



Armored Combat Sports Universal Rules V1.0

Safety, honor, sportsmanship, and fair competition are the hallmarks of Armored Combat Sports. All competitors are expected to behave with regard for the well-being of other combatants. This sport has inherent risks; it is the duty of the officiating staff to enforce the following rules to maintain a safe and level playing field in this fierce but honorable contest.

Welcome to Armored Combat Sports

Table of Contents

1. Equipment
 - 1.1. Armour
 - 1.1.1. Helmets
 - 1.1.2. Torso and Limbs
 - 1.1.3. Hands
 - 1.2. Weapons
 - 1.2.1. General Weapon Requirements
 - 1.2.2. Swords
 - 1.2.3. Axes and Polearms
 - 1.2.4. Maces
 - 1.3. Shields
2. Allowed Techniques in Group Categories
3. Forbidden Techniques in Group Categories
4. Disciplinary Actions
 - 4.1. Verbal Warning
 - 4.2. Yellow Card
 - 4.3. Fighter Disqualification
 - 4.4. Team Disqualification
5. Filing an Appeal
6. Rules for Group Categories
 - 6.1. Group Category: List and Teams
 - 6.2. Principles of Conducting Group Categories
 - 6.3. Regulations for Group Categories
7. Rules for Duel Categories
 - 7.1. Sword and Shield

- 7.2. Longsword
- 7.3. Polearm/Hafted Two-Handed Weapon

8. Definitions

1. Equipment

1.1. Armour

A fighter's armor consists of three layers: primary, secondary, and private.

- Primary Armour: The head, neck, upper body, arms, legs, and hands must be covered by steel armor based on historical sources.

1.1.1. Helmets

- a) Stainless steel: minimum thickness of 2mm.
- b) Hardened steel: minimum thickness of 1.8mm.
- c) Mild steel: minimum thickness of 2.5mm.
- d) Faceplates: minimum thickness of 1.5mm (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 they do not distract from the medieval appearance of the combatant.
- g) Helmets must have a mechanism or strap to prevent them 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 bends over. If the aventail is not heavy enough to do so, it must be supplied with a strap to keep it in place.

1.1.2. Torso and Limbs

- a) 1mm mild steel.
- b) 0.6mm stainless or hardened steel.
- c) 1mm titanium for arms and legs, and 1.5mm titanium for the spine and back (must provide protection equivalent to 0.6mm hardened steel).
- d) Body parts such as the neck, shoulders (top and back), entire spine (including lumbar section and coccyx), chest, elbows, and knees must be covered with steel armor (mail or double aketon/padding is not sufficient).

1.1.3. Hands

- a) Hands must be protected by gauntlets made of steel plates.
- b) Gauntlets must be made from historical materials.
- c) Gauntlets should follow the form and function of the time and region of the fighter's armor.
- d) Gauntlets must cover the wrist.
- e) Gauntlets must protect all fingers on both hands.
- f) "Hoof"/Locking Gauntlet/"Russian Fist" hand protection is not permitted.

- Secondary Armour: Aketon, gambeson, supplemental mail, voiders, shoes, etc.; must resemble historical counterparts.
- 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 must not distract from the medieval appearance of the combatant. They must be worn beneath the other two layers.

1.2. Weapons

1.2.1. General Weapon Requirements

All weapons used in Armored Combat Sports must be based on historical originals. The weapon(s) used must also be from the same time period and region as the weapon bearer's armor.

1.2.2. Swords

- a) One-handed swords (including falchions): minimum length of 400mm, maximum length of 1100mm, weight up to 1900g.
- b) Longswords: length between 1100mm and 1400mm, weight up to 3000g.
- c) Two-handed swords: minimum length of 1400mm, weight up to 3500g.

