



Combat Rules For Castle Mountain 2009

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1 Application

1.1 Combat will be organised either by the Event Organisers or as displays by individual clubs. The former is referred to as "organised combat" and the latter as "display combat" for the purposes of these rules. "Non-organised combat" (impromptu combat organised by individuals or clubs) may also occur and is bound by the same rules as organised combat unless otherwise agreed by the Event Organisers.

1.2 These Guidelines shall be applicable to all organised and non-organised combat and all combatant displays, unless otherwise agreed by the Event Organisers.

1.3 In any place where these rules are found to be either insufficient or indistinct, common sense should prevail.

2 Structure

2.1 Organised combat will occur only in defined areas. Each of these areas will be defined as a "field of combat".

2.2 A combatants's meeting shall be held with club training personnel prior to combat to clarify any rules in question. The combatant representing each group will then be responsible for answering the questions put forward by the group.

2.3 A "Combat Reporting Area" area will be set aside so that non-organised combat can be reported to and cleared by the Event Organisers. Non-organised combat will occur only with the approval of the Event Organisers.

3 Requirements

3.1 Only those safe in a weapon may employ that particular weapon in combat.

3.2 Weapons will be inspected by combatants from the respective clubs and/or by the Event Organisers before combat commences; all sharp edges, hooks, spikes and rust must be removed.

3.3 No sharp or pointed weapons are permitted on the field of combat.

3.4 No weapon of any type, such as maces and flails, banned under state legislation shown in Schedule 1, may be used in any capacity in any combat unless a valid permit has been obtained and presented to the the Event Organisers for inspection.

3.5 No combatant will be admitted to the field of combat under the influence of alcohol and/or any other perception changing and/or performance enhancing drug or medication. Further, no alcohol or aforementioned drugs shall be taken prior to or during combat.

3.6 All combatants should have current tetanus and hepatitis immunity.

3.7 Any bleeding combatant must leave the field of combat immediately and not return until the wound is covered and the bleeding stopped.

3.8 No person may join a combat once that combat has commenced unless otherwise agreed by the Event Organisers.

3.9 No person is required to give a reason for refusing to fight any other person. Combatants refusing to fight others have the right to leave the field of combat immediately without being interfered with and without interfering with the combat of any other combatant around them.

3.10 At any point during combat, any combatant may call:

"HOLD".

All combat will cease immediately and the combatants shall await instructions from the Event Organisers.

3.11 No combatant under the age of 18 at the time of the event will be permitted to take part in the organised combat.

4 Head Combatants

4.1 Head combatants will be nominated by each individual club from their most experienced members. Their power will be:

- to start and finish the combat;
- to stop the combat for reasons of safety, or to intervene to stop dangerous action taking place;
- to calm combatants or to request that they modify their behaviour;
- to require that dangerous combatants or equipment be removed from the field.

4.2 There will be a minimum of one head combatant from each individual club for each organised combat.

4.3 All combatants will follow the instructions of the head combatant of their individual club. The head combatants shall have complete control of their individual club members during all organised combats.

5 Disputes in Combat

5.1 All disputes in combat will be resolved by the combatants involved in the dispute after combat has concluded. Discussion on any decision will be left until after the combat.

5.2 If any of the individual combatants involved in the dispute are unable to resolve the dispute between themselves, then any of the combatants involved *only* may refer the dispute to the Head Combatants of their individual clubs *only*. All such disputes referred to head combatants will be resolved by the head combatants of the individual club *only*. The head combatants referred to resolve the dispute will jointly agree whether to attempt to resolve the dispute immediately or whether to defer the dispute resolution to a later time.

5.3 If any individual combatant involved in the dispute is not satisfied that the dispute has been resolved fairly and satisfactorily by the head combatants of their individual clubs they may refer the dispute to the Event Organisers. All disputes referred to the Event Organisers will be attended and explained by the individuals combatants involved, the head combatants of their respective clubs and the Event Organisers *only* unless otherwise agreed by the Event Organisers. The decisions made by the Event Organisers will be final.

5.4 No combat shall be delayed or interfered with by any dispute between combatants. If any dispute arises, those combatants and head combatants involved must make sure that the dispute and its subsequent resolution does not in any way interfere in the combat of other combatants not involved in the dispute.

