

Armor Rules Addition

Current from Page 14:

Armor must be safely constructed with the materials allowed for each specific Armor Rating. Helmets, coifs, and other head protection are allowed as long as they meet the proper safety and armor type requirements. All metal armor should have filed, rounded edges to avoid injuries and may not include any spikes, sharp flanges, or crests that may harm a player or a weapon. Armor should look and feel realistic, and must be approved by the Armor Marshal. All aluminum armor is forbidden.

The following is a description of the requirements for each Armor Rating:

Change To:

Armor must be safely constructed with the materials allowed for each specific Armor Rating. Helmets, coifs, and other head protection are allowed as long as they meet the proper safety and armor type requirements. All metal armor should have filed, rounded edges to avoid injuries and may not include any spikes, sharp flanges, or crests that may harm a player or a weapon. Armor should look and feel realistic, and must be approved by the Armor Marshal. All aluminum armor is forbidden. **Additionally for safety reasons, metallic armor below a players wrist, or on the hand itself may not be worn.**

The following is a description of the requirements for each Armor Rating: