

## IMCF Rules and Regulations V.01.14.5

Safety, Honor, Sportsmanship and Fair Competition are the Hallmarks of the IMCF. All Competitors are expected to behave with regard for the well being of other combatants. This sport has inherent risks; it is the duty of the Marshall staff to enforce the following to maintain a safe level playing field in this fierce but honorable contest.

**"Welcome to the Family"**

### 1. EQUIPMENT

#### 1.1 Armor:

1.1.1 A fighters' armor consists of 3 layers:

1.1.2 Primary Armor - Head, neck, torso, arms and legs and hands must protected by steel and must be analogous to historic originals.

##### a. Helms

- i. Stainless Steel: 2mm minimum thickness
- ii. Hardened Steel: 1.8mm minimum thickness
- iii. Mild Steel: 2mm minimum thickness (2.5mm in 2016)
- iv. Faceplates: 1.5mm minimum thickness any steel

##### b. Torso and Limbs

- i. 1mm steel mild
- ii. .6 mm stainless or hardened
- iii. 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 armor. (mail or double aketon / padded jack is not sufficient)

##### c. Hands

- i. The combatant's hands shall be protected by Gauntlets made of steel plates or riveted chainmail. If the protection is of chainmail only, a padding layer of not less than 5mm thick condensed shall be used underneath.
- ii. Gauntlets shall be made from materials with documented historical analogs.
- iii. Gauntlets should follow the medieval form and function of the time and region being reenacted.
- iv. Gauntlets shall cover all exposed portions of the wrist.
- v. Gauntlets shall protect all fingers and thumb of both hands

- 1.1.3 **Secondary Armor** - Aketon, Gambeson, supplemental mail, voiders, shoes etc.; materials must aesthetically match historic analogs.
- 1.1.4 **Private layer:** Hidden supplemental protection such as modern athletic groin protection, knee braces, etc. can be worn to enhance safety. Such items must stay completely hidden and not distract from the medieval appearance of the combatant and be under the other two layers.
- 1.1.5 **Helms:** Open Face Helms not permitted. The limited use of protective bars is permitted as long as there is an attempt to disguise the bars and not distract from the medieval appearance of the combatant.
- 1.1.6 Hoof/Locking Gauntlet/Russian Fist Hand protection not permitted in official IMCF Competitions

## 1.2 Weapons:

### Weapon specification / requirement list:

- 1.2.1 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 armor.
- 1.2.2 All weapons to be used in Medieval Combat must have a striking edge with a minimum thickness of 2 mm. This edge must be rounded so that it's not sharp. All striking edges must be clear of graters, nicks, uneven surfaces and chips.
- 1.2.3 Weapons edge rounding is generally divided into two categories: striking edges and non-striking edges.
- 1.2.4 For swords and maces the striking edge must have a minimum curve matching the outline of a circle with a radius of 35 mm (3.5cm) 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 10 mm (1cm).
- 1.2.5 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 50 mm (5cm) 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 (1.5 cm) or more up to a straight edge in the event of a striking edge.
- 1.2.6 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.
- 1.2.7 Marshalls have the right to ban any weapons that pose a distinct threat to the safety of opponents
- 1.2.8 *Swords*
  - a. Single handed swords:(including falchions): maximum length of 110 cm weight up to 1900g.
  - b. Longswords: length between 100 and 140 cm, weight up to 3000 g.
  - c. Two handed swords: length minimum 140 cm, weight up to 3500 g.

- 1.2.9 *Axes and Polearms*
- a. All striking edges on axes or polearms must have a minimum length of 7 cm.
  - b. Single handed axes: maximum length of 100 cm, weight up to 1300 g
    - a. Hafts may be of steel or wood
  - c. Two handed axes and polearms: minimum length of 100 cm, weight up to 3000 g.
  - d. Any axe or polearm over 100cm must have a wooden shaft

- 1.2.10 *Maces*
- a. Maces: weight up to 1000 g Hafts may be of steel or wood

1.2.11 War Hammers and Pole Axes (with hammer end) are forbidden from use in IMCF Competitions.

### **1.3 Shields:**

- 1.3.1 All wooden, wicker or leather shields or metal shields should be made only on the basis of reliable historical analogues and correspond to the form of the analogue in all three planes. A shield can only be used with a set of armor of the same epoch and region.
- 1.3.2 The edges of all wooden, wicker or leather shields are to be trimmed with 2mm or thicker leather, rawhide or three or more layers of fabric attached with glue.  
The edges of metal shields shall have a rolled or rounded edge with a minimum thickness of 4mm throughout.
- 1.3.3 The weight of any shield shall be less than 5 kg=11.03 lbs.
- 1.3.4 Metal handles are not allowed on shields excluding small center grip shields commonly known as bucklers.

