



# ARMORED MMA

## MEDIEVAL CAGE FIGHTING

### RULES AND REGULATIONS 03/02/2026

#### 1.0 Categories of Fighting

##### 1.1 Exhibition

##### 1.2 Professional Profight

##### 1.3 Crown Match

#### 2.0 Weight Classes

##### 2.1 Weigh-Ins

##### 2.2 Exhibition and Amateur Profights

##### 2.3 Professional Profights and Crown Matches

#### 3.0 Management of the Fights

##### 3.1 Marshal

##### 3.2 Judges

##### 3.3 Timekeeper

##### 3.4 Secretary

##### 3.5 Announcer

#### 4.0 Commands

##### 4.1 Announcer Commands

##### 4.2 Marshal Commands

#### 5.0 Equipment Requirements

- 
- The background features a large, light gray watermark of the MMA logo, which consists of a semi-circle at the top, the letters 'MMA' in a bold, stylized font, and another semi-circle at the bottom. The entire page is covered with a repeating pattern of the text 'MMA AMMA' in a light gray, diagonal orientation.
- [5.1 Offensive Equipment Guidelines](#)
  - [5.2 Shield Requirements](#)
  - [5.3 Armor Requirements](#)
  - [6.0 Rules of Conduct](#)
    - [6.1 Approved Actions](#)
    - [6.2 Ground Game](#)
    - [6.3 Fight Stoppage](#)
    - [6.4 Illegal Actions](#)
    - [6.5 Disarms](#)
    - [6.6 Armor Failures](#)
    - [6.7 Armor Failure Protocol](#)
  - [7.0 Consequences](#)
    - [7.1 Recovery Period](#)
    - [7.2 Warnings](#)
    - [7.3 Penalties and Sanctions](#)
    - [7.4 Forfeitures](#)
    - [7.5 No Contest](#)
  - [8.0 Victory Conditions](#)
    - [8.1 Judges' Decision](#)
    - [8.2 Split Decision](#)
    - [8.3 Knock Out \(KO\)](#)
    - [8.4 Technical Knock Out \(TKO\)](#)
    - [8.5 No Contest](#)
  - [9.0 Counting/Scoring](#)
    - [9.1 Points Table](#)
    - [9.2 Round Scoring](#)
  - [10.0 Glossary](#)

## 1.0 Categories of Fighting

### 1.1 Exhibition

1. Rounds: Three (3), lasting 60 seconds each.
2. Rest: 60 seconds between rounds.
3. Weight Class: No requirements.
4. Mixed Weapons: Allowed.
5. Ground Game: Up to 10 seconds.
6. Ranking: No.

### 1.2 Professional Profight

1. Rounds: Three (3), lasting 120 seconds each.
2. Rest: 120 seconds between rounds. (90 second rest in 2027)
3. Weight Class: Yes. (See rule 2.3)
4. Mixed Weapons: No
5. Ground Game: Up to 15 seconds.
6. Ranking: Yes; results count towards rankings and for crown match considerations.

### 1.3 Crown Match

1. Rounds: Five (5), lasting 120 seconds each.
2. Rest: 90 seconds between rounds.
3. Weight Class: Yes. (See rule 2.3)
4. Mixed Weapons: No.
5. Ground Game: Up to 20 seconds.
6. Ranking: Yes; results count towards rankings and for crown match considerations.

## 2.0 Weight Classes

### 2.1 Weigh-Ins

All Fighters must make weight within a 5-hour window of the 24-hour period before their fight time.

*EX: If a fighter has to fight on Wednesday at 9:45 pm, then their weight must be recorded within the range between 4:45 pm and 9:45 pm Tuesday.*

### 2.2 Exhibition and Amateur Profights

Exhibition and Amateur Profights can have fighters competing against each other from any weight class as long as the fighters agree.

### 2.3 Professional Profights and Crown Matches

Fighters must have the same weight class and make weight in Profights and Crown Matches. Fighters can elect to fight up (not down) one weight class if both fighters agree.

*EX: Fighter A weighs 185 (Middleweight) and Fighter B weighs 205 (Light Heavyweight). The fighters can agree to do a Light Heavyweight fight, but they cannot agree to do a Middleweight match.*

| Category           | Weight                       |
|--------------------|------------------------------|
| Strawweight        | Up to and including 115 lbs. |
| Flyweight          | Over 115 to 125 lbs.         |
| Bantamweight       | Over 125 to 135 lbs.         |
| Featherweight      | Over 135 to 145 lbs.         |
| Lightweight        | Over 145 to 155 lbs.         |
| Welterweight       | Over 155 to 165 lbs.         |
| Super Welterweight | Over 165 to 175 lbs.         |
| Middleweight       | Over 175 to 185 lbs.         |
| Light Heavyweight  | Over 185 to 205 lbs.         |
| Cruiserweight      | Over 205 to 225 lbs.         |
| Heavyweight        | Over 225 to 265 lbs.         |
| Super Heavyweight  | Over 265 to 300 lbs.         |
| Titan Weight       | Over 300 lbs.                |

Fighters will be allowed a one-pound overage for non Crown Matches

### 3.0 Management of the Fights

Each fight will be supported by a combination of marshals, inspector, judges, an announcer, and a supporting crew. The fights will have the following positions staffed.

