



The Frontier LARP Safety Rulebook

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1.0 Introduction

1.1 Safety is a very important matter when players and volunteers will be engaging in physical contact.

1.2 This section of our website is dedicated to outlining the safety requirements players must follow when attending our games and especially when bringing in their own weapons and other items. These rules apply to each and every one of our different game types without exception and will outline every type of weapon used in our games.

1.3 Players are expected to read and know this information before attending a game and no leeway will be given on unsafe behaviour, weapons, or other items.

1.4 All decisions made by Frontier Staff and Volunteers are final and weapons or other items deemed unsafe will not be allowed into the game. Our Crew also reserves the right to deny entry of any item we deem unsafe even if it does not directly conflict with the following rules.

1.5 If you have any questions in regards to item safety or anything else mentioned here please feel free to contact us through our [Facebook](#) page or via email at thefrontierlarp@gmail.com

1.6 Note: While many of the rules may be similar for different types of weapons, the precise specifications do differ, please read carefully.

2.0 Behaviour

2.0.1 The most important part of Safety is a players behaviour, even a safe item can be used dangerously if a player is not careful. In all situations, and especially combat, we encourage players to use caution and common sense.

2.1 Basics

2.1.1 In all our games the term “STOP THE GAME” is our safe word. This should be called if you ever find yourself in a situation were you are experiencing some form of real harm, be it mental or physical. If this term is ever called all gameplay is to halt until the issue is assessed and resolved, then gameplay may resume.

2.1.2 We should also note that players are always welcome to remove themselves from gameplay should they ever become uncomfortable with anything that is happening regardless of whether the discomfort is physical, mental, or emotional. This is a game and we are here to have fun.

2.1.3 Note: Before entering our games all players, volunteers, staff, and participants of any nature must sign a copy of our waiver form. Attendees under 18 must also have their parents/guardian sign off for them. A copy of our waiver form can be [downloaded](#) here.

2.1.4 Below we list a few basic tips that will help to ensure everyone remains safe and has fun:

- **2.1.4.1 Be aware of your surroundings;** know what is behind and in front of you, especially when entering combat.
- **2.1.4.2 Be aware of your emotional state;** are you becoming tired? Aggravated? Then its time to take a break for a minute. Continuing play when in an unstable emotional state can lead to poor and unsafe decisions.
- **2.1.4.3 Be aware of others emotional states;** sometimes other can become angry, or upset and may not know how to express this. Being aware of others emotional states will ensure that no form of roleplay (be it social or combative) is ever taken further than participants are comfortable with.
- **2.1.4.4 Frequently check your weapons for safety;** weapons can break during gameplay and what was a safe weapon at the start of a game may not be later on. Checking the tip of a weapon to make sure the core is not poking through is an easy way to prevent injuries.

2.2 Prohibited Behavior

2.2.1 Players who exhibit any of the following prohibited behaviors may be penalized, removed from the game, or banned from all Frontier Events. Anyone who observes these behaviours should report them to a Volunteer or Referee immediately.

2.2.2 Cheating: disregard for the rules of the game and disobeying referees or volunteers.

2.2.3 Vandalism: the intentional destruction of in-game items and props as well as damage to the venue itself.

2.2.4 Theft: We have a zero-tolerance policy on theft. Anyone caught stealing Frontier property or that of any of our volunteers and staff will be permanently banned from our events.

2.2.5 Alcohol/Drug Use: due to the nature of our events players are not allowed to use or be under the influence of any alcohol or mind altering drugs during games. Anyone found in possession of these items during games will be removed from play immediately.

2.2.6 Excessive Physical Aggression: swinging a weapon too hard or any intention to harm another player. All our games are either moderate contact (solid contact, but not full strength) or light contact (contains minimal force). It is a player's responsibility to ensure the strength of their blows is appropriate for the game type.

2.2.7 Striking Illegal Zones: in ALL of our various events the head, neck, and groin are not valid targets. If you accidentally strike a player in one of these locations, pause combat if necessary and apologize. If you are struck in an illegal zone the hit does not count, you may also step out of gameplay for a few minutes to recover if necessary.

2.2.8 Discrimination: The Frontier LARP is a place for people of all walks of life to come together, discrimination on the basis of any real world ethnicity, religion, sexual orientation, age, or gender will not be tolerated. Discrimination based on fictional in-game characteristics such as a player's team or class is acceptable and can be a fun part of games provided it is done in a playful manner.

2.2.9 Physical Assault: outright physical violence against another player, staff, or volunteer.

2.2.10 Verbal Abuse: the use of insults and profanity to put another down. Any use of in-game insults or mockery should be clearly distinct as a part of the game.