## **2. AUTHORIZED FIGHTING TECHNIQUES IN MELEE**

3 vs. 3; 5 vs. 5; 16 vs.16 Melees; or other group competitions

- 2.1 A fight conducted on the lists is regulated by this list of authorized IMCF techniques:
- 2.1.1 Any punches, strikes with a weapon's cutting edge, pommel strikes or shield at the opponent's allowed Legal strike zone.
  - 2.1.2 The Legal strike zone excludes the feet, back of the knees, groin, back of the neck and throat.
  - 2.1.3 Striking motions with the butt end of a pole arm or sword are considered pommeling.
  - 2.1.4 Strikes at the opponents who have lost their balance until they fall to the ground.
  - 2.1.5 Pushes or strikes with head, shoulder, elbows, knees and body.
  - 2.1.6 Holds of non-combat parts of the weapons or shields of the opponents with the free hand.

- 2.1.7 Attacks with free hand: strikes, holds, pressure on the allowed zones.
- 2.1.8 The fighter can strike with a free hand, but only when a weapon is in the other hand.
- 2.1.9 Attacks on an opponent who has lost their weapon.
- 2.1.10 Kicks to the allowed legal strike zone with the exception of the knee.
- 2.1.11 Wrestling techniques, throws, back heels, etc.
- 2.1.12 Painful holds, suffocating techniques, suplex or similar throws designed to deliver an opponent onto the top of the head such as a pile driver or tombstone, and fighting from the ground are prohibited.
- 2.1.13 Tripping is permitted.
- 2.1.14 Holds of the body of the opponent with weapons from the front, from behind and from the sides, which do not place pressure on the neck.
- 2.1.15 Any holds with direct pressure on the neck are prohibited; see section 3, Prohibited Fighting Techniques / Melee.
- 2.1.16 Overlapping of a shield, blocking of the opponent's hands with a shield, and putting a shield's edge under an armed hand.
- 2.1.17 Strikes with the edge or body of a shield at Legal strike zones.
- 2.1.18 Opponents are eliminated when there are 3 points of contact to the ground or when they submit. The feet are always considered to be in contact with the ground equaling 2 points. Touching the ground and supporting weight with weapon, shield or any third body part is considered a third support point.
- 2.1.19 A fighter who breaks a weapon must immediately drop the broken weapon.
- 2.1.20 A fighter who drops or breaks a weapon must immediately stop fighting and either arm himself with a secondary weapon or go to his team's starting zone and retrieve a spare weapon from a team mate.
- 2.1.21 Only team mates for that competition may supply him with a secondary weapon

### **3. PROHIBITED FIGHTING TECHNIQUES IN MELEE**

3 vs. 3; 5 vs. 5; 16 vs.16 Melees; or other group competitions

- 3.1 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 or a disqualification, and shall be imposed whether a breach was made accidentally or on purpose.
  - 3.1.1 Thrusting is forbidden and grounds for immediate sanction.
  - 3.1.2 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.
  - 3.1.3 Strikes with a weapon, shield, legs or arms in the non-Legal strike zone.
  - 3.1.4 The non-Legal strike zone includes: the feet, back of the knee, groin, throat and back of the neck.
  - 3.1.5 Strikes with a weapon, shield, legs, feet or arms, behind the knee.
  - 3.1.6 Any vertical strikes with weapons or shield along the spine.
  - 3.1.7 Kicks to the knee.
  - 3.1.8 Twisting against natural direction of a joint and/or painful holds.
  - 3.1.9 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.