#### 3.1 Marshal

The Marshal is in the cage with the appropriate uniform and is responsible for ensuring safety during the fights and enforcing the rules. Additionally, the Marshal will make judgments on consequences throughout the fight. Marshals give the commands described and evaluate inactive clinches, ground game, and knockouts. At any time, the Marshal may stop the fight for safety or medical reasons, at their discretion. **The Marshal's decisions are final and will not be challenged or reviewed.** Formal complaints for revisions to decisions can be made to the

Armored MMA board between 12 and 72 hours after the decision in question was made. No complaints can be filled before or after that window.

Marshal Uniform:

- Black collared shirt with AMMA logo on left breast with AMMA long-sleeve rashguard
- Black slacks with black belt
- AMMA approved modern helmet with protective visor with clear protective visor
- Chest protector under shirt
- Shin Protector under pants
- Black Steel toe boots or shoes
- Steel Gauntlets or approved alternate hand protection gloves
- (LENGTH\*\*\*\*) (diameter\*\*\*\*) wood or rattan staff with black and yellow spiraled tape or paint. Must have yellow flag attached directly to the top of the staff (length\*\*\*\*\*)

### 3.2 Inspector

The Inspector is an official appointed to oversee the competitor's preparation and equipment prior to entering the field of competition. The Inspector is responsible for verifying that all protective gear, weapons, and uniforms meet regulation standards, that no prohibited items are present, and that competitors are properly fitted and secured. The Inspector may remain with the competitor from the locker room to the competition area to ensure compliance with all rules. Any irregularities or violations discovered by the Inspector must be reported immediately to the head marshal and AMMA.

### 3.3 Judges

Judges are responsible for independently keeping the score of their assigned fighter throughout the fight, annotating disarms and armor failures. They should be spaced around the outside of the cage to provide a complete view from all angles of the fighters.

### 3.4 Timekeeper

The timekeeper maintains the duration of the fights to include rounds, rests, recovery periods, and repair periods.

### 3.5 Secretary

The Secretary will record the results of each round to include points earned by each fighter. Additionally, they will record the judgments passed by the Marshal and any medical incidents that may occur.

### 3.6 Announcer

The Announcer will introduce the fighter, broadcast the Marshal's judgments, and declare time warnings as described in the Announcer's commands.

### 3.7 Supporting Crew

Each fighter may have a maximum of two (2) personnel aid them within the cage during fight rest periods.

## 4.0 Command Calls

### 4.1 Announcer Commands

Fighters will obey commands called out by the announcer during a match. The following commands

**4.1.1 "Fighters to the center of the ring"** - Will be called out after both fighters have made their entrance into the ring. Fighters will meet the Marshal in the center of the ring. The Announcer will reintroduce the fighters and provide a summary of the match rules.

**4.1.2 "Fighters, do you agree to these terms?"** - Will be asked after a summary of the match rules are given. Fighters are expected to gesture in a manner that provides an affirmative.

**4.1.3 "Then touch tips and head back to your corners."** - Upon agreeing to the summary terms, fighters are expected to tap the ends of weapons in a show of sportsmanship then return to the cage wall of their respective corners.

**4.1.4 "Fighter number X, are you ready?"** - Will be called before the start of each round of a match. Fighters will be expected to provide some manner of gesture in the affirmative. Fighter number 1 and 2 will be subjective to the order in which the fighters entered into the ring at the beginning of the match.

**4.1.5 "Start Fight"** - This call from the Announcer indicates the start of a round and fighters are expected to engage at this point.

**4.1.6 "Separate"** - Announcer will make a call along with the Marshal to signal fighters to separate. This call is used to separate fighters after an inactive clinch and when the ground game count has expired.

**4.1.7 "Stop Fight"** - Fighters are expected to disengage immediately when this call is heard. Reasons that "Stop Fight" may be called include:

4.1.6.1 - The end of the round has been reached

4.1.6.2 - Whenever the Marshal stops a fight indicating with their staff, the Announcer will call out Stop Fight as well.

4.1.6.3 - During an Armor Failure. The Announcer has the authority to call a Stop Fight for Armor Failure in addition to the Marshal if the Announcer spots the Armor Failure before the Marshal spots it. The Announcer will clarify "Stop Fight, Armor Failure" in these instances.

4.1.8 Timer calls "One Minute/30 Seconds/10 Seconds Remaining." - No response is expected nor required from the Fighters. These calls are a courtesy to inform of the remaining time of a round.

4.1.9 "Return to your corners" - Following a stop fight due to the end of the round. Fighters are expected to return to their corners for the match rest period.

4.1.8 "1 Minute/30 Seconds" - Will be called during rest periods to inform fighters and support crew of the remaining rest period time.

4.1.9 "15 seconds. Lock and load" - This call gives the fighters a final warning to be prepared for the next round. Fighters should be on their feet and ready to start by the end of the rest period timer to avoid penalty.

4.1.10 "Fighters, if you can still stand, to the center of the ring." - Fighters are to return to the center ring with the Marshal, where the Marshal will announce the winner of the round.

## 4.2 Marshal Commands

The Marshal will use the following commands in fights before, during, and after each round. These are the commands that can be issued by the Marshal that must be obeyed by the fighters and counters.

4.2.1 Start Fight: At the beginning of a round or at any point action has been halted, the Marshal must place the marshal stick *between the fighters*, raise the flag, and command "start fight" to allow action to resume.

4.2.2 Any time the marshal decides the fight must be paused or is over, the Marshal must place the marshal stick *between the fighters* and verbally announce "Stop Fight" until the fighters have stopped fighting. Fighters must immediately cease any and all engagement.

