

KINGDOM OF TRIMARIS YOUTH LIGHT WEAPONS RULES

I. Goals

- A. Goals of the youth rapier in Trimaris is to train the youth in the art of rapier.
 - 1. Three age groups:
 - a) 15-17 will be group A. This group may authorize as an adult.
 - b) 12-14 will be group B. Only 14 year olds may authorize as an adult.
 - c) 10-11 will be group C
 - 2. The following weapons styles will be taught accordingly.
 - a) Class A will work on epee and/or case/brace of epee, dagger, cloak, and buckler.
 - b) Class B will work on epee, cloak, and buckler.
 - c) Class C will work on footwork and pointwork. Class C will not engage other youth or adult rapier fighters.
 - 3. Advancement from one class to another would only be accomplished if the following criteria is met.
 - a) The exhibited skills of the student warrant promotion.
 - b) Marshall, parent, and the student must agree to the promotion to the higher class.
 - 4. Whether in practice or in lyst, no youth will participate unless they have a parent or legal guardian present at the practice or lyst field. The Kingdom Youth Rapier Marshal must have all proper waivers and notarized permission forms before the student can practice or participate in a lyst. The Kingdom Youth Rapier Marshal will send back confirmation that this is on file to the student in the form of a card/form, which must be shown to the Marshal in charge of the practice or lyst.
 - 5. All Rapier Marshals can marshal a youth rapier tournament. Any other rapier fighter can petition to be a "youth only" Rapier Marshal.

II. Rules

- A. All rules are the same as the rapier rules for the Kingdom of Trimaris with the addition of the age classes, waivers, and notarized permission forms. A metal gorget about the throat covering the soft tissue in the front and lower cervical vertebrae in the back of the neck and large schlager tips are also required.
- B. The entire body is a target for delivering the blows.
- C. Acknowledgment of Blows:
 - 1. Youths shall acknowledge all valid blows per the following:
 - a) A blow to the torso, mask, head, or neck will end the fight, resulting in defeat for the recipient.
 - b) A blow to the arm will disable that arm.
 - c) A blow to the hand will disable the hand, but not the entire arm.
 - d) A blow to the leg or foot will disable that leg and ground the recipient. A grounded participant will sit on the ground to continue the fight and may not rise from that position.

- e) Participants may, at their discretion, yield upon loss of an arm or leg.
- 2. A participant may not attack a grounded opponent from the side or from behind, as that opponent may not turn to face him
- 3. Youth Rapier will not be conducted on the same field at the same time as armored combat, adult rapier combat, or youth heavy weapons (boffer) combat
- 4. Some actions are not allowed because they are unsafe and grounds for removal from the Trimaris youth rapier program for a time specified by the Kingdom Youth Rapier Marshal whether in practice or in a lyst. These include, but are not limited to:
 - a) Punching, kicking, shoving, tripping, or grabbing an opponent or his weapon.
 - b) Grappling or wrestling for control of a weapon.
 - c) Whipping or chopping.
 - d) Striking or pressing an opponent with rigid equipment or any part of a weapon not approved for such use.
 - e) Throwing a weapon.
 - f) Hitting too hard.
 - g) Attempting to injure an opponent.
- 5. No real weapon will be allowed upon the field at any time during combat.
- 6. Engaging in youth rapier with the deliberate intent to inflict injury on an opponent is strictly forbidden.
- 7. Upon hearing the call “HOLD”, all fighting shall immediately stop. The fighters shall freeze, check for hazards in their immediate vicinity, and then assume a non-threatening position with their weapons pointed away from their opponents.

III. Protective Equipment Standards

A. General Requirements

- 1. All protective equipment should be tested prior to initial use. Subsequent testing will take place at the discretion of the Kingdom Youth Rapier Marshallate. However, all protective equipment must be inspected before use in any practice or lyst.
- 2. All required protection shall be constructed and worn so as to provide the specified coverage in all combat situations, regardless of stance or maneuver.
- 3. There shall be an overlap of at least three (3) inches between all pieces of armor/protection.
- 4. No piece of armor or protection that will prevent the wearer from properly judging the validity of blows shall be allowed.
- 5. “Abrasion-resistant” material is any material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing. Nylon stockings or cotton gauze shirting are examples of unacceptable materials. Acceptable materials include:
 - a) Broadcloth