1.2.3. Axes and Polearms

- a) All striking edges on axes or polearms must have a minimum length of 70mm.
- b) All striking edges must be rounded with a minimum thickness of 2mm and a maximum of 8mm.
- c) The head must be securely fastened to the shaft with at least one pin or rivet. If the shaft is metal, the head must be cast or welded safely onto the shaft.
- d) One-handed axes: maximum length of 900mm, weight up to 1300g, and a minimum length of 40cm.
- e) Handles may be made of steel or wood.
- f) Two-handed axes and polearms: minimum length greater than 910mm, weight up to 3000g.
- g) Any axe or polearm over 910mm must have a wooden shaft.
- h) Warhammers and axes (with hammer end) are forbidden.
- i) Any protrusion on the back of the axe head over 20mm will be considered a hammer, and the back of the axe head must be rounded.

1.2.4. Maces

- a) Maces: weight up to 1000g. Handles may be made of steel or wood, with a minimum length of 40cm.
- b) The head must be securely fastened to the shaft with at least one pin or rivet. If the shaft is metal, the head must be cast or welded safely onto the shaft.

1.3. Shields

1. All wooden, wicker, leather, or metal shields should be made based on reliable historical sources and must correspond to the form of the source in all three planes. A shield can only be used with armor from the same time period and region.
2. The edges of all wooden, wicker, or leather shields must be trimmed with leather or rawhide of at least 2mm thickness or three or more layers of fabric attached with glue. Any metal edge reinforcement must be fully covered by the fabric/leather/rawhide. All edges of the shield must be in good repair, with no splintering edges, exposed metal, or sharp surfaces permitted.
3. No metal handles are allowed on shields, except for small center grip shields known as bucklers.
4. The maximum diameter for a buckler is 40cm.
5. The weight of any shield is a maximum of 5000g.
6. The edges of metal shields must have a rolled or rounded edge with a minimum thickness of 4mm throughout.

2. Allowed Techniques in Group Categories

The following techniques are permitted when fighting in the list in the 3 vs. 3, 5 vs. 5, 10 vs. 10, or 16 vs. 16 melees, or other group competitions:

1. Any punches, strikes with a weapon's striking edge, pommel strikes, or shield strikes at the opponent's allowed legal strike zones.
2. Striking motions with the butt end of a polearm or sword are considered pommeling.
3. Strikes at opponents who have lost their balance until they fall to the ground.
4. Pushes or strikes using the head, shoulder, elbows, knees, and body.
5. Holding non-combat parts of the opponent's weapons or shields with a free hand.
6. Attacks with a free hand: strikes, holds, and pressure on the allowed zones.
7. A fighter can strike with a free hand only when a weapon is held in the other hand.
8. Attacks on an opponent who has lost their weapon.
9. Kicks to legal strike zones, except for the knee.
10. Wrestling techniques (throws, back heels, etc.) are permitted.
11. Tripping is allowed.

3. Forbidden Techniques in Group Categories

The use of any of the following prohibited strikes or actions against an opponent is a serious breach of the rules. Sanctions for breaking the rules may include a verbal warning or disqualification, regardless of whether the breach was accidental or intentional.

1. Thrusting is forbidden and grounds for immediate sanction. When using axes or poles, moving an opponent's weapon out of the way is not considered a thrust.
2. Any holds with direct pressure on the neck are prohibited.
3. Holding combat parts of the opponent's weapons or shields with a free hand is forbidden.
4. Strikes with a weapon, shield, legs, or arms in the non-legal strike zone are prohibited.
5. The non-legal strike zone includes: feet, ankles, back of the knee, groin, throat, and neck.