4.2.3 Disarm: When a fighter loses their weapon, the Marshal must halt the fight, announce the disarm to fighters, secretary, and the announcer, The Secretary will issue

a 3-point award. The points awarded go to the fighter that did not lose their weapon. If a disarm occurs during a clinch or grapple, the fighter who lost their weapon will be rearmed and both fighters will be returned to the position they were in prior to the disarm.

**“Stop Fight, Disarm, Three Points Awarded to (belt flag color).”**

**4.2.4 Inactive Clinch/Takedown/Separation:** When a clinch is inactive or the fighters are being stood back up after a takedown or any other time the fighters need to be parted, the Marshal will issue this command. The Marshal will direct each fighter to a good position, place the marshal stick between the fighters, and start the fight.

**“Stop Fight, Separate.”**

**4.2.5 Illegal Strike:** The Marshal will issue this command when a fighter illegally strikes their opponent. The Marshal will decide the appropriate course of action.

**“Stop Fight, Illegal Strike to (body part), this is Sanction number (x) on (belt flag color, offending fighter).”**

**“Award (y amount) Penalty Points to (belt flag color of fighter that was hit by illegal strike).”**

**4.2.6 Attempted Stabbing:** Whenever the Marshal sees an action that could be considered an attempted stabbing.

**“Stop Fight, Separate, attempted stabbing, Sanction Number (x) on (belt flag color).”**

**4.2.7 Timidity:** When a competitor is clearly avoiding engagement instead of attempting to fight. This includes:

- Excessive Retreating without countering.
- Refusing to advance or continually backing away.
- Repeated clinching or tying up without offensive action.
- Dropping weapons to avoid offensive action.
- Any other stalling tactic that prevents active competition.

The Marshal shall call timidity only when it is intentional and sustained, not for brief moments of defence or repositioning.

1. First occurrence- Verbal Warning Command: **“Fight! No Timidity. Engage!”**
2. Second occurrence- Strong Warning Command: **“Engage or Penalty!”**
3. Third occurrence Penalty Command: **“Stop Fight! Timidity!”** issue points for penalty.
4. Continued timidity- If a fighter still refuses to engage after a penalty is issued, the Marshal will then stop the contest, and declare a disqualification for failure to compete. Command: **“Stop Fight! Fighter (x) disqualified for timidity.”**

## 5.0 Equipment Requirements

### 5.1 Offensive Equipment Guidelines

- All offensive equipment, hereafter referred to as “weapons”, must have a striking edge with a minimum thickness of 2mm and a maximum of 8mm. Striking edges must also be beveled, i.e. absent of any sharp 90 degree angles.
  - All one-handed weapons may not have any curved striking edges\* with a slope smaller than a 35mm radius circle. *Need Figure*
  - *one handed fights consist of an offensive and defensive hand, and MUST contain a weapon and shield in each hand respectively. No dual shield use. Fighters may not hold their weapon in their shield hand. Fighters may switch hands between rounds.*
  - All two-handed weapons may not have any curved striking edges\* slope smaller than a 50mm radius circle
  - All nonstriking edges\*\* may not have a slope smaller than a 10mm diameter circle.
  - Weapons may be categorized as either a “sword”, “falchion”, “mace”, or “axe”
- \*Curved striking edges refers to the slope of an axe face, flange of a mace, or curves along a sword/falchion edge*
- \*\*Nonstriking edges can refer to the tip or ends of a crossguard of a sword/falchion, top of a mace, or back of an axe*

#### 5.1.1 Sword/Falchion

1. D-Guards are not allowed
2. Must have a cross-guard with rounded or blunted ends
3. Cross guard can only exceed the edge of the gauntlet by 2 cms at the longest point
4. Must have a pommel/endcap. Pommel must be rounded and not come to a point. (inspectors discretion)
5. Weight of the sword for men must be between 1.4kg-1.5kg with a balance point of 7cm or more from the cross guard
6. Weight of the sword for women must be between 1.3kg-1.4kg with a balance point of 5cm or more from the cross guard.
7. Max Full Length is 100 cm Min Full Length is 80 cm
8. Tip of sword must be Min 10 mm Ø

9. Striking edge thickness must be min 2mm ; Max 8mm beveled

#### 5.1.2 One-handed Mace/Axe

1. Must be between 50 cm and 80 cm in total length
2. Total weight must be between 800g and 1.2kg
3. The haft must be made out of wood
4. Striking edge thickness must be min 2mm ; Max 8mm beveled
5. Striking Radius must be min 50mm
6. No Ball or Bar maces

#### 5.1.3 Two-Handed Axe

1. Must weigh between 1.5kg and 2.0kg
2. Must be between 120 cm and 180 cm total length
3. There must be only one striking edge (no spears)
4. No hammerbacks or unicorn spikes
5. No part of the axe head shall go above the top of the haft
6. Striking edge thickness must be min 2mm ; Max 8mm
7. Striking Radius must be min 50mm
8. Heads must be secured to haft by use of a pin AND additional safety tape.

#### 5.1.4 Two-Handed Swords/Falchions

1. Must have a pommel or end cap
2. Must have at least a cross-guard with rounded or blunted ends
3. D-guard / cross-guards can not go beyond the gauntlet by more than 3cms
4. Must be between 110 cm to 130 cm long
5. Must weigh between 1.8kg and 2.5kg
6. Tip of sword must be Min 10 mm Ø
7. Striking edge must be min 2mm ; Max 8mm beveled

### 5.2 Shield Requirements

#### 5.2.1 Punch Shield

1. Weight includes both shield and gauntlet: 1.8kg to 2.5kg
2. Length min-max: 50cm - 70cm
3. Striking edge must be between 15cm and 25cm wide
4. Back edge must be between 20cm - 35cm
5. Leather/Fabric must cover all edges of the shield
6. No pointed punch shields smaller than 25cm diameter
7. Thickness of striking edge must be between 10mm and 40mm
8. No metal punch shields. Must be wood.

