

WMAW 2019

MiniDeed: The Armored Team Tournament Rules

THE THREE LAWS OF PRIMACY:

The MiniDeed is a tournament is meant to be competitive, but it is more importantly meant to be a chance to test one's art in the spirit of camaraderie amongst martial artists. Winning is a worthy goal to strive for, and competition can bring out the best in people, but alas it can also bring out the worst. Since this tournament is meant to promote the spirit of comradeship, there are three LAWS OF PRIMACY that you agree to when participating in this tournament.

LAW OF PRIMACY #1: RESULTS MAY ONLY BE DISCUSSED IN PERSON, NOT ON SOCIAL MEDIA. Deeds of Arms were meant to be praised at the dining hall, not on Facebook. Anything regarding rankings, wins, loses, points, etc, may only be discussed in person and not via any form of internet social media. On the other hand, photos and non-specific discussions (such as praising someone's overall performance, or discussing general points about the MiniDeed) are allowed.

LAW OF PRIMACY #2: ALL PARTICIPANTS WILL LEAVE A MATCH AS BETTER FRIENDS THAN WHEN THEY ENTERED. After a match, when removing helmets and having a drink of water, competitors are required to sit together to discuss their match and give mutual respect to one another as equals.

LAW OF PRIMACY #3: ANY COMPANY THAT DEFEATS ANOTHER OWES THAT COMPANY A ROUND OF DRINKS. It is the duty of the winning company (i.e. team) to figure out what the losing company drinks (particularly whether anyone on the team does or does not consume alcohol) and buy them all a drink at some point before WMAW is over.

THE LESSER LAWS:

-Everyone is expected to pitch in and help if needed. This can mean everything from helping staff move a bench if needed to helping someone on another team put their helmet on.

-Volunteers from each company will be required to help judge matches that are outside of the ones they are fighting in. This will be settled before any matches are started.

-Teams are required to have a company name. This name can be the name of a school, or it can be a name made up purely for the MiniDeed.

-Teams are encouraged to have a company banner, but this is not required.

-Participants are strongly encouraged to use period drinking vessels if possible, and strongly encouraged to keep modern equipment out of sight.

SUMMARY OF RULES

Format

Companies will be paired against one another. When two companies face off, one person from each team will fight a match of sword, spear or dagger. 8 rounds will be fought, rotating through team members so that everyone fights at least one match but no more than two. (i.e. A company of 8 will have each team member fight once; A company of 4 will have each team member fight twice)

A company that wins will advance, whereas a company that loses will be eliminated. The top three companies will each fight each other for first place.

Winning a Match

-A match will be timed for 60 seconds of continuous action with a halt only called for special circumstances (see below)

-A fighter who has more points at the end of the clock will win the round.

-If a fighter is “shown the gate” (passes completely outside a specially marked entrance/exit), the match is stopped, and the opponent automatically wins regardless of the score.

-A fighter may concede a round at any point, giving the opponent the win.

-If the score is tied after the 60 seconds, the fighter with more Advantage Points wins. If the number of Advantage Points is tied, the round will end as a tie. (see below)

Scoring

-Thrusts to “Light Armor” (e.g. mail) score one (1) point.

-Thrusts to “Unarmored” areas score three (3) points.

-A percussive cut with the edge of a sword to “Unarmored” areas score three (3) points.

-A successful take down or throw will award the dominant fighter five (5) points. This will halt the clock, and the referee will have the fighters stand before resuming.

-A *Mordschlag* to the top half of the helmet scores one (1) point.

Boundary

-Should a fighter be pushed to the rope, a halt will be called and an *Advantage Point* will be given to the opponent before moving both fighters to the center of the ring to continue. In the event of a tie when the timer runs out, the fighter with the most *Advantage Points* will win.

-A take down or throw that begins within the boundary and finishes just as the fighter steps out of the boundary will still award the five (5) points to the dominant fighter. An *Advantage Point* will not be given in this case.

DEFINITIONS OF TARGETS

Heavy Armor

Heavy Armor is any area covered by rigid plate or hardened leather. Striking these areas with any part of the sword does not score. (Exception: a *Mordschlag* to the top half of the helmet scores one (1) point)

Light Armor

Thrusting to Light Armor scores one (1) point. Light Armor is an area that is covered by mail and does not have Heavy Armor underneath. The Marshal may rule that certain other flexible armor, such as a coat of plates that has notable spacing between the steel plates, may be considered light armor, and this will be made clear to all competitors ahead of time. Note that the mail aventail (throat protection) attached to a late 14th century/early 15th century bascinet counts as Light Armor even if it has a steel throat guard underneath (some kind of rigid throat guard is mandatory per the equipment rules, but it does not change the function of the mail aventail). Similarly, any type of plastic or rigid defense underneath mail does not affect scoring, as it will still be considered Light Armor.