2.2.11 Sexual Harassment: Any form of sexual harassment will not be tolerated, including verbal or physical.

2.2.12 Inappropriate Dress: All our events have a no-nudity policy. For certain events players may also be required to dress according to the events theme and may be refused entry upon failure to do so.

2.2.13 Adult Content: All our events are rated PG14 and minors may be present. Players are asked to leave the roleplay and discussion of heavily adult topics for outside our events.

3.0 Weapon/Items

3.0.1 Players should only ever use items for their intended use, this means:

- Melee weapons shall not be thrown
- Arrows or bows shall not be used as melee weapons
- Nerf blasters shall not be used as shields or for striking
- Any other in-game items such as tools or props shall never be used in combat in 3.0.1.5 any capacity at all.
- Never strike objects such as trees or rocks with your weapon
- Do not lean on your weapon

3.0.2 Important Note: Under no circumstances should any item (including weapons and shields deemed safe) be used to strike another player in the face, throat, or groin.

3.0.3 Unlisted Weapons: For any weapons that are not listed below please inquire at least 1 week prior to an event via our facebook page or email and we will make a ruling on a case by case basis or amend this rulebook.

3.1 Melee Weapons

3.1.1 All of our game types use one form of melee weapon or another. All melee weapons brought in by players will be inspected before every game for safety. Players should routinely check their weapons during games as well to ensure they have not been damaged and become unsafe.

3.1.2 Note: No melee weapon should ever be thrown unless specific permission is granted by our weapon raters.

3.1.3 Note: We highly recommend purchasing your melee weapons from online [Calimacil](#) or build your own using PVC pipe, pool noodle, and a cloth cover.

3.1.4 Permitted Melee Weapons

- Most Nerf weapons
- Calimacil, Dark Knight Armory, or any other reputed professionally made foam weapon
- Homemade weapons which meet our building requirements

3.1.5 Banned Melee Weapons

- Any form of practice sword including those made from wood, plastic, or composite material
- Any real or replica weapons made from metal
- Sword Art Online foam replica swords including the Dark Repulsor
- Foam Minecraft tools
- Foam weapons sold from Spirit Halloween will be judged on a case by case basis as the foam used to make them varies in hardness.
- Any weapon that is deemed too heavy

3.1.6 Melee Weapon Building Requirements:

- have a core of either PVC, Fiberglass, Graphite, or Bamboo
- have a minimum of 1" of padding on all striking surface
- have a minimum of 1.5" of padding on all stabbing tips
- have a minimum of 1/2" of padding on any surface that may accidentally strike a player
- have a minimum 1" of padding on the butt/back end of the weapon
- have a minimum tip size of 2" in at least 1 dimension so that it cannot fit into an eye socket, this is especially important on thrusting weapons such as spears.
- If coating your weapon in tape the tape should be run lengthwise along the blade, never wrapped around in a circular motion.

3.1.7 Acceptable Building Materials:

- Core: PVC pipe, fiberglass rod, graphite, carbon fibre, bamboo
- Padding: pool noodle foam, camping mat foam
- Coating: cloth, duct tape, plasti-dip

3.1.8 Prohibited Building Materials:

- Core: wood (other than bamboo), metal, or plastics (other than PVC)
- Padding: styrofoam, sprayfoam, Eva (foam mat) foam [**Note:** EVA is too dense for weapon padding but great for many other uses like shields and armor]
- Coating: packaging tape, electrical tape, any type of foil tape

3.2 Thrown Weapons

3.2.1 Players may desire to bring in throw-able weapons of one type or another. From daggers to grenades all thrown weapons brought in by players will be inspected before every game for safety. Players should routinely check their thrown weapons during games as well to ensure they have not been damaged and become unsafe.

3.2.3 Note: We highly recommend purchasing your thrown weapons from online [Calimacil](#) or building one entirely out of foam without any core at all.

3.2.3 Note: We do allow thrown packets made from cloth and bird seed to be thrown, typically used to represent magical spells or other unique abilities.

3.2.4 Permitted Thrown Weapons

- Calimacil, Dark Knight Armory, or any other reputed professionally made foam weapon
- Homemade weapons which meet our building requirements

3.2.5 Banned Thrown Weapons

- Any form of practice weapon including those made from wood, plastic, or composite material
- Foam Minecraft tools
- Any weapon that is deemed too heavy

3.2.6 Thrown Weapon Building Requirements:

- have a core of either PVC, Fiberglass, Graphite, or Bamboo
- have a minimum of 1" of padding on all striking surface
- have a minimum of 3" of padding on all stabbing tips
- have a minimum of 1" of padding on any surface that may accidentally strike a player
- have a minimum 2" of padding on the butt/back end of the weapon
- not exceed 5 feet in length
- have a minimum tip size of 2" in at least 1 dimension so that it cannot fit into an eye socket.

