

# An Tir Missile Tournament Rules

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These are the rules for the An Tir Kingdom Protector Tournament and for standardized one-on-one missile tournaments within the Kingdom of An Tir. Other types are allowed as long as the safety requirements are met.

**The Eric:** The tournament shall take place in two squares, 10 feet by 10 feet, set up so that the distance from the back of one square to the back of the other is 20 yards. Make sure that the poles used to hold the ropes do not pose a threat to the combatants should they fall on one. The eric will be centered in a 20 yard by 60 yard overshoot area where no one other than authorized marshals will be permitted during the tournament. It is recommended that the overshoot area be demarcated, preferably by roping the area off so that spectators do not stray into the area. Spectators should not be permitted along the short ends of the field.

## MISSILE TOURNAMENT EQUIPMENT

### GENERAL

- All missile combatants bear final responsibility for the condition and safety of their own equipment.

### Armor Requirements:

1. The minimum helm requirement is a fencing mask. The mask or helm must cover the front and sides of the head, and be fastened in such a manner as to prevent it from coming off or being significantly dislodged during normal use. In addition, the back of the head must be covered with heavy padding, at a minimum.
  - A barred or visor slotted helm of 18 gauge metal, which otherwise meets the minimum SCA construction standards, is acceptable. A helm without legal face bars or slots shall have all openings covered with well-secured perforated metal (Bee Keeper style) or stout wire mesh with openings of no more than 1/4 inch (soldered or woven). Window screen or galvanized hardware cloth is not acceptable. Shatterproof plastic such as Lexan, of a minimum 1/8 inch thickness, may also be used.
2. Puncture- and thrust-resistant padding for the back of the head, the throat, and the neck is required. Heavy tournament combat helms and neck armor are acceptable equivalents.
3. Kidney and groin armor meeting minimum SCA tourney standards is required.
4. A minimum of leather gloves shall be worn on the hands.
5. It is required that shoes or boots be worn on the feet.
6. Protection for the knees of resilient material is required.

## **Weapon Standards:**

Missile weapons that meet the standard set in the An Tir Book of Combat may be used. (**APD's are not required for Missile tournaments, as they are not mixed Combat.**) A combatant may only use weapons that they are authorized to use. The minimum sized blunt on combat arrows shall be 5/4 inch.

Each combatant may carry up to 12 missiles with them into the eric; e.g., 12 arrows, or 11 arrows and one throwing axe, or 6 tennis balls and 6 javelins, etc.

Each combatant may carry only 1 projectile launching piece of equipment; e.g., a bow, crossbow, stone bow, or staff-sling, etc.

A warranted senior marshal prior to the start of the tournament must inspect all armor, weapons and ammunition. Arrows shall be re-inspected prior to each fight by at least a junior marshal.

**Combat:** The rules of the lists shall be enforced. Contestants must show their authorization card when signing up for the lists.

Upon the Marshal's command of "lay on" fighting shall commence. Prior to lay on arrows may be nocked, but not drawn; crossbows and stone bows may be drawn and loaded, but must pointed ground ward; and hand weapons may be at the ready (the arm may be cocked).

A fighter wins the battle by killing the enemy, having their opponent step out of the square during combat or scoring more points.

If a combatant steps out of the square, the combatant is considered to have lost. This is at the marshal's discretion and should be judged leniently. It is very difficult to see the lines at one's feet while wearing a helm and watching one's opponent.

If any part of a bow is struck, the bow is considered to be broken, and must be discarded.

If a quiver is struck by an arrow, one arrow is considered to be broken, and must be removed from the quiver and not loosed at the opponent. If a javelin, throwing hammer or throwing axe strikes it, all the arrows are considered broken. Note that arrows and bolts are damageable, but javelins, throwing axes, and rocks (from a staff sling or stone bow), are not vulnerable.

An arrow hitting the ground for any reason is dead for that fight. Other projectile weapons that are dropped must be re-inspected by the combatant before being used.

The entire body is a legitimate target, from toes to fingertips (it is recommended that combatants do not intentionally shoot at the bow hand or groin). A missile that bounces off of the ground does not count as a hit. A hit to a limb disables that limb. A hit to the head or torso kills. If both combatants run out of missiles without either one being killed, points shall determine the winner. An arm or a leg being disabled counts as a point. Multiple hits on the same limb do not score multiple points. Shots that hit a stray piece of cloth or a quiver do not count as a hit, unless the flight of the missile would have caused the missile to strike part of the body. A bow hit does not count as a point. Thrown arrows or rocks do not score.

If points are equal at the end of combat, or if a double-kill occurs, the bout is considered a tie. A tie is re-fought, then if a tie occurs on the second bout, both combatants are considered to have lost.

**Marshals:** The marshal in charge of the tournament must be a warranted junior or senior light marshal. Marshals must wear a minimum armor of a light helm or three weapon fencing mask. Full light armor is recommended.

Marshals shall bear fair witness when requested.

The marshal in charge of the tournament shall declare before the fighting begins what type of tournament it is; e.g., round robin, double elimination, triple elimination, etc.