#### 5.2.2 Buckler/Round shield

1. Weight includes both shield and gauntlet: 1.8kg to 2.5kg
2. Diameter min-max: 25cm-35cm
3. Thickness of striking edge must be between 2mm and 10mm
4. Shape must be round/circular. No square or Talhoffer shapes/designs

5.3 Armor Requirements (applies only to profights and up) \*more regulations will be added for the 2026 season.

#### **Armor Regulations**

All armor used in competition must be constructed in a historical style consistent with documented designs from the **Medieval period (5th–15th century)** through the **early Renaissance (15th–early 17th century)**. Armor that is overtly science fiction, fantasy-based, or otherwise outside the scope of historical representation is not permitted.

Armor must be kept in **clean and presentable condition**, free of excessive rust, and properly repaired to remain fully functional and safe. All components must be secured and in proper working order at the time of inspection. Helmets with chain mesh aventails must have them firmly attached, intact, and not broken or hanging lower than the intentional safety design allows. Helmets may be decorated with a **torse or orle**, provided such additions do not create a safety hazard. (Sunset 2027)

Armor may be painted, chemically or thermally blackened, or otherwise finished for protective or aesthetic purposes, provided these treatments do not compromise safety. **Only durable, impact-resistant finishes such as powder coating, epoxy, or enamel paints are permitted. Acrylic, latex, or other soft or brittle paint types that are prone to flaking are prohibited.**

Fighter's personal logos, insignias, or designs are permitted on armor; however, they must not contain obscene, offensive, or inappropriate language or imagery. Use of trademarks, copyrighted images, or protected names is prohibited, except in cases of official Armored MMA or individual fighter sponsors, as approved by the Head Marshal.

#### **-a. Helmets**

1. Mild steel and titanium helmets are not allowed
2. Helmets must be between 1.8mm and 2.5mm thick
3. Total weight of helmet must be between 6 lbs and 18lbs

#### **-b. Gauntlets**

1. Gauntlets must weigh between 600g and 1500g
2. Must have a bell
3. Individual fingered gauntlets are not allowed
4. Shield mittens, if not using a fully encased gauntlet, must be made out of fabric or leather with steel or titanium plates that cover the fingers and wrist
5. No locking gauntlets or gauntlets that strap to keep the sword in place including lanyards
6. Knuckles may not be excessively pointed

#### **-c. Arms**

1. Both forearms, biceps, elbows and shoulders must be protected by armor and/or shield
2. Elbow cups must be pointed/tied to the gambeson floating style

3. Forearm protection must have continuous armor that wraps all the way around the forearm
  4. Shoulder spaulders or pauldrons must have an arming point at the top and a strap at the bottom.
- d. Legs
1. Upper legs, knees and shins must be protected by metal armor
- e. Shoes/Sabatons
1. Sabatons and shoes Required.
  2. No modern treads. Textured rubber soles are allowed.
  3. No low cut shoes.
  4. Sabatons must be attached to 2 locations. (i.e to the toe and behind the heel)
- f. Chest
1. Metal plates along the spine of the armor must be a minimum 1.0 mm thick of titanium or .8mm of tempered steel
  2. The entire chest, back and sides must be protected by armor
- g. Neck Protection
1. Must have a minimum of an armor plate sewn or pointed to collar of the gambeson protecting the back of the neck
  2. Full neck plate protection is allowed
- h. Modern Padding
1. Everyone must wear a modern cup/groin protector
  2. Fabric Compression sleeves on knees and elbows are allowed, but metal and plastic braces are not allowed
  3. No modern sports padding of any variety are allowed on any part of the body. Closed cell concussion foam is required inside the helmet. **NO SCRUM CAPS**
- i. Gambesons and Pants
1. Pockets are not allowed on either Gambesons or Pants
  2. Solid or pattern color leggings only. No prints or logos.

## 6.0 Rules of Conduct

### 6.1 Approved Actions

In general, all actions that are not explicitly described as Illegal Actions will be considered Approved Actions at the ultimate discretion of the Marshal's judgment.

6.1.2 Tip Placement: At all times, the fighters will demonstrate control of their offensive equipment in a manner in which the tip of the equipment will not be directed towards or pointed at their opponent.

**6.1.3 Active Engagement:** At all times, the fighters will continuously engage in the fight.

Advancing on the opponent, or attempting to strike/grapple/take down the opponent will be considered active engagement.

Creating or using distance to evaluate or attempt an alternative strategy is considered active engagement and will not be penalized as timidity.

**6.1.4 Offensive Equipment Grabbing:** Fighters can grab the haft of an axe/mace or the handle of their opponent's two-handed equipment. They may also intentionally remove the offensive equipment from their opponent, creating a disarm.

**6.1.5 Use of the hand or weapon to hook under an opponent's armor** which could lead to equipment removal or injury. *Ex. Weapons must be at an angle across the helmet in a grapple so as to not slip under the bottom edge of the helmet applying pressure to the neck. No hooking of weapons under/ into armor.*

**6.1.6** Fighters may grab the blade of their own weapon.

**6.1.7 Two-Handed Weapons.** Pommel strikes must be made in a slashing motion. It is illegal to thrust with the bottom or top of an axe.

## **6.2 Ground Game**

### **6.2.1 Takedown Considerations**

A takedown that results in both fighters going down will award 3 points to the fighter who lands in a dominant position.

