

1. Definitions

Armoured Elite Combat means armed combat involving the use, subject to any applicable limitations set forth in these Rules and other regulations of the applicable Organization, of a combination of techniques from different disciplines of martial arts including, without limitation, grappling, striking with a weapon or shield, kicking and striking with any part of the body.

Armoured Elite combat means any form of competition in which a blow is usually struck which may reasonably be expected to inflict injury.

Armoured combatant means any person who engages in Armoured combat.

Organization means the applicable federation, club or regulatory body overseeing the bouts, exhibitions or competitions of Armoured Professional Combat.

2. Weight Divisions

Except with the approval of the Organization, or its officers, the classes Armoured Professional combat contests or exhibitions and the unarmoured weights for each class shall be:

CATEGORY	WEIGHT
Flyweight	>55KG (women only)
Bantamweight	>55 to 65 Kg (women only)
Light weight	< 75 Kg (for men) >65 to 75 Kg (women)
Middleweight	> 75 to 85 Kg
Light Heavyweight	>85 to 95 Kg
Heavyweight	>95 to 125 Kg
Super Heavyweight	>125 Kg

In non-championship fights, there shall be allowed a 500 grams weigh allowance. In championship fights, the participants must weigh no more than that permitted for the relevant weight division.

The Organization may also approve catch weight bouts, subject to their review and discretion. For example, the Organization may still decide to allow the contest the maximum weight allowed is 79 Kg if it feels that the contest would still be fair, safe and competitive.

In addition, if one athlete weighs 119 Kg while the opponent weighs 122 Kg, the Commission may still decide to allow the contest if it determines that the contest would still be fair, safe and competitive in spite of the fact that the two contestants technically weighed in differing weight classes.

3. List / Fighting Area Requirements and Equipment

- A. Armoured Professional Combat contests and exhibitions may be held in a List, a ring or in a fenced area.
- B. A List used for a contest or exhibition of armoured combat must meet the following requirements:
 - i. The ring must be no smaller than 20 feet wide and no larger than 50 feet wide within the fences. One corner shall have a blue designation and the corner directly opposite must have a red designation.
 - ii. The list platform (if there is a platform) must not be more than 4 feet above the floor of the building and must have suitable steps for the use of the Armoured combatants.
 - iii. There must not be any obstruction or object, including, without limitation, a triangular border, on any part of the ring floor.
 - iv. The fenced area must have two entrances.
 - v. The fencing used to enclose the fenced area must be made of a material that will prevent an unarmed combatant from falling out of the fenced area or breaking through the fenced area onto the floor of the building or onto the spectators, including, without limitation, chain link fence.
 - vi. There must not be any obstruction on any part of the fence surrounding the area in which the unarmed combatants are to be competing.

4. Stools

- A. A stool of a type approved by the organization shall be available for each contestant.
- B. All stools and chairs used must be thoroughly cleaned or replaced after the conclusion of each bout.

5. Equipment

- A. All contestants are required to wear sabatons during competition.
- B. Hoofhand/closed guantelets and lanyard/chains or any mechanism for attaching the weapon to the wrist is not permitted in this category.

6. Mouthpieces

- C. All contestants are required to wear a mouthpiece during competition. The mouthpiece shall be subject to examination and approval by the marshal.
- D. The round cannot begin without the mouthpiece in place.

7. Protective Equipment

- A. All armoured combatants shall wear a groin protector of their own selection, of a type approved by the organization.

8. Armour

A fighter's armour is made up of 3 layers: primary, secondary, and private layer.

Primary Armour - Head, neck, upper body, arms and legs and hands must be covered by steel armour which is based on historical sources.

9.1. Helmets

- a) Stainless steel: 2mm minimum thickness.
- b) Hardened steel: 1.8mm minimum thickness.
- c) Mild steel: 2.5 mm minimum thickness.
- d) Faceplates: 1.5mm minimum thickness any steel.
- e) Titanium is not permitted for any part of the helmet.
- f) Open face helmets are not permitted. The limited use of protective bars is permitted if there is an attempt to hide the bars which does not distract from the medieval appearance of the combatant.
- g) Helmets must have a mechanism or strap which prevents it from falling off or being easily removed by an opponent during combat.
- h) The aventail must fall naturally back onto the shoulders of the fighter, if the fighter has been bent over. If the aventail is not heavy enough to do so, it must be supplied with a strap to ensure that it keeps in place.

