



Parf od Dagorath

In all aspects of Dagorath, the game officials have the final say in interpreting and enforcing the rules, including all situations not covered by the following list. All participants are encouraged to read the rules thoroughly and exercise common sense. Any questions should be brought directly to the game officials.

- Participation -

Conduct - All participants are expected to act honorably and adhere to these rules. All participants must display a thorough understanding of the rules and a sufficient command of proper weapon use prior to engaging in combat. Participants are only to engage in combat in areas designated by the game officials. Multiple infractions of the rules will be dealt with by the game officials. Participants should never actively ignore legal damage or call others out on damage they believe should have been taken. If there are any discrepancies between participants, they must discuss this outside of the combat zone, and if they are not able to quickly resolve the issue amongst themselves, they are to take all questions directly to an official.

Exclusions - Game officials reserve the right to eject or exclude any person from participation for the following, but not limited to the following reasons: Violating local, county, state, or federal laws which impact Dagorath or Dagorath events, including but not limited to violations which endanger the safety or property of Dagorath's members, spectators, or bystanders, including actions demonstrating intent to cause actual injuries or harm during Dagorath combat; Violations which endanger Dagorath's use of facilities; Violations of Dagorath's intellectual property rights; Disobeying the instructions of those in charge of events; Any conduct unbecoming of a Dagorath member using a "reasonable person" standard; Anything not noted above but negatively impacts a Dagorath event or is deemed to cast Dagorath as a whole in an unsuitable manner using a "reasonable person" standard.

Release Form - All participants must sign a release form acknowledging that they are aware of all rules and expectations before they will be allowed to participate. Those who are under 18 must have a legal guardian sign the release form.

Garb - All participants are required to wear a costume ("garb") that meets or preferably exceeds minimum Dagorath requirements as judged by the game officials. All garb should be appropriate to a Medieval Fantasy setting, should be adequate to maintain modesty while fighting, should be safe to wear during combat, and not appear modern. Rigid spikes and points are not allowed. Any rigid projections must not protrude more than ½ inch and must have blunted edges. If spectators, parental guardians, service staff, or similar bystanders are present at an event, the game officials determine if they are required to wear garb. This is handled on a case-by-case basis.

Forbidden Garments - Forbidden garments include but are not limited to: blue jeans, white shoes, cleats, camouflage patterns such as military fatigues, visible T-shirts or other obviously modern clothing, and modern hats. It is sometimes possible to wear modern clothing in a way (by modification or concealment for example) that it is not considered forbidden. The game officials reserve the right to allow certain forbidden garments to accommodate special needs, because of weather conditions, etc. These exceptions will be made on a case-by-case basis. Participants are encouraged to overcome this, when possible, with proper garb.

Loaner Gear - The game officials provide loaner garb and weapons for all new people. All participants are encouraged to get their own gear as soon as possible. The game officials reserve the right to revoke an individual's use of loaner gear due to misuse or misconduct. You may never use another participant's personal gear without their expressed permission, nor may any individual monopolize community items.

- Combat -

Strikes - A hit from a hand-held weapon counts when the weapon's striking surface hits with sufficient force. Clarification: taps, grazing, and glancing shots do not count as sufficient force. A hit should be a “noticeable” thud, but should not be any more forceful than what is required to be noticeable. Striking with the dull sides of weapons and pommels is prohibited. Hits from projectile weapons count when the head of the weapon strikes the target’s body causing the projectile to stop or be slightly deflected. Any projectiles interrupted by clothing are considered to pass through and hit where they would have if clothing had not been there. Any damage you receive from an opponent’s strike that occurs when you wound or incapacitate them still counts so long as it was already in motion before your hit landed.

