

Rules and Regulations V.02

Professional Fights

Safety, honor, sportsmanship, and fair competition are the hallmarks of the International Medieval Combat Federation (IMCF). All competitors are expected to behave with regard for the wellbeing of other combatants. This sport has inherent risks; it is the duty of the officiating staff to enforce the following to maintain a safe, level playing field in this fierce but honorable contest.

1. Equipment

Each fighter's armor must meet the requirements set forth in the **IMCF Equipment Specifications** document.

Belt numbers are mandatory - it is not allowed to share, swap, or change them during the tournament. The use of tabards or sashes is mandatory for all categories.

2. Weapons

All weapons and shields used in the dueling categories must meet and conform to the standards set forth in the **IMCF Weapons Specifications** document.

3. Disciplinary Actions and Appeals

All disciplinary actions and appeals procedure are set forth in the **IMCF Disciplinary Actions and Appeals** document.

4. Weight Divisions

4.1. Except with the approval of the Organization, or its marshals, the divisions for Professional Fights contests or exhibitions and the unarmoured weights for each class shall be:

CATEGORY	WEIGHT
Flyweight	Up to 55KG (women only)
Bantamweight	55 to 65 Kg (women only)
Light weight	Up to 75 Kg (for men) 65 to 75 Kg (women)
Middleweight	75 to 85 Kg
Light Heavyweight	85 to 95 Kg
Heavyweight	95 to 115 Kg
Super Heavyweight	115 Kg or more

4.1.1. 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.

- 4.2. 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.
- 4.3. In addition, if one athlete weighs 119 Kg while the opponent weighs 122 Kg, the Organization may still decide to allow the contest if it determines that the contest would still be fair, safe, and competitive although the two contestants technically weighed in differing weight classes.

5. Regulations for Professional Fights

- 5.1. Professional Fights contests and exhibitions may be held in a list, a ring or in a fenced area and must meet the following requirements:
 - a) Minimum length: 6 m (19 ft.).
 - b) Minimum width: 6m (19 ft.).
 - c) The height of the sides of the lists is from **1.2 to 1.3** meters.
 - 5.1.2. One corner shall have a **blue designation** and the corner directly opposite must have a **red designation** and must have at least one entrance.
 - 5.1.3. The list platform (if there is a platform) must not be more than **1 meter** above the floor of the building and must have suitable steps for the use of the fighters. There must not be any obstruction or object on any part of the floor.
 - 5.1.4. 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.
- 5.2. A stool approved by the organization can be used for each contestant and must be cleaned or replaced after the conclusion of each match.
- 5.3. For individual categories, the Head Marshal, the 4 Counters and the Secretary must be present at the list.
 - 5.3.1. The following objective scoring criteria shall be utilized by the 4 counters when scoring a round:
 - a) **1 point**= Any well-delivered blow within the allowed zones.
 - b) **2 points**= A well-delivered blow that causes the opponent to move backwards.
 - c) **3 points**= Effective takedowns.
 - d) **3 points**= Loss of the weapon.
 - e) Any type of knockout will award **10 points** to the opponent.
- 5.4. The Head Marshal invites two fighters to the list, and then asks the next two

fighters to prepare for combat.

- 5.5. The two fighters invited for the next fight shall come to a designated place near the list, where they go through a pre-combat historical, aesthetic, and technical inspection of equipment. The Marshals perform the functions of the authenticity and technical committee of the event.
- 5.6. The invited fighters must appear at the list within **1 minute** after they have been called. If after the minute the fighter does not show up at the list, a technical victory will be declared in favor of the opponent.
 - 5.6.1. If the fight was not carried out because of a withdraw during the tournament and not before it begins or if the fighter did not show up at the list within the minute, technical victory will be awarded as follows:
 - a) 10 points per round (20 in total per fight) will be awarded to the opponent. Score will be written down as 10-0 per round.
 - 5.6.2. If the fight was carried out but the opponent withdraws or cannot continue fighting due to armor failure before the round ended, technical victory will be awarded as follows:
 - a) 10 points will be added to the score of the winner of that unfinished round.
 - 5.6.3. Armor failure does not award any points and the fighter will be provided with **1 minute** to fix it. If the time runs out, the Head Marshal will determine if the fighter can continue fighting the round based on the safety of the fighter due to the nature of the failure. If not, a technical victory will be awarded to the opponent on that round.
 - 5.6.4. Weapon breakage is not counted as a disarm, it will not award any points and will follow the same procedure as armor failure.
- 5.7. The fighters may not leave the list **once they have been checked and** before the start of the fight. Unless they fail inspection.
- 5.8. The Head Marshal assigns the Counters to each fighter, confirms the readiness of each Counter, the Secretary, and signals the start of the combat, giving the command "Fight!".
 - 5.8.1. If a takedown occurs, the Head Marshal will stop the fight by giving the command "**Stop Fight**", giving the fighter a maximum of **1 minute** to get up and continue with the fight by giving the command "**Fight**", if he/she cannot continue, a **knockout** will be declared.
- 5.9. The officials dealing with the video observation, observe the fight 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 fight except for immediate safety issues.
- 5.10. The round is finished after the command of the Head Marshal "Stop fight!".