9.2. Torso and Limbs

- a) 1mm steel mild.
- b) 0.6 mm stainless or hardened steel.
- c) 1mm titanium for arms, legs, and upper body, and 1.5mm titanium for spine and back (must provide protection equivalent to 0.6 mm hardened steel).
- d) Body parts such as: neck, shoulders (top and back), whole spine (including lumbar section and tailbone/coccyx), chest, elbows and knees must be covered with steel armour (mail or double aketon/padding is not sufficient).

9.3. Hands

- a) Hands must be protected by gauntlets made of steel plates.
- b) Gauntlets must be made from historical materials.
- c) Gauntlets should follow the form and function of the time and region of the fighter's armour.
- d) Gauntlets must cover the wrist.
- e) Gauntlets must protect all fingers on both hands.
- f) "Hoof"/Locking Gauntlet/"Russian Fist" hand protection is not permitted.

Secondary Armour - Aketon, gambeson, supplemental mail, voiders, shoes etc.; must look like the historical counterparts.

Private Layer - Hidden supplemental protection such as modern athletic groin protection, knee braces, etc. can be worn to enhance safety. Such items must be completely hidden and not distract from the medieval appearance of the combatant. It must be underneath the other two layers.

9. Weapons

- A. Weapons used by both combatants must be similar in model size and weight. Any weapon following the legal specifications below can be used as long as both combatants use similar weapons.
- B. All weapons used in IMCF combat must be analogues of historic originals. A weapon used must also be within the same time period and region as the weapon bearer's armour.
- C. Weapon edge rounding is generally divided into two categories: striking edges and non-striking edges.
- D. All weapons to be used in medieval combat must have a striking edge with a minimum thickness of 2 mm and a maximum of 8mm. This edge must be rounded so that it is not sharp (rebated). All striking edges must be clear of graters, nicks, uneven surfaces and chips.
- E. For swords, one handed axes and maces, the striking edge must have a minimum curve matching the outline of a circle with a radius of 35mm or more, up to a straight edge. The non-strike rounding of a sword (the point of the sword) must have a minimum curve matching the outline of a circle with a radius of 10mm.
- F. For all two-handed swords, axes and polearms the striking edge must have a minimum curve matching the outline of a circle with a radius of 50mm or more up to a straight edge. All non-striking edges or rounding must have a minimum curve of the outline of a circle with a radius of 15 mm or more up to a straight edge in the event of a striking edge.

G. Marshals have the right to ban any weapons that pose a distinct threat to the safety of opponents.

H. Below you can find length and weight requirements for specific weapon types. Any weapon types not mentioned here are not allowed for use in IMCF Combat. Any weapon that does not fall under these weight and length minimum – maximum requirements is not allowed for use in IMCF Combat

1. Swords

- a) One-handed swords (including falchions): minimum length of 400mm and a maximum length of 1100mm, weight from 1100g to 1900g.
- b) Longswords: length between 1100 and 1400mm, weight from 1600g to 3000g.
- c) Two-handed swords: length minimum 1400mm, weight up to 3500g.

2. Axes and Polearms

- a) All striking edges on axes or polearms must have a minimum length of 70mm.
- b) All striking edges must have a minimum thickness of 2 mm and a maximum of 8mm.
- c) The head must be fastened securely to the shaft with at least one pin or rivet, which goes through the head of the weapon and into the shaft itself. If the shaft is metal, the head must be cast with the shaft or welded safely onto the shaft.
- d) One-handed axes: maximum length of 900mm, weight up to 1300g and a minimum length of 40cm.
- e) Handles may be of steel or wood.
- f) Two-handed axes and polearms: minimum length greater than 910mm, weight up to 3000gm.
- g) Any axe or polearm over 910 mm must have a wooden shaft.
- h) Warhammers and axes (with hammer end) are forbidden from use.
- i) Any protrusion on the back of the axe head over 20mm will be considered a hammer, and the back of the axe head must be rounded

3. Maces

- a) Weight up to 1000g. Handles may be of steel or wood and a minimum length of 40cm.

- b) The head must be fastened securely to the shaft with at least one pin or rivet, which goes through the head of the weapon and into the shaft itself. If the shaft is metal, the head must be cast with the shaft or welded safely onto the shaft.

