

Rapier Marshalling

A. General

1. *Marshals support martial activities through ensuring our participants' equipment meets any required safety or game play standards, ensuring that participants are following the rules of the activity, keeping an eye out for safety issues for participants and spectators, and managing the conduct of the activity so that everyone involved can have a good time.*
2. The safety and enjoyability of each marshal activity is the primary concern of the marshalate. It is at the discretion of the marshals to remove a fighter from the field who has broken a convention. Fighters may also be removed from the field if they are considered to be engaging in unsafe or dishonorable behavior that may not be covered in these conventions. See the **INCIDENTS PROCEDURES SECTION FOR MORE DETAILS**.
3. In some situations, the marshals may ask fighters to attend a marshal's court for the purpose of gathering additional information and providing a moderated environment for communication.
 - a) If you are asked to attend a marshal's court, you are required to do so.
 - b) KRM's or other representatives from the kingdoms involved may be asked to attend the marshal's court as well.
4. Difficult to Distinguish Units
 - a) In order to reduce confusion when reporting incidents the RMIc or Marshal of the Day may assign a marshal to observe units whose attire makes it difficult to distinguish individuals. These special marshals may be assigned to units that wear matching armor and/or equipment. This is not punitive but an effort to ensure that entire units are not punished for incidents caused by an individual.

B. Incident Reporting

1. Fighters are expected to report any adverse events (incidents or injuries) that occur as soon as they can reasonably do so. The purpose of reporting is not punitive, but an effort to better collect data and ensure the safety of all participants.
 - a) Incidents may include things like equipment failure, attitude problems, blow calling issues or excessive blows.
 - b) An injury may include anything that results in bleeding, and/or requires a fighter to retire from the field, even briefly. This includes heat injuries.
 - c) Fighters may report to any marshal helping to run an activity, the Marshal of the Day, the Incidents Marshal, the deputy RMIc, or the RMIc. Line Marshals will pass such reports on to the Incidents Marshal and notify the Marshal of the Day and/or RMIc.

d) In some cases, the involved fighters may be asked to fill out a physical report with the Incidents Marshal at the time of the incident. The more information you can provide, the better:

- (1) For equipment failure, manufacturer and age of the item
- (2) For injuries, a brief description of the injury, events leading to the injury, and weapons used.
- (3) For attitude or blow calling / throwing issues, names or descriptions of the fighters and marshals involved. Medallion numbers should be collected if possible.

C. Incident Definitions

1. **Stout Not Excessive Strike:** Strike witnessed by or reported to a marshal using force considered to be beyond that being necessary but not meeting the definition of Excessive.
2. **Excessive Strike:** A strike, witnessed by or reported to a marshal, causing the head to rock backwards, substantial bruise or an injury that requires the fighter receiving the strike to leave the field.
3. **Non Safety Related Rules Violations:** Violation of the scenario rules that do not pertain to safety; moving in an area that is off limits, not calling valid strikes, non-chivalrous behavior etc.
4. **Safety Violation that Does Not Result in an Injury:** Any safety rules violation witnessed by a marshal or reported to a marshal that did not result in an injury.
5. **Safety Violations Resulting in an Injury:** A violation other than strikes (see above), witnessed by or reported to a marshal, that causes an injury on the field; running into another fighter, wrestling blades or other parts of a fighter's gear, purposefully pushing or shoving other fighters, etc.
6. **Equipment Failure:** Abnormal Failure of any Equipment; tip blown through, mask failures, broken blades.

D. Incident Escalation

1. The table below is only a guideline to assist the marshalate in determining what actions to take in the event of an incident or rules violation. Regardless of type or number of occurrences, the RMiC may decide to remove any fighter from the field that is considered unsafe.
2. The Marshal of Day and the RMiC are responsible for handling violations and incidents not covered in this table. All determinations by the RMiC are final and should be appealed to the GW MiC.

| Type of Incident | Marshal Action by Number of Occurrences per Day | | |
|-----------------------------------|---|------------------------------|--|
| | First | Second | Third+ |
| Stout Not Excessive Strike | Warning by Field Marshal | Report to Incident's Marshal | Report to Incident's Marshal Sit out that iteration |

| | | | |
|---|--|---|--|
| | | | Notify RMiC, MotD, KRM |
| Excessive Strike | Warning by Field Marshal | Report to Incident's Marshal Sit out that iteration Notify RMiC, MotD, KRM | Report to Incident's Marshal Sit out the remainder of the day. Notify RMiC, MotD, KRM |
| Non Safety Related Rules Violations | Warning by Field Marshal | Report to Incident's Marshal Sit out that iteration Notify RMiC, MotD, KRM | Report to Incident's Marshal Sit out that iteration Notify RMiC, MotD, KRM |
| Safety Related Rules Violation that Does Not Result in an Injury | Warning by Field Marshal | Report to Incident's Marshal | Report to Incident's Marshal Remove fighter from field for the day Notify RMiC, MotD, KRM |
| Safety Violations Resulting in an Injury | Report to Incident's Marshal Sit out that iteration Notify RMiC, MotD, KRM | Report to Incident's Marshal Remove fighter from field for the day Notify RMiC, MotD, KRM | Report to Incident's Marshal Remove fighter from field for remainder of War Notify RMiC, MotD, KRM |
| Equipment Failure | Report to Incident's Marshal | Report to Incident's Marshal | Report to Incident's Marshal |