Unarmored

Unarmored areas are any area not covered by Heavy or Light Armor. This includes:

- Areas covered by only fabric or unhardened leather.
- Perforated plate used to fill the gaps of the helmet for safety purposes.
- Any area that the Marshal has determined ahead of time to be Unarmored for purposes of scoring (this will be made clear to the competitors beforehand). This includes but is not limited to rigid plastic or other modern materials that are used in lieu of historical materials for safety purposes.

TIME LIMIT

The time limit for each round is 60 seconds non-stop (except for special circumstances listed below). Unlike unarmored fencing, a thrust to an area covered by mail is unlikely to stop an opponent, and thus a halt will not be called. Further, some of the wrestling techniques seen in the treatises are specifically used after a thrust has already landed. The continuous clock allows for these types of set ups to happen, encouraging combatants to use more accurate techniques within the rules.

When is the clock halted before the time limit is up?

The Marshal typically will not halt the action until the 60 seconds are over, but will do so in the following cases:

- A fighter is thrown/taken down with dominance. The Marshal will halt the round, award the 5 points to the dominant fighter, and have the competitors stand and reset to the middle. The Marshal will then call "Fight" to resume the clock.
- Both fighters go to the ground without a clear winner. The Marshal will halt the round and have both fighters stand up. The Marshal will have them continue the match approximately where they were when the halt was called.

-A fighter is pushed to the rope. The Marshal will halt the round and award an Advantage Point (if applicable, see "OUT OF BOUNDS" below). The competitors will reset to the middle before the Marshal resumes the match.

-Shown the Gate. If a fighter goes out of the specially marked gate (see "Shown the Gate" below), the Marshal halts the action and awards an instant win of the match to the opponent. The match is over at this point.

-Penalties. The Marshal will halt the action to give a fighter a penalty if necessary. If the fighter is not disqualified, the Marshal will resume the match from where the fighters were halted.

-Safety concerns: The Marshal may call halt for any safety concerns, including but not limited to: Equipment malfunction, a fighter showing signs of injury, a grapple that appears to be too dangerous, etc. If the concern is fixed, the Marshal will resume the fighters from where they stopped.

-Marshal's discretion: The Marshal can halt a match for any reason if it is deemed necessary.

HOW WILL JUDGES DETERMINE IF A THRUST SCORES OR NOT?

Judges will be watching the bout, giving points based on thrusts that land anywhere that is not considered Heavy Armor. Thrusts must be done with the point of the weapon with pressure. A thrust that glances off of the target will be ignored as incidental contact, as will very light touches with the point.

Judges will verbally call out the color of the scoring fighter ("Red!" or "Blue!") every time a fighter scores, regardless of the numerical value of the scoring attack.

SCORING MULTIPLE TIMES

Since a halt is not called for most scoring attacks, a fighter may score multiple times in a row. This can be achieved in two ways:

-Multiple attacks: Thrusting to the target area, releasing the weapon, and thrusting again will potentially score for each thrust. The weapon must be withdrawn approximately ten inches in order to score again, simulating the need for pressure to injure an opponent through mail. Multiple rapid-fire attacks that have little pressure will be considered incidental contact and therefore will not score.

-Continuous pressure: A thrust to the target area may continue to score if a fighter maintains pressure on the target. If the opponent does not break free of this thrust, the judges will continue to record the score against that target until the fighter escapes the thrust. This will be signified verbally by the judge who will call out the point for the scoring fighter (e.g. "Red! Red! Red!...") until the fighter escapes the thrust. Example: "Red" Fighter thrusts with a spear to the Light Armor of "Blue" Fighter (scoring 1 point) and continues using that thrust to push the fighter backwards. "Blue" Fighter does not attempt to get free of this pressure, but instead tries to push back against this. The judge begins calling "Red!", doing so three times before "Blue" Fighter finally parries the attack. "Red" Fighter therefore scored 3 points for

this. Had the same scenario occurred to an Unarmored target, Fighter A would have scored 9 points (3 x 3).

This form of scoring is to encourage the use of the historical techniques that involve couching the weapon to control the opponent, and likewise encourages an opponent to counter this rather than avoid being scored against rather than ignoring the weapon after it has hit.

NON-THRUSTING STRIKES

-Mordschlag: A strike to the top half of the helmet with the hilt while holding both hands on the blade will score one (1) point. This type of strike will be defined as a *Mordschlag* (Murder Stroke), despite the various names it is given in the historical treatises. In order for the *Mordschlag* to score, it must 1) Be held with both hands on the blade (if one hand is on the hilt, it is treated as a non-scoring pommel strike), 2) have at least one hand either on the “half-sword handle” (the narrow portion of the blade for gripping) or anywhere closer on the blade to the guard to prevent a person from generating too much dangerous force in the strike, 3) start it’s arc from at least two feet away from the helmet (and follow up strikes must also allow for the pommel to withdraw at least two feet from the helmet), and 4) the strike must land on the top half of the helmet. A *Mordschlag* that strikes anywhere besides the top of the helmet is not illegal, but does not score. *Note: The Mordschlag, which is normally very dangerous with steel fittings, is only allowed because of the special rubber hilted swords being used. Common sense must still be applied, however, as the hilt can still generate significant force.*

-Pommel strikes: Pommel strikes are allowed, although they are non-scoring.

