

Ansteorran Rules for Plastic Foil Combat

I. Introduction

Ansteorra presents Plastic Foil Combat, where Young Masters ages 6 and up will enter an exciting challenge and learn how to fight like the Musketeers. They will learn how to wield a sword against worthy opponents then take it onto the field of tournament combat to test their skills against their peers. Students will learn how to use bated-blade rapiers as they were used in the 15th and 16th centuries. Combat will be one-on-one or in teams, and will be used to train younger students in the art of combat with the rapiers and various secondaries as they progress. Young Masters are encouraged to bring their parents and join in the fray!

II. Rules from the Youth Perspective (Fighters)

- A. Plastic foil competition is limited to ages 6-13.
- B. The fighter must wear a mask and a gorget. Boys must wear an athletic cup. Wearing period clothing is encouraged.
- C. The fighter can use a plastic foil by itself, or the plastic foil with a dagger, a buckler (small shield), a cloak, another sword or anything that the marshalate approves.
- D. Stabbing the head or body is a kill. Stabbing the arm or leg disables that arm or leg. The arm cannot be used if disabled. If both arms are disabled, the fighter can't fight and has to yield (surrender). If the leg is disabled, the fighter has to sit on the ground or yield.
- E. Fighters may not grab an opponent or his weapons or equipment.
- F. Fighters are not allowed to circle an opponent on the ground or hit from behind during a melee.
- G. Anyone can call a HOLD – the fighter, the marshal, the parents, the spectators, anyone. HOLD should always be called loudly so everyone can hear. If a HOLD is called, the fighters must immediately freeze and wait for the marshal to tell them what to do and when they can fight again.
- H. A fighter may lose his/her fighting privileges for a fight or for a whole day if he/she argues with the marshals, loses his/her temper, whips or hits too hard with the sword or other equipment, grabs or shoves on the field, throws anything, or hits with anything other than a sword or dagger.

III. Rules from the Adults' Perspective (Parents/Marshals)

A. Rules of the list

1. All participants are responsible for adhering to the Ansteorran Rules of the List – See existing document in the Complete Participants Handbook.

B. Parental Involvement

1. Any minor involved in SCA combat-related activities at an SCA event or practice MUST have present a Responsible Adult able to authorize medical treatment for that minor in the case of any emergency.
2. "Present" is defined as within visual and vocal range of the minor. The minor or marshal(s) on the field should be able to find the responsible adult immediately.
3. The responsible adult may be:

- a) The parent or legal guardian OR
 - b) An adult age 21 or over with all SCA required paperwork allowing them to authorize medical treatment for the minor.
4. The minor and the responsible adult must know and follow all Kingdom and Society laws and rules that apply and must behave in a courteous and responsible manner at all times.
 5. To participate in any marshal activities minors must have the required waivers and other paperwork as required by the SCA and the Kingdom of Ansteorra. A document describing the required paperwork can be found on the kingdom rapier web site (<http://rapier.ansteorra.org>) in the section on Rapier Rules.

C. Marshals

1. Structure of the Plastic Foil Marshalate
 - a) The Chain of Command is as follows
 - (1) Marshal-at-Large – this may be an assisting marshal for various activities.
 - (2) Controlling Marshal or Inspecting Marshal – this is the marshal in control of the field or running the inspection.
 - (3) Marshal-in-Charge – this is the marshal in charge of the tournament, melee or event.
 - (4) Local Marshal of Hosting Group – this is the marshal who reports for the group hosting the tournament, melee, or event.
 - (5) Deputy Kingdom Rapier Marshal for Plastic Foil
 - (6) Kingdom Rapier Marshal
 - (7) Earl Marshal
 - (8) Crown

D. When disagreements occur

1. Fighters and Parents should always remember that this is just for fun. No fight or tournament is worth a squabble or risking the safety of a child. If the situation does not seem right and you cannot agree, walk away and come back to play another day.
2. Between fighters – all fighting will cease until a marshal makes a ruling on the disagreement and the fighters agree to abide by the ruling.
3. Between parents – all fighting will cease until the parents either come to an agreement or are removed from the area. If this leaves a child without a responsible adult present as defined above, that child cannot continue fighting and must forfeit the bout.
4. Between fighter/marshal – If a fighter cannot obey the marshal's instructions he/she will leave the field.
5. Between parent/marshal - Those who wish to appeal the decisions of any member of the Marshalate may do so only by appealing to the very next person UP the chain of command as defined above.

