

**Combat Rules for Edged Weapon Interclub Combat
involving predominantly members of the
Queensland Living History Federation Inc.**

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Amendments

Date	Amendment
4th June 2002	Marshals, Armour Classes, Spear Length, Pool Cueing
16th August 2002	Marshals, Equipment, Spear Length/ usage, Competence, Blows

MINIMUM AGE FOR PARTICIPANTS IN COMBAT

A minimum age of sixteen (16) is set for participation in inter-club combat at QLHF marshalled events. A person under the age of eighteen (18) must provide written parental or guardian consent to the President or Training Officer of their club before that person will be allowed to participate in combat.

Such permission must be shown to the QLHF Marshall upon request.

ALCOHOL AND OTHER PERFORMANCE EFFECTING SUBSTANCES

No combatants shall train or enter combat while under the influence of alcohol or other performance effecting substances.

A combatant found to be influence of alcohol or other performance effecting substances will be removed from current combat, barred from further participation at the event, disciplinary action recommended or may be expelled from the organisation.

If a combatant has an pre-existing medical condition that could effect safety in combat, it must be declared to the Senior Marshal before participating in any interclub combat.

A bleeding combatant must leave the field immediately and not return until the wound is covered and the bleeding stopped.

PROFANITIES

At any public event in which QLHF members are involved, no member shall swear aloud so that a member of the public can hear.

While it is understood that a hit to the groin is good cause for the use of profanities it must also be understood that children are invariably in the audience and parents may not be impressed by such language. The Senior Marshal is empowered to remove a combatant for persistent swearing - a warning must be issues to a combatant prior to such a removal.

MARSHALING

Each participating group may be required to provide a marshal.

Marshals are inviolable from abuse. Any abuse will result in dismissal from further combat at the current event. Their principal role is to regulate combat so as to ensure the safety of participants and public within the environs of edged weapons fighting.

QLHF Senior Marshal

QLHF - for inter-group events - shall appoint a Senior Marshal from among its members. All participating group marshals shall be subordinate to the Senior Marshal. This may also occur upon request of an event organiser.

- All disputed comments, queries and questions in regard to combat rules/standards are to be referred to them
- Mediation within any QLHF intergroup combat to be done via Combatant to their group captain/training Marshall to the Head QLHF Marshall or nominated senior Marshall on the day. From this position with the help of said Marshall mediation and confrontation with other groups can be facilitated (no action or aggression arising from perceived issues during combat will be tolerated on the field in front of the public).

The Senior Marshal's rulings on the field are to be followed without question.

The Senior Marshal's duties during combat are as follows :

- to regulate combat so as to ensure the safety of participants and public within the environs of edged weapons fighting
- to make combatants leave the field because of dangerous behaviour
- to make combatants remove dangerous equipment from the field
- to start combats

Marshals Meetings

Marshals shall meet after any interclub combat with the Senior Marshal to report any incidents or matters of safety requiring further action to be taken.

Marshals' Duties at an Event

Marshals are responsible for making sure all combatants are aware of the rules of combat before they take to the field for inter-group combats. Marshals shall conduct weapon, armour and safety checks on all combatants before the combat commences - acceptance or rejection of any piece of equipment is at the Marshal's discretion .

During a combat a group marshal's duties are :

- to regulate combat so as to ensure the safety of participants and public within the environs of edged weapons fighting
- to call "HOLD" for reasons of safety (eg first aid, danger to participants or observers etc)
- to call "HOLD" if dangerous actions are taking place and intervention is required
- to calm combatants down
- to preserve the safety of the public
- to talk to combatants to modify their behaviour

COMBAT COMPETENCE

Combat Competence of individual participants is to be determined by the Marshal of each club participating in the event, based on a suitable level of safety using the weapons for which the person is approved, and should be subject to regular appraisal by their group.

The QLHF Marshal shall have the right to call into question the competence of a combatant and have him or her removed from combat for the duration of the combat at their absolute discretion.

Any combatant deemed unsafe/ not of a sufficient standard shall be removed from combat and will be brought to the attention of said combatant's training marshal/ captain. Any Combatant disputing the Marshal's decision regarding the former's Combat Competence will have the right to demonstrate same in a Trial by Combat with the attending Marshal(s) and / or the latter's appointed representative(s)

INJURY / BLOOD RULE

If a Combatant is injured and cannot proceed, the attacker **MUST** leave the field as well. If a Combatant is injured badly enough that they cannot proceed for the rest of the day or the rest of the event the attacker is also to be out of combat for an equal amount of time; unless there are clear mitigating circumstances. Any bleeding injuries should be assessed immediately as to their severity and possible untreated consequences.

EQUIPMENT

Prohibited Weapons

State and Federal laws governing prohibited weapons must be followed.

General

The Senior Marshal will ban a piece of equipment from use if it fails inspection.

All weapons to be rust and dirt free, and clean of nicks and burrs so as to minimise the chance of cuts and infection.

Equipment must not present a safety hazard to the user or other people. All equipment is to be inspected and approved for use by each Club's marshal prior to being taken into the combat field.