-Use of the cross guard: The cross guard is usable for hooking and grappling. Any strikes with it beyond the *Mordschlag* are non-scoring.

-Cutting: Percussive strikes with the sword edge are allowed, but will only score to an unarmored limb (e.g. if the opponent does not wear any form of shin protection beyond plastic, this is a legal target for cuts) and are equal to a thrust to the same target (3 points). Cuts are non-scoring to Light Armor or Heavy Armor, although they are not illegal.

WRESTLING RULES

A successful take-down or throw will be awarded five (5) points. The match will be halted and the fighters will return to the center of the ring before continuing.

-A throw is defined as intentionally causing the opponent to fall so that the torso touches the ground while the thrower shows clear dominance (such as holding the point of the weapon directly over the fallen opponent should they try to stand). If a fighter falls and immediately rolls their feet without any clear threat from the opponent, the Marshal may choose to let the match continue without awarding the points.

-A take-down is defined as both fighters going to the ground with one in a clearly dominant position. Any action that goes to the ground will only be allowed to continue for beat of time to allow a fighter to attempt to reverse the dominant position, but the Marshal will not allow prolonged wrestling once either fighter’s torso touches the floor.

-A fighter who maintains a dominant position on an opponent who's torso is touching the ground or has at least five points of contact on the ground (e.g. two feet, two knees and a hand; or two hands, one knee and both feet, etc) for more than a brief moment of time scores a take-down. The Marshal will not call halt if the opponent is able to stand immediately after briefly skimming the ground, however, and therefore no points will be scored.

-Fighters may not intentionally strike or forcibly manipulate the joints.

-Fighters may not kick, particularly since some sabatons are pointed enough to cause serious damage if they slip past an armored area.

-Fighters may not draw the arm back to punch, particularly because some gauntlets are pointed enough to cause serious damage if they slip past an armored area. Pressing with the hand in a grapple is allowed, and some gauntlet designs will require the combatant to press with the fist, so this is acceptable. A hard, percussive punch is illegal, as is withdrawing the hand after a press to repeatedly hit with the fist.

OUT OF BOUNDS

Fighters will compete within a roped off field with one entrance/exit (see "SHOWN THE GATE" below).

If a fighter is pushed into the rope, the Marshal will halt the match and an Advantage Point will be awarded to the opponent (see "SOLVING A TIE" below). If both fighters go out of the ring within a beat of time of each other, the match will be halted and no Advantage Point will be given. Both fighters will reset to the center of the ring.

A take down or throw that begins within the boundary and finishes just as the fighter reaches the boundary will still award the 5 points to the dominant fighter. An *Advantage Point* will not be given in this case.

"SHOWN THE GATE"

There will be a marked "gate" at the edge of the ring between both starting lines. This will serve as the entranceway for both fighters to enter the field, but will also serve as a special boundary. If a fighter goes out of the gate in the midst of a round, the Marshal halts the action and the round is automatically won by the opponent regardless of the score or amount of time left. This is inspired by judicial duels in which an opponent could be driven from the list.

A fighter has been Shown the Gate if:

-Both feet cross the marked boundary

-The torso or head touches the ground beyond the boundary

-There are three points of contact of the body on the ground beyond the boundary (e.g. two hands and a foot; one foot, one knee, and one hand, etc)

-Both fighters grapple beyond the boundary, but one is in a clear dominant position (e.g. a fighter does a takedown on the opponent and lands in a dominant position where both combatants are beyond the boundary is still a win for the dominant fighter)

If both fighters go through the boundary within a beat of time of each other, and neither is in a dominant position, the Marshal calls halt and resets the fighters in the center of the ring with no award to either fighter. E.g. If Fighter A merely rushes into Fighter B to push him/her out of the gate, but Fighter A continues out with both feet as well without any other form of dominance, neither fighter wins.

SOLVING A TIE

In the event that the fighters have an equal score at the end of a round, the win will go to the person with the most Advantage Points. If this is also equal, the round will be recorded as a tie. If all 8 matches are finished, and both companies are tied in both score and Advantage Points, a tie breaker round will commence.

In the event of a tie breaker match, each company will choose a Champion to fight with the sword. All rules and time limits remain the same. If this match is also tied, another tie breaker match will follow with different Champions, and so on, until the tie is broken.