10. Shield

- A. All wooden, wicker, leather shields or metal shields should be made based on reliable historical sources and correspond to the form of the source in all three planes. A shield can only be used with a set of armour of the same time period and region.
- B. The edges of all wooden, wicker or leather shields are to be trimmed with 2mm or thicker leather or rawhide or three or more layers of fabric attached with glue. Any metal edge reinforcement is required to be fully covered by the fabric/leather/rawhide covering. All edges of the shield are expected to be in good repair. No splintering edges, exposed metal or sharp surfaces will be permitted. No metal handles are allowed. Metal tack are permitted to secure leather, fabric, or rawhide, but must not present a safety risk and must be firmly attached to the body of the shield. The edges of metal shields must have a rolled or rounded edge with a minimum thickness of 4mm throughout.
- C. The weight of any shield is maximum 5000g.
- D. Metal handles are not allowed on shields, except in small centre grip shields commonly known as bucklers.
- E. The maximum diameter for a buckler is 40cm.

11. Round Length

- A. Each contest for men is to be for 2 out of 3 rounds, each round no more than 2 minutes duration, with a rest period of 1 minute between each round.
- B. Each contest for women is to be for 2 out of 3 rounds, each round no more than 2 minutes duration, with a rest period of 1 minute between each round.

13. Stopping Contest

The Head Marshal is the only individual authorized to stop a contest. The marshal may take advice from the ringside first aider and/or the Organization with respect to the decision to stop a contest.

The marshal and the ringside first aider are the only individuals authorized to enter the

ring/fighting area at any time during competition other than the rest periods and subsequent to the contest ending.

14. Judging

- A. All bouts will be evaluated and scored by 4 judges who shall evaluate the contest from different location around the List/fighting area. The head marshal may not be one of the 4 judges.
- B. The 10-Point Must System will be the standard system of scoring a bout. Under the 10-Point Must Scoring System, 10 points must be awarded to the winner of the round and 9 points or less must be awarded to the loser, except for a rare even round, which is scored (10-10). The Head Marshal will be the only one awarding the points at the end of each round.
- C. Judges shall evaluate combat techniques, such as effective striking, effective grappling, control of the ring/fighting area, effective aggressiveness and defense.
- D. Evaluations shall be made in the order in which the techniques appear in (c) above, giving the most weight in scoring to effective striking, effective grappling, control of the fighting area and effective aggressiveness and defense.
- E. Effective striking is judged by determining the total number and the quality of legal strikes landed by a contestant.
- F. Effective grappling is judged by considering the amount of successful executions of a legal and takedown and reversals and clinch control. Examples of factors to consider are take downs from standing position to dominant position (Mount, half mount, remain standing in striking distance, side mount) legal and effective striking in clinch.
- G. Fighting area control is judged by determining who is dictating the pace, location and position of the bout
- H. Effective aggressiveness means moving forward and landing a legal strike.
- I. Effective defense means avoiding being struck, taken down or reversed while countering with offensive attacks.
- J. The following objective scoring criteria shall be utilized by the 4 judges when scoring a round:
 - i. **1 point**= Any well-delivered blow within the allowed zones.
 - ii. **2 points**= A well-delivered blow that causes the opponent to move backwards.
 - iii. **3 points**= Takedowns.
 - iv. **3 points**= Loss of the weapon.
- K. The following objective scoring criteria shall be utilized by the Head Marshal when scoring a round:

- i. a round is to be scored as a 10-10 round when both contestants appear to be fighting evenly and neither contestant shows clear dominance in a round;
- ii. a round is to be scored as a 10-9 round when a contestant wins by a close margin, landing the greater number of effective legal strikes, grappling and other maneuvers;
- iii. a round is to be scored as a 10-8 round when a contestant overwhelmingly dominates by striking or grappling in a round.
- iv. a round is to be scored as a 10-7 round when a contestant totally dominates by striking or grappling in a round.

15. Fouls

A. The use of any prohibited strikes or actions against opponent constitute a serious breach of the rules. Sanctions for breaching the rules might include a verbal warning, Points deduction on the scorecard or a disqualification, and shall be imposed whether a breach was made accidentally or on purpose.

