

SECTION 1

Middle Kingdom Jousting Rules

approved by Curia 8/2005
Amended 4/2008

1.1.1 General

The Joust in the Middle Kingdom is not a game. It is expected that every effort of each rider and their horse strive to emulate the highest standards expected of the Grandest of all Tournaments of the Middle Ages.

- A. This activity requires a special authorization for rider and horse. Only the kingdom equestrian officer or marshals designated for this activity may authorize horses and riders to participate in this activities
- B. Each equestrian participant, recognizing the inherent risk and possibility of physical injury to his/her self in riding or handling horses, shall assume unto his/her self all risk and liability for harm suffered to person or possessions by means of such activities
- C. All riders must be at an advanced authorization level, to qualify to authorize in jousting
 - Competing at least two events as advanced rider each year for two years
 - Completed accoutered rider authorization. Authorization is specific for the armor and equipment to be used in the Joust

1.1.2 Safety

Safety for both the rider and the mount must be maintained at all times. All action must be stopped at the first hint of an unsafe situation. This activity must have two designated marshals for Jousting to take place.

A. Equipment

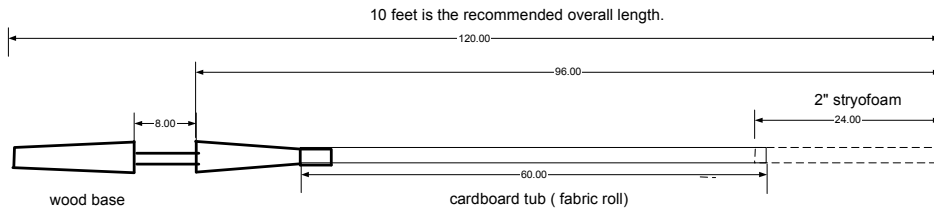
All equipment must be inspected by a marshal authorized in this activity prior to use for jousting.

B. Rider Protection

- 1) Helms must be of rigid materials (18 guage mild or better). There can be no openings that allow the penetration of a 1-inch dowel. Helms must have sufficient strapping and/or padding to prevent the rigid material from contacting the rider and so as not to be readily dislodged when subject to a moderate frontal impact. Helmet should be constructed in such a way so that if the combatant should fall off their mount then the helm does not increase the danger to them. Helmets approved for Mounted combat may also be used.
- 2) Neck – The neck (larynx) must be covered by gorget of rigid material, mail or heavy leather camail or aventail, or by a collar of heavy leather lined with foam or other equivalent padding. The neck (larynx) must stay covered during typical combat situations to include turning the head, lifting the chin, etc.
- 3) Torso – Rigid material covering chest and torso. Full torso must be covered. Extra padding over the shoulders and collar bones is recommended. Leather, chainmail, or rigid armor is permitted. Modern riding fall protection vest are permitted.
- 4) Arms /Hands – Long sleeves are required. Hands must be protected by either shield, gloves with a cuff or gauntlets are required. Vamplate on the lance is acceptable. Elbow joint protection is recommended but not required.
- 5) Full armor harness is recommended, but not required. Riders presenting in full armor will have to perform an accoutered rider authorization, prior to the Jousting authorization.
- 6) *Shield- optional*
 - a) The shields must be constructed of rigid, non-brittle, materials. Recommended minimum is ½” plywood, encranche type shield. The edges must be blunt and corners rounded.

- b) The shield should have at least 300 square inches of surface area to present a reasonable minimum target area to your opponent.
- c) Shields must be strapped in such a manner that the rider can quickly regain control of their equipment and mount at all times.
- d) No bolts, wires, or other objects may project more than 3/8 inch (9 mm) from any part of a shield without being padded. (Rounded shield bosses are not allowed.)

