

DANELAW MEDIEVAL FIGHTING SOCIETY INC

XIVAMC2007 GUIDELINES FOR

INTERCLUB COMBAT

1	Application.....	1
2	Structure.....	1
3	Requirements	3
4	Head Combatants	3
5	Disputes in Combat.....	4
6	Protection	4
7	Blows	4
8	Killing and Dying	5
9	Prohibited Target Areas	6
9.1	Figure 1.....	6
10	Melee Weapons Annexure.....	7
11	Schedule 1 - Weapons Acts and Regulations	7

1 Application

- 1.1 Combat will be organised either by Danelaw Medieval Fighting Society Inc (hereafter referred to as Danelaw) 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 Danelaw/Combat Organisers.
- 1.2 These Guidelines shall be applicable to all organised and non-organised combat and all combatant displays unless otherwise agreed by Danelaw/Combat 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 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" will be set aside so that non-organised combat can be reported to and cleared by Danelaw/Combat Organisers. Non-organised combat will occur only with the approval of Danelaw/Combat 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 Danelaw/Combat 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 Danelaw/Combat 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 Danelaw/Combat Organisers.
- 3.9 No combatant is required to give a reason for refusing to fight any other combatant. 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 Danelaw/Combat Organisers.

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.

- 4.4 Head Combatants will follow the instructions of Danelaw/Combat Organisers. Danelaw/Combat Organisers shall have complete control of all Head Combatants 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 the combat has concluded. Discussion on any dispute 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 Danelaw/Combat Organisers. All disputes referred to Danelaw/Combat Organisers will be attended and explained by the individuals combatants involved, the Head combatants of their respective clubs and Danelaw/Combat Organisers only unless otherwise agreed by Danelaw/Combat Organisers. The decisions made by Danelaw/Combat 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 Danelaw/Combat Organisers.

7 Blows

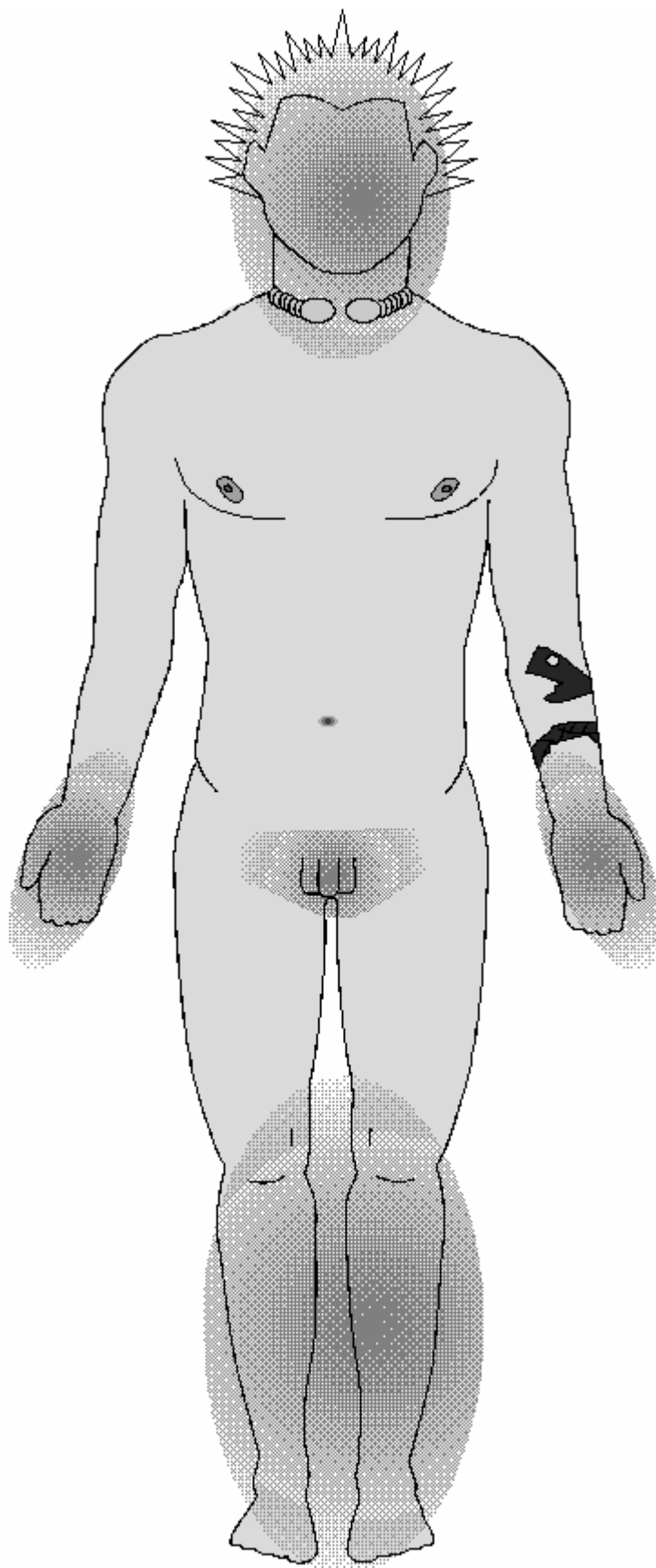
- 7.1 No blows are to be aimed at or below the knees, at the groin, spine, joints, hands or forearms, except where qualified below. No weapon may be used in a thrusting manner to the shaded areas on Figure 1.
- 7.2 All blows connecting with opponent must be fully under control and slowed in such a way 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. No stab or thrust may be delivered to this area.