Edges of weapons should not be sharp enough to cut the skin on a draw motion.

No flexible weapons will be used in inter-club group combat.

This means the use of flails, ball and chain, morning stars, nets etc is banned from inter-club group combat.

Peasant tools such as sickles, scythes etc are also banned as the point and transfer of power to point is too great and too hard to control.

The use of spears within intergroup combat - historically accurate to the era and culture portrayed - will be dictated by the skill level of the combatant as demonstrated to the satisfaction of the attending Marshal (s).

NOTE:
A spear thrust executed so the front hand is released (to get the maximum reach possible) is NOT allowed. Two handed spear holds should always have a 45cms minimum distance between hands.

The Use of Mass Weapons

Mass weapons in intergroup QLHF combats shall be treated with the respect they deserve.

Any unimpeded blow delivered by a mass weapon to any a part of the body shall be deemed a kill regardless of armour class.

Deflection is the only way to save oneself from a blow from a Mass weapon - parrying or shield checking would not work in real combat.

Mass weapons include Two handed axes, Two handed hammers, Halbards, Pike mauls (list is not exclusive).

Small bladed weapons on longhafts are peasant tools to be swung by peasants not Kings, Knights, Princes, Professional soldiers or Mercenaries. If allowed onto a battle field they shall be deemed spears and treated accordingly.

Maintenance

Before entering into interclub combat, participants should check their equipment and perform the following:

- a. File out notches and burrs in bladed, repair shafts and grips
- b. Mend any damaged armour, especially mail as "mail moth" spreads rapidly
- c. Remove splinters from hafts of poles etc by rubbing with sandpaper

Weapons must not be stuck in the ground, as doing so creates the risk of serious infection should anyone be injured by the weapon.

ARMOUR

The minimum armour required to participate in combat is a helm and arming cap, gambeson, gauntlets, groin protection for males and females, and breast protection for females.

An arming cap, helm padding or armour must cover the back of the head to the neck and cover the temples.

Gambeson

When a gambeson is worn without other armour it must be at least of a length to protect the groin area, the torso, the points of the shoulders and the armpit areas.

The gambeson should be no less than 12mm thick if worn in isolation or 8mm thick if worn in combination with some other armour.

Gauntlets

Hand protection should consist of a leather mitten or glove extending to the wrist with mail, leather or steel plate neatly and securely fastened to the back and thumb.

Groin Protection

Rigid groin protection is required to be worn by both males and females in all interclub combat.

Helm

A helm must be deep enough to protect the temples.

It must be securely fastened by a chinstrap or equivalent manner so that the helm cannot accidentally fall off or turn to block vision.

The fastening must be quick releasing and easily accessible by others from the outside to facilitate first aid.

The helm must have either by way an internal padding or suspension lining.

Neck protection must also be worn in conjunction with the helm either by way of aventail or separate coif.

ARMOUR CLASSES

Class	Description	Effect
Level 1	Padded jacks, gambersons, padded tunics and quilted leather jerkins	Any blow to the body is classed as a kill.
Level 2	As above, plus Chain, lamelar leather or steel or plate	Two (2) blows to the protected area is classed as a kill.
Level 3	Padding plus chain plus lamelar or plate	Three (3) blows to the protected area is classed as a kill.

BLOWS

General

All blows are to be delivered in a controlled manner with only sufficient force to be felt by an opponent without causing actual injury to the opponent.

No blow is ever to be delivered with full force.

There is no place in inter-group combat for unarmed hand to hand combat of any sort.

If you receive a killing blow at any time, lay down and wait for the end of combat.

Off Target Areas

There must never be any intent to injure a fellow participant in the combat or any other individual. Thrusts, blows and feints of any description must not be made at any time to the following areas :

- Face
- Groin
- Elbows
- Neck
- Kidneys
- Knees
- Spine
- Hands
- Feet

No thrusts or horizontal cuts will be allowed above the armpit. Any cut made above the armpit shall be plus or minus 15 degrees from the centre.

If contact to any non-target area occurs and the blow is performed with intent, the offender will be barred from further participation at the event by the QLHF Marshal. The offender's actions will be referred to their clubs marshal for further action as deemed necessary by the participant's club.

The Effects of Legal Blows in Combat

An unimpeded legal blow to the following areas are considered an instant kill (Level 1 Armour - refer Armour Classes) :

- the Helm
- either shoulder
- the torso

A cut or thrust to the following areas are considered to have severed an artery and will cause death in two minutes (continue fighting until any further legal blow is received than take it as a kill regardless of where it hits):

- the inside of the leg above the knee
- the inside of the arm above the torso

One blow to any limb is considered to have rendered that limb totally useless. Two blows to the same limb is considered to be a kill.

It is the responsibility of the person giving a glancing blow to call it as having been glancing to the opponent.

A glancing blow will not be counted as a "kill" or "injury" once indicated by the giver.

Shield Ramming and Charging

Shield charging may only be done at a maximum of a jogging pace and is prohibited against the back of an unaware opponent.

Use of Two Handed Weapons

No two handed weapon (including spears) may be used one handed to strike a blow.