Any takedown attempt that results in a counter mid-throw will result in 3 points if the fighter who does the counter lands in a dominant position.

If both fighters go down without a fighter establishing a dominant position, no points will be awarded.

A takedown that results in only one fighter going down will be considered a throw and award 5 points to the fighter who executed the throw.

### **6.2.2 Dominant/Non-Dominant Position**

A fighter is considered to be in a dominant position when they have two points of contact while the opponent has three points of contact on the ground.

Having control of a downed opponent by making at least three points of contact (ex: full mount, north-south, knee on belly, pinning limbs) is considered to be in a dominant position.

If a fighter is in a dominant position they are awarded 2 points for every clean strike anywhere on the body of their opponent (headbutts do not count as points while on the ground).

Fighters in a non-dominant position may strike from this position but will only receive 1 point per clean strike no matter where on the body it hits.

Reversals. In a non-dominant position, the fighter can fight for the dominant position. If the fighter successfully goes from a non-dominant position to a dominant position, they are awarded 3 points.

**6.2.3 Disarm on the Ground.** Once a fighter makes three points of contact with the floor or a grounded opponent, they may drop their weapon and continue the fight. This includes two-handed weapons.

After a throw or a takedown, if one or both fighters drop their weapons, the fight will resume until the ground game count expires. This includes if one or both fighters return to two points of contact with the ground (standing). If one or both fighters do not have their weapon, the ground game count will continue.

If both fighters are standing while one fighter has their weapons, the Fighter with a weapon will be considered dominant (strikes worth 2 points anywhere on the body). The fighter without a weapon while standing will be considered non-dominant (strikes worth 1 points anywhere on the body). If both fighters are standing without weapons, no one is considered dominant and all strikes will be counted as 1 point anywhere on the body. If fighters return to the ground, then dominance will be determined by position of fighters regardless of weapon in hand.

**6.2.4 Duration.** As soon as a fighter makes three points of contact with the ground due to the efforts of their opponent, a ground game count will begin. The ground game count is 10 seconds for Exhibition fights and 15 seconds for Amateur, Professional Profights, and Title/Crown Matches. Once the count has expired, both fighters will be stood back up, collect any dropped weapons, separated by 10 feet and the fight will resume.

If both fighters return to standing while having their weapons in their possession, the ground game count will stop and the fighters will resume fighting as usual.

During the ground game count, if both fighters return to two points of contact, and then fall back to the ground while both are armed, the ground game count begins again (resets).

If one fighter gets off the ground or is standing, while the other fighter maintains three points of contact with the ground, the count continues until the count ends.

#### 6.2.5 Illegal strikes while on the ground

If a fighter is making three points of contact with the ground, the standing fighter cannot jump off the cage and attack/land on the grounded fighter

If a fighter is making three points of contact with the ground, the standing fighter cannot kick the fighter

If a fighter is making three points of contact with the ground, the standing fighter cannot stomp on the opponent

Two-handed weapons are not allowed to be used to strike a downed opponent

### 6.3 Fight Stoppage.

At any point the marshal is allowed to call a stop to the fight, either to pause the fight or end the fight entirely. Conditions in which the fight will be ended.

6.3.1 If a fighter is no longer actively defending themselves the fight will be ended

6.3.2 If the fighter vomits during the fight or between rounds, the fight will be ended

6.3.3 If the fighter accumulates 3 sanctions, the fight will be ended

6.4.3 If the fighter "taps out" verbally forfeits at any point during the fight or breaks

### 6.4 Illegal Actions

In general, all illegal actions will result in a stop fight and some form of consequence. All consequences are determined by the Marshal and recorded by the Counters/Judges and Secretary. Further detail on consequences can be found in Section 7.x

6.4.1 Strikes while standing or grounded: These illegal actions will result in a Penalty in addition to the predetermined recovery period as decided by the Marshal, described in Table 7.x.

6.4.1.1 The neck and throat area.

6.4.1.2 Targeting repeated shots to the armpit.

6.4.1.3 Back of the Knee.

6.4.1.4 Groin.

6.4.1.5 Top of the foot, including foot stomps.

6.4.1.6 Targeting repeated shots to the kidney.

6.4.1.7 Vertical strikes to the spine.

6.4.1.8 Push kicks to the front of the knee.

6.4.2 Armor Manipulation: Use of the hand or weapon to hook under an opponent's armor. ex: Axe hook under shoulder armor or up inside of greaves.

6.4.2 Ground Game: When one or both fighters demonstrate three points of contact, the Ground Game considerations are enforced in addition to penalties and the predetermined recovery period as decided by the Marshal, described in Table 7.x. Illegal Actions considered in a dominant or non-dominant position are as follows:

6.4.2.1 Jumping off the Cage to land on a grounded opponent.

6.4.2.2 Any kicks.

6.4.2.3 Stomping any part of the body.

6.4.2.4 Weapon strikes with 2-handed weapons.

6.4.3 Throws: Any throw that spikes a fighter's crown of the head into the ground or any attempt to remove an opponent from the cage.

#### 6.4.4 Thrusts/stabbings

All thrusts or stabs with a weapon are illegal

Two-Handed Weapons: Any thrust with the top or bottom of the weapon is illegal

#### 6.4.5 Attempted Stabbings

Any time a fighter points the tip of their weapon at their opponent that could be deemed dangerous by the marshal

#### 6.4.6 Delaying Action/Timidity

The Marshal will stop the fight if one or both fighters demonstrate a delay or timidity. The fighters will be brought to the center of the ring and placed into a clinch. This clinch will be set up with the right arm in an over-hook and the left arm in an under-hook.

