



Rules for Sword Combat

1. All implements used in sword combat must be visually inspected and site certified by the Marshal.

The marshal must inspect and verify all combat swords, helmets, shields and armor for safety. Any implement that does not meet the standards will not be allowed to be used.

What will the Marshal look for? He will look for the following:

Sword- All combat swords will be checked for any cracks in the foam, where they could possibly fail and most importantly that the safety tip is intact in the tip of the sword. See the section on combat swords in the Men of Iron Tournament Manual for more details.

Shield-The shield will be inspected for any sharp edges, so that the edging hose is secure, the hand and arm straps are in sound condition and no fraying of the twine that holds the edging on.

Helmet-The helmet is the correct thickness (16ga) and has a chin strap that secures the helmet to the participant. He will also check the fit on the participant to ensure that the helmet fits well with all padding and is not too loose or sloppy in its fit. The steel thickness should be checked using a caliper. 16-gauge steel is equal to 0.0598 inches (3/64") or 1.52 millimeters. Anything less than 16 gauge will be disqualified.

Armor- Any armor that is worn will need to be inspected for sharp edges or corners, ensure that straps are in good working order, and that they are in generally good shape. No rust or corrosion will be allowed on the armor. Mail armor or scale armor will also get a visual inspection prior to a match.

Helmets or armor that has visible rust damage and are obviously not cared for will be immediately disqualified and not allowed to be used in any match. Patina from age on any armor is ok.

Refer to the Men of Iron Tournament Manual for detailed information on approved sizes and styles for each type of armor.

2. All participants must wear the minimum required safety gear and armor to compete.

The minimum required armor/gear to compete in a combat sword event will be the following:

- 16-gauge Steel helmet with chin strap and internal padding – helmet requirements as listed in the Men of Iron Tournament Manual section on Combat Sword duels
- Combat shield made to the Men of Iron Combat shield specifications
- EVA Combat Sword made to the Men of Iron Combat Sword specifications
- Leather gauntlets/gloves to protect hands
- Fabric Coif and a Padded Arming Cap

Without this armor, a participant will not be allowed to compete.

Optional armor/safety gear that is encouraged and may be worn but is not required:

- Padded Gambeson
- Chainmail hauberk
- Chainmail Coif
- Steel or leather pauldrons
- Steel or leather gorget
- Athletic cup

3. *The Marshal will have complete control of all sword duels, and his instructions will be followed immediately.*

The marshal will govern the match from start to finish and will have total control over the event.

Before, during and after the match, all of the marshal's instructions will be followed immediately.

Prior to the match, each combatant will choose a color to score with. This will be based on the point flags that the household/Barony uses.

4. *All participants will know and understand the Combat Sword Commands given by the Marshal.*

The marshal will have a number of different commands that he will use for each match. These commands for combat are as follows:

- ***"Fighters Enter the Ring"*** Only the combatants will enter the ring.
- ***"Fighters Ready?"*** Participants will respond verbally by stating "Ready" and tapping the front of their shields with their swords. The marshal will hold his staff between the participants until they both respond.
- ***"Fight!"*** The match will commence once the Marshal has withdrawn his staff from between the participants.
- As the fighters score points, the Marshal will call the points out to the score keepers. Depending on the color of the scoring flags, the marshal will call out ***"Red, one point!"*** or ***"Green, two points!"***
- ***"Hold!"*** When this command is given the fighting stops immediately. The Marshal will use his marshals' staff to separate the participants.
- ***"Match!"*** When the time ends or one participant has won 5 points.
- ***"Honor!"*** When the match is over and the winner is declared, the fighters will meet in the ring and shake hands.

5. *All participants will observe the Code of Chivalry and fight with honor.*

In all that we do we strive to bring honor to the King; this includes matters of combat. If we fight with honor always keeping the Code of Chivalry in mind, we will call all blows landed by our opponent. It is very difficult for a Marshal or another observer to determine who has landed a good blow, so it is important that we fight with honor according to the Code of Chivalry.

6. *Combat division rules must be followed.*

There are two separate divisions of combat: Under 18 and over 18. Those under 18 may not under any circumstances engage in any sword competition with anyone over the age of 18. This applies to practice, tournament or bead challenges.

7. *Jabbing is expressly forbidden.*

The only legal hits are taps or cutting strokes. Jabbing straight toward your opponent is an illegal move by any combatant. If a fighter jabs at his opponent, on the first occurrence he is cautioned not to jab at his opponent. If there is a second, he will be warned that he will face disqualification. On the event of a third jab the match will be stopped, and the offender is disqualified and ejected from the match and the sword combat event.

8. Know and understand the tournament competition rules and point structure for combat swords.

The competition rules for the combat sword are as follows:

- The duel will be a three-minute match.
- The duel will be between only two fighters.
- Fighters are required to respond to the command of the marshal immediately or be ejected from the match.
- The winner will be the first participant to win either 5 points within the three minutes or the highest number of points at the end of three minutes.
- If no points are scored after three minutes, the match moves to the first strike landed in a two-minute match. In this scoring format the contestants will have two minutes to land a blow on their opponent, or the match will be counted as a draw. At the end of two minutes the match is over. If no one lands a blow, both contestants will be moved to the loser's bracket.
- Scoring will be on solid hits only. The scoring will be as follows:
 - Head-2 points
 - Torso- 1 point
 - Leg (above the knee)- 1 point
 - Leg (below the knee) – NO points
 - Arm (above the elbow)- 1 point
 - Arm (below the elbow)- NO points
 - Groin- NO points
 - 5 points must be scored to win the match in three minutes.
 - At three minutes if 5 points have not been reached, the fighter with the highest count will win the match.
- All joints- elbows, knees and wrists, the neck and the groin are absolutely prohibited.
- Kicking, headbutting or using your shield as an offensive weapon against your opponent will not be tolerated and will result in the following:
 - Immediate disqualification of the match and event.
 - Immediate revocation of the Tournament Card.
 - Minimum of 1 year suspension from any Men of Iron events involving the combat swords. This includes the re-qualification for the sword combat endorsement.

9. Only arming swords will be used for combat duels.

Two handed long swords, padded spears, padded axes, padded mace, boffer arrows or any other padded implement are not cleared for use by Men of Iron in any sanctioned Men of Iron event during Men of Iron activities.

Arming swords that are approved for use are the EVA foam swords built to the specifications approved by Men of Iron. These plans can be found on the Men of Iron website in the restricted members downloads page.