- b) A single layer of heavy poplin cloth (35% cotton, 65% polyester / Trigger)
 - c) Sweatpants material
 - d) Woven knit or lycra-spandex-mix tights
6. “Puncture-resistant” material is a material or combination of materials that will pass the officially sanctioned punch-tests. Kevlar is not acceptable, as it degrades quickly. Acceptable materials include:
- a) Four ounce (4mm) leather
 - b) Four (4) layers of heavy poplin cloth
 - c) Ballistic nylon rated to at least 550 Newtons
7. “Rigid material” is puncture-resistant material that will not significantly flex, spread apart, or deform under pressure of 12 kilograms applied by a standard mask tester, repeatedly to any single point. Examples of rigid materials are:
- a) 12-kilo fencing mask
 - b) 22 gauge stainless steel (0.8 mm)
 - c) 20 gauge mild steel (1.0 mm)
 - d) 16 gauge aluminum, copper, or brass (1.6 mm)
 - e) one layer of heavy leather (8 ounce, 4mm)

B. Specific Standards

1. Abrasion-resistant material is the minimum allowable protection for any area of the body. All portions of the body not specifically requiring the heavier protection detailed below will be covered with abrasion-resistant material.
 - a) **Face/Head** - The face must be covered by either 12 kilogram mesh (e.g. a standard fencing mask) or perforated metal. Such metal must not have holes larger than 1/8 inch (3mm) in diameter, with a minimum offset of 3/16 inch (5mm) and shall also meet the definition of rigid material. The sides of the head, back to and including the ears, must be covered with 12 kg mesh or rigid material, excluding leather. The back of the head must be covered with at least puncture resistant material. This protection must be fastened securely so as not to come off during combat.
 - b) **Neck** - All youths will wear neck protection covering (at minimum) the entire throat and the sternal notch. This protection will be constructed of a minimum of 8 ounce leather (or equivalent) with the throat area backed by at least 1/4 inch (6mm) of closed-cell foam. It must not have openings large enough to permit an untipped blade to enter any of the covered areas.
 - c) **Torso** - The torso is defined as the chest, back, abdomen, groin, and sides (up to and including the armpits.) The torso shall be covered with puncture resistant material.
 - 1) Acceptable minimum armpit coverage is provided by a triangle 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 fighter's elbow.

- 2) Male participants shall wear additional groin protection of rigid material. All holes large enough to admit a broken blade will be covered with puncture resistant material.
2. Participants must wear properly fitting, close toed shoes that provide adequate traction. Smooth-soled shoes may not be worn.

IV. Weapon Standards

- A. Only epee blades will be used.
 1. Bladed weapons shall be constructed according to the following:
 - a) Quillions, if used, must be no longer than twelve (12) inches (30 cm) overall, and the ends must be blunt.
 - b) Orthopedic (or "pistol") grips will not be used unless the youth participant has marshallate approval for medical reasons.
 2. Blades may not be altered by filing, cutting, heating, hammering, or other such actions that could significantly alter the temper, flexibility, or durability. Exceptions are:
 - a) Normal blade care
 - b) Alterations to the tang
 3. Blade ends must be capped with a plastic tip. This tip will be at least 3/8 inch (9mm) in diameter. A large schlager tip will be attached over the plastic tip. They will be firmly affixed to the blade and be taped at the base with tape of a color contrasting with the blade and the tip.
 4. Blades with serious defects such as kinks, sharp bends, cracks, or irrecoverable "S" bends shall not be used.
- B. Any standard main gauche or flexi-dagger may be used.
- C. Secondary devices may be used to deflect an opponent's weapon and/or secondary.
 1. Bucklers shall be constructed of lightweight, sturdy materials, resistant to splintering and breakage. They shall not exceed 283 square inches (the area of an 18 inch diameter circle.)
 2. Cloaks must be recognizable as such, though size, weight, and shape are left to the discretion of the user. They may be weighted using soft hem weights such as rolled cloth or rope. Metal weights are not allowed.
 3. All other weapons and secondaries will be considered non-standard and must be approved by a marshal designated by the Deputy Kingdom Rapier Marshal for Youth Rapier in addition to the regular inspection process.
- D. Any weapon or secondary that is likely to seriously injure a combatant or to entangle, break, or otherwise damage equipment is prohibited. Thus, small rigid openings large enough to admit a tipped epee may not be used.

V. Authorizations

- A. Any rapier marshal or youth rapier marshal can authorize a youth participant. There must be 2 marshals to authorize a youth participant.

