

STEEL! Armored Battle Rules

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Trying to get a English version of the rules, but until then, I will post some of the local points of interest. Our friends from down Under last year survived them: nothing too weird.

1.0 1v1 Rules

1.1 Categories:

1.1.1 Light weight: 75 kilos and less

1.1.2 Heavy weight: Over 75 kilos.

1.1.3 Ladies Only. In other words, a lady can choose to fight in the other categories if they so choose.

1.2. Round Duration: 1 minute

1.3 Scoring: Scoring is done by 2 committed point counters on each fighter. They will observe strikes on a particular fighter.

- 2 point hits: Strikes on a fighter that are clear, strong, and unopposed to the fighter's body will be awarded two points.
- 1 point hits: strikes on a fighter that to the arms and legs, or strikes that are in any way less than 100% clear to the head or body are awarded one

point. Strikes to the hand are not worth points. repeated strikes may be penalized if the referee determines that such strikes are intentional.

- As such, each hit is worth a total of 1-4 points, which will be put on the real-time scoreboard.
- Punches, kicks, and headbutts are illegal, but are not awarded any points.
- Strikes with longsword and polearm are only valid if being held in two hands.

Other ways of scoring:

- *pommel strikes* with two-hand sword and butt of the pole arm: 1 point per scorer to the face only. Butt strikes are scored for in-line only. Points awarded by Point Counters
- *throws*: A clean throw (thrower remains standing) is worth 8 points. Judged by marshal, and noted by the time keeper. Throw points are added at the end of the match.
- *A clean throw with a follow up touch with a weapon*: 8 points for the throw plus 2 points.
- *Disarm*: Worth 4 points. Judged by marshal and noted by the timekeeper. Added to the score at the end of the match.

summary:

- clean strong hit to head/body - 2 points possible per Hit Counter
- strike to arm/leg or in any way doubted strike to head/body -1points possible per Hit Counter
- pommel strike to face 1pt. Possible per Hit Counter
- clean throw: 8pts (handled by scorekeeper)

- clean throw with touch: 10 points (handled by scorekeeper)
- disarm: 4pts. (handled by scorekeeper)

2.0 Special Rules for 1v1:

1) Marshal will separate the fighters if they enter into a non-productive clinch for more than 3 seconds. “Non-productive” is defined as neither fighter being able to swing a weapon to score a point.

2) Half-swording your own sword is legal in longsword. However, you may not grab your opponents blade with your hand.

3) Any loss of a weapon, even if the opponent did not touch the person losing the weapon counts as a disarm.

4) Any 3rd point of contact with the floor, even if the opponent did not touch the person falling, counts as a throw.

5) fighters may not support them selves by grabbing or chickenwinging the fence.

3.0 Rules for Melee

3.1. Standards. Unless otherwise specified below, our rules for melee are identical to those of IMCF.

3.2 Fighting on the fence. Fighters may not hang onto the fence with either their hand or by chickenwinging their arm around it. If a fighter is being supported by the fence so that his feet are losign contact with the floor, the referee may declare the fighter to be thrown and thus out of the fight.

3.3 In situations in which all fighters are locked against the fence, the referee can call for them to center up: forming a circle in the middle of the floor with elbows touching. The fight then recommences at the referees command.

3.4 If a fighter downs an opponent but is penalized with a red or yellow card for doing so, the opponent may stand back up again. If the opponent is unable to fight for whatever reason (as determined by referee), his team will gain the equivalent of a standing fighter at the end of the round.

3.5 Rounds last for 2 minutes (except for Grand melee, which lasts as long as necessary)

3.6 If there is a situation in which the only fighters remaining are 4 fighters on one team and 1 fighter on the other, then the single fighter is considered to have automatically lost.

3.7 Scoring

Teams are awarded victory points by the number of fighters on a team standing at the end of a round. If the clock has run out and two teams are standing, point will be awarded to the team with the most fighters standing, one point for each standing fighter less one point for each standing fighter on the opposing team. Example: Team A has 5 fighters standing after 2 minutes, and Team B has 2. Team A's score is 4 victory points.

Rules and Game for Sponsor Exhibition Match:

- 1) 5 Fighters will participate. Each fighter will represent a "product" of the company (exact nature must remain secret until Oct. 16 due to NDA).
- 2) Fighters will compete in at most three rounds of combat with at least 2 minutes between rounds (final timing may be more).
- 3) Round 1: 5 way battle royale using standard JABL melee rules. Winner is determined by last man standing
- 4) Winner of the first round removed from play and put on sidelines. Winner is determined by last man standing
- 5) Round 2: 4 way Battle Royale using standard JABL melee rules

- 6) Round 3: The two winners will fight a 1 minute 1v1 points fight, as per standard JABL rules.
- 7) In case of tie in the melee. The marshal will have last 2 fighters (or group of fighters if more than one fell at once stand and refight)
- 8) In case of a tie in the 1v1 points fight (very unlikely in our rules system), a second 30 second round will be held.
- 9) Fighters may use whatever legal weapon that they like, but if they fight in the 1v1 finals on Dec. 11, then they must use a different weapon than they used in the finals. So if they fought Steel! Heroes 1v1 sword and buckler, they must then use a different weapon for the exhibition match.
- 10) Whatever weapons that they fought the melee with will also be the weapons with which they fight the 1v1.

Armour Specs:

- 1) Armour must weigh more than 20kg.
- 2) Helmets: minimum 2mm stainless/spring, 2.5 mild (some older mild steel helmets are grandfathered in).
- 3) Hand protection: “mitten fingers” are allowed.