- 3.1.10 Deliberate attempts to remove any elements of the opponent's protective kit.
- 3.1.11 Punches with weapon-hilts or fists, aimed at the face of the opponent (if the gap between the hilt and fist in combat mitten or glove is more than 3 cm, 1.18" or if a similar protrusion exists).
- 3.1.12 Any holds, hold-downs, suffocating techniques with hands or weapons around the neck.
- 3.1.13 Any strikes at a prone or kneeling fighter.
- 3.1.14 Any strikes at the neck or the head of the opponent who is bending 50° or more.
- 3.1.15 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.
- 3.1.16 Combatants should be in control of their weapons; wild uncontrolled flailing is a hazard to fighters and marshals alike and is forbidden.
- 3.1.17 Any attacking actions towards a fighter who has raised one hand with an open palm.
- 3.1.18 A raised hand with an open palm is a sign of voluntary 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 out of the fight and cannot re-join the fight.
- 3.1.19 Inactive clinch that lasts more than 5 seconds.  
In this case a field referee can pull the fighters, who are in the clinch, apart, giving a command "Break!" and hanging a yellow referee 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", given by the referee who has stopped the clinch, which serves as an additional signal that the battle is still in progress, both in general, and for the fighters who were in clinch in particular.
- 3.1.20 The local commands "Break!" and "Fight" are only for the fighters in clinch. After the command "Fight" a fighter can continue the battle against their opponent or attack another opponent.
- 3.1.21 Any attacking or blocking actions with no weapon in the hands.
- 3.1.22 The fighter who is out of the battle (due to falling down or decision of a referee), but is on the lists, is strongly prohibited from standing up on both legs before the command of the Knight Marshal "All rise!" If the fighter is out of battle because of falling, losing equipment, voluntarily or because of marshal's decision, they should take a comfortable sitting or lying position on the lists and wait for the end of the round, without interfering in the battle. With this comfortable position the fighter shows that they are not injured.
- 3.1.23 Grasping the Barrier with one's hand or hooking it with the arm is prohibited
- 3.1.24 Hoof Hand protection not permitted in official IMCF Competitions

## **4. DISCIPLINARY ACTIONS**

### **4.1 The Verbal Warning**

The Verbal Warning is a sanction applied to the fighter for insignificant rules violations. The aim is to draw the fighter's attention to their actions. The verbal warning is not noted in the record.

### **4.2 The Warning**

The Warning is a yellow card given to the fighter for rules violation and it is to be noted in the record. The yellow card influences the rating of the fighter and team. The yellow card can be given only by the head marshal of the tournament.

A fighter can get the yellow card in the following cases:

- 4.2.1 For use of any prohibited actions by using, PROHIBITED or FORBIDDEN Techniques.
- 4.2.2 For rising and standing up on both feet after falling on the lists before the command "All rise!"
- 4.2.3 For unsportsmanlike behavior, boorishness, foul language, shouting at the referees, opponents or spectators.
- 4.2.4 For starting the battle before the command "Fight!"
- 4.2.5 For continuing to attack after the command "Stop fight!" and a yellow flag hanging in front of the face.
- 4.2.6 For ignoring the Knight Marshal's or field referees' commands.
- 4.2.7 For the continuing to fight without an element of their primary equipment
- 4.2.8 For all the violations mentioned above the fighter can get one or two yellow card(s) for one violation, depending on the seriousness of the violation and decision of the head marshal.
- 4.2.9 If a fighter gets two yellow cards the fighter is removed from the competition. Two yellow cards are equal to one red card.

### **4.3 Disqualification**

Disqualification (the red card) is the sanction applied to a fighter for serious or recurrent (the second yellow card) rules violation, which should be stated in the report. After the fighter gets the red card the fighter is to be removed from further participation in the competition, and has to be replaced by a substitute fighter of the team. ONLY by the head marshal of the tournament can disqualify a fighter.

- 4.3.1 Grounds for disqualification:
- 4.3.2 Systematic violation of the rules, when a fighter gets two yellow cards within the event.
- 4.3.3 Injuring an opponent using a prohibited fighting technique.
- 4.3.4 Gross and systematic dissents with the referees, groundless appeals against their decisions, insults to the opponents or disrespectful behavior towards them, as well as other parties of the competition.
- 4.3.5 Disqualification of a fighter affects the rating of the fighter's team in the battle, in which a fighter got the red (or the second yellow) card  
The word team in this instance refers to the specific team (5 man, 16 man team etc.) and the

receiving of cards or disqualification shall not affect the combined team, club or national team beyond the team which took the field and received the yellow or red cards.

#### **4.4 Team Disqualification**

In the case two fighters of the team are disqualified (got two red cards) and any fighter of the team gets a warning (yellow card), the Knight Marshal of the tournament may disqualify the entire team.

4.4.1 Team disqualification is the sanction applied to the entire team in the following cases:

- a. The team gets more than two red cards within an event + one warning to a team fighter.
- b. The team and its Captain enter into dissent with referees and contest their decision, insult opponents or behave disrespectfully towards them, as well as other parties of the competition.

## **5. FILING AN APPEAL**

5.1.1 In case of a well-reasoned disagreement with the decision of the referees and the Knight Marshal a protest can be made.

5.1.2 A protest can only be made in cases where the error has definitively changed the outcome of the tournament.

5.1.3 Any Appeal has to be delivered in writing by the team captain of a complaining national organization to one of the knight marshalls in the specific tournament.