- any thrown spear/javelin or similar weapon must have a “stopper” at the end of the core to prevent it from tearing through the foam tip, this could be a bottle cap or piece of tough foam like EVA.
- if coating your weapon in tape the tape should be run lengthwise along the blade, never wrapped around in a circular motion.

3.2.7 Acceptable Building Materials:

- Core: PVC pipe, fiberglass rod, graphite, bamboo
- Padding: pool noodle, camping mat, soft foam footballs (for the tip)
- Coating: cloth, duct tape, hockey tape, plasti-dip

3.2.8 Prohibited Building Materials:

- Core: wood (other than bamboo), metal, or plastics (other than PVC)
- Padding: styrofoam, sprayfoam
- Coating: packaging tape, electrical tape, any type of foil tape

3.3 Bows/Arrows/Crossbows

3.3.1 Bows and Crossbows can be a fun addition to any game but require increased safety measures. All bows and arrows brought in by players will be inspected before every game for safety. Players should routinely check their weapons during games as well to ensure they have not been damaged and become unsafe.

3.3.2 Note: We highly recommend purchasing your arrows from online [Calimacil](#).

3.3.3 Permitted Bows/Arrows

- Any bow or crossbow with draw weight under 35 pounds
- Calimacil, Dark Knight Armory, or any other reputed professionally made foam arrows
- Nerf crossbows, knockoffs approved on a case by case basis
- Nerf arrows and darts, knockoffs approve on a case by case basis
- Homemade arrows which meet our building requirements

3.3.4 Banned Bows/Arrows

- Any form of compound bow
- Any arrow with a tip smaller than 2 inches in diameter

3.3.5 Arrow Building Requirements:

- have a shaft of either fiberglass or wood (if using a wooden shaft we recommend coating in electrical or hockey tape in order to prevent splintering)
- have a minimum of 2” of padding on the tip
- have a tip with a minimum 2” diameter so it cannot fit into an eye socket
- must have a “stopper” at the end of the shaft to prevent it from tearing through the foam tip, this could be a bottle cap, penny, or washer.
- if using an actual arrow as a base THE ARROWHEAD MUST BE ENTIRELY REMOVED

- if coating your weapon in tape the tape should be run lengthwise along the tip, never wrapped around in a circular motion.

3.3.6 Acceptable Building Materials:

- Shaft: fiberglass, wood
- Padding: pool noodle, camping mat, cushion foam
- Coating: cloth, duct tape, hockey tape, plasti-dip

3.3.7 Prohibited Building Materials:

- Core: metal or plastic
- Padding: styrofoam, sprayfoam, EVA (Square mat) foam.
- Coating: packaging tape, electrical tape, any type of foil tape

3.4 Chains/Whips/Flails

3.4.1 Weaponry such as chains, whips, and flails can be very dangerous if built or used unsafely. While our game does allow them they will be required to firmly follow the outlined building requirements and each item must be approved individually. We recommend contacting us in advance with your construction plans.

3.4.2 Permitted Chains/Whips/Flails

- Homemade Chains/Whips/Flails which meet our building requirements

3.4.3 Banned Chains/Whips/Flails

- Any weapon that is deemed too heavy
- Any weapon that possess risk of choking other players

3.4.4 Chains/Whips/Flails Building Requirements:

- have a handle core of either PVC, Fiberglass, Graphite, or Bamboo
- have a minimum of 1/2" of padding on any surface that may accidentally strike a player
- have a minimum 1" of padding on both ends of the handle
- If the cord is rope, it must have 2"x 2" wide foam circlets a minimum of every 2 inches along the entire length of the rope, this will prevent it from being able to wrap tightly around a players neck
- we recommend the use of soft foam balls for the tip of your whip/flail as they will have some weight so the weapon will be felt but be soft enough to never cause any harm.
- Have a rope/cord that does not exceed 1 foot in length OR a handle that does not exceed 1 1/2 feet in length

3.4.5 Acceptable Building Materials:

- Handle Core: fiberglass, pvc
- Ball/Tip Core: no core allowed
- Padding: Pool noodle, Camp mat foam
- Coating: cloth, duct tape, hockey tape, plasti-dip

- Cord: Rope, cloth, or duct tape

3.4.6 Prohibited Building Materials:

- Cores: metal or plastic
- Padding: styrofoam, sprayfoam, EVA (Square mat) foam.
- Coating: packaging tape, electrical tape, any type of foil tape
- Cord: plastic chain, real chain, plastic cord

3.5 Hands/Feet/Grappling

3.5.1 For players own safety grappling or using ones hands, feet, or body as a weapon is prohibited in all of our games. Any player caught striking a volunteer or other player with their hands or feet will be removed from play.