For Fighters using Two-Handed weapons, there will be no gripping of the weapon with the hand not engaged in the over/under-armed hook in the clinch at the onset of the reset.

#### 6.4.7 Inactive Clinch

A clinch is considered inactive when competitors engage in prolonged holding, grappling, or tying-up without attempting a valid offensive action, such as effective striking, advancing position, or executing a scoring technique. The marshal shall issue a verbal command to "Work!" if the clinch stalls.

If no effective action follows for four (4) seconds, the marshal will stop the fight, and separate the fighters (approximately 10 feet apart) and resume the fight. Repeated occurrences of inactive clinching may result in a warning, point deduction, or disqualification at the marshal's discretion.

**6.4.8 Weapon Grabs (Opponent):** A fighter cannot grab the blade of the other fighter's weapon with their hand.

**6.4.9 Hooking or Looping the opponent's blade:** Any hooking or looping around the blade is illegal.

**6.5.10 Strikes to the feet:** It is illegal to strike at the feet intentionally regardless if the fighter is standing or grounded.

-If the fighter on the ground goes to block a strike with their feet pointed up at their opponent and gets hit in the foot, it is not considered an illegal strike to the foot.

-If a fighter throws a kick and the other fighter strikes the foot, it is not an illegal strike to the foot.

#### **6.5 Disarms.**

A fighter may grab the other fighter's haft or handle of the weapon (to include two-handed weapons) and remove it intentionally from their opponent.

If a fighter is disarmed/drops their weapon, fighters must retrieve their own weapons from the ground and reset into the position before the weapon dropped. Consequences for disarms are described in Sec. 7.x

#### **6.6 Armor Failures**

An armor failure is described when a portion of the armor breaks or detaches in such a way that it no longer provides sufficient protection to the fighter. The general protocol for an armor failure that occurs on the ground or in a clinch is: the fight is stopped, the armor is repaired and the marshal will place the opponents back into the position of when the armor failure occurred. The Marshal will enforce time constraints and consequences as determined by Sec. 7.x. The following conditions are regarded as armor failures and will follow subsequent protocol.

**6.6.1 Helmet.** The helmet falls off, or the visor breaks (including the strap).

If the face visor strap breaks for a face plate, the fighter may use athletic tape to secure the visor during the repair period.

#### 6.6.2 Gauntlet

**Falls Off.** The fighter will have 30 seconds to put the gauntlet back on or be penalized.

**Break.** If a gauntlet breaks during a fight, armor failure protocol is followed. The fighter may replace the gauntlet to resume the fight. The fighter's support team can repair the gauntlet and return it to the fighter during the next break.

#### 6.6.3 Arms (Pauldron, Rerebrace, Couter, Vambrace)

**Pauldron/Shoulder.** If the top tie of the pauldron falls off/comes undone, armor failure protocol is followed. If the lower strap of the pauldron falls off/comes undone but the top tie remains intact, the fight will continue with no stop. The strap can be put back on the fighter during the break.

**Rerebrace/Bicep.** The fight will continue with no stop fight. The rerebrace can be put back on the fighter during the break.

**Couter/Elbow.** If the elbow falls off the fighter or is in a position that no longer protects the elbow properly, the armor failure protocol will follow.

**Vambrace/Forearm.** If the Vambrace/Forearm falls off the fighter or is in a position that no longer protects the forearm properly, the armor failure protocol will follow.

6.6.4 Legs (Upper Legs, Knees, Shins). Any failure of armor on the legs, including undoing or breaking of straps and ties, the armor failure protocol will follow.

6.6.5 Shoes and Sabatons. Fighters must wear both period-accurate shoes and sabatons. Modern tread is not allowed on the bottom of the shoes. If either shoe comes untied, the fight will continue with no stop. The shoe in question can be tied during the next break.

If either shoe comes off, the armor failure protocol will follow. If either sabaton breaks, falls off, or fails, the fight will continue with no stop and can be put back on during the break.

#### 6.6.6 Chest

If a plate falls off of a fighter's chest protection the fight will continue unless the plate has fallen off of the spine area. If the plate in question came from the spine, the armor failure protocol will follow.

Tassets or hanging armor attached to the chest piece may fall off without causing a stoppage to the fight. Fighters may put the tasset or hanging armor back on between rounds.

6.6.7 Weapon breakage: If a weapon breaks in any way, the Fighter must replace the weapon.

6.6.8. Shields: If a shield breaks in any way, the armor failure protocol will follow. The broken shield can be fixed by the support team and given back to the fighter during the next break.

## 6.7 Armor Failure Protocol

If the fight is stopped for an armor failure, the following armor failure protocol will go into effect:

**First Armor Failure:** The fighter will have 1 minute to replace or fix the armor failure. If the armor failure isn't resolved within the allotted 1 minute period, 10 points will be awarded to the fighter that did not have the armor failure. If the armor failure isn't resolved within 2 minutes, the fighter will be disqualified.

**Second Armor Failure:** The fighter will have 1 minute to replace or fix the armor failure. If the armor failure isn't resolved within the allotted 1 minute period, 10 points will be awarded to the fighter that did not have the armor failure. If the armor failure isn't resolved within 2 minutes, the fighter will be disqualified.

**Third Armor Failure:** The fighter who did not have the armor failure will automatically be given 10 points. If the armor failure isn't resolved within the allotted 1 minute period, another 10 points are awarded to the fighter that did not have the armor failure. If the armor failure isn't resolved within 2 minutes, the fighter will be disqualified.