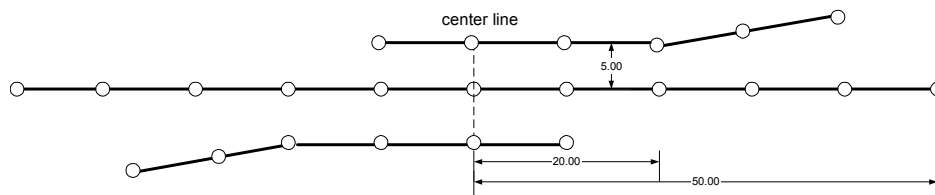
C. Weapon Standards- Lances



- 1) Lance length not to exceed 11 ft. total. Minimum length from the tip of the Styrofoam to the front of the handgrip of the lance will 8 feet. Marshals hosting a tournament may dictate the style and length of lances to be used. It is encouraged all competitors use the same lance design.
- 2) Lances must have a tip of at least 24 inches of expanded or extruded polystyrene foam (Styrofoam) of 2 inch diameter and 2 lb. density, projecting beyond the middle section.
- 3) The middle section consists of cardboard tube with a 1.75 inch interior diameter minimum, 2 inch maximum. A maximum of a 1/4 inch sidewall.
- 4) The base section may be made of any non-brittle material. The base section should extend at least 4 inches into and securely attach to the cardboard tube. The grip should be located so that there is a maximum of 96 inches from front of the grip to tip of the lance. Maximum length of the entire base can not exceed 45". It is recommended the base be carved from wood, with no sharp edges
- 5) Styrofoam should be removed from cardboard tubes and from the list between rounds.

D. List field

- 1) Recommended length is 200 feet. Minimum shall be 100 feet.
- 2) Barrier should be between 36" and 60" in height. It should be constructed of a solid material and be able to separate upon contact so not to tangle with a horse or rider. Fabric may be hung between the uprights to give the wall the appearance of being solid, but must be attached so not to sway in the breeze.
- 3) The barrier must be set in such a way that no spectators are near either end. A separate barrier to prevent spectators from entering the list field is required.
- 4) An outside wall (counter list) can be placed on each side,. Full length list lines are allowed, only if they collapse easily should a rider fall or horse run through it.



1.1.3 Authorization

This activity is limited to advanced riders. Only the kingdom equestrian officer or marshals designated by the kingdom equestrian officer may authorize riders to participate in this activity. Riders must demonstrate control over both their equipment and their mount during authorization.

A. General Regulations

- 1) All jousters are expected to be familiar with the current Middle Kingdom Equestrian rules and regulations.
- 2) Jousting authorizations may be held at any event where:
 - a) Equestrian Activities and Insurance are approved
 - b) There are at least two warranted equestrian marshals, designated by the KEO for jousting authorizations.

B. Rider Authorization Criteria

- 1) Every jousting participant must be an advanced authorized equestrian rider for two consecutive years prior to participate in any jousting event or tournament
- 2) All participants wishing to authorize must read and understand the current Middle Kingdom Equestrian Handbook rules for this activity
- 3) All equipment must be inspected by a marshal designated for this activity.
- 4) Riders properly dressed and equipped, must demonstrate control over both their weapon and their mount during an authorization bout against an authorized rider designated by the marshal. The authorization will consist of:
 - a) A verbal quiz will be given to each rider consisting of the rules, scoring and general information on SCA jousting. An inspection of the personal protection equipment and armor.
 - b) Prior to authorization attempt, a rider/horse will demonstrate that control of lance and horse against a quintain. The objective is to strike the quintain, breaking Styrofoam, with little movement of the quintain, without making contact with the tube.
 - c) A pass through the list without contact. A single run, without the opposing rider, to demonstrate the rider's ability to control their mount with all equipment, armor and lance that will be used. The rider must show good form near the list line, properly present shield if used, and lance, return and halt the horse. Turn and prepare for the second run.
 - d) On the second run, the rider will make a pass with lance, with opposing rider with lance. NO contact will be made. Both riders will bring their lances to position without crossing the barrier. This is to demonstrate the reaction of the rider's horse to an opposing horse charging towards them and the rider's ability to properly control the lance.
 - e) If successful the authorizing rider will then make three runs, with the intent to make contact on the opposing rider. The rider must make contact at least once, and be struck at least once. Rider must demonstrate full control of horse and lance, throughout this authorization bout.

