

# Meridian Rapier Rules

The Kingdom of Meridies adheres to the Society of Creative Anachronism's rules and requirements for rapier and cut and thrust combat. To find these rules please go to:

[SCA Fencing Marshals' Handbook April 2020 Page 1 of 41](#)

Further restrictions on rapier combat as well as cut and thrust combat are delineated below in the conventions and rules for Meridies. These rules are meant to facilitate rapier and cut and thrust in Meridies while maintaining the safety of the participants. These rules are not meant to replace common sense.

Updated **9 May 2023**

## Conventions and Rules of Rapier in Meridies

### Conventions

1. Meridies does not allow light rapier (foil or épée) **in adult COMBAT**.
2. Meridies does not allow the use of push cuts or tip cuts.
3. Meridies allows the use of the arm to parry with if the hand of that arm has been disabled.
4. Meridies does not allow "knee walking" if a leg or foot has been disabled.

### Equipment

1. Bucklers may be of any size; however, bucklers of greater than 24" diameter (453 square inches) are non-standard and may be used only in single combat with opponent's consent or in Melee with the marshal and opponents on the field consent.
2. Meridies allows combat archery in fencing melees at the marshal's discretion. Bows may not be fired at opponents closer than 15 feet. Equipment used must meet the standard set in the Society Fencing Marshal's Handbook.

3. Throwing weapons and mock gunnery gear (rubber band guns) may be used in rapier melees at the marshal's discretion if the society safety standards for those arts are met.
4. Meridies allows spears for standard rapier combat. They are at the discretion of the head marshal of the field and the user must be authorized in the form.
5. Throwing weapons shall be made of soft flexible materials such as cloth, tape, foam and golf tubes. They must meet the standards set in the Society Fencing Marshal's Handbook.
6. Depending on the melee scenario, certain throwing weapons may have permanent or temporary effects on the target.
7. Mock gunnery gear (rubber band guns) shall be constructed of any material appropriate to the firearm being simulated. The ammunition shall be made of surgical type tubing and shall not be filled with sand or other substances that could be hazardous to participants. Additionally, the weapon must meet requirements set in the Society Fencing Marshal's Handbook.
8. Mock gunnery gear may also be used as a rigid parry device before and/or after it has been fired. If the gun is accidentally discharged while being utilized as a parry device and the shot hits someone, the shot is still considered valid.
9. Spent RBG ammo may not be reused during a scenario.
10. If an RBG shot hits a weapon or parrying device, it shall be counted as destroyed. If an RBG shot hits the hand of a weapon or parrying device, both the weapon and the hand are to be counted as destroyed.

## **Authorizations**

1. Meridies has four rapier authorizations: Basic, Advanced, Longsword and Spear. The Basic authorization covers rapier and dagger. The Advanced authorization includes soft parry, rigid parry, and case. Longsword authorization allows a fighter to use two-handed swords in single combat or melee. Spear authorization allows a fighter to use a spear in single combat or melee combat.
2. Non-members wishing to authorize must send a signed copy of their waiver to the Deputy Kingdom Rapier Marshal for Authorizations.
3. Exemptions must go through the KRM's office and must be in writing. Existing authorization cards will continue to be valid until they expire. When

existing cards expire, they will be replaced with the new authorization card marked with the authorization level that has been achieved.

## **Marshaling Concerns**

1. Death from behind may be performed with the sword only.
  1. Will only be performed by Laying the sword on the opponent's Shoulder. This means that the tip of the blade will be raised in the air and not near the back of the opponent's head prior to Laying the blade on the opponent's Shoulder.
  2. When outside of engagement (180 Degrees) the fighter must keep their blade in a position that is not with the point aimed at an opponent.
2. Blade Grasping: Blade grasping is allowed in heavy rapier and cut and thrust rapier. When a blade has been grasped by an opponent, "HOLD" shall be called if wrestling about the blade occurs.
  1. A. Definition of "Wrestling about the blade" is if the fighter grasps the blade and the opponent pulls or pushes the blade and the fighter does not let go.
  2. For purposes of this rule blade is the entire weapon.
3. A valid blow to the leg will disable the leg.
  1. A fighter must sit or kneel and may not rise; or make an attempt to perform a lunge.
  2. Death Lunge: An attack made by a kneeling fighter who lunges and throws their weight in front of their knees, causing them to fall forward. A Death Lunge is also called a "dead man's lunge". Death lunges are not allowed.

## **Conventions and Rules of Cut and Thrust in Meridies**

### **Conventions**

1. Cut and Thrust is an allowed option within rapier tournaments.
2. For Cut and Thrust, all valid blows are considered incapacitating, thus rendering the combatant incapable of further combat.
3. Cut and Thrust melee is allowed as long as all participants are authored in Cut and Thrust Melee.

### **Equipment**

1. Rigid material or equivalent is required to protect the elbows and knees.
2. For weapons with closed guards, coverage sufficient to protect wrist and fingers must be provided. Allowable coverage includes half gauntlets, WMA style padded gauntlets, finger bucklers or equivalent.
3. Full gauntlets are required whenever a weapon without a closed guard, such as a long sword or spear, is being used. These can be constructed of any material sufficient to protect the hand from a C&T blow. Metal finger gauntlets, metal or leather full gauntlets, and fully padded WMA style gauntlets are examples of sufficient protection.

### **Authorizations**

1. Meridies has three Cut and Thrust authorizations: Basic ,Advanced, and Melee
2. In order to authorize in Basic C&T, a combatant must hold either an advanced rapier or armored authorization.
3. Basic authorization will cover the use of weapons designed to be used solely in one hand such as arming sword, sidesword, saber, or rapier.
4. Advanced authorization will allow the use of more advanced weapons requiring greater control. These will include all permitted two-handed weapons such as long sword, great sword, poleaxe, spear and other staff weapons.

5. Melee authorization will allow the person to participate in Cut and Thrust Melee combat.

### **Marshaling Concerns**

1. Any directed cut landing edge-on and at free combat speed shall be counted as good. Skittering, incidental, and accidental blows do not count as directed cuts. These blows might be described as “landing with a brisk pop.”
2. If a combatant throws a blow which forces his or her opponent to retire from the field because of an injury (even only briefly), the responsible combatant and the marshal responsible for the field shall review the instigating incident together and discuss how to prevent the situation from recurring.
3. An authorized Cut and Thrust combatant may practice with or help train non-authorized fighters, but two non-authorized fighters may not fight each other.

### **Youth Rapier Combat**

The Kingdom of Meridies adheres to the rules stated in the [Youth Martial Handbook](#)