6 Protection

6.1 Minimum protection of a helmet and gauntlets must be worn during organised combat.

6.2 Padding and additional protection above the minimum standard described in 6.1 (such as guards for the forearm, lower leg, elbow, knee, mouth, breast and groin) is recommended for all combatants. Non-period protection such as plastic-capped knee guards should be concealed beneath period clothing.

6.3 Strong footwear/boots that provide toe protection and ankle support are recommended. Any non-period laces, straps, elastic or labels should be concealed so that the footwear looks as authentic as is reasonably possible.

6.4 Protection is left to the participants in display combat.

6.5 For all periods of combat, armour will be assumed to protect the wearer from harm exactly as it would in the period in which it was worn unless otherwise agreed by the Event Organisers.

7 Blows

7.1 No blows are to be aimed at or below the knees, at the groin, spine, joints or hands, except where qualified below. No weapon may be used in a thrusting manner to the shaded areas shown in Figure 1.

7.2 All blows connecting with opponent must be fully under control and slowed in such a way that upon striking your opponent you will not injure them. Grappling, punching and kicking is permitted only if blows are fully controlled and will not injure the victim.

7.3 A blow delivered to the crown of the head shall be deemed the only legal head blow.

8 Killing and Dying

8.1 Any combatant that receives a "killing" blow shall immediately fall to the ground and shall not participate in further fighting for the duration of that combat.

8.2 The only exception to 8.1 is during "Resurrection" combat during which a "killed" combatant may leave the field fully armed and armoured, report to a "Resurrection Point" and then rejoin the combat in their own time.

8.3 Combat will be declared "Resurrection" or not prior to the commencement of that combat by the head combatants participating or the Event Organisers.

8.4 No "dead" or "dying" combatant may be struck with any weapon.

8.5 Any legitimate blow to a limb shall be deemed as a kill, incapacity or loss of the limb, or "no harm done" at the discretion of the combatant delivering the blow. If a limb is declared incapacitated or lost the victim combatant may continue to fight, but should avoid using the part that has been struck.

9 Prohibited Target Areas

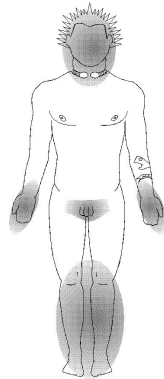


Figure 1

10 Melee Weapons Annexure

10.1 The maximum length for a spear used combat will be 3.5 metres unless otherwise agreed by the Event Organisers.

10.2 All weapons with metal edges shall meet the following requirements:

- metal edges shall be rounded to a minimum diameter of 1.5mm;
- metal points shall be rounded to a minimum of 20mm diameter (same size as a 5 cent piece)

Schedule 1

The commentary in the below section is general in nature and professional legal advice should be sought in specific cases.

When in:	Governing Act
New South Wales The Weapons Prohibition act is reviewed every 5 years. This review last happened in 2005. There	<i>Weapons Prohibition Act</i> 1998 No 127 (NSW) <i>Weapons Prohibition Regulation</i> (NSW) 1999 Maces and flails are prohibited weapons under this act. PWR, Part 3, clause 20: The Commissioner may, on application by a

<p>was minimal change to the act, but a change was made to the regulation to introduce a Prohibited Weapons (Re-enactment) Event Permit, now required in addition to the individual's permit. Please see the regulation for the requirements.</p>	<p>person on behalf of an historic or commemorative club or society (or other organisation) that proposes to conduct an historical or commemorative re-enactment event or events involving the possession and use of prohibited weapons, issue the person with a prohibited weapons—re-enactment event permit that authorises the club, society or organisation to conduct and supervise the re-enactment event or events specified in the permit.</p> <p>NSW Firearms registry deals with all weapon licensing matters: http://www.police.nsw.gov.au/firearms</p>
<p>In New South Wales, care should also be taken to comply with:</p>	<p><i>Summary Offences Act 1988 No (NSW) Section 11B</i></p> <p>A person shall not, without reasonable excuse (proof of which lies on the person), have in his or her custody an offensive implement in a public place or a school.</p> <p>Section 11C(iii) provides a reasonable excuse is participation in a lawful entertainment, recreation or sport.</p> <p>Section 11E(I) provides anyone using or carrying a visible knife "in a manner that would be likely to cause a person of reasonable firmness present at the scene to fear for his or her personal safety is guilty of an offence" and further states "(ii) No person of reasonable firmness need actually be, or be likely to be, present at the scene."</p> <p>Section 3 of the act defines a knife as " (a) a knife blade, or (b) a razor blade, or (c) any other blade" but provides exemptions under section 14 of the regulation for "(b) any blades, other than knife blades or blades forming part of any of the following: (i) machetes, (ii) cleavers, (iii) swords."</p>