5.1.4 The Protest is to be delivered in writing before the end of the day where the incident occurred.

5.1.5 The Protest has to be considered by a council of all the tournaments knight marshalls, Presided over by the senior marshal, the verdict must be passed before the official start of the tournament the day after the protest is made.

The decision of the council is based on video from the fight, their decision both involves if the appeal was correct, and if the appeal warrants any changes in what happened. This means that a complaint or appeal can be correctly made and true, but not have any effect if the council rules that it did not sufficiently change the outcome of the tournament.

5.1.6 The result of an appeal may be :

- a. Removal of a red card.
- b. Removal of a yellow card.
- c. Giving of a red card
- d. Giving of a yellow card
- e. Reconsideration of the score of the round
- f. In the most extreme circumstances where a judges error has definitively changed the outcome of a tournament a repeated round can be done.

- 5.1.7 The Knight Marshal Council is the highest power on the subject of appeals and their verdict is final.

## **6. 16 vs. 16 MELEE CATEGORY**

- 6.1 The category 16 vs.16 Melees are held in accordance with the IMCF rules, taking into account the number of fighters put out of action.
- 6.1.1 There are no weight categories in the category 16 vs.16 Melee.
- 6.1.2 The panel of referees includes the Knight Marshal (chief referee), field marshals (4 men), and a score keeper, and as many linesmen as appropriate.
- 6.1.3 In case of any disagreements a deciding vote belongs to the Knight Marshal.
- 6.2 16 vs. 16 Melees are held in a list field of the following size:
- Length 15 to 40 m (50 ft. to 130 ft.).
  - Width 7 to 20m (23 ft. to 65 ft.).
  - The height of the sides of the lists is from 1.0 to 1.5 meters.
- 6.2.1 16 vs. 16 Melees are conducted with teams of 16 to 21 combatants. Only 16 fighters per team may be in the lists at one time, leaving the remaining 5 reserve fighters outside the barrier to distribute back up weapons as needed.
- 6.2.2 The reserve fighters may substitute in between rounds as needed.

### **6.3 PRINCIPLES OF CONDUCTING 16 vs. 16 MELEES**

- 6.3.1 The matches are won by best 2 of 3 rounds. The team that defeats all rival fighters first earns a victory in a round.
- 6.3.2 Each round lasts not more than 8 minutes and at the end of this time the team with the most fighters capable of continuing the Melee wins the round. If the number of fighters is equal, the teams have to re-fight the round.
- 6.3.3 The points for the round are scored at the rate of 1 point for each fighter legally standing on their feet at the Knight Marshal's command of "Stop Fight".
- 6.3.4 When the melee is stopped when there are 4 or more vs. 1 fighters on the lists, the victory is awarded with the score 4-0 and 5-0, 6-0 etc...,
- 6.3.5 A win of the match is the determining factor for advancement in the tournament. The number of round victories and the scores of them are additional data for the rankings and overall point determination.
- 6.3.6 Points for Fighters Statistics are awarded in the category 16 vs.16 Melee