Strike Zones - Hit locations or “strike zones” include Torso, Leg, Arm, Head, and Neck. Torso: shoulders (including arm sockets), chest, stomach, crotch, sides, back, and buttocks. Leg: From the toes to the torso (below the buttocks). Arm: From the fingers to the shoulder socket. Neck: From the collarbones to the base of the jaw. Head: From the base of the jaw and up. Torso, Leg, and Arm are legal strike zones for all melee and projectile weapons except for rocks. Head and Neck strike zones are off limits to all melee weapon strikes, bullets, and throwing weapons.

Incapacitation - During combat when a player has sustained damage that would prevent them from continuing to fight that is called “incapacitation”. When incapacitated, fall to a prone position on the ground. Make sure that you are aware of your surroundings and watch out for bodies. At no time may the incapacitated speak, unless it is to shout a safety warning that is "outside" of Dagorath combat; e.g., "Look out, you're about to run into a tree!" If playing a game type with multiple rounds of combat, when passing through the field to return to the resurrection point, place your hands or weapon over your head and do your best to appear out-of-combat. If playing a game without resurrections, remain on the ground as a body until the round of combat is reset.

Special note: In Dagorath we do not “kill” player characters and you are free to play the same characters for as long as you want regardless of the results of any battle. Often players will refer to kills and deaths during battle because that is most easily understood as being damaged enough to be “out of the fight”, but this is never meant to indicate that a player character is no longer a part of the overall lore of Dagorath. A character can only truly “die” if a player chooses to retire them from gameplay.

Wounds - If asked, a participant must accurately describe their current wound status. Participants may never fake incapacitation or wounds during a game to mislead opponents. Hits to the Torso result in instant incapacitation. A participant may take damage to any one limb and continue fighting; however, any further damage anywhere results in instant incapacitation. Only certain weapons can strike the Head or Neck, and when they do so the result is instant incapacitation. See Weapons section for more information.

Arm Damage - When struck in the arm, immediately drop anything that is in that arm’s hand and tuck the arm behind your back. Do not use your damaged arm to aid in any aspect of combat. Any other strike to the same arm counts as a torso hit. Because holding your arm behind your back is how we show wounds to an arm, holding your arm behind your back when it has not been wounded isn't allowed.

Leg Damage - If your leg is damaged, you must immediately kneel on that knee. Hopping around on your undamaged leg is not allowed. You may choose to kneel on both knees for stability. Because kneeling is how we show wounds to a leg, kneeling when it has not been wounded isn't allowed. Crouching is allowed as long as neither knee is touching the ground.

Movement while Legged - To move from place to place you must either crawl, dragging the lost leg, lunge off the undamaged leg, roll, knee walk, or have teammates “walk” or “carry” you.

“Walked” while Legged - A teammate may “walk” you by placing a hand on your shoulder so that you can temporarily walk. This enables you to move at a slow walking pace. Once they cease contact you must return to kneeling.

“Carried” while Legged - A teammate may “carry” you by picking you up, such as a Piggyback Ride or Fireman’s Carry, but may only do so with your permission. You should ask permission BEFORE attempting to pick someone up. This enables you to move at a running pace. Once they cease contact you must return to kneeling.

Blocking Strikes - Common weapons, great weapons, javelins, and shields may be used to turn aside strikes. A bow may also be used to block one weapon strike but the bow is then broken and must be repaired before it can be used again. Arrows, bolts, rocks, bullets, throwing weapons, and guns may not be used to block strikes and if any of these items intercept a hit, that strike is considered to have passed through and hit anything in its path. Strikes also ignore sheathed weapons (i.e., one that is attached/hanging from one's belt or over one's back) or any other worn object, including baggy clothing such as cloaks. If an attack would have made legal contact with a participant had the object been absent, then it should be counted as a hit. A weapon must be in a participant’s hand, and the only items in that hand, to intercept an attack.

Anviling - Anvilling, the act of laying one's weapon on a shield or body part to avoid taking damage, is not permitted. If a weapon continues through the attempted block with significant force, pushing the defending weapon against the target, the blow still counts as a hit regardless of the defending weapon being in the way.