- B. Authorization forms must be filled out at the time of authorization. The Kingdom Youth Rapier Marshal must have all appropriate waiver forms before the authorization takes place.
- C. The authorizing youth will demonstrate his/her knowledge of the rules of the list. The authorizing marshals can ask an oral quiz or ask the authorizing youth to recite the rules of the list. Authorizing marshals are not to ask for specifics like “What is rule number 5?” or expect the authorizing youth to repeat the rules word for word exactly.
- D. The authorizing youth will recite the proper armor requirements (for Trimaris) in their own words. The authorizing marshals are not to expect the authorizing youth to give technical terms like “550 newtons” or “12 kilograms.”
- E. The authorizing youth will recite the kill and wound zones of the body.
- F. The authorizing youth will “defend” against an authorized youth rapier combatant and call out the blows received.
- G. The authorizing youth will “attack” an authorized youth rapier combatant.
- H. The authorizing youth will spar against an authorized youth rapier combatant, calling and taking blows.

VI. Marshallate Guidelines

- A. Marshallate classifications
 - 1. The activity of Youth Rapier Combat within Trimaris shall be regulated and monitored by the Office of the Kingdom Earl Marshal, through the Kingdom Rapier Marshal and the Deputy Kingdom Rapier Marshal for Youth Rapier, and any other authorized deputies.
 - 2. Marshals on the field are expected to take an active role in safety, sportsmanship, and assistance with blow calling.
 - 3. There shall be two types of marshals: the youth rapier marshal and the junior rapier marshal.
 - a) A youth rapier marshal is a person at least age 18 authorized to:
 - 1) Marshal on the combat field
 - 2) Inspect weapons and armor of rapier combat
 - b) A youth authorizing marshal is a person at least age 18 who:
 - 1) Is an authorized youth rapier marshal
 - 2) Is allowed to teach the pre-authorization class
 - 3) Is allowed to authorize youth combatants in all weapons combinations
 - 4) Is allowed to authorize junior rapier marshals
 - 4. It is strongly suggested that a youth rapier marshal have a current authorization to marshal adult rapier combat.
 - 5. A junior rapier marshal is a person age 14-17 authorized to:
 - a) Marshal on the field of youth rapier combat under supervision of a youth rapier marshal and/or a rapier marshal.
 - b) Inspect weapons and armor of youth rapier under supervision of a youth rapier marshal and/or a rapier marshal.
 - 6. All youth rapier marshals and junior marshals are required to attend a pre-authorization class.

7. At least one (1) youth rapier marshal or rapier marshal is required for any practice bouts. One or more junior rapier marshals may also be present.
8. At least two (2) authorized youth rapier marshals or rapier marshals must be on the field for any tournament rapier bouts. One junior rapier marshal may also be present.
9. Rapier marshals are responsible for combat safety. This includes, but is not limited to, checking weapons, observing combat, warning a combatant of inappropriate or dangerous actions, disallowing dangerous weapons, and, if necessary, removing a combatant from the field.

B. Equipment inspection

1. Before any combat, youth rapier marshals, in the presence of the parent/legal guardian, must inspect the gear of all the participants to ensure it is safe and functional. Before each bout the parent/legal guardian and the marshal(s) on the field should take a moment to glance over each participant to be sure his/her equipment is properly in place and to assure that no real weapons are carried on the field.
2. The inspecting marshals will reject any weapons not following these rules or any equipment they feel is unsafe.
3. One (1) of the youth rapier marshals on the field will be the designated “controlling marshal” and the other marshal(s) on the field will be assisting marshal(s). The “controlling marshal” will be responsible for starting bouts and taking any disciplinary actions.
 - a) It is suggested to allow junior rapier marshals as much control and authority over combat as possible. However, the final responsibility on the field is with the youth rapier marshal or rapier marshal.
 - b) Any combatant who refuses to obey the commands of the marshals, including junior rapier marshals, shall be removed from the field.
 - c) If a combatant wishes to appeal the ruling of a junior marshal, he or she should call HOLD and ask the controlling youth rapier marshal or rapier marshal for a ruling. Any further appeals will be conducted off the field.

C. Marshallate responsibility on the field

1. Before the marshals may begin a bout, they must receive a verbal acknowledgment from each participant declaring that he/she is ready to begin.
2. Anyone who sees an unsafe situation on the field must call HOLD. The marshal(s) should see that the problem is corrected before continuing. The marshal(s) should be particularly alert for any situations that might compromise safety on the field. Such situations include, but are not limited to:
 - a) Any injury that occurs on the field
 - b) A blade breaks or tip comes off a weapon
 - c) Any weapon, protective gear or other equipment that fails
 - d) Anyone on the field who trips or falls

- e) Anyone other than the fighters and marshals who enters the field
 - f) Fighters that move out of field boundaries
 - g) A weapon that is grabbed or becomes entangled
 - h) Dangerous conduct by either or both fighters
 - i) An animal that wanders onto the field
 - j) A warning that needs to be issued
 - k) A situation exists that the marshal(s) feel is unsafe
 - l) A parent/legal guardian becomes a nuisance on or by the field
3. The marshals may bar anyone who they feel is disruptive from the vicinity of the lyst field. If as a result of that action, a child has no parent/legal guardian present, he/she cannot continue and must be withdrawn from the tournament or practice.