## 6.4 REGULATIONS FOR 16 vs.16 MELEES

- 6.4.1 The Knight Marshal (chief referee) invites two teams to the lists, and then asks two other teams to prepare for combat.
- 6.4.2 Two teams invited for the next Melee shall come to a designated place near the lists, where they go through a pre-combat historical, aesthetic and technical inspection of equipment. The functions of the historical and technical committee of the event are performed by the referees and the Knight Marshal.
- a. The invited teams must appear at the lists within 1 minute.
  - b. The Knight Marshal may ask the fighters to enter the lists with their helmets off or visors open. After the verification of fighters' identities via the list of stated participants, they will be given 60 seconds to put on their helmets and be ready for the Melee. The seconds, who are behind the lists' barrier, may help the fighters to put on the helmets. The fighters may not leave the lists before the start of the Melee. This measure is necessary to prevent the possibility of substitution.
  - c. If the fighters appear on the lists later than 3 minutes after they've been invited or come unprepared, the opposing team is awarded a "technical victory"
- 6.4.3 The Knight Marshal confirms the readiness of the marshals and the fighters.
- 6.4.4 The Knight Marshal signals the start of the Melee, giving the command "Fight!"
- 6.4.5 The linesmen (referees) or the marshals dealing with the video observation, observe the Melee in their sectors of the lists, while staying behind the barrier. They record the violations they see, but do not interfere in the course of the Melee except for immediate safety issues.
- 6.4.6 The field referees observe the Melee on the lists, moving along it, and monitor compliance with the rules. The field referees can bring those who were withdrawn from the Melee with the violation of the rules, back to action, as well as separate inactive clinches that last more than 5 seconds.
- a. The Knight Marshal observes the general course of the fight and assesses the interaction of the teams and fighters on the lists.
  - b. The round is to be finished after the command of the Knight Marshal "Stop fight!"
  - c. At the end of the round, the fighters remain standing or on the ground depending on their status at the Knight Marshal's command "Stop Fight" so that the round may be scored.
  - d. At the Knight Marshal's command "All Rise!" fighters return to their original positions on the lists.
  - e. The field referees approach the teams and ask whether they have any claims against the opponents or the panel of referees. At this time, the Captain of the team may invoke the appeals process for good cause.
  - f. The field referees come to the Knight Marshal and report concerning the observed violations. Relying on the reports of the field referees (and, if necessary, reports of the linesmen or referees dealing with the video observation), as well as the Knight Marshal's own observations, the Knight Marshal decides on the result of the round. After that, the Knight Marshal considers the protests (if any), announces the result of the round and gives the verbal warnings or the yellow or red cards to the fighters if required.
  - g. The Score Keeper has to record the following results of the round:
    - i. Victor of the round
    - ii. Round score (the number of fighters of both teams remaining in Melee at the end of the round)
    - iii. Any disciplinary actions performed during the round

- h. The Knight Marshal announces the next round. The second, and the third round (in case of a draw), are held according to the above system
- i. After achieving two victorious rounds, the winner of the match is to be announced.

## **7. 5 vs. 5 MELEE CATEGORY**

- 7.1 The category 5 vs. 5 Melees are held in accordance with the IMCF rules, taking into account the number of fighters put out of action.
  - 7.1.1 There are no weight categories in the category 5 vs. 5 Melees.
  - 7.1.2 The panel of referees includes the Knight Marshal (chief referee), field marshals (4 men), and a score keeper, and as many linesmen as appropriate
    - a. In case of any disagreements a deciding vote belongs to the Knight Marshal.
- 7.2 5 vs. 5 Melees are held in a list field of the following size:
  - a. Length 15 to 40 m (50 ft. to 130 ft.)
  - b. Width 7 to 20m (23 ft. to 65ft.)
  - c. The height of the sides of the lists is from 1.0 to 1.5 m
- 7.2.1 A group of fighters for the category "Group Melees" 5 vs. 5 consists of 5-8 fighters (5 active and 3 reserve fighters), but not more than 5 fighters from each group may participate in a Melee held on the lists at one time. The reserve fighters must remain outside the list barrier and available to provide backup weapons or armor to the 5 active fighters on the lists.
- 7.2.2 The 3 reserve fighters may substitute the active fighters with any frequency and in any number between the rounds or matches.
  - a. Reserve fighters cannot participate in the Melees as members of any other five-member teams.

### **7.3 PRINCIPLES OF CONDUCTING 5 vs. 5 MELEES**

- 7.3.1 The match lasts until two round victories are achieved. The match may therefore consist of 2, 3 or more rounds (if a number of rounds end in a draw). The team that defeats all opposing fighters first, gets a victory in the round.
- 7.3.2 Each round lasts no more than 8 minutes and at the end of this time the team with the most fighters capable of continuing the Melee wins the round. If the number of fighters is equal, the teams have to re-fight the Melee.
- 7.3.3 The points for a win in a round are scored at the rate of 1 point for each fighter standing on their feet.
- 7.3.4 When the Melee is stopped and there are 4 vs. 1 or 5 vs. 1 fighters on the lists, the victory is awarded with the score 4-0 and 5-0, respectively.

7.3.5 A win of the match is the main scoring point of tournament advancement. The number of wins in the rounds and the scores in them are additional data for the rankings and overall point determination as well as point standings of individual fighters.