Striking From Behind - When struck from behind a participant must assume that they were struck with a common weapon unless their opponent indicates otherwise through some in-character exclamation.

Accidental Strikes - Any strike that connects with an illegal zone will not deal any damage to your opponent even if it carries through with sufficient force to a legal target. It is at the discretion of the receiver of the blow to determine if it was a “Head Shot” or just a graze in passing.

Grappling People - Grappling is defined as wrestling in a safe and reasonable manner and attempting to subdue or unbalance your opponent without strikes, throws, or joint/nerve holds. Body checks (blocking your opponent's movement using one's body) are allowed. Punching and kicking are never allowed, except in the case of shield kicks as outlined in the shield section. A person in rigid plastic safety gear, carrying a bow and/or arrows, and participants wearing rigid armor may never initiate a grapple with a person but may reciprocate once grappled with.

Grappling Weapons and Equipment - Grappling the non-striking edge, flats, hafts, and handles of weapons may be done at any time, regardless of rigid equipment or armor, so long as it is done in a safe manner. When grappling with a weapon, any body part that comes in contact with the striking edge is considered wounded; (e.g., if your fingers accidentally grip the blade, you lose that entire arm.) The same safety standards should be taken into consideration when grappling equipment, including making sure any non-padded surfaces do not strike your opponent when you maneuver their equipment around.

- Equipment -

Armor - Armor grants a limited amount of immunity against certain strikes.

What Constitutes Armor - Armor shall be counted as such only when worn as intended, when easily recognizable as armor, and when specifically constructed as armor. No item with an obvious function other than armor shall be considered to be armor regardless of the material of its construction. Armor is subject to the garb rule requirements for aesthetics and safety. All participants are allowed to wear decorative armor pieces as part of their garb, but they may only be counted as armor if that armor passes all requirements outlined in this section.

Wearing Armor - Armor may not be completely concealed. If the armor is partially concealed it must still be relatively easy to infer which areas the armor is covering. Participants wearing rigid armor may not initiate a grapple and may only reciprocate after being grappled with. The game officials will determine if a participant is wearing rigid and thus unable to initiate a grapple.

Armor Protection - All types of armor, regardless of thickness or construction, function the same during combat. All armor within a strike zone counts as a single piece of armor no matter how many separate pieces of armor are actually present. Body armor only protects against singled-handed stabs and the first hit from a common weapon. One-hand stabs do not penetrate armor, including "pool-cue" style thrusts where the spear slides through one hand while being pushed with the other. To penetrate armor, a stabbing weapon must be thrust with both hands from the beginning of the thrust until it has connected solidly with the target. Head and Neck armor and helmets protect against projectile weapon hits to the Head and Neck. Armor only protects the area it covers: e.g., one hit from a common weapon to an unarmored elbow results in the loss of that arm, even if the rest of the arm is armored. Hits to areas that are both armored and unarmored must be taken to the unarmored area. Gaps in armor coverage of $\frac{3}{4}$ " or less shall be ignored.

Taking Damage to Armor - Siege Weapons ignore all armor in any zone. Body Armor does not offer protection against most projectile weapons, great weapons swung with two hands, two-handed stabbing thrusts, nor any common weapon strikes beyond the initial hit. A second common weapon hit and double-handed stabs will be considered to have "broken" the armor and pass through to deal normal damage to the strike zone. The only projectiles stopped by armor completely are throwing weapons. Once broken a piece of armor it provides no protection for the duration of the current round of combat unless it is repaired

Bows, Crossbows, Guns, and Slings - These items are used to launch projectile weapons. These may never be used to deliver strikes and may never be thrown. If any of these are struck by a weapon's striking surface, it is able to block one strike from any weapon, but it is then considered "broken" and unusable for the duration of the current round of combat unless it is repaired. Quivers, holsters, ammunition pouches and other accessories are also subject to the garb rule requirements for aesthetics and safety.