E. Assisting the fighters

1. Marshals should be aware that young fighters are still developing their skills in blow calling and blade control. Whether in training or tournament, marshals should watch for missed blows and excessive shots, and make suggestions to the young fighters as needed on how to call and throw those blows.

F. Adult Marshals

1. Marshals for youth activities must undergo required authorization and background checks via the approved kingdom and corporate process. Contact your Local Plastic Foil Marshal, the Kingdom Plastic Foil Marshal or the Kingdom Rapier Marshal for more information.
2. Parents are encouraged to learn these rules, train in marshaling techniques and become an authorized Plastic Foil Marshal.

G. Protective Equipment

1. Plastic or Mesh Fencing Mask
2. Gorget – Must be of a type approved by the marshalate.
3. Athletic Cup for boys
4. Wearing period appropriate clothing is encouraged.

H. Weapons/Parry Devices

1. Fighters must be authorized with a type of weapon before he/she can use it in a tournament. There will be separate authorizations for single sword, offensive secondary and defensive secondary. These weapons and equipment are described below.
 - a) Single sword using the open hand to parry. This includes Aramis and Nasycon brand plastic foils and any other plastic foil approved by the marshalate.
 - b) Offensive secondaries
 - (1) Dagger – A dagger or long knife. This may be made from the flexible end of a cut down plastic foil and may have a guard or hilt. Each dagger must be approved by the marshalate.
 - (2) Case/Florentine – Using two Plastic Foils.
 - c) Defensive secondaries
 - (1) Rigid Parry – A rigid device such as a small shield constructed completely of thick foam or lightweight wood or plastic that has been edged with foam.
 - (2) Non-rigid Parry – A cloak, hat or other soft object made of cloth, foam, leather, and similar materials. They may be weighted with soft material such as rope or rolled cloth. They shall not be weighted with any rigid material, or with materials which are heavy enough to turn the device into a flail or impact weapon.
 - d) Other – Any other secondaries that the marshalate approves as safe, following these guidelines:
 - (1) Each item will be considered either an offensive or defensive secondary according to its intended use.
 - (2) Must simulate a period object, such as a mug, loaf of bread, etc.

- (3) Foam must edge any rigid item
- (4) No dangling strings or ties
- (5) No sharp edges or corners on anything

I. How to Determine Blows

1. Only thrusts are good blows. Cuts are not valid. A thrust is only good if:
 - a) It is in line, not laid on
 - b) The blade flexes
 - c) The blow strikes the fighter, rather than just catching in his/her clothing
2. If the blow is good, use the following guidelines
 - a) If the fighter is hit in the hand or arm, he/she will lose the use of that arm, but may continue to fight.
 - b) If the fighter is hit in the leg, he/she will sit on the ground so as not to rise up on his/her knees, but may continue to fight.
 - c) If the fighter is hit in the head, neck or torso the fighter is defeated.
3. The defeated fighter will acknowledge clearly that he/she has lost the bout so those watching can see who won. For example, by falling to the ground or turning the sword over in salute.
4. A fighter may choose to yield at any time for any reason.

J. Practices, Tournaments and Melees

1. Two Deep Rule: For all organized SCA functions for minors, a minimum of two adults (age 18 or older), unrelated to one another by blood or marriage, must be present and actively attentive. This includes tournaments and fighter practices.
2. At SCA practices, at least one Plastic Foil Marshal must be marshaling each bout. Marshals in training and non-marshals may assist.
3. Each tournament bout will be conducted by at least two authorized Plastic Foil Marshals.
4. Tournament age brackets may be determined on an as needed basis by the Marshal-in-Charge on the day of the tournament, to make playability as fair as possible.
5. All melees will have, at a minimum, a marshal to control the action and a marshal to control the edges of the field. The marshal watching the edge of the field may be a marshal in training.
6. There will be one additional marshal for every ten fighters in a melee. Thus, if there are eleven fighters, there will be at least three marshals.

K. Other Situations

1. Marshals may prohibit anything they feel creates an unsafe situation. These decisions may be appealed.
2. No set of rules can cover every possibility. Should a situation arise that is not explicitly covered by these rules, the marshals should not assume that the situation is forbidden or inappropriate. Rules cannot replace common sense, good judgment, and concern for the participants.