

Jousting Rules for the Tournament of the Inland Empire

Disqualification.

1pt for hit 2pts for break. Atteint

2pts for hit 3pts for break. Ecranche

Tip to tip 4pts for both riders.

Hits and breaks below the waist do not count.

5pts for unhorsing your opponent. The unhorsed rider has 90 seconds to start to remount his horse. If they do not the other rider is awarded 10pts. (15pts if it is on the first pass). If the unhorsed rider is knocked for a second time they will be asked to retire from the field.

Any hit while tabling the lance on the tilt rail will not be counted and the rider will be issued a warning.

Active blocking or parrying of the opponent's lance will not be tolerated and will lead to immediate **disqualification**.

The first hit to the head you will be issued a warning second hit you will be asked to retire from the field. A hit that strikes the ecranche first and then the head is acceptable. Head shots while legal are discouraged. If at any time a marshal believes you are striking the head purposefully, they may **disqualify** you.

Any strike to the horse purposeful or accidental is immediate **disqualification**.

If **disqualified**, you will not keep any points and will be removed from the joust event.

If the marshals give a rider two warnings, they must retire from the field.

Any argument with the marshals may lead to retirement or disqualification depending on the marshal's discretion.



Retiring from the field is different from disqualification in that you will be allowed to keep any points earned thus far in the joust.

All contestants must be competent riders and in control of their mounts at all times. Marshals may issue warning if they believe the rider is not in control of their mount.