Health Kit - Health kits are used to heal wounded limbs during combat. These are represented by period appropriate containers filled with non-magical wound care items such as bandages, salves, splints, herbs, and small tools. All pieces of the kit are subject to the garb rule requirements for aesthetics and safety.

Healing Requirements - The steps required to heal a wounded limb are determined on a case-by-case basis by game officials by taking into consideration the level of detail put into roleplaying the treatment and the quality of the props being utilized. At minimum healing a wound takes 60 seconds and requires the use of one cloth bandage per wound that must remain tied to the healed limb for the remainder of the current round of combat. Bandages are not reusable between rounds of combat and players who have been healed should return these bandages to their owner after the current round of combat has ended.

Shields - Shields may be used to block weapons and push participants. They may never be used to deliver strikes with the edge of the shield and may never be thrown. A shield may be used or worn in any manner, and it will still remain a shield (e.g., a shield may be carried on the arm, held in one or two hands, worn on the back, or propped against a participant's side.) A participant may carry up to two shields, one in each hand; otherwise, they may wear or carry only one shield at a time.

Shield Breaking - Shields ignore all common weapon, stabbing weapon, and projectile weapon strikes. However, great weapons can destroy a shield with two solid blows from their legal striking surface when used two-handed. Blows which are mostly blocked by another weapon and light or glancing hits to a shield do not count as "shield breaking" hits. Though a shield breaking hit must be more forceful than a normal strike, the physical size of the participant delivering the blows must always be considered. Once a shield is "broken" it must be immediately dropped and is unusable for the duration of the current round of combat unless it is repaired. Additional hits from any type of weapon that strike before the shield is dropped count first against the shield wielder's arm and then their torso.

Shield Kicking - Participants are allowed to kick shields, provided the kicker keeps one foot on the ground and must be done with regard for the safety of other participants.

Shield Edging - Participants are allowed to block strikes and push opponents with the edge of the shield. However, a shield edge may not be used as a punching tool.

Shield Checking - A shield check means using a shield's face to strike an opponent starting from a distance of two steps away or closer. Participants may shield check an opponent from any direction. Participants may shield check opponents who have lost a leg.

Shield Bashing - A shield bash means using a shield's face to strike an opponent starting from a distance more than two steps away. Participants may shield bash an opponent on their front or side. Bashing an opponent from the rear is prohibited. Bashing an opponent who has lost a leg is prohibited.

- Weapons -

Weapon Safety - All weapons are subject to rejection for any safety or construction discrepancies as determined by the weapons checkers appointed by the game officials. All weapons must pass a safety inspection done by the appointed weapons checkers before they are to be used in combat. A safe weapon is one which when used as intended will NOT result in bruises, scratched or hooked skin, broken bones, knocked out teeth, or otherwise injure an average person.

Weapons Classification - Weapons Checkers have the final say in determining how to classify a weapon and the intended striking surface of a weapon must be reasonably clear. (e.g., single sided weapons must be obviously single edged, clubs must be obviously club shaped rather than bat shaped, etc.) Weapon types are divided into common weapons, great weapons, projectile weapons, and siege weapons.

Disallowed Weapons - Weapons that are disallowed include but are not limited to: Nets, lassos, pungee sticks, nunchucks, tonfas, bats, and any form of punch weapon.

Weapon Use - You may only wield one item (i.e. weapon or shield) per hand. You may carry as many items as you would like, but they will not be able to cause damage to your opponent or be considered "in play" unless you drop all other items in that hand. Participants are never allowed to strike to the Head with melee weapons. Only airborne projectile weapons are allowed to strike to the Head. Throwing melee weapons is strictly prohibited with the exception of javelins. Using projectile weapons as melee weapons is strictly prohibited with the exception of javelins. Arrows and bolts must always be fired from a bow and not thrown. See projectile weapon rules section for more detail.