And both fighters shall return to their corners.

5.11. The Counters come to the Head Marshal and Secretary to report the number of points each counted for their assigned fighter and any observed violations.

5.12. Each match is to be for 2 out of 3 rounds.

5.12.1. Each round duration 2 minutes, with a rest period of 1 minute between each round.

5.13. At the end of the first two rounds, the Head Marshal will add the points of the first and second round of each fighter and if there is not a minimum difference of two points between the two total scores, an extra third round may be held.

5.13.1. If after 3 rounds a winner can not be declared, the victory will be decided by points.

5.13.2. If after 3 rounds the victory can not be decided by points due to a draw, an extra **1-minute** round will be done.

5.14. The Secretary must record the following results of the round:

- a) Victor of the round.
- b) Each Counter's round score per fighter without averaging.
- c) Any disciplinary actions performed during the round.
- d) **Secretary duties include being the timekeepers of the fight.**

5.15. The winner of the match is to be announced when the total score per fighter has a minimum difference of two points.

5. Rules for Professional Fights

Male and female competitions use the same rules and conventions but will compete separately based on gender.

"Hoof"/Locking Gauntlet/"Russian Fist" or any other locking mechanism that does not allow the gauntlet to be opened with or without external assistance is not permitted within any individual categories.

5.1. Allowed Techniques in Professional Fights

5.1.1. Any punches, strikes with a weapon's striking edge, pommel strikes, or shield strikes at the opponents allowed legal strike zones.

5.1.2. Striking motions with the butt end of a pole arm or sword are considered pommelling (***pommelling = a strike with the pommel or butt of the weapon with at least one hand on the grip.***)

5.1.3. Strikes at opponents who have lost their balance until they fall to the ground.

5.1.4. Pushes or strikes with head, shoulder, elbows, knees, and body.

5.1.5. Attacks with free hand: strikes, holds, and pressure on the allowed

zones.

- 5.1.6. The fighter can strike with a free hand, but only when a weapon is in the other hand.
- 5.1.7. Kicks to legal strike zones except for the knee.
- 5.1.8. Wrestling techniques (throws, back heels, etc.)
- 5.1.9. Tripping is permitted.
- 5.1.10. Overlapping of a shield, blocking of the opponent's hands with a shield, and putting a shield's edge under an armed hand.
- 5.1.11. Strikes with the edge or body of a shield at legal strike zones.

5.2. Forbidden Techniques in Professional Fights

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.

- 5.2.1. Thrusting is forbidden and grounds for immediate disqualification. When using axes or poles, moving an opponent's weapon out of the way is not considered a thrust.
- 5.2.2. Any holds with direct pressure on the neck are prohibited. **The neck is defined as the section between the lower edge of a helmet and shoulders, even if this area is covered with chainmail armor or plates.**
- 5.2.3. Holding any striking edge of an opponent's weapons or punching edge of an opponent's shields with a free hand
- 5.2.4. **Holding or grabbing the blade of the sword with the free hand.**
- 5.2.5. Strikes with a weapon, shield, legs, or arms in the non-legal strike zone.
 - a) The non-legal strike zone includes: **the feet, ankles, back of the knee, groin, throat, and the neck.**
- 5.2.6. Strikes behind the knee with weapon, shield, legs, feet, or arms.
- 5.2.7. Any vertical strikes with weapons or shield along the spine.
- 5.2.8. Kicks to any part of the knee or application of significant downward pressure with foot or body to the opponent's knee.
- 5.2.9. Downward stomps to the calf.
- 5.2.10. Twisting against natural direction of a joint and/or painful hold.
- 5.2.11. 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.