D. Disciplinary actions

1. Those who wish to appeal any marshallate actions must appeal to the next person up in the chain of command. That chain is:
 - a) Marshal in charge of the field/inspecting marshal
 - b) Marshal in charge of the tournament or practice
 - c) Local Youth Rapier Marshal
 - d) Regional Youth Rapier Marshal
 - e) Deputy Kingdom Rapier Marshal for Youth Rapier
 - f) Kingdom Rapier Marshal
 - g) Kingdom Earl Marshal
 - h) The Crown of Trimaris
2. A marshal may issue a participant and/or the parent/legal guardian a warning or may remove a participant from the field anytime the marshal feels circumstances warrant that action. The following should be considered guidelines:
 - a) If the actions of a participant and/or parent/legal guardian violate the rules or do not create a dangerous situation, caution the participant and/or legal guardian, making sure he/she understands the violation.
 - b) If violations are repeated and the marshal feels they were deliberate, or if they create a dangerous situation, the marshal must issue a warning to the participant and/or legal guardian of that participant.
 - c) Participants will be removed from the field or activity in the following circumstances:
 - 1) If a participant or parent/legal guardian loses control of his emotions and becomes violent or confrontational
 - 2) If a participant or parent/legal guardian ignores a marshals instructions or warnings, or refuses to obey the rules
 - 3) If a violation creates a very dangerous situation
 - d) Removals from the field will be immediately reviewed by the marshal in charge of a tournament or practice.
3. The marshal in charge of a tournament or practice may bar any participant from all rapier activities for the remainder of that event or practice if

circumstances warrant. Normally, this is done when a participant has received multiple warnings or has been removed from the field for cause. Any participant who receives three (3) warnings in one tournament or practice must be barred from further combat in that tournament or practice.

4. Each time a participant is removed from a tournament or practice, he/she will have the corner of his card “clipped.” When a participant has had all four (4) corners clipped off, then that participant will be banned from youth rapier activities for a period of time specified by the Kingdom Youth Rapier Marshallate.
5. Regional Youth Rapier Marshal, or Rapier Marshal, or a warranted “at-large” marshal may suspend a participant from all youth rapier activities, subject to immediate review by the Deputy Kingdom Rapier Marshal for Youth Rapier.
6. The Crown, the Earl Marshal, the Kingdom Rapier Marshal, or the Deputy Kingdom rapier Marshal for Youth Rapier may suspend a participant from youth rapier for a specified length of time.
7. Marshals who fail to do their job or who create a dangerous situation on the field will be subject to the same disciplinary actions as participants and parent/legal guardians.
8. All disciplinary actions in excess of a simple caution (to include suspensions, warnings, removal from the field, barring the participant, suspensions) must be reported immediately as below:
 - a) Marshals on the field must report to the marshal in charge of the tournament or practice.
 - b) The marshal in charge of the tournament or practice must report these actions to his/her Local Youth Rapier Marshal, who must report in turn to the Regional Youth Rapier Marshal.
 - c) All other marshals further up the chain (see section D. Disciplinary actions) must report to their superior in writing.
 - d) Any suspensions, in addition to being included in regular reporting, must be reported by telephone or in person to the Kingdom Rapier Marshal and his/her Deputy for Youth Rapier within 24 hours of the incident.
9. All injuries, in addition to being included in regular reporting, must be reported by telephone or in person to the Deputy Kingdom Rapier Marshal for Youth Rapier, the Kingdom Rapier Marshal, and the Earl Marshal within 24 hours of the injury. If anyone of these marshals cannot be reached, contact the next highest level in the chain (see section D. Disciplinary actions). If none can be reached, contact the Kingdom Seneschal directly.

VII. Responsibilities of Parents and Legal Guardians

- A. Parents/legal guardians are to understand this is a contact sport and that injuries may occur.

- B. At least one (1) parent/legal guardian must be present at all times while the child is engaged in rapier activities. “Present” is defined as within visual and vocal range of their child, and actively attentive to the rapier activity. (Note: This does not mean 100 yards away, but in close proximity to the rapier field.) The child or marshal(s) on the field should be able to find the parent/legal guardian immediately.
- C. The parent/legal guardian present is to have the child’s authorization card in his/her possession at all times when rapier activities (official practices or tournaments) are occurring.
- D. Parents/legal guardians are to behave in a courteous and responsible manner at all times.
- E. Parents/legal guardians are urged to become authorized youth rapier marshals so that they can work closely with their child in this activity.
- F. Parents/legal guardians are responsible for their child’s safety, with the Youth Rapier marshals guiding the armoring/safety process.
- G. Parents/legal guardians are required to read and understand these rules and standards and are to make sure that their child follows them.