- i. Thrusting is forbidden and grounds for immediate sanction.
- ii. Any thrusts with weapons at any portion of an opponent's body. When using axes or poles, the setting aside of an opponent's weapon is not considered a thrust.
- iii. Strikes with a weapon, shield, legs or arms in the non-legal strike
The non-legal strike zone includes: the feet, ankles, back of the knee, groin, throat and the neck.
- iv. Strikes with a weapon, shield, legs, feet or arms, behind the knee.
- v. Timidity, including, without limitation, avoiding contact with an opponent, intentionally or consistently dropping the weapon or faking an injury
- vi. Throwing opponent out of ring/fighting area
- vii. Flagrantly disregarding the instructions of the marshal
- viii. Any vertical strikes with weapons or shield along the spine
- ix. Interference by the corner
- x. Kicks to any part of the knee or application of significant downward pressure with foot or body to the opponent's knee is prohibited.
- xi. Downward stomps to the calf are prohibited
- xii. Twisting against natural direction of a joint and/or painful holds.

- xiii. Pressure or hooking the base of a helmet with a hand, as well as actions aimed at twisting the neck by pressing on the edge of the helmet.
- xiv. Deliberate attempts to remove any elements of the opponent's protective kit.
- xv. Punches with weapon hilts aimed at the face of the opponent (if the gap between the hilt and fist in combat mitten or glove is more than 30mm, or if a similar protrusion exists)
- xvi. Any holds, hold-downs, suffocating techniques with hands or weapons around the neck from any direction. Any direct pressure on the neck. The neck is defined as a section between the lower edge of a helmet and shoulders even if this area is covered with chainmail armour.
- xvii. Any strikes at a prone or kneeling fighter.
- xviii. Any strikes at the neck or the head of the opponent who is bending 50° or more
- xix. When the opponent is bending 50° or more for any reason, it is allowed to strike the body, punch, push them or back heel, but it is not permitted to strike in any way at the neck or the head.
- xx. 7 Combatants should be in control of their weapons; wild uncontrolled flailing is a hazard to fighters and officials alike and is forbidden
- xxi. Any attacking actions towards a fighter who has raised one hand with an open palm.
- xxii. A raised hand with an open palm is a sign of voluntarily leaving the battle. Having raised a hand with the open palm and kneeling on one knee (if there is such opportunity) the fighter is automatically considered tko
- xxiii. Ineffective clinch that lasts more than 5 seconds. (Defined as when two fighters are engaged in a passive grapple and are not dealing any damages with punches, weapons or kicks.) In this case an official can pull the fighters-, who are in the clinch-, apart, giving a command "Break!" and hanging a yellow marshal flag attached to a baton, between the opponents' helmets. After this the fighters have to stop fighting in a clinch immediately and step apart; 2 steps from each other. An additional command "Fight" to start fighting anew. A fighter who engage repeatedly in ineffective clinches to gain strategic advantage can have points deducted from his scorecard by the marshal.
 - A. Disqualification may occur after any combination of fouls or after a flagrant foul at the discretion of the marshal.
 - B. Fouls may result in a point being deducted by the official scorekeeper from the offending contestant's score. The scorekeeper, not the judges, will be responsible for calculating the true score after factoring in the point deduction.
 - C. Only a Marshal can assess a foul. If the marshal does not call the foul, judges must not make that assessment on their own and should not factor such into their scoring calculations.
 - D. If a foul is committed:
 - .The marshal shall call timeout.

- i. The marshal shall order the offending contestant to a neutral location.
- ii. The marshal shall check the fouled contestant's condition and safety.
- iii. The marshal shall then assess the foul to the offending contestant and deduct points if the marshal deems it appropriate, and notify the commission, the corners, the official scorekeeper of his decision on whether the foul was accidental or intentional and whether a point is to be taken away.

E. Low Blow Foul:

.A fighter who has been struck with a low blow is allowed up to 5 minutes to recover from the foul as long as in the ringside doctor's opinion the fighter may possibly continue on in the contest.

- i. If the fighter states that they can continue on before the five minutes of time have expired, the marshal shall, as soon as practical, restart the fight.
- ii. If the fighter goes over the 5 minute time allotment, and the fight cannot be restarted, the contest must come to an end with the outcome determined by the round and time in which the fight was stopped. See Section 16 below.