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 and/or by Danelaw/Combat 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.
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9 Prohibited Target Areas

9.1 Figure 1



10 Melee Weapons Annexure

10.1 The maximum length for a spear will be 3.5 metres unless otherwise agreed by Danelaw/Combat 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)

11 Schedule 1 - Weapons Acts and Regulations

State	Governing Act
NSW	<p><u>Weapons Prohibition Act 1998 No 231 of 1998 (NSW)</u></p> <p>Maces and flails are prohibited weapons under this act</p>
In New South Wales, care should also be taken to comply with:	<p><u>Summary Offences Act 1988 No 25 of 1988 (NSW) Section 11B</u></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 <u>section 11A of the regulation</u> for "(b) any blades, other than knife blades or blades forming part of any of the following: (i) machetes, (ii) cleavers, (iii) swords. "</p>
VIC	<p><u>Control of Weapons Act 1990 No 24 (Vic)</u> <u>Control of Weapons Regulation (Vic)</u></p> <p>The act provides that a "lawful excuse" to possess a "regulated weapon" includes participation in any lawful sport, recreation or entertainment"</p> <p>The Regulation lists daggers having a blade length greater than 8cm with cutting edges along both sides as a proscribed weapon. Flails, morning stars, swords, falx, clubs and crossbows are regulated weapons under the <u>Regulation</u>.</p>
QLD	<p><u>Weapons Act 1990 (Qld)</u> <u>Weapons Categories Regulation (Qld)</u></p> <p>It should be noted that maces are category "R" weapons and Flails are restricted weapons in Queensland under the <u>Regulation</u>.</p>
ACT	<p><u>Weapons Act 1991 No 8(ACT)</u> <u>Prohibited Weapons Act 1996 No 75 (ACT)</u> <u>Weapons Regulation (ACT)</u></p> <p>Maces and flails are prohibited weapons under the PWA, while the <u>Regulation</u> provides exemptions for performers in a production being staged by a theatrical, dramatic or historical society, or is a member of the society staging a production in which a restricted weapon or a dangerous weapon is used; and has the weapon in his or her possession for the purposes of the production.</p>

Prepared by Danelaw/Combat Organisers Medieval Fighting Society 2003.

*Based on "GUIDELINES FOR INTERCLUB COMBAT" - *as agreed by the meeting of combatants at the Sixth Australasian Mediaeval Conference at Cataract, NSW 1991, with amendments from Glenfield, NSW 1993, Brisbane, Queensland 1995, Geelong, Victoria 1997, Bacchus Marsh, Victoria 1999, Macksville, NSW 2001 and Porepunkah, Victoria 2003 for use at the biannual conference and other interclub events at the discretion of the host body. They evolved from the discussions started at the Macquarie Conference in 1983.*

*Prepared by Wayne Robinson, Gasmules Society (Formerly The Australasian Mediaeval Conference Association Incorporated)
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