

IMCF Rules and Regulations V.05

Duels Categories

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. Regulations for Duel Categories

- 4.1. Duel categories are held in a list field of the following size:
 - 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.
- 4.2. For individual categories, the Head Marshal, the 4 Counters and the Secretary must be present at the list.
- 4.3. The Head Marshal invites two fighters to the list, and then asks the next two fighters to prepare for combat.
- 4.4. 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.
- 4.5. 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.

- 4.5.1. 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) **For Sword and Shield, Longsword and Polearm:** 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.
 - b) **For Sword and Buckler:** 5 points will be awarded to the opponent. Score will be written down as 5-0.
- 4.5.2. 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) **For Sword and Shield, Longsword and Polearm:** 10 points will be added to the score of the winner of that unfinished round.
 - b) **For Sword and Buckler:** the remaining number of points will be added to the winner of that unfinished round.
- 4.5.3. 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.
- 4.5.4. Weapon breakage is not counted as a disarm, it will not award any points and will follow the same procedure as armor failure.
- 4.6. The fighters may not leave the list **once they have been checked and** before the start of the fight. Unless they fail inspection.
- 4.7. 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!".
- 4.8. 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.
- 4.9. The round is finished after the command of the Head Marshal "Stop fight!". And both fighters shall return to their corners.
- 4.10. The Counters come to the Head Marshal and Secretary to report the amount of points each counted for their assigned fighter and any observed violations.
- 4.11. 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 of 30 seconds may be held.

4.12. 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.**

4.13. The Head Marshal announces the next round. The second, third, fourth or fifth round (in case of a draw or a difference of less than 2 points within each fighter's total score), are held according to the following established system:

- a) **For Sword and Shield, Longsword and Polearm:** 2 rounds of 1 minute each with 30 seconds rest between rounds. If after these first 2 rounds the total score between both fighters does not have a minimum difference of 2 points, an extra round of 30 seconds will be held.
- b) **For Sword and Buckler:** 1 round of maximum 1 minute. The fight is won by the competitor who scores the first **5 points**. Each pair of counters will raise both hands (covering the clicker) once the fighter they're counting for scores the 5 points. Both paired counters must raise their hands so that the fight can be stopped.

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

4 Rules for Duel Categories

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.

4.1 Sword and Shield

4.1.1 Counted strikes:

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

4.1.2 Details:

- a) Pushing with shield permitted.
- b) Shield punches to the limbs and torso with the shield front or edge is

permitted.

- c) Strikes to the hand are worth 0 points (hands are measured to 5cm above the wrist).
- d) Clinches are broken after 3 seconds.

4.1.3 Forbidden techniques:

- a) Shield punches to the face with a shield.
- b) Strikes to a grounded opponent.
- c) Grabbing the opponent or their weapon with your hand.
- d) Grappling and throws.
- e) Kicks, strikes behind the knee to the groin and feet.

4.2 Longsword

4.2.1 Counted strikes:

- a) Each successful edge strike = 1 pt.
- b) **Clear and successful** pommel strikes = 1 pt.
- c) Disarms = 1 pt.
- d) Falls = 1 pt.

4.2.2 Details:

- a) Pushes are permitted.
- b) Pommel strikes **with both hands on the grip** are permitted.
- c) Strikes to the hand are worth 0 points (hands are measured to 5 cm above the wrist).
- d) Only strikes with both hands on the hilt of the weapon count.
- e) Clinches broken after 3 seconds.
- f) Punches permitted = 0 pts.
- g) Kicks permitted = 0 pts.

4.2.3 Forbidden techniques:

- a) Strikes behind the knee, to the groin and feet.
- b) Strikes to a grounded opponent.
- c) **Strikes to the neck (including pommeling).**
- d) Grabbing the opponent or their weapon with your hand is forbidden.

4.3 Polearm/Hafted Two-Handed Weapon

4.3.1 Counted strikes:

- a) Each successful edge strike = 1 pt.
- b) Falls = 1 pt.
- c) **Disarms = 1 pts.**
- d) Haft strikes permitted = 0 pts.
- e) **Clear and successful** butt strikes permitted = 1 pts.

4.3.2 **Details:**

- a) Pushing with weapon permitted.
- b) Only strikes with both hands on the weapon will count.
- c) Butt strikes with both hands on the grip are permitted.
- d) Strikes to hands worth 0 pts (hands are measured to 5cm above the wrist).
- e) Punches permitted = 0 pts.
- f) Kicks permitted = 0 pts.
- g) Clinches broken after 3 seconds.

4.3.3 **Forbidden techniques:**

- a) Strikes behind the knee, to the groin and feet.
- b) Strikes to grounded opponent.
- c) Grabbing the opponent or their weapon with your hand.
- d) Horizontal strikes to the neck are forbidden.

4.4 **Sword and Buckler**

4.4.1 **Counted strikes:**

- a) Each successful edge strike = 1 pt.

4.4.2 **Details:**

- a) Pushing with buckler permitted.
- b) Strikes to the hand are worth 0 points (hands are measured to 5cm above the wrist).
- c) Clinches are broken after 3 seconds.

4.4.3 **Forbidden techniques:**

- a) Punches.
- b) Strikes to a grounded opponent.
- c) Grabbing the opponent or their weapon with your hand.
- d) Grappling, throws, and kicks.
- e) Strikes behind the knee, to the groin and feet.

5 **Definitions**

5.1 Everything that is not allowed is forbidden.

5.2 **Clinch:** Two fighters are engaged in a passive grapple, and are not actively fighting with punches, weapons, or kicks.

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

5.4 **Fall:** Competitor loses their footing and falls to the ground for any reason during the competition.

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

5.6 **Strikes:** Significant impacts with the striking edge of the weapon (not the flat, and not a glance).