**Fourth Armor Failure:** The fighter will be automatically disqualified

## 7.0 Consequences

In general, illegal actions will result in a stop to the fight with Recovery Periods, Warnings, Penalties, Sanctions, and/or Forfeits issued, as determined by the Marshal. A Sanction may also be imposed upon the offending Fighter in conjunction with Penalties. A culmination of three Sanctions in any match will result in a forfeiture. Additionally, a recovery period may be awarded as decided by the Marshal. The fighter receiving the illegal strike may use the full recovery time or begin before the full period has expired. The minimum recovery time is 120 seconds for any illegal action.

### 7.1 Recovery Period.

Recovery periods are breaks initiated during a round following a significant illegal action. Recovery periods are determined by the Marshal following the guidelines in Table 7.1. The fighter who received the illegal action may request the Marshal to stop the recovery period and resume the fight.

Table 7.1

| Illegal Action (Standing and Ground Game)           | Recovery Period |
|---|-----------------|
| The neck and throat area                            | 2-5 min         |
| Back of the Knee                                    | 2-5 min         |
| Groin   | 2-5 min         |
| Targeting repeated shots to the armpit              | 2-3 min         |
| Top of foot (including foot stomps)                 | 2-3 min         |
| Targeting repeated shots to the kidney              | 2-3 min         |
| Vertical Stikes to the Spine                        | 2-3 min         |
| Throws when crown of fighter's head hits ground     | 2-3 min         |
| Ground Game Only Considerations                     | Recovery Period |
| Jumping off the Cage to land on a grounded opponent | 2-3 min         |
| Any kicks   | 2-3 min         |
| Stomping any part of the body                       | 2-3 min         |
| Weapon strikes with 2-handed weapons                | 2-3 min         |
|   |                 |

## 7.2 Warnings

Warnings are a verbal reprimand issued by the Marshal to correct an illegal actions. The Marshal may choose to stop the fight while issuing this verbal reprimand. Warnings are issued one time, with two or more illegal actions incurring more severe consequences. Warnings will not be entered into the offending fighter's record.

## 7.3 Penalties & Sanctions

Penalties are more severe warnings issued to the offending fighter. Penalty points are awarded to the fighter that received the illegal action/did not initiate the illegal action. Penalties are recorded by the Counters/Judges and the Secretary. Penalties are entered into the offending fighter's record.

Sanctions are more severe penalties that count against the offending fighter. A total of three Sanctions will result in a Forfeiture of the match.

7.3.1 A disarm while in a standing position will result in a reduced Penalty with 3 points awarded to the armed opponent.

7.3.2 Any illegal strike deemed intentional incurs a Penalty with 5 points awarded to the fighter that did not do the illegal strike. In addition, the marshal may issue a Sanction.

7.3.3 A weapon grab of the opponent's blade will result in a Penalty of 5 points awarded to the fighter that did not do the weapon grab. In addition, a Sanction may be issued to the offending fighter.

7.3.4 A fighter determined by the Marshal to be purposefully avoiding the fight or dropping a weapon to stop the fight will receive a penalty and 10 points awarded to their opponent. In addition, a Sanction may be issued to the offending fighter.

7.3.5 A helmet that comes off the first time will not result any penalties. This includes the visor or the visor strap breaking or coming loose. If the helmet fails or falls off, the armor failure protocol will follow. The second time the helmet comes off or fails, a sanction is automatically issued.

7.3.6 Any time a weapon goes into another persons helmet or any type of stabbing occurs, a penalty of 10 points is awarded to the fighter who was stabbed. This also results in an automatic Two(2) sanctions being placed on the offending fighter

## 7.4 Forfeitures

Forfeits are an immediate end to the fight. Regardless of points earned, the win will be granted to the fighter that did not forfeit. A forfeit can occur in the instance that:

7.4.1 Three (3) Sanctions are issued to a fighter.

7.4.2 A fighter voluntarily surrenders.

7.4.3 Any intentional thrust to anywhere on an opponent's body occurs.

7.4.4 Any thrust or stabbing, even by accident, which results in injury to the opposing fighter occurs.

7.4.5 Any armor failure takes longer than 120 seconds to repair, or a fourth instance of armor failure occurs.

#### 7.5 No Contest

Any Illegal Action that forces a fighter to be unable to continue fighting is deemed to be No Contest. No winner is declared.

### 8.0 Victory Conditions

#### 8.1 Judges' Decision:

The victor is decided by the final score in Victory Points of the match.

#### 8.2 Split Decision:

If there is an exact tie in Victory Points, the judges will base the victory on who scored the most Overall points. If the Overall points are also within 5 points of each other, then the judges will determine the victor based on control and dominance of the fight. There are no ties.

#### 8.3 Knockout (KO):

When the marshal has to stop the fight because it appears the fighter has lost consciousness.

Since the fighter's face is typically covered, a marshal will stop the fight for a KO if they see the fighter is no longer actively defending themselves.

#### 8.4 Technical Knockout (TKO):

The marshal decides to stop the fight when it appears the fighter can no longer continue. The marshal will stop the fight, check on the fighter, and make a decision when the following occurs:

8.4.1 If a fighter takes too long to return to their feet after a takedown, or takes too long to continue fighting after a strike that hurts them, the marshal can begin a 10-second TKO count.

#### 8.5 No Contest:

If the marshal has to stop the fight due to an injury from an illegal strike no winner is declared.

## 9.0 Counting/Scoring:

Counting is done by four judges, with additional Penalty points awarded by the Marshal.