VIII. Glossary

Abrasion-resistant material - material that can withstand normal wear and tear during combat

Acknowledge blows - decide what the weapon would have done to you if it had been real

Armor or protection - what you wear to keep you safe if a dangerous situation occurs

Assisting marshal - the marshal(s) on the field who are not the controlling marshal

Authorization card - a card issued to you to show that you have passed the authorization process

Authorize - demonstrate to the marshals that you can fight safely

Authorized marshal - a person who has been allowed by the marshallate to marshal on the field

Authorizing marshal - a warranted marshal who can authorize fighters and marshals

Bated rapier - a rapier that as been blunted, usually with padding on the tip

Blows - various hits with a weapon

Bout - a single fight between you and your opponent

Buckler - a small shield

Caution - an informal notice that you have broken a rule

Chop - a hard strike with the edge of a blade

Cloak - a short cape used for parrying

Controlling marshal - the head marshal on the field

Closed-cell foam - a type of foam rubber that is somewhat rigid and hard to compress

Cut - a movement of the weapon, drawing the edge of the blade against your opponent

Dagger - a knife that looks like a short rapier

Disciplinary action - action taken by the marshal(s) if you break the rules

Earl Marshal - the person in charge of all combat within the kingdom

Fencing - using rapiers and related secondaries to try to defeat your opponent

Ground - you must fight while sitting on the ground

Hazards - things and events which cause dangerous situations

Hold - a word that stops all action on the field

Injury - a real hurt, not a protected one

Inspect - to look over your weapons and protective equipment to make sure it conforms to all the safety rules

Inspecting marshal - the person who checks your equipment before you fight

Kevlar - a type of material used in bullet-proof jackets

Local marshal - the warranted marshal in the Barony, Shire, Canton, etc., who is in charge of training the fighters in the area

Marshal (noun) - a person who must keep the combat safe

Marshal (verb) - to look for problems and potential problems while on the field during a fight

Marshal in charge - the head marshal for the day at the tournament

Marshal(s) on the field - the person(s) who must keep the combat safe during a tournament

Marshallate - the structure of the people who are marshals, from the Earl Marshal to all other marshals of all types

Non-standard weapon - not specifically allowed by the rules, and needs approval before you can use it

One-on-one - one fighter against one other fighter, i.e. you and your opponent

Open-cell foam - a type of foam rubber that is very squishy and compressible

Parent(s) or legal guardian(s) - the person(s) who are legally responsible for the child and can make decisions for the child

Practice - using what you have learned in training against other people who are learning

Press - to keep moving toward an opponent, making him/her back up

Puncture-resistant material - material specifically tested to withstand a puncture test

Quillions - rods that stick out on either side of the grip

Rapier - a type of sword with a long thin blade and sharp edges and point

Rapier combat - fighting with simulated rapiers in the styles of the 15th and 16th centuries

Rapier Marshal - the person in charge of all rapier combat within the kingdom

Real weapon - a weapon of any kind that has sharp edges or point, not a pretend weapon

Regional marshal - the warranted marshal who oversees the local marshals in the region

Removal from the field - you are no longer allowed to participate in the day's practice or tournament

Rigid material - a type of puncture-resistant material that does not bend easily

"S" bend - two bends in a blade going two different directions

Secondaries - other weapons or defensive items used with a rapier

Suspension - a period of time in which you are no longer authorized to participate in official practices or tournaments

Tang - the part of the blade that goes inside the grip

Thrust - a strike with the tip of the blade

Tip - (1) the pointy end of the blade, (2) a rubber end that goes over the tip of the blade to make it safer

Tournament - a formal series of bouts to determine a winner

Training - working with one or a few people to learn how to fight properly

Waiver - a piece of paper that you and your parent/legal guardian sign that tells the

marshallate that you know that you might get hurt while fighting

Warning - a formal notice that you have broken a rule

Warranted marshal - a person who has been given a warrant by the marshallate to be in charge of a specific area with specific duties

Weapon - an item that you use to try to defeat your opponent

Weapon combination - using a rapier and a secondary together

Weapon standard - specifically allowed by the rules

Yield - to voluntarily give up a bout without having been defeated

Youth Rapier Marshal - the deputy of the Kingdom Rapier Marshal in charge of all youth rapier combat