#### **7.4 REGULATIONS FOR 5 vs. 5 MELEES**

- 7.4.1 The Knight Marshal (chief referee) invites two teams to the lists, and then asks two other teams to prepare for combat.
- 7.4.2 Two teams invited for the next Melee shall come to a designated place near the lists, where they go through a pre-combat historical, aesthetic and technical inspection of equipment. The functions of the historical and technical committee of the event are performed by the referees and Knight Marshal.
- a. The invited teams must appear at the lists within 1 minute.
- 7.4.3 The Knight Marshal may ask the fighters to enter the lists with their helmets off. After the verification of fighters' identities via the list of stated participants, they will be given 60 seconds to put on their helmets and be ready for the Melee. The seconds, who are behind the lists' barrier, may help the fighters to put on the helmets. The fighters may not leave the lists before the start of the Melee. This measure is necessary to prevent the possibility of substitution.
- 7.4.4 If the fighters appear on the lists later than 3 minutes after they've been invited or come unprepared, the opposing team is awarded a "technical victory".
- 7.4.5 The Knight Marshal confirms the readiness of the marshals and the fighters.
- 7.4.6 The Knight Marshal signals the start of the Melee, giving the command "Fight!"
- 7.4.7 The linesmen (referees) or the marshals dealing with the video observation, observe the Melee in their sectors of the lists, while staying behind the barrier, record the violations they see, but do not interfere in the course of the Melee except to correct immediate safety issues.
- 7.4.8 The field referees observe the Melee on the lists, moving along it, and monitor compliance with the rules. The field referees can bring those who were withdrawn from the Melee with the violation of the rules, back to action, as well as separate inactive clinches that last more than 5seconds.
- a. The Knight Marshal observes the general course of the fight and assesses the interaction of the teams and fighters on the lists.
  - b. The round is to be finished after the command of the Knight Marshal "Stop fight!"
  - c. At the end of the round, the fighters are to remain either standing or on the ground as they were at the command of "Stop Fight" to enable scoring of the round.
  - d. At the Knight Marshal's command, fighters return to their original positions on the lists.
  - e. The field referees approach the teams and ask whether they have any claims against the opponents or the panel of referees. At this time, the team captains may invoke the appeals process if they so choose.
  - f. The field referees come to the Knight Marshal and report concerning the observed violations. Relying on the reports of the field referees (and, if necessary, reports of the linesmen or referees dealing with the video observation), as well as the Knight Marshal's own observations, the Knight Marshal decides on the result of the round. After that, the Knight Marshal considers the protests (if any), announces the result of the round or Melee, gives the oral warnings or the yellow or red cards to the fighters if required.
  - g. The Score Keeper has to record the results in the ratings.
    - i. Victor of the round

- ii. Round score (the number of fighters of both teams remaining in Melee at the end of the round)
- iii. Any disciplinary actions performed during the round
- h. The Knight Marshal announces the second round. The second, and the third round (in case of a draw), are held according to the above arrangement.
- i. After achieving two victorious rounds, the winner of the match is to be announced.

## **8. 3 vs. 3 MELEE CATEGORY**

8.1 The category 3 vs. 3 Melees are held in accordance with the IMCF rules, taking into account the number of fighters put out of action.

8.1.1 There are no weight categories in the category 3 vs. 3 Melees

8.1.2 The panel of referees includes the Knight Marshal (chief referee), field marshals (4 men), and a score keeper, and as many linesmen as appropriate

In case of any disagreements a deciding vote belongs to the Knight Marshal.

8.2.1 Melees are held in a list field of the following size:

- a. Length 15 to 40 m (50 ft. to 130 ft.)
- b. Width 7 to 20m (23 ft. to 65ft.)
- c. The height of the sides of the lists is from 1.0 to 1.5 m

8.2.2 A group of fighters for the category 3 vs. 3 consists of 3-5 fighters (3 active and 2 reserve fighters), but not more than 3 fighters from each group may participate in a Melee held on the lists at one time. The reserve fighters must remain outside the list barrier and available to provide backup weapons or armor to the 3 active fighters on the lists.

8.2.2 The 2 reserve fighters may substitute the active fighters with any frequency and in any number between the rounds or rounds.

8.2.4 Reserve fighters cannot participate in the Melees as members of any other five-member teams.

### **8.3 PRINCIPLES OF CONDUCTING 3 vs. 3 MELEES**

8.3.1 The Melee lasts until two round victories are achieved consisting of 2, 3 or more rounds (if the number of rounds won by each team is a draw). The team which defeats all opposing fighters first, gets a victory in the round.

8.3.2 Each round lasts no more than 8 minutes and at the end of this time the team with the most fighters capable of continuing the Melee wins the round. If the number of fighters is equal, the teams have to re-fight the Melee.

8.3.3 The points for a win in a round are scored at the rate of 1 point for each fighter standing on their feet.

8.3.4 When the Melee is stopped and there are 3 vs. 1 fighters on the lists, the victory is awarded with the score 3-1.

8.3.5 A win of the round is the main scoring point of tournament advancement. The number of wins in the rounds and the scores in them are additional data for the rankings and overall point determination as well as point standings of individual fighters.