Weapon Types -

Common Weapons - Common weapons are hacking, cutting or smashing melee weapons intended primarily for one-handed use. They can be used as two-handed weapons as well but this will not change the damage dealt by a common weapon. Common weapons are any melee weapon less than 48 inches long, though flails and double-ended weapons are always common weapons regardless of length. They are used to strike the Torso, Leg, and Arm strike zones and may never be used to strike the Head or Neck.

Special Note on Armor: It takes one hit from a common weapon to "break" armor and the second hit will go through and do normal damage. See the armor rules section for more detail.

Special Note on Shields: Common weapons deal no damage to shields.

Great Weapons - Great weapons are long hacking and smashing melee weapons intended to be used primarily with two hands. They may be used with one hand, though they deal only common weapon damage if used with one hand. Great weapons must have a minimum total length of 48 inches or longer. They are used to strike the Torso, Leg, and Arm strike zones and may never be used to strike the Head or Neck.

Special Note on Armor: Great weapons ignore armor when used two-handed. See the armor rules section for more detail.

Special Note on Shields: Great weapons can destroy a shield with two solid blows from their legal striking surface when used two-handed. Blows which are mostly blocked by another weapon and light or glancing hits to a shield do not count as "shield breaking" hits. Though a shield breaking hit must be more forceful than a normal strike, the physical size of the participant delivering the blows must always be considered. See shield section for more detail.

Stabbing Weapons - Stabbing weapons are melee weapons such as spears, sword points, daggers, stabbing points on pole arms, pommel spikes, etc. Stabbing weapons must feel sufficiently softer than a non-stabbing surface. They are used to strike the Torso, Leg, and Arm strike zones and may never be used to strike the Head or Neck.

Special Note on Armor: One-hand stabs do not penetrate armor, including "pool-cue" style thrusts where the spear slides through one hand while being pushed with the other. To penetrate armor, a stabbing weapon must be thrust with both hands from the beginning of the thrust until it has connected solidly with the target.

Special Note on Shields: Stabbing tips or pommel spikes deal no damage to shields.

Projectile Weapons - Projectile weapons are any weapon that may be fired or thrown and include thrown javelins, rocks, arrows, crossbow bolts, bullets, and throwing weapons. Javelins are the only projectile that may be used as melee weapons. Projectile weapons must be used at half-draw (arrows) or thrown with half force (javelins) at ranges closer than 20 feet and must travel its own length through the air after it is released to count as a legal hit. Projectile weapons cannot strike multiple targets and once it has hit an object, or changed path, it is harmless.

Special Note on Armor: Projectile weapons ignore body armor but are negated by legal Head and Neck armor.

Special Note on Shields: Projectile weapons deal no damage to shields.

Javelins - When thrown, a javelin may strike all strike zones. When used as a spear, javelins may not strike in the Head or Neck and follow all other stabbing weapon rules. Any block which stops the head of the javelin from striking its target is a legal block, including catching the javelin by the shaft or blocking it with any weapon.

Rocks - Rocks must be thrown and may never be used as melee weapons. Rocks only count when they strike an unarmored Head and no other strike zone. Any block which stops the rock from striking its target is a legal block, including catching the rock or blocking it with any weapon.

Arrows and Bolts - Arrows and bolts must always be shot and may strike all strike zones. They can never be used as melee weapons. Arrows and bolts can never be caught and can only be blocked with shields and legal Head and Neck armor. If an arrow or bolt is blocked intentionally with anything other than a body part, shield, or Head and Neck armor, the participant doing the blocking is incapacitated automatically. If a weapon or piece of garb accidentally blocks an arrow or bolt from hitting a target, the arrow or bolt is considered to have continued as if the weapon or garb were not there, hitting whatever is in its path.

Bullets - Bullets must always be shot and may strike only the torso and limb strike zones. They can never be used as melee weapons and may never target the Head or Neck. Bullets can never be caught and ignore armor, but they can be blocked with shields. If a weapon or piece of garb accidentally blocks a bullet from hitting a target, it is considered to have continued as if the weapon or garb were not there, hitting whatever is in its path.

