

IMCF Equipment Specifications

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. Armor

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

1.1. Primary Armor

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

The primary layer includes belt numbers and tabards. 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.

1.1.1. Helmets

- a) **Stainless steel:** 2mm minimum thickness.
- b) **Hardened steel:** 1.8mm minimum thickness.
- c) **Mild steel:** 2.5mm 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) All helmets must have a chin strap mechanism and, for group categories only, helmets must have a back 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.

1.1.2. 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 or titanium armor (mail or double aketon/padding is not sufficient).
- e) **Sabatons are mandatory.**

1.1.3. Hands

- a) Hands must be protected by gauntlets made of steel or titanium plates.
- b) Gauntlets must be made from historical materials and should follow the form and function of the time and region of the fighter's armor.
- c) Gauntlets must cover the wrist
- d) Gauntlets must protect all fingers on both hands.
- e) **The recommended standard for gauntlets for **Group Categories** and **Professional Fights** is a minimum of 1mm hardened/tempered steel or 1.2mm stainless steel or titanium.**
- f) **The recommended standard for gauntlets for **Duels** is a minimum of 0.8mm hardened/tempered steel or 1.2mm stainless steel or titanium.**
- g) **“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.**

1.2. Secondary Armor

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

1.3. 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.