#### **8.4 REGULATIONS FOR 3 vs. 3 MELEES**

8.4.1 The Knight Marshal (chief referee) invites two teams to the lists, and then asks two other teams to prepare for combat.

8.4.2 Two teams invited for the next Melee shall come to a special place near the lists, where they go through a pre-combat historical, aesthetic and technical inspection of equipment. The functions of the historical and technical committee of the event are performed by the referees and Knight Marshal.

- a. The invited teams must appear at the lists within 1 minute.
- b. The Knight Marshal may ask the fighters to enter the lists with their helmets off. After the verification of fighters' identities via the list of stated participants, they will be given 60 seconds to put on their helmets and be ready for the Melee. The seconds who are behind the lists' barrier, may help the fighters to put on the helmets. The fighters may not leave the lists before the start of the Melee. This measure is necessary to prevent the possibility of substitution.
- c. If the fighters appear on the lists later than 3 minutes after they've been invited or come unprepared, the opposing team is awarded a "technical victory".

8.4.3 The Knight Marshal confirms the readiness of the marshals and the fighters.

8.4.4 The Knight Marshal signals the start of the Melee, giving the command "Fight!"

8.4.5 The linesmen (referees) or the marshals dealing with the video observation, observe the Melee in their sectors of the lists, while staying behind the barrier, record the violations they see, but do not interfere in the course of the Melee except to correct immediate safety issues.

8.4.6 The field referees observe the Melee on the lists, moving along it, and monitor compliance with the rules. The field referees can bring those who were withdrawn from the Melee with the violation of the rules, back to action, as well as separate inactive clinches that last more than 5 seconds.

- a. The Knight Marshal observes the general course of the fight and assesses the interaction of the teams and fighters on the lists.
- b. The round is to be finished after the command of the Knight Marshal "Stop fight!"
- c. At the end of the round, the fighters are to remain either standing or on the ground as they were at the command of "Stop Fight" to enable scoring of the round.
- d. At the Knight Marshal's "All Rise" command, fighters return to their original positions on the lists.
- e. The field referees approach the teams and ask whether they have any claims against the opponents or the panel of referees, at this time, the team captains may invoke the appeals process if they so choose.
- f. The field referees come to the Knight Marshal and report concerning the observed violations. Relying on the reports of the field referees (and, if necessary, reports of the linesmen or referees dealing with the video observation), as well as the Knight Marshal's own observations, the Knight Marshal decides on the result of the round. After that, the Knight Marshal considers the protests (if any), announces the result of the round or Melee, gives the oral warnings or the yellow or red cards to the fighters if required.
- g. The Score Keeper has to record the results in the ratings.
  - i. Victor of the round
  - ii. Round score (the number of fighters of both teams remaining in Melee at the end of the round)

- iii. Any disciplinary actions performed during the round
- h. The Knight Marshal announces the second round. The second, and the third round (in case of a draw), are held according to the above arrangement.
- i. After getting two wins in the rounds, the winner of the round is to be announced.

## 9. DUELS - SINGLES COMPETITIONS

A Male and Female Competitions use the same rules and conventions but will compete separately based on gender.

### 9.1 Sword and Shield

9.1.1 3 rounds per Match.

9.1.2 60 seconds per round.

9.1.3 60 seconds rest between each round.

9.1.4 Counted strikes.

- a. Each strike = 1pt.
- b. Disarms = 1pt.
- c. Falls = 1pt.

9.1.5 Each Round is won by the competitor having the highest number of points in the round.

9.1.6 Each Match is won by the competitor winning the most Rounds.

9.1.7 If a competitor wins the first two rounds the match is over 2-0.

#### 9.1.8 Details:

- a. Pushing with shield permitted.
- b. Shield Punches to the limbs and torso with the shield front or edge is permitted.
- c. Shield Punches to the face with a shield are forbidden.
- d. Strikes to grounded opponents are forbidden
- e. Grappling and throws are forbidden.
- f. Kicks are forbidden.
- g. Strikes to the hand are worth 0 points (hands are measured to 2 inches above the wrist).
- h. Strikes to the groin and feet are forbidden.
- i. Strikes behind the knee are forbidden.
- j. Clinches broken after 3 seconds.

#### 9.1.9 Equipment

- a. Swords:
  - i. Total weapons length including pommel, tip to tip, 75cm to 110cm in length.
  - ii. Total weapons weight 1200g to 1900g.
- b. Shields:
  - i. All wooden, wicker or leather shields or metal shields shall be made only on the basis of reliable historical analogues and correspond to the form of the analogue in all three planes. A shield can only be used with a set of armor of the same epoch and region.
  - ii. The edges of all wooden, wicker or leather shields are to be trimmed with 2mm or thicker leather, rawhide or three or more layers of fabric attached with glue.