ADDENDUM A GUIDELINES FOR PROJECTILE COMBAT

There are two sets of missile rules which may be used with the interclub combat rules, the NSW rules developed by the New England Medieval Artisans' Society, and this one developed from the projectile weapons rules of the New Varangian Guard Incorporated for use at the Ninth Australasian Medieval Conference. This copy is based on the rules produced by Blair Cooke with the addition of section numbers and the range table moved from the Usage section into a section on its own. I have standardised the units of measurement and provided alternative measurements where appropriate.

The choice of whether to use projectiles or not and which set of rules to use is left to the host club at an event.

The NSW Pattern Javelin complies with the javelin requirements set out below.

These rules allow a variety of missile weapons but require modifications to armour which some find unacceptable in an historical re-enactment context.

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- 2 Minimum Ranges
- 3 Weapon Standards for Projectile Weapons
- 4 Projectile Combat Rules
- 5 Projectile Combat Armour Standards
- 6 Projectile Combat Javelins

1 Projectile Weapon Usage

Prior to combat, all projectile weapons and projectiles shall be inspected by marshals to determine their suitability for the combat. The use of all projectile weapons and projectiles are at the marshals' discretion at all times of combat.

Prior to each combat, arrows and other projectiles shall be checked for cracks, splits, and damage to the rubber blunt. Any projectile that is found to be defective shall be discarded. No projectile that has been previously used shall be collected and re-used during a given combat.

A projectile weapon shall not be intentionally aimed at the groin, spine, throat, or hands of another combatant. A projectile weapon shall not be intentionally used to block or strike during combat.

The only type of armour that is considered 'proof' against a projectile is a shield. The effects of projectiles striking particular areas on the body are the same as for the effects of hand-to-hand weapon blows. The exception to this is for siege-engine projectiles for which a shield is not considered 'proof' and a strike to any area is considered a killing blow.

A ricochet blow from a projectile (off a tree, shield, fence, etc.) is still considered a legitimate blow. The exception to this is a ricochet off the ground, a weapon, or another combatant; in which case the blow is ignored. To be considered a ricochet blow, the projectile must not change it's original direction of travel by more than 45 degrees, and the projectile must still strike with acceptable force.

1.1 Siege Engines

The siege engine shall not deliver a projectile at a vertical angle of less than 45 degrees. Care should be taken to ensure that the projectile shall not come in contact with a combatant until it has reached the descent stage of flight. If a siege engine is struck by a siege engine projectile, the siege engine is considered inoperative for the duration of that combat. A siege engine may only be operated by combatants who are proficient with the particular siege engine and have permission from the owner of the siege engine.

1.2 Bow and Arrow

A bow and arrow shall only be used during Projectile Combat.

1.3 Crossbows and Darts

The use of crossbows and darts during target and combat events will not be permitted.

2 Minimum Ranges

Bow and Arrow: Full Draw (28 inches)	10 meters
Javelin	3 meters
Sling	10 meters
Siege Engines	10 meters

A combatant may move away from a prospective target to achieve the minimum distance. If a combatant is closer than the minimum range of another combatants projectile weapon, the combatant

with the projectile may acknowledge an automatic kill by dropping to the ground and the opposing combatant need not strike them.

3 Weapon Standards for Projectile Weapons

3.1 Bow

- a) Long bows, short bows, and recurve bows made from wood, fibre-glass, or laminate may be used.
- b) Compound bows and take-down bows are not acceptable.
- c) Sights, stabilisers, adjustable arrow rests, release aids and any other accessories not appropriate to the period shall not be used.
- d) Bows shall have a maximum draw weight of 30 pounds at 28 inches (usually marked as 30# @ 28").
- c) Wherever possible, bows should be made to look historically authentic by any suitable means.
- f) The bow shall have some form of permanent marking so that it may be readily identified with its owner. The owners initials are not acceptable.

