

IMCF Disciplinary Actions and Appeals

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. Disciplinary Actions

The use of any of the prohibited techniques, strikes or actions specified within each ruleset for each category against an opponent are a serious breach of the rules. Sanctions for breaking the rules might include a verbal warning or a disqualification and will be imposed whether the breach was accidental or on purpose.

1.1. 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 his actions. The verbal warning is not noted in the record.

1.2. Yellow Card

The yellow card is 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 Knight Marshal of the tournament or Head Marshal can give the yellow card.

1.2.1. A fighter can receive a yellow card in the following cases:

- a) For use of any forbidden techniques, strikes, or actions specified within each ruleset for each category.
- b) For rising and standing up on both feet after falling in the list before the command "All rise!"
- c) For unsportsmanlike behavior.
- d) For starting the battle before the command "Fight!"
- e) For continuing to attack after the command "Stop!" and ignoring the yellow flag.
- f) For ignoring the Marshal's commands.
- g) For continuing to fight without an element of their primary equipment after they are made aware of it by an official.
- h) For unsportsmanlike conduct or actions during weapons checks.
- i) **For hitting a downed fighter.**

- j) For sharing, changing, or swapping belt numbers.
- k) 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 Knight Marshal or Head Marshal.
- l) If a fighter gets two yellow cards, they are removed from the competition. Two yellow cards equal one red card.

1.3. Fighter 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, they are to be **immediately removed from any further participation in the tournament** (including any ceremonies or presentations), and not be replaced by a substitute fighter of the team for the next two rounds. Should this fight conclude before the next two rounds are fought, then this reduction of the team will continue into any subsequent fights until the two rounds have been completed. After the two rounds are completed, the team may continue the competition with a substitute fighter.

- 1.3.1. Only the **Knight Marshal** of the tournament can disqualify a fighter.
- 1.3.2. Grounds for disqualification:
 - a) Systematic violation of the rules, for example when a fighter gets two yellow cards within the event.
 - b) Injuring an opponent using a prohibited fighting technique.
 - c) Gross and systematic dissents with the Marshals, groundless appeals against their decisions, insults to the opponents or disrespectful behavior towards them, or towards other parties of the competition.
- 1.3.3. 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 (3, 5, 10, 16, etc.) and the receipt 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.

1.4. Team Disqualification

In case two fighters on the team are disqualified (got one red card each) and another fighter of the team gets a yellow card, the Knight Marshal of the tournament may disqualify the entire team.

- 1.4.1. 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 and one warning to a team fighter.

- b) The team and its Captain enter dissent with marshals and contest their decision, insult opponents, or behave disrespectfully towards them, or towards other parties of the competition.

2. Appeals

In case of a well-reasoned disagreement with the decision of the marshals, a protest can be made in the form of an appeal.

- 2.1. An appeal can only be made in cases where a Marshal decision **or the use of a forbidden technique** has definitively changed the outcome of the **round or fight**.
- 2.2. Any appeal must be delivered in writing by the team captain before the end of the day when the incident occurred to the **Appeals Secretary** of the specific tournament.
 - 2.2.1. **The Appeals Secretary will receive the appeal, review it accordingly and check if it proceeds.**
- 2.3. **If the appeal proceeds, the Appeals Secretary must pass it on** to the Knight Marshal of the tournament and Head Marshal of the fight. Members of the **Board of Directors will be included** at a championship **if needed**. The verdict must be passed on **before the official end of the day the appeal is made**.
 - 2.3.1. **When an appeal involves finals or semifinals, a verdict will be provided as fast as possible.**
- 2.4. The decision is based on video footage from the fight, along with reports from Field Marshals. Only official footage will be used in the evaluation, if available. The decision both concerns if the appeal is granted or denied, and if the appeal warrants any changes in the ruling. This means that an appeal can be correctly made and granted, but not have any effect if the council rules that the original ruling does not change the outcome of the event.
- 2.5. 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 Marshal error has definitively changed the outcome of a tournament, a repeated round can be done.
- 2.6. **Once it has been given, the verdict is final.**
- 2.7. In all individual categories, team captains are not permitted to appeal points in the round or fight.
 - 2.7.1. In case of any doubts among the Marshals about a round or fight, the Head Marshal will approach the Knight Marshal who makes a ruling.

- 2.8. Teams are allowed **one** appeal in total per category they are entered in, for the duration of the tournament. However, if the appeal is granted, the team will regain their right to **one** appeal in that category.
- 2.9. In case of an injury requiring intervention by the paramedics, a video review of the official footage of the incident, if available, will be done systematically. Meaning, if a fighter is injured, the Marshals' Council will take the same steps as if an appeal was filed.