Throwing Weapons - Throwing weapons must always be thrown and may strike only the torso and limb strike zones. They can never be used as melee weapons and may never target the Head or Neck. Throwing weapons can never be caught and can be blocked with shields and armor or deflected by weapons.

- Character Abilities -

Participants, should they wish, may apply to become an official character within the game. The desired character must be creative enough to set this participant apart from the ordinary “fighter type” but still feasible to actively portray. The applicant must have their own garb, weapons, and backstory that all match their desired character. These items, along with a completed Character Application Form must be presented to game officials for evaluation. The character must then undergo a trial focused on testing the person’s ability to role-play their character. If successful they will then be awarded a few extra abilities to aid them and support their ongoing role-play during combat from then on out. The trial and which extra abilities are awarded upon completion of said trial will be decided upon by the game officials and the participant on a case-by-case basis. These trials and extra abilities are only for participants who are going above and beyond the typical standards of game play. The common extra abilities are outlined below.

Fire Weapon - A weapon that has the ability to break shields in one hit. The wielder is to call out "Fire" when striking with or launching the weapon as a courtesy but not as a requirement. A fire spell ball is red, a fire melee weapon is marked with a red sash around its handle, and a fire projectile must have a red cover attached to the projectile prior to launching.

Poison Weapon - A weapon that has been poisoned counts as an incapacitation on torso hits and a 10-second delayed incapacitation on any limb hits. It can be blocked by weapons and shields and is not allowed to target the head or neck unless it takes the form of a projectile. All projectile-based poisoned weapons only cast poison and have no other effect. All melee-based poisoned weapons only cast poison on limb strikes and otherwise still incapacitate on torso strikes as normal. Poisoned weapons must still follow all the normal rules for striking through armor. The wielder is to call out "Poison" when striking with or launching the weapon as a courtesy but not as a requirement. A poisoned spell ball is green, a poisoned melee weapon is marked with a green sash around its handle, and a poisoned projectile must have a green cover attached to the projectile prior to launching.

Magic Weapon - A weapon that is an incapacitation on any target it hits, including the target's weapons, shield, garb, armor, or any other part of them. Magic weapons are not allowed to target the head or neck unless it takes the form of a projectile. The wielder is to call out "Magic Weapon" when striking with or launching the weapon as a courtesy but not as a requirement. A magic weapon is marked with a black sash around its handle.

Spells - A character with this ability can cast spells, which take the form of Spell Balls. Spells must match your character and fall within your range of magical ability as determined by your backstory. Spell-casters may also “sell” or “gift” spells to other characters through some form of role-play giving non-magic characters limited ability to use them. The number of spells permissible per round of combat will be determined by the game officials.

Spell Casting - A spell ball must be held in the caster’s hand while an incantation activating said spell ball is spoken. This incantation must be spoken aloud and consist of a minimum of 30 syllables. A written copy must be presented to be checked along with all other gear before it is to be used in combat. Once the incantation has been spoken, the spell ball will activate once it leaves the caster’s hand.

Spell Ball Damage - Spell balls deal damage to any strike zone it hits and completely ignores armor. Spell balls must always be thrown and any block from a shield or weapon which stops the spell ball from striking its target is a legal block. Spell balls may never be caught or used as melee weapons.

Spell Ball Construction - Spell balls must be at least 4 inches in diameter; All aspects of their construction must conform to the 2.5 inch rule; Must have a maximum weight of 1.5 pounds; Must not have any core material beyond foam. Spell balls must have a cloth cover of a distinctly neon or white color.

Additional Provisions - Characters may also choose to add additional standards of play to the normal combat standards. Should these standards include other participants, all participants involved must be made aware of and give their official consent by signing the Additional Provisions Waiver Form. The approval of these additional provisions is at the discretion of the game officials and will only be approved if the participants can display an ability to enact them in a safe manner. Examples of these additional provisions include: harder hits, body tosses, play punching and kicking, established weaknesses or resistances to certain items, etc.

