

ARMoured TOURNAMENT RULES

Rules of the Assault

The purpose of these rules and regulations is to put in place safe and reasonable criteria for the practice of the art of the sword. It is impossible to replicate personal combat to the most minute detail and authentic conditions without resorting to actual bloodshed. It is the intent of this regulatory system to insure that those who wish to practice the historical forms of armoured fencing can do so in an honorable and reasonably realistic fashion that stresses and maintains safety.

Safety

All combatants shall conduct themselves in a safe and courteous manner at all times. Acting in a manner unsafe to themselves or others, loss of temper and use of vulgarity are causes for dismissal from the field by the Marshal.

Fight rules. A combatant may not purposely strike the groin, to the back of the head, or kick an opponent who is down; even to one knee. Such actions are called *fouls*. A combatant who commits a foul is warned by the marshal and may lose points. Too many fouls may result in disqualification.

Fouls:

Small joint manipulation.

Striking to the spine or the back of the head.

Intentional throat strikes of any kind, including, without limitation, grabbing the trachea, including pummeling, thrusting and grabbing.

Kicking a downed adversary

Spiking an opponent to the canvas on his head or neck.

Engaging in an unsportsmanlike conduct that causes an injury to an opponent.

Holding the ropes or the fence of the arena.

Using abusive language in the ring or fenced area.

Attacking an opponent on or during the break.

Attacking an opponent who is under the care of the marshal or physician

Attacking an opponent after the bell has sounded the end of the period.

Flagrantly disregarding the instructions of the marshal.

Timidity, including, without limitation, avoiding contact with an opponent or faking an injury.

Interference by the corner.

Purposely targeting the hands and fingers with the intent of injuring the opponent

Purposely targeting joints and unarmoured areas

Throwing of weapons except for spears

Foot stomps

After a combatant is knocked down, his opponent may continue the fight on the ground. If the marshal deems the combatants are in dangerous positions he may stop the fight. A fight is deemed over when one combatant 'taps' out, or has simulated a finishing/killing blow with a dagger. All ground fighting shall stop immediately upon command of the marshal.

Target points:

- There shall be three (3) judges outside the arena scoring strikes and one marshal inside the arena with the combatants. The judges are keeping score only. The marshal shall maintain safety and sportsmanship inside the arena
- All armour shall be inspected and approved before the combats begin. There shall be a sight inspection again before the combatants enter the arena.
- Armour failure during the combat shall be granted a five (5) minute repair break.
- Ring generalship adds to final point count. (5 points)
- Winner shall be determined by accumulated points if the combat goes the complete rounds.

- Combatants may call hold for safety reasons pertaining to themselves or their adversary if they are aware of a safety issue that the marshal has missed. The combatants may call hold verbally or they may break distance and raise their weapon above their head in both hands. Upon this signal the marshal shall stop the fight and check the reason for the HOLD call. Hold calls that are deemed excessive or un-warranted may result in a loss of a point.

CONDITIONS FOR VICTORY

- Knock out with loss of consciousness.
- Three falls (including slips) in one round = TKO
- Technical knockout by the marshal stopping the contest
- Submission
- Armour malfunction (un-repairable in the five (5) minute repair cycle) = forfeit
- Decision via the scorecards, including:
 - Unanimous decision.
 - Split decision.
 - Majority decision.
- Disqualification
- Forfeit/yield

Entering the List Field

A combatant may not enter the field of combat without:

- Having signed a liability waiver at the event in which participation will take place
- Meeting minimum armor requirements

Force of Blows

A combatant may not deliver a blow of greater force than that necessary to insure that it is felt by his opponent.

Blows should be delivered with reasonable force but not excessive force.

- It is presumed that every combatant is capable of delivering an armor-piercing blow. The safety of the combatants and audience shall not be risked in demonstration of this.
- The marshal shall issue two (2) warnings for excessive force or unsafe behavior. On the third infraction, the marshal will disqualify the combatant. Any combatant being disqualified from two (2) consecutive events for excessive force or unsafe behavior may be banned from combat within the IMTA for two (2) tournaments.
- Blows intended to strike the shield or weapon shall be delivered with no greater force than those delivered to a combatant's body.
- A blow that is intended for the body that is actively blocked may land with greater force than would be delivered to the body without being considered excessive. Combatants who intentionally do excessive damage to the equipment of his opponents can be subject to the guidelines for use of excessive force.

Grappling

Includes grabbing an opponent's shield, arms, legs, torso, and helm. An opponent's weapon may be grasped by the hilt or half (blade). If there is incidental contact between the opponents and one falls, if one slips and puts 3 points down, or is thrown to the ground, it is considered a fall and will score against him but combat may continue on the ground.

In ground combat, a combatant may win the fight by submitting the adversary, or drawing and using a dagger and performing a finishing move. Finishing moves may include, but are not limited to, thrusting the adversary in the armpit or **simulating** a thrust to the face or neck. If the helmet of one adversary opens or comes off, that combatant will lose the fight due to strikes and thrusts to the open face and or neck.

No Combatant May Ever...

- Thrust with weapons not meeting the required standards for thrusting

- Purposefully strike the hand at the break of the wrist or below with intent to do damage unless the opponent is using the hand defensively (e.g. using it to block a blow) or offensively (e.g. attempting to grab the opponent or his equipment).
- Purposefully strike the leg at the knee or below
- Strike at an opponent that he cannot clearly see. Swinging blindly or flailing while falling are unsafe behaviors that will cause the combatant to be warned or disqualified as the marshal determines.
- Purposely strike with either thrust or cut at the groin
- Kick the adversary when he is down and on the ground
- Purposely stomp or target with the weapon the top of the adversary's foot

Weight Classes: Combatants will be of mixed armour levels. The combatants with armour will compete with other armoured combatants and combatants without armour can only compete combatants without armour.

- Welterweight - Chain Mail - 13th century (single handed sword and / shield)
- Middleweight – Brigandine - 14th century (sword and buckler or longsword)
- Light Heavyweight - Transitional Armour - 14th /15th century (longsword / pole axe or spear)
- Heavyweight - Full Plate Armour - 15th /16th century (longsword / pole axe or spear)