3.2 Arrow

Arrows shall meet the following criteria:

- a) The minimum standard shall be a wooden shaft of 11/32nds of an inch diameter. Aluminium, fibreglass, and carbon shafts shall not be used.
- b) Arrows shall be a maximum of 28 inches in length as measured from the nocking point to the back of the rubber blunt.
- c) The end of the shaft which will be inserted into the rubber blunt shall have it's end rounded.
- d) It is recommended that shafts be taped with Scotch 898, or equivalent, fibreglass tape from the base of the fletching to the tip of the shaft.
- c) Each shaft shall be securely fitted with a rubber blunt. HTM and Riverhaven MKII style blunts shall be the preferred standard. Plastic blunts are not acceptable and shall not be used.
- f) Each shaft shall have some form of permanent marking so that it may be readily identified with its owner. The owners initials are not acceptable.

3.3 Javelins

Javelins shall meet the following criteria:

- a) The shaft shall be a maximum length of 1.8m (6 feet) and a minimum length of 1m (3 feet 2.5 inches).
- b) The shaft shall be a maximum diameter of 25mm (1 inch) and a minimum diameter of 16mm (3/4 inch).
- c) The shaft shall be made of wood, bamboo, or other suitable materials. Metal, fibreglass, and carbon shafts shall not be used.
- d) The preferred blunt shall be a well fitted black rubber chair leg or walking stick stoppers of a minimum of 2mm thickness.

c) The overall weight of the javelin shall be a maximum of 500gm.

The head of the javelin shall be padded to at least 70mm diameter.

3.4 Slings and Sling Projectiles

a) Slings and staff slings may be constructed from any historically accurate material to any historically accurate pattern.

b) Sling projectiles shall have a maximum weight of 75gm and made from any non rigid, malleable materials, that shall be able to be compressed when reasonable pressure is applied with one hand.

3.5 Siege Engines and Siege Engine Projectiles

a) Siege Engines may be constructed from any historically accurate material to any historically accurate pattern.

b) Siege Engine projectiles may not be fruit or water/paint/flour bombs.

c) Siege Engine projectiles shall have a maximum diameter of 300mm (12 inches) and a minimum diameter of 150mm (6 inches).

d) Siege Engine projectiles shall be a maximum weight of 600gm and made from any non rigid, malleable materials, that shall be able to be compressed when reasonable pressure is applied with two hands. Fruit, water, paint, or flour bombs shall not be used.

All other weapons shall conform to the standards for melee combat.

4 Projectile Combat Rules

All combatants and participants on the field of combat (including marshals) must wear armour as specified in B5 Projectile Combat Armour Standards.

Spectators may not be present unless they are wearing suitable armour or are confined in an area of suitable protection.

The use of all hand to hand weapons during projectile combat shall conform to the requirements of melee combat. A combatant armed with a projectile weapon may use a hand to hand weapon provided their equipment conforms to the standards for melee combat. A hand to hand weapon shall never be used to intentionally strike or block a projectile weapon or projectile.

5 Projectile Combat Armour Standards

5.1 Minimum Armour

The minimum armour required to participate in projectile combat shall be the same as for melee combat with the following additions:

a) A projectile combat helm in place of a standard helm.

b) Throat protection.

c) Females shall wear breast protection.

d) Combatants who do not use hand to hand weapons may wear leather gloves in place of gauntlets.

e) Additional armour is always recommended.

5.2 Projectile Combat Helm

Projectile combat helms shall conform to the standards for helms in addition to the requirements set out below.

- a) The helm shall be fitted with a woven wire mesh visor that extends past the temples and below the chin. The visor shall be supported by a rigid steel frame and shall be firmly and rigidly attached to the helm. The woven wire mesh shall be a maximum of 6mm (1/4 inch) and a minimum wire diameter of 1.4mm (18 SWG). A closed face helm need only have woven wire mesh attached to any openings that exceed 6mm (1/4 inch) diameter.
- b) An aventail shall be fitted or a coif and arming cap shall be used in conjunction with the helm. The aventail is to be securely fitted to the helm and visor so that they effectively become one piece and a projectile may not pass through the gap.
- c) Due to the necessity for protection during projectile combat, it is impractical to require that helms should conform to historical styles and construction. It is therefore acceptable to construct a helm specifically for the purpose of projectile combat, that does not represent any specific historical style. Combatants, however, are encouraged to attempt to hide or disguise the historically inappropriate additions to the helm in any conveniently and practical manner.

5.3 Throat Protection

- a) The minimum requirement is a 3mm (1/8 inch) thick sole-leather collar covering the throat area from above the larynx to below the breastbone in one continuous piece.
- b) The collar is to be lined with sheepskin a minimum of 6mm (1/4 inch) thick and a maximum of 12mm (1/2 inch) thick.
- c) When worn, the collar and padding will have a minimum of 10mm (7/16 inch) clearance from the throat when facing forward.
- d) Lamellar and scale collars both offer acceptable throat protection but must be securely attached to the armour.

