

Battle Referee Guidelines

Combat Safety

Generally referees will not need to interfere in combat and participants will take care of their own safety. However some situations require the referees to act to prevent injury, typically where large numbers or poor perception of dangers put participants at risk of injury. The first two rules of combat reffing are:

- Do not put yourself in danger - you cannot ref from the first aid tent
- If you are the ref on the spot then make the call and other refs will back you. In most situations making a decision is better than no decision and combat is too fast to consult

Other items to consider

- Check the area for hazards and move debris if possible (preferably before combat moves into the area) – note fallen players and healer stations count as debris, if need be move them to a safer place
- Check your spacing from other refs and avoid clumping together – look for areas of combat with no refs and move to them
- Watch the flow of combat to predict where it will move to, check that the retreating side are not moving towards a hazard and adjust your position accordingly
- Pointing out hazardous areas to unit leaders will often negate the needs for more intrusive measures by allowing them to move their unit to a less dangerous fighting area
- If you have to direct or reposition units try to avoid favouring either side but if that is not possible then err in the players favour.
- Crush lines and crush doughnuts usually need closer reffing than skirmish combat and may need more intrusive measures. They are more common in open field battles but can occur in the woods. Reffing them can be quite intense and physical and is very much a personal choice.
 - If the crush is too thick to see the gully from the sidelines then a ref should move to either end of the gully, crouching in the middle or using any available cover.
 - If the line is too long to see each side then more refs should move down the gully so they can see each other to ensure the whole length of the crush is covered.
 - Move fallen players out of the crush to avoid them being trampled
- If a crushline becomes a doughnut then a ref should try to get in the centre or otherwise gain a view of how crowded it is.
 - If the centre is getting too crowded then refs should puncture the outer ring and encourage the lines to peel back to allow space for the centre to move into. Do this even if you have to ask players to move
 - Calling time freeze and expanding the outer ring rarely works as it will normally collapse back in unless the situation is changed.
- Picking up arrows is a courtesy, not a requirement. Never hold arrows in the middle, take them into a crush or throw them

Man Down

- Check that a person has actually been hurt, they may just be roleplaying or someone may have inappropriately called man down IC
- Call man down, if not already called, but do not spread a man down call if you cannot locate the casualty.
- Encourage everyone in the area to kneel to help you locate the casualty and secure the area from combat

- Assess the casualty;
 - If they are conscious, lucid and mobile they may be happy to step to the side and allow combat to recommence, they may or may not want a medic to attend - always recommend one but it is their choice.
 - If they are unconscious, immobile or in excessive pain you will likely need to pause or move the combat, plus you have an urgent man down and must call a medic
- When calling a medic via radio, use geographical features to describe location not nearby player / monster formations and give indication of urgency based on your assessment above
- Refs in the area should help guide the medic to the casualty and help control the border between active combat and the man down area
- Wait for the medic to assess the casualty and follow their direction as to whether combat can restart in the area or if the combat should be moved to a new location
- When the combat area is clear, check both sides are ready and restart the combat
 - take care to ensure those involved are not unduly prejudiced by the incident e.g. ensure they have not been cut off by changes in the battle flow.
 - it may be necessary to allow the casualty to re enter play at a different point or directly back to Anvil if the battle has ended

Radio Guidelines

- When transmitting
 - consider what you are going to say, make it concise
 - wait for conversation on the channel to clear – unless your call is urgent
 - push and hold the transmit button then pause a second
 - state your name, deliver your message then pause before releasing the button
- Never swear on the radio and do not make personal comments, radio is not the place to have 'sensitive' discussions.
- If you expect a long conversation invite the other person to switch to one of the conversation channels
- Take care you do not accidentally lean on the transmit button or allow the headset lead to work loose - this can tie up the channel. If this occurs the person transmitting cannot hear any radio calls so check neighbouring refs rather than try to use the radio to find them.

Glossary

- Choke point - a feature that funnels participants into a smaller area e.g. a gate in the fence, a bridge over a ditch or the Sentinel gate
- Contact Ref – a ref nominated to assist other referees if they need backup when dealing with a situation
- Crush line or Crush – two lines of densely packed combatants that are relatively stationary
- Crush doughnut – a smaller force, encircled by a larger force, that is being forced into a tightly packed group
- Debris – a danger that can be moved e.g. fallen branch, dying character etc
- Hazard – a danger that cannot be moved e.g. barbed wire fence, ditch etc
- Gully – the gap between two sides of a crush line
- Lead Ref – the referee in charge of a given combat