1.1.4 Guidelines for Jousting

A. General

- 1)** Two marshals authorized and designated by the Dean of Equestrian College must be present for jousting combat to take place.
- 2)** Designated Marshal in charge and riders should inspect the field for any potential problems with footing, unsafe objects, etc. and notify combatants accordingly.
- 3)** The marshal should arrange ground crew appropriate to the circumstances and be on opposite sides of the field, near the center line to maintain good visualization of the contact. Ground crew must be familiar with the scoring to be used. There will be at least one located off the list, near the center line to assist the scoring marshal, and to pickup remnants of the Styrofoam tips, between rounds.
- 4)** Each rider shall be responsible for checking his or her equipment prior to commencing a match. The marshal of the field should also check the equipment and the field conditions
- 5)** Riders should arrange for suitable assistance to quickly prepare for each pass and to assist with the removal of broken tips. At least one advanced authorized ground crew at each end of the list. This person may hold the mount, reload lances, and assist either rider as needed.
- 6)** Contact will only be to the opposing rider's torso, arm, or shield. Helm/Head shots are not allowed. Contact will only be made with the Styrofoam. Riders must avoid carrying through the hit, or staying on target. Once Foam contact is made the lance must be drawn away from the opponent quickly. Riders **MUST** be aware of the condition of their lance tip. They must disengage should the tip break or fall prior to contact.
- 7)** Any contact to any part of any horse, will result in immediate disqualification.
- 8)** If a mount becomes unruly, or a rider loses control of his mount, All action must stop. The marshals must then determine if the horse and/or rider should be removed from the list
- 9)** Riders should have two lances available in order to be able to place one at each end of the list.
- 10)** Any behavior that takes deliberate advantage of an opponent's chivalry or safety-consciousness, or that takes deliberate unfair advantage of an opponent is not allowed. Such behavior may include, but is not limited to the following:
 - a) Striking an opponent who is struggling to stay mounted
 - b) Striking an opponent that has disengaged by dropping, or raising their lance during the run.
 - c) Any attempt to avoid the opponents lance by not presenting their target, riding off the list line, or any other means to interfere with the opponents lance.
 - d) Using any weapon, or other piece of equipment, in a manner that it was not made for or in an otherwise forbidden manner.
 - e) Using excessive force or failure to pull lance after contact. Riders will avoid crossing Lances, striking out or punching with the lance, or striking perpendicular to the list

B. Joust Inspection

The Marshal in Charge will schedule inspections prior to the joust. Each horse and rider, fully accoutered as they will to compete.

- 1) The Marshal will inspect lances, tips, and rider safety equipment.
- 2) The rider will run the list field, presenting lance, halt and turn. This procedure will be to verify and test that horse and rider and able to compete that day.

C. Joust procedure

The joust is to be a recreation of period tournaments held throughout Europe from the Late 12th century through the early 15th century. It is encouraged that all participants arrange for heralds to announce the rider.

- 1) Riders present themselves in tournament fashion.
- 2) At each initial run for each horse and rider
 - a) riders will canter down the list passing each other without lance. This is to confirm the horse will approach the list without hesitation.
 - b) If successful, both riders will take up a lance and canter down the list passing each other presenting lances, but not making contact. This is to confirm that both horse and rider are fully prepared.
- 3) If successful, the joust will begin, both riders will canter down the list passing each other, with lances, making contact. The bout will end after three rounds. The bout may be stopped at anytime, by the marshal or rider.

D. SCORING (suggested)

This is merely a suggested means of scoring. Participants and marshals are encouraged to forward alternative methods to the Dean of the Equestrian College for approval PRIOR to tournament.

- 1) A bout will consist of 3 passes between opponents.
- 2) Breaking a lance on your opponents shield or body, between waist and neck, will be awarded 3 point.
- 3) Breaking a lance on your opponent's arms will be awarded 1 points.
- 4) Failure to present the shield, or attempt to avoid contact will deduct 1 point
- 5) Failure to properly present the lance, or to present it in a method to interfere with the opponents lance will deduct 1 point. A rider may raise their lance at any time after properly presenting without penalty
- 6) Failure to maintain stride of canter at point of contact will deduct 1 point.
- 7) Contact to any horse, will result in disqualification
- 8) After three passes, the rider with the greater number of points will win the match.
- 9) Ties after three rounds will be broken by additional passes, until one prevails.
Other methods may be used to determine the victor, such as Mounted combat, or any other approved activity that each participant is authorized.