

1. Combatants are to maintain control over their tempers AT ALL TIMES.
2. Combatants are never to attempt to inflict injury upon their opponents. Leave your personal grudges at home.
3. All weapons present on the field must pass inspection by one of Vargar Company's Weapons Inspectors before being used. Any weapon failing inspection must be removed from the field entirely for the battle day.
4. **The Referee's call is law!** Failure to comply with a Referee's ruling can result in removal from the battle scenario, or even the entire battle day.
5. If you believe a Referee's call was unfair, address your concern to a member of Council AFTER the scenario is completed. Do not disrupt the scenario.
6. When the word "**HOLD**" is called, all combatants must immediately stop fighting and drop to one knee. They must remain in that position until allowed to rise and continue by the Referee. Do not attempt to gain an unfair/unearned advantage by moving or gathering weapons or projectiles. The actions of nocking arrows or readying projectiles are also prohibited.
7. Combatants may call "**HOLD**" only if they see an injury, broken weapon, or other threat to safety. All other holds may be called only by a Referee. You may NOT call "hold" to avoid being struck and defeated.
8. The VC expects its members to acknowledge blows that are lighter in force than those required other groups in the Tampa area. Still, **glancing blows** and simple scrapes are not enough. A blow must land solidly to count, although it does not have to land very hard.
9. Because the VC acknowledgment levels are medium strength, it is almost never reasonable to refuse a **blow that has landed squarely**. Please do not abuse the privilege of judging blows that strike you. All this does is raise the level of force that opponents will end up using on you, and get you branded as a cheater or "rhino".
10. Because of the lightness of the VC blow acknowledgment, combatants should **never strike with excessive force**. Full strength is never required. If you strike an opponent,

and he complains that it was too hard, apologize and try to scale down your force.

11. If a combatant strikes an opponent with such force as to cause the opponent to leave the field, that combatant must also leave the field. The striker may not return until the opponent is able to do so, or gives them permission to reenter the field.
12. It is the **recipient's decision** whether a particular blow was good or not. If you believe that a combatant is **refusing blows** that should be counted good, inform a Referee after the current battle scenario is completed. If you believe that you have struck an opponent fairly, but they failed to acknowledge the blow, do ask them politely if the strike hit them. Be as specific as possible. e.g. "Did I just hit your leg?"
13. A good blow struck by your own teammate counts. (**friendly fire** counts with melee and ranged weapons.) So, does one struck by yourself upon yourself with your own weapon.
14. **Shield Checking-Striking** = hitting an opponent with the flat or edge of a shield from three steps or closer. This is legal to all sides, except the back (All blows with shields do not count as damage).
15. **Shield Charging**= hitting an opponent with a shield from more than three steps away. Shield charging is only legal to the front of an opponent. Charging is never allowed to the head/face.
16. Keep all **shield maneuvers** within weight class by 30 pounds. (We are friends **don't squish people!**) Know your opponent using these moves on new players, or just folks that don't like fighting that hard is discouraged and could cost you a point in a game or a time out.
17. **Shields can be broken** and must be dropped after 3 solid hits from a RED weapon. Piercing damage does not count. Shots must be called out as RED. The shield person calls out the count of RED shots 1,2,3. After the third shot you must drop the broken shield. If you are hit in the shield a fourth time you lose the arm if you are hit a fifth time you are dead.
18. You can only use **one shield at a time**.
19. Combatants may grab their opponent's shields and the non-striking areas of their

opponent's weapons. **Grabbing or pinning** the striking surface of a weapon with your hand or body results in the loss of the limb or damage to the body.

20. In general, **grappling** with an opponent is prohibited. Combatants may not grab each other's bodies. However, two combatants may **agree, in advance**, to allow grappling between them. No more than two combatants may participate in one grapple.
21. No combatant will be required to give up an **earned advantage** without their consent, except as the rules of a scenario may specify. That is, if you cut off your opponent's limb you are not required to quit using your limb.
22. The wearing of groin **protection** on the battlefield is strongly encouraged, but not required. The wearing of helmets, gloves, knee pads, and elbow pads is encouraged, but not as strongly as groin protection. Remember, Mockcombat is a contact sport. We strongly encourage no Jewelry, Glasses, or other breakables on fields.
23. Combatants should provide their own **weapons** to fight with, or make use of VC weapons. We don't want Mockcombat to ever become pay to play but we do need your support. *See the bottom of this set of rules for more information on how you can help Mockcombat grow*
24. When you are "killed", place your weapon on your head call **DEAD**. Leave the field as soon as it is safe to do so. Do not re-inter the field or retrieve a weapon if there is active combat in your immediate vicinity. **Do not play dead then re-enter combat** will be ejected from the game.
25. **Carrying** = Any player that has not lost a leg can place a hand on the shoulder of a player that has, simulating support to the legged player. Allowing them to move from one place to another. You must put the person down to fight. You cannot fight while being carried at the same time.

YELLOW/ THROWN

1. An arrow/Javelin must strike with its head to cause a hit.
2. Once an arrow has hit an object (changed its path) it is harmless. An arrow cannot strike multiple targets.