4) In JABL titanium is forbidden; however, recognizing that this places a heavy burden on overseas fighters who have already invested in titanium, they will be given a waiver so long as they surpass the minimum armour weight of 20kg.

5) Chin straps are required: remember that we allow in-line thrusting of polearm butts.

6) Bar grills must not allow the admittance of a 2.5 cm rod (see 5.) and should be covered with chain.

JABL Armour and Weapon Simulator Specification

(from file

<https://docs.google.com/document/d/1HSewbEZaZ3MP-sW8vUTFPKhDdtGyTpOkTLUudl03SLk/edit>

JABL shares weapon specifications with IMCF, except where otherwise noted:

1.1 **Armor:** A fighters' armor consists of 3 layers:

1. **Primary Armor** - Head, neck, torso, arms and legs and hands must protected by steel and must be analogous to historic originals a. Helms Stainless Steel; 2mm minimum thickness Hardened Steel; 1.8mm minimum thickness Mild Steel 2.5mm minimum thickness Faceplates 1.5mm minimum thickness any steel b. Torso and Limbs 1mm steel any grade, or leather or wood of equivalent thickness.

2. **Secondary Armor** - Aketon, Gambeson, supplemental mail, voiders, shoes etc... ; materials must aesthetically match historic analogs

3. **Private layer:** Hidden supplemental protection such as modern athletic groin protection, knee braces, etc... can be worn to enhance safety. Such items must stay completely hidden and not distract from the medieval appearance of the combatant

4. **Helms:** Open Face Helms not permitted. The limited use of protective bars is permitted as long as an attempt to disguise and not distract from the medieval appearance of the combatant IMCF Rules and Regulations V.01.14

1.2 **Weapon Simulators:** Weapon specification / requirement list:

1. All weapon simulators used in JABL Combat must be analogues of historic originals. A weapon used must also be within the same time period and region as the weapon bearer's armor.

2. All weapon simulators to be used in Medieval Combat must be **made of steel (or steel and wood in the case of axes), and have** a striking edge with a minimum thickness of 2 mm. This edge must be rounded so that it's not sharp. All striking edges must be clear of graters, nicks, uneven surfaces and chips.

3. weapon simulators edges rounding is generally divided into two categories: striking edges and non-striking edges.

4. For swords and maces the striking edge must have a minimum curve matching the outline of a circle with a radius of 35 mm (3.5cm) or more, up to a straight edge. The non-strike rounding of a sword (the point of the sword) must have a minimum curve matching the outline of a circle with a radius of 10 mm (1cm).

5. For all axes and polearms the striking edge must have a minimum curve matching the outline of a circle with a radius of 50 mm (5cm) or more up to a straight edge. All non-striking edges or rounding must have a minimum curve of the outline of a circle with a radius of 15 mm (1.5 cm) or more up to a straight edge in the event of a striking edge.

6. Below you can find length and weight requirements for specific weapon types. Any weapon type not mentioned here is not allowed for use in IMCF Combat. Any weapon that does

not fall under these weight and length minimum – maximum requirements is not allowed for use in IMCF Combat.

Swords Single handed swords (including falchions): maximum length of 110 cm weight of up to 1900 g Longswords: length between 100 and 140 cm weight of up to 2600 g

Two handed sword's length of minimum 140 cm weight of up to 3500 g

Axes and Polearms All striking edges on axes or polearms must have a minimum length of 7 cm Single handed axes: maximum length of 100 cm weight of up to 1300 g Long axes and short polearms: length between 100 and 140 cm weight of up to 2500 g

Two handed polearms: minimum length of 140 cm weight of up to 3000 g Maces
Maces: weight of up to 1000 g only wooden handles are allowed Important! War Hammers and Pole Axes are forbidden from use in IMCF Competitions *

1.3 **Shields:** All wooden, wicker or leather shields or metal shields should be made only on the basis of reliable historical analogues and correspond to the form of the analogue in all three planes. A shield can only be used with a set of armor of the same epoch and region.

The edges of all wooden, wicker or leather shields are to be trimmed with 2mm or thicker leather, rawhide or three or more layers of fabric attached with glue. The edges of metal shields shall have a rolled or rounded edge with a minimum thickness of 4mm throughout. The weight of any shield shall be less than 5 kg=11.03 lbs

Metal handles are not allowed on shields excluding small centre grip shields commonly known as bucklers

2.0 JABL Specific Rules:

In addition to all above (1.0 -1.3) JABL fighters are required to meet the following requirements for weapon simulators when fighting in Japan.

2.1 Japan Armoured Battle League Fighters are required at all times to maintain compliance with Japanese Law. No simulator will be allowed that does not comply in every way with Japanese law.

2.2 All swords, katanas, and naginatas must not use blades, even unsharpened blades. Such simulators must instead be comprised of hollow hardened steel tubes, flattened along the length. and rounded on the “point” end. Such simulators must be unsharpenable. The handle and cross must be a reasonable simulator for historical swords. In all other ways these simulators must meet with IMCF length and weight specifications.

2.3 All other weapon simulators such as axes and maces must comply with IMCF weapon standards, where those standards do not contradict Japanese law.

2.4 Simulators must not be publicly brandished or used in any way for purposes other than clear theatrical displays, training or tournaments. Fighters may not carry them openly or in a threatening manner in such a way as to alarm an onlooker. All public demonstrations with

simulators must take place under controlled circumstances so that a onlookers have no chance of being accidentally struck in the course of the demonstration.

*Note: 2 weapons are grandfathered in this rule for Tony Dolan and Akiyama Kinya. They have steel hafts, and when they are broken or damaged they will be taken out of the game.