- Construction -

Equipment -

Armor - Armor must be constructed of metal or leather. Other materials are allowed for ornamentation purposes on top of a legal armor piece, so long as they cover a very minimal amount of surface area of the armor and it does not compromise the tester's ability to measure the thickness of the leather or metal. Armor must adhere to the following thickness requirements:

Metal Armor Requirements - Metal armor may be made of iron, steel, bronze, brass, copper, or titanium. Aluminum and other modern alloys are not allowed. The minimum thickness of non-chainmail metal armor is 0.9mm (usually called 19 gauge). Chainmail, defined as armor constructed solely of interconnected metal rings, must not have a weave penetrable by a 3/8" thick rod (dowel) in order to pass as armor. The maximum thickness of metal armor is 1/8".

Leather Armor Requirements - The minimum thickness for leather armor is 7 ounce and may be achieved by layering several pieces of thin leather. Studded, scaled, or brigandine armor can only be counted as armor if 2/3 of the leather is covered by metal, or the studs/rings/plates are no more than 1/2" apart.

Bow, Crossbows, Guns and Slings- All bows must have a draw weight of 35 pounds or less at 28 inches draw. Crossbows and Slings must have a maximum draw weight of 35 lbs with a draw length of 12 inches. Compound (pulley) bows are not allowed. The allowed strength of all guns are determined on a case-by-case basis, at the discretion of game officials. Guns must conform to a roughly single shot, flintlock style and not obviously modern in design.

Shields - A shield must have a minimum diameter of 12 inches, must not be taller than the distance between the wielder's chin and their ankles, and no wider than 3 feet. Shields may not have a metal core. Shields must be safely padded on the front and all edges including any dangerous protrusions (bolts, handles, etc.) on the rear must be taped and/or padded for the user's safety. A shield must be covered with either cloth or a non-latex based soft plastic sealant (e.g. plasti-dip). Shields may be virtually any shape, but must have handles and/or arm-straps.

Weapons -

Weapon Minimum Dimensions - The minimum amount of striking surface on swung weapon is 6 inches. All double edged bladed weapons must conform to the minimum dimensions of 1.25 inch by 2.75 inches; All single edged bladed weapons must conform to the minimum dimensions of 1.25 by 2.5 inches; All rounded weapons must conform to the minimum dimensions of 2.75 inches diameter.

Weapon Cores - No core may have a 120 degree or more severe bend. Metal and Wood are not legal core materials for weapons with the exception of aluminum arrow shafts.

Weapon Flex - The shaft of a swung weapon may not flex greater than 45 degrees when the weapon is swung in the plane/direction of the striking surface. The shaft of a spear or javelin may not flex greater than 90 degrees under reasonable testing stress.

Weapon Padding - The amount of padding on an area of a weapon should be directly proportional to the likelihood that this area will make contact with a person as judged by the Weapons Checkers. A weapon must be entirely padded except for a reasonable area for handle that matches the way the weapon is intended to be used. No swung weapon may have more than 1/3 of its overall length unpadded and no stabbing only weapon may have more than 1/2 of its overall length unpadded.

Weapon Balance - All weapons must have their weight balanced above the handle. The intended handle will be determined by the weapons checker on weapons that do not have a clearly defined handle section.

Weapon Coverings - All weapons must have a cloth covering over all striking surfaces. The non-striking surfaces and courtesy padding of weapons may be covered in non-latex based soft plastic sealant (e.g. Plasti-dip.) as a substitute for a cloth cover so long as it does not compromise the foam's ability to compress. There can be no exposed foam or core on a weapon, including handles and pommels. No "unfinished" weapons will be allowed in combat.