- 5.2.12. Painful holds, suffocating techniques, supplex 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.
- 5.2.13. Deliberate attempts to remove any elements of the opponent's protective kit.
- 5.2.14. 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.
- 5.2.15. Any holds, hold-downs, or suffocating techniques with hands or weapons around the neck from any direction.
- 5.2.16. Any strikes at a downed fighter.
- 5.2.17. Any strikes at the neck or the head of an opponent who is bent 50 degrees or more. Except for an upward knee to the face.
- 5.2.18. Combatants should be in control of their weapons; wild uncontrolled flailing is a hazard to fighters and marshals alike and is forbidden.
- 5.2.19. Any 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**.
- 5.2.20. Inactive clinch that lasts more than 5 seconds.
- 5.2.21. Any attacking or blocking actions with no weapon in the hands.
- 5.2.22. Any unsportsmanlike behavior towards marshals, spectators, opponents, staff, or any other person present during the competition is prohibited and will result in a yellow card. Unsportsmanlike behavior includes but is not limited to disrespect any person, boorishness, disobeying marshal's orders, foul language, yelling at marshals, spectators, opponents, or staff, etc. Throwing to the ground or pushing the opponent's team spare weapons that are placed on top of the tabletop will also be considered unsportsmanlike behavior.

6. Fouls

- 6.1.1. Only the Head Marshal can assess a foul. Counters must not make that assessment on their own.
- 6.1.2. Disqualification may occur after any combination of fouls or after a flagrant foul at the discretion of the Head Marshal.
- 6.1.3. If a foul is committed:
 - a) The Head Marshal shall call timeout order the offending contestant to a neutral location and check the fouled contestant's condition and safety.

b) The Head Marshal shall then assess the foul to the offending contestant and may provide a warning, yellow card, or red card (disqualification).

6.1.4. A fighter who has been struck with a low blow is allowed up to 5 minutes to recover from the foul if in the paramedic's opinion the fighter may possibly continue in the contest.

6.1.5. If the fighter states that they can continue before the five minutes of time have expired, the Head Marshal shall, as soon as practical, restart the fight.

6.1.6. If the fighter goes over the 5-minute time allotment, and the fight cannot be restarted, the fight must come to an end with the outcome determined by the round and time in which the fight was stopped.

a) If the fight is stopped because of an accidental foul, the Head Marshal shall determine whether the fighter who has been fouled can continue or not. If the fighter's chance of winning has not been seriously jeopardized because of the foul and if the foul did not involve a concussive impact, the Head Marshal may order the round to be continued after not more than a 5-minute break.

6.2. Injuries Sustained by Fair Blows and Fouls

6.2.1. If an injury sustained during competition because of a legal maneuver is severe enough to terminate a match, the injured fighter loses by **technical knockout**.

6.2.2. If an injury sustained during competition because of an intentional foul, as determined by the Head Marshal, is severe enough to terminate the match, the fighter causing the injury loses by **disqualification**.

6.2.3. If an injury is sustained during competition because of an intentional foul, as determined by the Head Marshal, and the match is allowed to continue, the Head Marshal shall provide a warning or yellow card and notify the Secretary.

6.2.4. If a fighter injures himself or herself while attempting to foul his or her opponent, the Head Marshal shall handle the situation in the same manner as an injury because of an intentional foul, as determined by the Head Marshal, and the match is allowed to continue.

6.2.5. Incomplete rounds should be scored utilizing the same criteria as the scoring of other rounds up to the point said incomplete round is stopped.

7. Definitions

- 7.1. **Everything that is not allowed is forbidden.**
- 7.2. **Clinch:** Two fighters are engaged in a passive grapple, and are not actively fighting with punches, weapons, or kicks.
- 7.3. **Disarms:** Competitor drops their weapon for any reason during competition.
- 7.4. **Fall:** Competitor loses their footing and falls to the ground for any reason during the competition.
- 7.5. **Pommelling:** Strikes with the butt of sword or hafted weapon.
- 7.6. **Strikes:** Significant impacts with the striking edge of the weapon (not the flat, and not a glance).
- 7.7. **Professional Fight:** Medieval Armored Combat involving the use, subject to any applicable limitations set within 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 to the permitted strike zone.
- 7.8. **Organization:** the applicable federation, club or regulatory body overseeing the matches, exhibitions, or competitions of **Professional Fights**.
- 7.9. **Effective striking:** determined the total number and the quality legal strikes landed by a fighter.
- 7.10. **Effective takedown:** when the fighter who performs it is left standing in a dominant position over his opponent.
- 7.11. **Effective aggressiveness:** moving forward and landing a legal strike.
- 7.12. **Effective defense:** avoiding being struck, taken down or reversed while countering with offensive attacks.