5.4 Breast Protection

- a) Commercially available, rigid, one piece breast protectors shall be the preferred standard.
- b) Breast cups, as used in fencing, do not provide an acceptable level of protection and shall not be used.
- d) Combatants may opt to wear a rigid armour, such as a breast plate, scale corset or lamellar corset, as their breast protection.

6 Projectile Combat Javelins

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61 Application

a) This annexure shall be applicable to all organised and non-organised combat and all combat displays involving the use of the NSW pattern missiles, and shall be construed subject to the Constitution, By-Laws and Guidelines for Combat. The NVG pattern missile combat may occur as display combat only at events where these rules are in use and is also to be construed subject to the Constitution and By-Laws of the Association.

6.2 Construction

a) The Javelin shaft may be pie dowel or bamboo with a minimum diameter of 20mm (3/4 inch) with the ends cut square. The maximum length is 1.8m (6 feet). All spurs or nocks must be removed if using bamboo. The shaft may be bound with fibre-reinforced packaging tape for longevity, but this is not essential.

b) Both front and back ends must have a soft rubber chair foot or stopper firmly affixed. We recommend that the next size smaller foot is used and force-fitted to the shaft (eg: Use a 19mm foot on a 20mm shaft).

c) The head should then be padded and bound as in Figure A1. This should be at least the size of a tennis ball, about 70mm or 2.75 inches diameter. The padding and inner cover may be bound with tape, provided it does not show. The padding may be wool, cotton waste, foam rubber cut to shape, or a similar soft, bulky material. The outer cover should be soft leather or heavy felt, and should be bound with leather thonging or jute or sisal string.

d) The balance point should be no further than 1/3 of the length back from the head so the Javelin does not turn in flight.

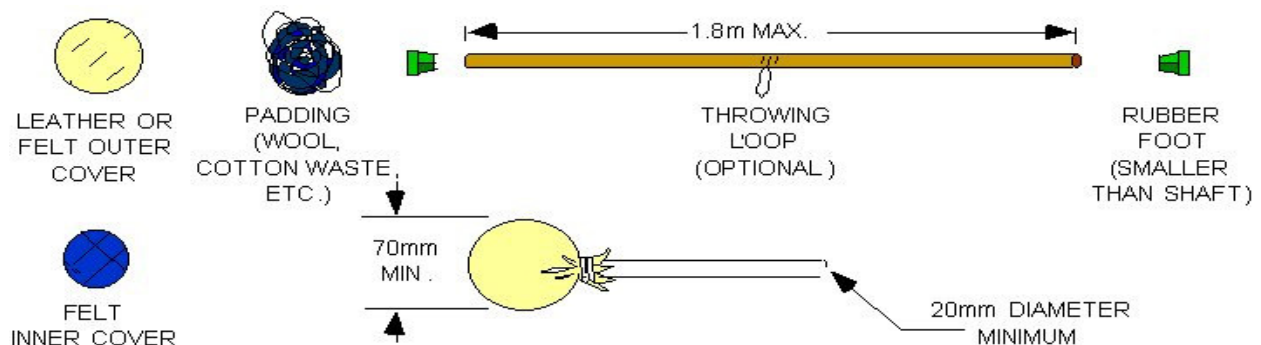
6.3 Commentary

a) Minimum armour standards apply for all missile combat. See Guidelines for Combat Rule 5 - Protection.

b) Javelins, like other weapons, will be inspected by the marshals before combat; all sharp edges, hooks, spikes, spurs or splinters must be removed. Excessively hard or small heads will not be permitted.

c) Any javelin which cracks in combat should be fully broken to prevent re-use. Javelins which are picked up during combat should be quickly inspected for cracks and splinters by the combatant before being thrown. Any damaged javelin picked up should not be used.

Figure A1: NSW Pattern Javelin Construction



- I. REMOVE NOCKS IF USING BAMBOO
- II. TAPE SHAFT IF REQUIRED
- III. FORCE FIT RUBBER FEET ON EACH END
- III. BIND (OR TAPE WITH ELECTRICIAN'S TAPE) FELT INNER COVER OVER PADDING AND BIND TO SHAFT
- V. BIND OUTER COVER IN PLACE WITH STRING