F. Fighter Fouled by other than low blow:

.If a contest of Armoured combat is stopped because of an accidental foul, the marshal shall determine whether the unarmed combatant who has been fouled can continue or not. If the unarmed combatant's chance of winning has not been seriously jeopardized as a result of the foul and if the foul did not involve a concussive impact to the head of the unarmed combatant who has been fouled, the marshal may order the contest or exhibition continued after a recuperative interval of not more than 5 minutes. Immediately after separating the unarmed combatants, the marshal shall inform the Commission's representative of his determination that the foul was accidental.

- i. If a fighter is fouled by blow that the marshal deems illegal, the marshal should stop the action and call for time. The marshal may take the injured fighter to the ringside doctor and have the ringside doctor examine the fighter as to their ability to continue on in the contest. The ringside doctor has up to 5 minutes to make their determination. If the ringside doctor determines that the fighter can continue in the contest, the marshal shall as soon as practical restart the fight. Unlike the low blow foul rule, the fighter does not have up to 5 minutes of time to use, at their discretion, and must continue the fight when instructed to by the marshal.
- ii. For a foul other than a low blow, if the injured fighter is deemed not fit to continue, by the marshal, the marshal must immediately call a halt to the bout. If the fighter is deemed not fit to continue, by the marshal, even though some of the 5 minute foul time is still remaining, the fighter cannot avail himself of the remaining time and the fight must be stopped.
- iii. If the marshal stops the contest and employs the use of the ringside doctor, the ringside physician's examinations shall not exceed 5 minutes. If 5 minutes is exceeded, the fight cannot be re-started and the contest must end.

16. Injuries Sustained by Fair Blows and Fouls

- A. If an injury sustained during competition as a result of a legal maneuver is severe enough to terminate a bout, the injured contestant loses by technical knockout.
- B. If an injury sustained during competition as a result of an intentional foul, as determined by the marshal, is severe enough to terminate a bout, the contestant causing the injury loses by disqualification.
- C. If an injury is sustained during competition as a result of an intentional foul, as determined by the marshal, and the bout is allowed to continue, the marshal shall notify the scorekeeper to automatically deduct two points from the contestant who committed the foul.
- D. If an injury sustained during competition as a result of an intentional foul, as determined by the marshal, causes the injured contestant to be unable to continue at a subsequent point in the contest, the injured contestant shall win by technical decision, if he or she is ahead on the scorecards. If the injured contestant is even or behind on the score cards at the time of stoppage, the outcome of the bout shall be declared a technical draw.
- E. If a contestant injures himself or herself while attempting to foul his or her opponent, the marshal shall not take any action in his or her favor, and the injury shall be treated in the same manner as an injury produced by a fair blow.
- F. If an injury sustained during competition as a result of an accidental foul, as determined by the marshal, is severe enough for the marshal to stop the bout immediately, the bout shall result in a no contest if stopped before two rounds have been completed in a three rounds bout or if stopped before three rounds have been completed in a five rounds bout.
- G. If an injury sustained during competition as a result of an accidental foul, as determined by the marshal, is severe enough for the marshal to stop the bout immediately, the bout shall result in a technical decision awarded to the contestant who is ahead on the score cards at the time the bout is stopped only when the bout is stopped after two rounds of a three round bout, or three rounds of a five round bout have been completed.
- H. Incomplete rounds should be scored utilizing the same criteria as the scoring of other rounds up to the point said incomplete round is stopped.

17. Types of Contest Results

- A. Submission by:
 - i. Physical Tap Out
 - ii. Verbal Tap Out
- B. Knockout by:

.when Marshal stops the contest (TKO)

i.when an injury as a result of a legal maneuver is sever enough to terminate a bout (TKO)

ii.when contestant being rendered unconscious due strikes or kicks (KO)

C. Decision via the scorecards, including:

.Unanimous Decision - When all three judges score the contest for the same contestant

i.Split Decision - When two judges score the contest for one contestant and one judge scores for the opponent

ii.Majority Decision - When two judges score the contest for the same contestant and one judge scores a draw

D. Draws, including:

.Unanimous Draw - When all three judges score the contest a draw

i.Majority Draw - When two judges score the contest a draw

ii.Split Draw - When all three judges score differently

E. Disqualification

F. Forfeit

G. Technical Draw

H. Technical Decision

I. No Decision