

Inspection Check list

Marshalls need to make sure that all weapons and shields follow these guidelines. If a weapon does not pass any of these specifications, it must be removed from the field.

Weapon cores can be made of PVC pipe, Fiberglass rods, Bamboo or Graphite/Carbon Fiber.

All weapons need to have at least 1" inch of foam padding on the striking edges. Tips must have no less than 1.5" of foam.

The weapon should not flex or bow in excess of 45 degrees.

All weapon surfaces must be smooth and bigger than an eye socket to avoid injury to the eyes. This includes the pommel (about 3" is usually acceptable).

There is to be no exposed core on the weapon except for the handle. Exceptions may be made for pole arms.

All striking edges must be clearly defined.

A ranged weapon's projectile as well as thrown weapons are not to have any core.

Shields need to have at least 1 inch padding along the edges of the shields.

Hinged weapons (Flails, Whips, Nets, Etc.), mounted weapons (anything that straps firmly to the arm, body, shield, etc), and punching daggers are NOT to be used.

All marshals and weapon inspectors need to keep in mind: Safety First. It's better to hurt feelings than people.

Standard Boffer Rules

Please remember to fight fairly these games are designed to be fun and enjoyable for all involved.

All weapons need to pass a marshal's inspection before they can be used in combat.

Shots should be firm enough for an opponent to feel, but not so hard as to potentially injure. If you feel that your strike should have connected, draw your opponent's attention to it. If any combatant feels that his opponent is not taking their shots (also known as "rhino hiding") call the attention of a marshal.

If a player is injured, a weapon breaks or if there is unsafe conduct on the battlefield a hold on combat must be called. All combatants need to echo the call, and then drop to one knee and hold their weapon above their head until the hold is released by a marshal.

A marshal has the right to eject any combatant for unsafe or unsportsmanlike conduct (This includes but is not restricted to: repeated shots to the head, unnecessary use of power in an attack and "Rhino Hiding").

Head shots, neck shots, and shots to the genitals do not count

Anyone may call "HOLD" on combat for the above mentioned reasons.

A 90 degree drawback from a combatant's first strike is required before the next strike is counted as a legal hit.

Two limbs is a death whether it's two arms, or two legs, arm and leg.

If a combatant takes a shot to the leg he is required to either plant the foot of his dead leg or kneel onto the ground. If a combatant's leg is disabled, he is not allowed to move but he can pivot. A second party may aid movement of a combatant by slinging the wounded combatant's arm over their shoulder.

Shots to the chest, stomach, and back are kill shots.

Hits to the butt cheeks and hips are considered leg shots.

If a hand is holding a weapon, shots to that hand do not count.

Shots from the top of the ankle to the bottom of the foot so long as the foot is on the ground do not count. Feet off of the ground are counted as a leg shot.

There is to be no hitting with, or grabbing of a shield.

No hand to hand striking, grappling, or grabbing of an opponent or an opponent's weapons/shields while opponent has them in hand. All combatants should avoid stepping on weapons

There is to be no picking up of another person's weapon without permission (Marshals are exempt but only for removing them from the field)

Shields are destroyed if shot by a projectile fired from a fire arms. If a Shield is destroyed, the combatant must disarm himself of the shield.

Ship to Ship Rules (additional)

These rule are in addition to the standard boffer rules.

Also known as raiding, when the defending encampment is a ship.

Shields can not be used in ship to ship battles. It's really hard to swim with a shield strapped to your arm

Guns are allowed:

A count of 25 seconds is needed before firing again

All guns need to be manually reloaded

Guns must fire a projectile in order to confirm a hit.

No squirt guns or rubber-band guns allowed

No grenades of any kind allowed, including water balloons

Each ship needs to have a marshal marked with a yellow sash, shirt/tunic, flag, or staff this is so that the marshal can remain visible for all combatants.

Marshals are considered non-combatants and are not allowed to fight, but need to be familiar with all boffer rules

Marshals cannot be healers (see Optional rules below)

Ships open for raiding should have a raid flag marking their ship's gate: Flag must be clear and visible

Flag must be marked with the word Raid or other obvious marking signifying the ship/household is open for raiding.

Raid-able items should be marked in some way (This is best handled by the event staff)

All raided items must be returned to the owners before the household or ship leaves.

To take down a raid flag you must get a marshal from another house or one of the lead marshals to validate the reason and clear the length of time for the flag to be down; Meal time and in-house meetings are the only times you do not have to get a marshal to clear it.

Skirmish Rules

This is when two or more groups of combatants meet in a neutral, non fortified area to fight each other.

There are no guns, cross-bows, bows, or any other range weapons allowed.

Hand held thrown weapons are allowed (Throwing daggers, throwing axes, core-less javelins etc.)

No squirt guns or rubber-band guns allowed

No grenades of any kind allowed, including water balloons.

Each side needs to have a designated and clearly marked marshal present.

Marshals are considered non-combatants and are not allowed to fight, but need to be familiar with all boffer rules.

Shields are allowed in Skirmish battle.

Tournament Rules

These are the suggested tournament rules.

A Marshal must maintain a neutral standing to all combatants. If a marshal is shown to favor or disfavor a combatant the marshal is required to stop marshaling and leave the tournament.

The Marshal has the power to eject any player/fighter for unsafe conduct, unsportsmanlike conduct, or just rude behavior.

At least one marshal must be present for a tournament to happen more is preferred.

The Marshal needs to go over the rules of the tournament with the fighters before the tournament play is to begin.

The rules below are subject to change at the hosting Marshal's choosing before a tournament is started. What follows bellow are guide lines for hosting a tournament nothing more.

Bouts are commonly 2 out of 3 to show the skill of each fighter.

Double elimination is best for tournament play.

It is best to not include guns, cross-bows, bows, or any other range weapons in a tournament.

Shields can be permitted in tournament play.

It is best if no healers are in tournament play.

Optional Rules for boffer engagements

The following are optional rules for raids and tournaments (not skirmishes). Each opposing side must agree whether or not to use any of the following rules. For tournament play, the following must be decided upon before the tournament begins.

Shots to the side of the neck are kill shots.

When struck in the leg, a combatant may drag that leg (foot must not leave the ground when moving).

If a combatant loses a leg, hits to the same injured leg are ignored.

Healers

Each encampment may have only one Healer, Doctor, Medic, etc.

The healer need to be marked by a red & white sash, belt, shirt/tunic of flag and are considered combatants, thus can be killed.

Healers can chose to not get hit by an opponent and just be counted as dead.

Healers cannot be resurrected/healed by other healers.

If a healer dies, they cannot participate or heal others for 10 minutes.

Healers need only touch a dead or wounded combatant to heal them.

Combatants healed by a healer must wait 90 seconds before returning to combat.