Weapon Tape - Tape is not an adequate weapon cover and there can be no tape on any striking surface or courtesy padding of a weapon. Minimal tape underneath a legal weapon cover is permissible but it must not compromise the foam's ability to compress or how it feels when struck with. Cloth tape is an exception to this, as it is recognized as an adequate cover for courtesy padding and pommels but not for the striking surface of a weapon.

Weapon Tips - The tips of stabbing and non-stabbing weapons must meet the following minimum dimensions. (This measurement shall be conducted by lowering the testing template onto the tip of the weapon perpendicular to the edge or shaft of the weapon.)

Stabbing - Stabbing tips on swung weapons, smaller stabbing only weapons such as daggers, and smaller projectile weapons such as arrows or bolts shall not easily pass more than 0.5 inch through a 2.5 inch-diameter hole. Stabbing tips on larger stabbing only weapons such as spears or javelins shall not easily pass more than 0.5 inch through a 3.5 inch-diameter hole.

Non-Stabbing - Weapon tips NOT designed for stabbing shall not easily pass more than 0.5 inch through a 2 inch diameter hole.

Weapon Pommels - The pommel of a weapon must be padded to prevent injury in the event of an accidental "hit" and shall not easily pass more than 0.5 inch through a 2 inch-diameter hole. Weapons may have a "pommel spike" instead of a normal pommel. Pommel spikes function the same and must pass the same requirements as a stabbing tip, but they may never be slashing legal unless the weapon follows the requirements of double-ended weapons explained in the double-ended weapons section.

Common Weapon Construction - Common weapons must have a minimum total length of 12 inches and a maximum total length less than 48 inches; Must weigh a minimum of 12 ounces; May have stabbing tips and/or pommel spikes.

Flail - The ball of a flail must have a minimum circumference of 16 inches (measured at its narrowest point) and weigh a minimum weight of 4 oz. The end of flail haft must follow the 2 inch rule. The maximum length of the rope or cloth of the flail "chain" is 6 inches and must be completely covered with segmented foam (rings).

Double Ended Weapons - Double ended weapons must not be more than 7 feet long; Must be entirely padded; Must have a minimum of 18 inches in length of a cylindrically padded striking surface on each end. Doubled-ended weapons may have stabbing legal ends, though both ends must be stabbing legal in order for either side to pass as stabbing legal.

Great Weapon Construction - Great weapons must have a minimum total length of 48 inches or longer; Must weigh a minimum of 24 ounces; May have stabbing tips and/or pommel spikes.

Projectile Weapon Construction -

Javelin - Javelins must have a maximum weight of 1.5 pounds; Must have a base at least 3 inches in diameter below the striking surface; Must be padded along their entire length; Must have a striking surface constructed of open-cell foam.

Rock - Rocks must be at least 4 inches in diameter; All aspects of their construction must conform to the 2.5 inch rule; Must have a maximum weight of 1.5 pounds; Must not have any core material beyond foam. Rocks must have a cloth cover of a distinctly earth-tone or black color.

Arrow/Bolt - All arrow and bolt striking surfaces must be constructed of open-cell foam; Must have at least two full vanes/fletchings (feathers) and a nock; Must have a draw stop to prevent them from being drawn more than 28 inches; Must have a base at least 2 inches in diameter below the striking surface; Must have a rigid and solid metal disk, such as a penny, secured perpendicularly at the end of the shaft.

Bullets - Must be made of mostly all foam with a small amount of rubber allowed on the tips and must have either a cloth cover or non-latex based soft plastic sealant exterior so long as it does not compromise the foam's ability to compress. (e.g. Plasti-dip) Examples include NERF darts and rival ammo for guns and Dagorath style rocks for sling ammunition.

Throwing Weapons - Must be shaped like a miniature bladed weapon and are distinctly different from rocks; Must have a maximum weight of 1.5 pounds; Must not have any core material beyond foam; Must have either a cloth cover or non-latex based soft plastic sealant exterior so long as it does not compromise the foam's ability to compress. (e.g. Plasti-dip)