
- Murder strokes
- Punching
- Kicking
- Gouging
- Strikes using the hilt e.g. pommeling
- Throws
- Unarmed grapples

Any other actions where the force used is judged by the referee to be excessive or unnecessary for the achievement of the technique or is in itself unsafe.

### **Etiquette**

Participants will act honourable at all times, desist from using foul language, acknowledge all touches and acquiesce to the decisions of the tournament officials with good humour. It is expected that participants will fence courteously and with good control at all times. Or listen to the instructions of the marshal.

Failure to observe any of the above may result in disqualification from the bout or tournament, as determined by the marshal.

### **Structure**

The tournament structure will be announced once the number of participants has been confirmed.

Each bout will last for three minutes.



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### **Bouting Procedure**

#### Start of Bout

- Participants will be called into the fencing area and directed to their places
- The marshal and assistant marshal will check minimum protective equipment is being worn and that weapons meet minimum requirements
- When the marshal says "salute" both participants will salute one another, the marshal and assistant marshal.
- On the command 'ready', the participants will advance to distance, tap their rapiers twice and retire into their chosen guard.
- On the command "fence" the bout will start.

#### During a Bout

If a hit is scored or the bout is stopped by a call of "Halt" the participants will be asked to resume their start positions. On the command 'ready', the participants will advance to distance, tap their rapiers twice and retire into their chosen guard. On the command "fence" the bout will start.

#### End of Bout

When the marshal calls "halt", the players will resume their places in the fencing area and wait for the marshal to announce the winner and their score. The participants will shake hands before leaving the fencing area.

### **Scoring**

A valid hit is when the judges feel the hit was delivered with enough accuracy and force to have caused an injury. A fleeting touch to loose protective clothing is not a valid hit.

In keeping with the spirit of the use of the rapier a thrust will score three points, regardless of where it hits a participant (ie legs and arms included). A cut will only count if drawn or pushed and will only count for one point, regardless of where it lands.

If both participants hit each other at the same time, or almost at the same time (before marshal calls "halt") then both participants will score.

### **Tournament Officials**

#### **Marshal**

The responsibility of the marshal is to

- Will judge each bout from within the fencing area
- Will have the final decision on all matters of safety, conduct and combat.
- Will warn participants for discourteous or potentially unsafe behaviour.



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- Will not be swayed by objections may by participants or audience members
- Will disqualify participants for failure to heed warnings, or for offensive or dangerous behaviour
- May consult with the assistant marshal and the participants when necessary.
- May call "halt" then reset if deemed necessary.

### **Assistant Marshal**

The marshal will be aided an assistant marshal.

### **Time Keeper**

The time keeper will keep track of the time elapsed in the bout and will call halt once the bout's time limit has elapsed.