Table 9.1

| Action                         | Points Awarded | Caveats                            |
|--------------------------------|----------------|------------------------------------|
| Strikes to Arms                | 1 pt           |                                    |
| Strikes to Legs                | 1 pt           |                                    |
| Strikes to Head                | 2 pts          |                                    |
| Strikes to Body/Torso          | 2 pts          |                                    |
| Headbutt                       | 1 pt           | While standing                     |
| Strikes from dominant          | 2 pts          | Anywhere on body                   |
| Strikes from non-dominant      | 1 pt           | Anywhere on body                   |
| Take down                      | 3 pts          | Whoever lands dominate             |
| Throw                          | 5 pts          | Stays standing during the takedown |
| Reversal of Throw              | 3 pts          |                                    |
| Reversing Dominant Position    | 3 pts          | While on ground                    |
| Strikes to Hands               | 0 pts          |                                    |
| Strikes with the Elbow         | 0 pts          |                                    |
| Jumping on a grounded opponent | 0 pts          |                                    |
| Strikes to Foot                | 0 pts          |                                    |
| Headbutt on Ground             | 0 pts          |                                    |

## 9.2 Round Scoring

Each round will be scored using the following equation to determine Victory Points.

The high score will be subtracted from the low score from the fight to produce the Points Overage. The Points Overage number will then be divided by the High Score for the Percentage Over. The Percentage Over will then be divided by 2 for Percentage Total. Percentage Total will be added to the Points Overage to determine the number of Victory Points.

Equation:

1. High Score - Low Score = Points Over
2. Points Over / High Score = Percentage Over
3. Divide Percentage Over by 2 = Percentage Total
4. Points Over + Percentage Total = Victory Points

### EXAMPLE

#### ROUND 1

| RED       | BLUE      | THE MATH   | RED EARNS         |
|-----------|-----------|--|-------------------|
| 45 points | 35 points | <ol style="list-style-type: none"><li>1. <math>45-35= 10</math> points over</li><li>2. <math>10/45 = 22\%</math> percentage over</li><li>3. Divide Percentage Over by 2:<br/><math>22/2 = 11</math> Percentage Total</li><li>4. Add % Total and Points Over:<br/><math>11 + 10 = 21</math></li></ol> | 21 victory points |

#### ROUND 2

| RED       | BLUE      | THE MATH   | RED EARNS         |
|-----------|-----------|--|-------------------|
| 35 points | 30 points | <ol style="list-style-type: none"><li>1. <math>35-30= 5</math> points over</li><li>2. <math>5/35 =14\%</math> Percentage Over</li><li>3. Divide Percentage over by 2:<br/><math>14/2 = 7</math> Percentage Total</li><li>4. Add % Total and Points Over:<br/><math>7+5 = 12</math></li></ol> | 12 victory points |

|  |  |  |  |
|--|--|--|--|
|  |  |  |  |
|--|--|--|--|

**ROUND 3**

| RED       | BLUE      | THE MATH   | BLUE EARNS        |
|-----------|-----------|--|-------------------|
| 15 points | 30 points | 1. $30-15= 15$ points over<br>2. $15/30 = 50\%$ Percentage Over<br>3. Divide Percentage over by 2:<br>$50/2 = 25$ Percentage Total<br>4. Add % Total and Points Over:<br>$25 +15 = 40$ | 40 victory points |

**TOTAL SCORE**

| RED VP | BLUE VP | VICTOR    | Total points overall |
|--------|---------|-----------|----------------------|
| 33     | 40      | BLUE WINS | 95 RED / 95 BLUE     |

\*Even though RED won two rounds, BLUE scored more Victory Points Overall. Looking at the number of strikes landed over all, you see both fighters scored the same amount of strikes total.

## 10.0 Glossary

- Arm Pit: It is illegal to strike the area between the very pit of where the arm meets the chest.
- Attempted Stabbing: If a fighter points the tip of the blade at the opponent or comes close to stabbing their opponent, the marshal will stop the fight and issue a warning. Three attempted stabbings and the fighter is forced to forfeit.
- Back of Knee: It is illegal to strike the back of the knee
- Cage: The area which the fighters compete in is called a cage. It is not called an octagon or a list
- Clinch: Any time two fighters are grabbing one another's person
- Disarm: Any time a fighter drops their weapon
- Groin: It is illegal to strike the groin area. Groin must be protected with a cup. Cod pieces are not enough

- **Marshal:** Is in charge of the rulings and safety of the fighters
- **Mixed Weapons:** Any time two fighters decide to fight with two different weapons
- **Neck:** Strikes to the neck are illegal. The neck is defined as any point below the edge of the helmet. \*Clarification will come with a photo of illegal striking areas)
- **No Contest:** Any time a fight is called due to a fighter receiving an injury from an illegal strike that prevents them from continuing the fight
- **Reversal:** When a fighter switches from a non-dominant to dominant position while on the ground.
- **Takedown:** Any time a fighter brings their opponent to the ground and falls down as well into a dominant position
- **Throw:** Any time a fighter brings their opponent to the ground without falling down as well
- **Thrust:** Thrusts are illegal and if done will end the fight in a forfeiture. Thrusts utilize the tip of the sword, tip of an ax, or bottom of the ax to thrust into a fighter.
- **Timidity/Delaying action** is defined as the actions or inactions taken by a fighter to delay or avoid the active engagement of the fight as defined above.
- **Sanction:** A sanction can be issued by the Marshal for any reason they deem necessary. 3 Sanctions lead to a disqualification.