- iii. The edges of metal shields shall have a rolled or rounded edge with a minimum thickness of 4mm throughout.
- iv. The weight of any shield shall be less than 5 kg=11.03 lbs.
- v. Metal handles are not allowed on shields excluding small center grip shields commonly known as bucklers.
- vi. Maximum shield Length not to exceed 75cm.
- vii. Maximum Shield Width not to exceed 60cm.
- viii. Round Shields may not exceed 65cm in diameter.
- ix. Shields shall be measured across their convex surface.

## 9.2 Longsword

9.2.1 3 rounds per Match.

9.2.2 60 seconds per round.

9.2.3 60 seconds rest between each round.

9.2.4 Counted strikes.

- a. Each successful edge strike = 1pt.
- b. Pommel strikes = 1pt.
- c. Disarms = 1pt.
- d. Falls = 1pt.

9.2.5 Each Round is won by the competitor having the highest number of points in the round.

9.2.6 Each Match is won by the competitor winning the most Rounds.

9.2.7 If a competitor wins the first two rounds the match is over 2-0

9.2.8 Details:

- a. Pushes are permitted.
- b. Pommel strikes are permitted.
- c. Strikes to the hand are worth 0 points (hands are measured to 2 inches above the wrist).
- d. Strikes to the feet are forbidden.
- e. Only strikes with both hands on the weapon will count.
- f. Strikes behind the knee are forbidden.
- g. Strikes to the groin are forbidden.
- h. Strikes to grounded opponents are forbidden
- i. Grabbing your opponent or his weapon with your hand is forbidden.
- j. Punches permitted = 0pts.
- k. Kicks permitted = 0pts.
- l. Clinches broken after 3 seconds

9.2.9 Equipment

- a. Swords :

- i. Total weapons length including pommel, tip to tip, 120 - 140cm.
- ii. Total weapons weight 1700 g - 2600g.

### **9.3 Polearm/ Hafted Two Handed Weapon**

9.3.1 3 rounds per Match.

9.3.2 60 seconds per round.

9.3.3 60 seconds rest between each round.

9.3.4 Counted Strikes

- a. Each successful strike = 1pt.
- b. Falls = 1pt.
- c. Disarms = 2pts.
- d. Haft. strikes permitted = 0pts.
- e. Butt strikes permitted = 1pts.

9.3.5 Each Round is won by the competitor having the highest number of points in the round.

9.3.6 Each Match is won by the competitor winning the most Rounds.

9.3.7 If a competitor wins the first two rounds the match is over 2-0.

9.3.8 Details:

- a. Pushing with weapon permitted.
- b. Only strikes with both hands on the weapon will count.
- c. Strikes to hands worth 0 pts (hands are measured to 2 inches above the wrist).
- d. Strikes to groin and feet forbidden.
- e. Strikes behind the knee are forbidden.
- f. Strikes to grounded opponents are forbidden
- g. Grabbing your opponent or his weapon is forbidden.
- h. Strikes to the horizontal plane of the neck are forbidden.
- i. Punches permitted = 0pts.
- j. Kicks permitted = 0pts.
- k. Clinches broken after 3 seconds.

9.3.9 Equipment

a. Pole Arm/ Hafted Weapon

- i. Total weapons length including head, tip to tip, 170cm to 200cm in length.

- ii. Total weapons weight 2 kilos to 2.5 kilos.
- iii. May be of any medieval head design that meets IMCF Legal parameters.

## 10. Definitions:

**Strikes:** Are defined as significant impacts with the striking edge of the weapon (not the flat and not a glance).

**Disarms:** Competitor drops his weapon for any reason during competition.

**Fall:** Competitor loses his feet and falls to the ground for any reason during the competition.

**Pommeling:** Strikes with the butt of sword or hafted weapon.

### *Last revisions*

<i>Version</i>	<i>Date</i>	<i>Changes</i>
V.01.14.1	1/1/14	Typo and version omissions
V.01.14.2	1/7/14	Clarification, Sections 1 and 5 Numbering system
V.01.14.3	1/15/14	Change to Helm thickness upgrade Remove kick to knee, numbering and grammar changes
V.01.14.4	1/31/14	Steel thickness for torso and limb amour adjusted to .6 hardened
V.01.14.5	4/1/14	Strikes to Grounded fighters forbidden added to duels. Redundancy removed hafted weapons weights