3. To better simulate the speed and power of real arrows in flight, only shields or weapons with a flat block can stop arrows. (no swiping or knocking arrows with weapons.)
4. Bows if a bow is hacked or smashed by a red or blue weapon, the bow is considered broken, any hit after that counts as the arm. If a bow is hit by a projectile weapon it is broken.
5. Yellow weapons must be used at half drawn (arrows) or thrown with half force (javelins) at ranges closer than 20 feet.
6. A yellow weapon must travel its own length through the air after it is released to count as a legal hit. (At 5 feet don't shoot the arrow it's just mean).
7. No standard weapons can be thrown. Only weapons preapproved as a thrown weapon and marked as yellow may be thrown

NOTE: The following rules apply only when the scenario involves the wearing of arm bands to identify combatants.

1. All participants in a combat scenario involving armbands are required to wear them, to show that they are "alive", and to indicate which team they belong to. If you are not fighting in a particular scenario, remove your armband, and remain in the designated Safe Zone.
2. DO not take the armbands home remember to turn them in before you leave for the day.

STRIKE ZONES

Vargar only counts blows delivered to the following areas:

- Arm (results in the loss of the limb)
- Leg - just below the ball joint (results in fighting from your knees)
- Torso - including the Back, ball joints in butt, hip and groin (results in death)
- Crown of the Head - above the eyebrows above the ears/ top of the head (results in death)

THE FOLLOWING AREAS ARE ILLEGAL

- The Face/sides & back of head and Neck.
 - The Hands and Wrists
 - The Feet on ground do not count
 - Intentional blocking with head, face, and/or neck is frowned upon. You maybe required to wear a helmet and take all shots to the head and face areas. It will earn you the title of baby seal.
1. Be especially careful of your blow force when striking an **opponent's back**, particularly if the opponent does not know you are there.
 2. If an opponent informs you that he has **struck you in the back**, but you did not feel anything, **TAKE THE BLOW!** Do not encourage people to think that they have to hit you hard when you don't know the blow is coming.
 3. **If you strike an opponent in one of the illegal areas, and they have to leave the field as a result, you must leave the field until the opponent either is able to return, or releases you to return.**
 4. Any combatant who deliberately strikes an opponent in an **illegal area** will be ejected from the field for the battle day, and may be subject to further penalty.
 5. A fighter must **fight from their knees** may not leap up to strike their opponent. They must keep their knees in contact with the ground.
 6. If a blow strikes an **already-struck limb**, and the blow would have continued on to strike a "live" body part if the "dead" limb had not been there, then the "live" body part is lost. That is, you cannot use "dead" limbs as shields".
 7. **Draw cuts** count as damage when a bladed weapon is pushed or pulled across an opponent's body with enough force to be acknowledged by the recipient as a wounding move.

REFEREES

They organize and officiate the games, enforce the Rules of Engagement, settle disputes, and keep order on the battlefield. Their word is the law on the field. Refusing to obey a Referees's order on the field will result in your ejection from the field for the day, unless an immediately-convened Council allows you to return.

THE JUDICIAL PROCESS

Mockcombat maintains a judicial process to deal with transgressions against Mockcombat rules. This judicial process essentially amounts to convening the Council. If an offense takes place during the battle day, those members of Council who are present will convene immediately, and take immediate action. If the offense does not require immediate attention, the entire Council will convene at leisure to deliberate.

PUNISHABLE OFFENSES:

1. Failure to comply with the Rules of Engagement
2. Failure to comply with the Rules of Conduct
3. Endangering members, spectators, or anyone else on the battlefield.
4. Sullyng the reputation of Mockcombat
5. The act of an offense is based on Intent. Accidents will happen and will warrant a warning whereas intentional harm will result in possible punishment.

PUNISHMENTS

1. Violating a Rule of Engagement results in sitting out one fighting scenario. Two violations in one day will result in sitting out for the rest of the day.
2. Violating a Rule of Conduct results in being asked to leave the function and may result in further penalty.

3. Endangering others or sullyng the reputation of Mockcombat results in being asked to leave the function and will, if proven to the Council in deliberation, result in being expelled from Mockcombat.
4. Repeat offenses may result in penalties greater than those imposed for a single offense. Long-term suspension from Mockcombat activities, and expulsion from Mockcombat are penalties that Council may consider for repeat offenders.
5. All Offenses that are illegal to local and federal law will be reported to the authorities. We reserve the wright to trespass and ban all members based on their behavior.

HELP MOCKCOMBAT GROW

We all love the big field battles and games and to do that we need to recruit. Getting the word out and attending events is crucial to the growth and development of Mock Combat, but we need your finical help too. Your support goes to the fliers, business cards, wavers, sings, weapons, website & maintenance ETC...

If people just gave \$1.00 a month that's only 12 dollars a year. How much a year is Mockcombat worth to you?

This money is for the simple everyday stuff that makes Vargar shine (such as loner weapons). We stand above all other groups when the day is done, because we have the best team making sure we have the best equipment, origination and promotional materials. Help us keep that edge and show everyone what Vargar is made of.

The two biggest ways to help RIGHT NOW are to join us on PATREON and like our face book Page and share it with friends.

Visit our web site: <https://www.patreon.com/Vargar> Like us on Facebook:

<https://www.facebook.com/vargarcompany/> Thanks for your time,

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Are you ready for some MOCK COMBAT?