3.5.2 Exceptions:

- Zombies and other volunteers may deal damage to players by “tagging” them with their hands, this will always be an open handed tag.
- Strength skills, in some of our games there are in-game skills related to strength, players may use these stats to role-play grappling. The key difference between role-play grappling and actual grappling is the amount of actual force used compared to pretend force.
- Players engaging in role-play grappling must still give verbal consent to each other beforehand and the outcome will be dictated by who has a higher “strength” stat and not the players actual strength or skill.

3.6 Nerf Blasters

3.6.1 Many of our games use Nerf and other brands of Blasters which fire foam darts. All Nerf and similar blasters brought in by players will be inspected before every game for safety. Players should routinely check their weapons during games as well to ensure they have not been damaged and become unsafe. A Nerf gun may never be used as a melee weapon including both striking and blocking blows.

3.6.2 Permitted Blasters/Darts

- Any Nerf Blasters which shoot foam darts, balls, or discs
- Any Nerf knockoff brands which fire foam darts
- Any Nerf brand darts, discs, balls, and any knock off or aftermarket darts with soft rubber tips

3.6.3 Banned Blasters/Darts

- Nerf Super Soakers
- Xploderz or any other gel shot blasters
- Any form of Airsoft or BB gun

- Any form of Paintball marker
- Blasters that have been modded to fire faster than 140 fps
- Aftermarket darts with hard plastic tips
- Home-made Stefan darts

3.6.4 Modding Restrictions

- Players are permitted to mod Nerf blasters including but not limited to removing air restrictors, installing stronger springs and more powerful motors provided they have a firing speed lower than 140 fps
- Players MAY NOT modify their NERF DARTS in any way or use any homemade darts which include materials such as plastic, metal, or wood including Stefan darts.

3.7 Explosives

3.7.1 All forms of explosives are strictly PROHIBITED in our games including, but not limited to the following:

- Fireworks or Firecrackers
- Smoke Grenades (including ones with flame-less ignition)
- Flares or Flare guns
- Paintball Grenades
- Any form of homemade explosive

3.8 Armor/Safety Equipment

3.8.1 Players are not required to wear any safety equipment in our games. Although not required, wearing helmets, eye protection, and other forms of padding is always recommended.

3.8.2 In many our games players will be granted additional bonuses for wearing armor or costumes. These bonus stats will vary from game to game but armor will be rated on the following factors:

- Visible Effort
- Looks and appearance
- Actual materials used
- How well it meets any costume requirements

3.8.3 Permitted Armor Types

- Cardboard
- Plastic
- Foam
- Leather
- Metal

3.8.4 Prohibited Armors

- Any armor that has sharp blades or spikes made out hard materials such as metal or plastic will not be allowed into the game. Players should also avoid armor with sharp edges which can cause scraps and damage weapons making them unsafe.
- Any piece of armor deemed unsafe to either other players or the wearer, this may include items such as metal armors worn without the appropriate padding underneath.

3.9 Shields

3.9.1 Players may also bring in shields to most of our games. All shields brought in by players will be inspected before every game for safety. Players should routinely check their shields during games as well to ensure they have not been damaged and become unsafe. A shield should never be used as a weapon, this includes punching with shield or throwing/kicking shields at others.

3.9.2 Permitted Shields

- Shields purchased from Calimacil, Dark Knight Armory, or any other reputed professional LARP store.
- Homemade shields which meet our building requirements

3.9.3 Banned Shields

- Any non LARP toy/replica shield made from hard materials or with sharp edges
- Any shield that is deemed too heavy

3.9.4 Shield Building Requirements:

- in order to be classified as a shield the item must be at least 1" thick (A single sheet of cardboard or foam will not count) and must be able to be worn on an arm or held in hand.
- a minimum of 1" of padding around all edges
- If you shield base is plastic you must have a minimum of 1/2" of padding on the front, outward facing side of the shield.

3.9.5 Acceptable Building Materials:

- Base: cardboard, plastic, camp mat foam, foam tiles
- Padding: pipe foam, pool noodle , camp mat foam, EVA foam mats
- Coating: Duct tape, material, soft leather, plasti-dip

3.9.6 Prohibited Building Materials:

- Base: wood or metal
- Padding: styrofoam, spray foam
- Coating: any type of foil tape