6. Strikes behind the knee with weapon, shield, legs, feet, or arms are not allowed.
7. Any vertical strikes with weapons or shields along the spine are forbidden.
8. Kicks to any part of the knee or application of significant downward pressure on the opponent's knee are forbidden.
9. Downward stomps to the calf are prohibited.
10. Twisting against the natural direction of a joint and/or painful holds are not allowed.
11. Pressure or hooking the base of a helmet with a hand, as well as actions aimed at twisting the neck by pressing on the edge of the helmet, are prohibited.
12. Painful holds, suffocating techniques, suplexes, or similar throws designed to deliver an opponent onto the top of the head (e.g., pile driver or tombstone) are forbidden.
13. Fighting from the ground is prohibited.
14. Deliberate attempts to remove any elements of the opponent's protective kit are not allowed.
15. Punches with weapon hilts aimed at the face of the opponent (if the gap between the hilt and fist in combat mitten or glove is more than 30mm, or if any similar protrusion exists) are prohibited.
16. Any holds, hold-downs, or suffocating techniques around the neck from any direction are not permitted.
17. Any direct pressure on the neck is forbidden.
18. Any strikes at a downed or kneeling fighter are prohibited.
19. Any strikes at the neck or head of an opponent who is bent 50 degrees or more are not allowed, except for an upward knee to the face.
20. Combatants must control their weapons; wild uncontrolled flailing is a hazard and is forbidden.
21. Any attacking actions toward a fighter who has raised one hand with an open palm are prohibited.
22. An inactive clinch that lasts more than 5 seconds is not allowed.
23. The local commands "Break" and "Fight" are only for the fighters in clinch. After the command "Fight," a fighter can continue the battle against their opponent or attack another opponent.
24. Any attacking or blocking actions with no weapon in hand are forbidden.
25. A fighter who is out of the battle (due to a fall or being downed by a Marshal) is prohibited from standing up on both legs before the command of the Head Marshal "All rise!"
26. Grasping and hooking a barrier is allowed

4. Disciplinary Actions

4.1. Verbal Warning

A verbal warning is a sanction applied to a fighter for insignificant rule violations, aimed at drawing the fighter's attention to their actions. The verbal warning is not recorded.

4.2. Yellow Card

A yellow card is given to a fighter for a rules violation and will be recorded. The yellow card influences the rating of the fighter and team. The Knight Marshal or Head Marshal can issue a yellow card.

A fighter can receive a yellow card for the following reasons:

1. Use of any forbidden techniques.
2. Rising and standing up on both feet after falling in the list before the command "All rise!"
3. Unsportsmanlike behavior (e.g., boorishness, foul language, shouting at Marshals, opponents, or spectators).
4. Starting the battle before the command "Fight!"
5. Continuing to attack after the command "Stop!" and ignoring the yellow flag.
6. Ignoring the Marshal's commands.
7. Continuing to fight without an element of their primary equipment after being made aware of it by an official.
8. Unsportsmanlike conduct or actions during weapons checks.

A fighter can receive one or two yellow cards for one violation, depending on the seriousness of the violation and the decision of the Marshal. If a fighter receives two yellow cards, they will be removed from the competition. Two yellow cards equal one red card.

4.3. Fighter Disqualification

Disqualification (red card) is a sanction applied to a fighter for serious or recurrent rules violations, which should be stated in the report. After receiving a red card, the fighter is immediately removed from any further participation in the tournament (including ceremonies or presentations) and may not be replaced by a substitute fighter for the next two rounds. If the fight concludes before the next two rounds, this reduction of the team continues into any subsequent fights until the two rounds are completed. After the two rounds, the team may continue with a substitute fighter.

Only the Knight Marshal of the tournament can disqualify a fighter.

Grounds for disqualification include:

1. Systematic violation of the rules (e.g., receiving two yellow cards within the event).
2. Injuring an opponent using a prohibited fighting technique.
3. Gross and systematic dissent with the Marshals, groundless appeals against their decisions, insults to opponents, or disrespectful behavior.

Disqualification of a fighter affects the rating of the fighter's team in the battle in which the fighter received the red (or second yellow) card. The term "team" refers to the specific team (3-man, 5-man, etc.) that received the yellow or red cards.

4.4. Team Disqualification

If two fighters on a team are disqualified (each receiving one red card) and another fighter of the team receives a yellow card, the Knight Marshal of the tournament may disqualify the entire team. Team disqualification is applied in the following cases:

1. The team receives more than two red cards within an event and one warning to a team fighter.

2. The team and its Captain enter dissent with officials and contest their decisions, insult opponents, or behave disrespectfully.

5. Filing an Appeal

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

2. An appeal can only be made if a Marshal's decision has definitively changed the outcome of the tournament.

3. Any appeal must be delivered in writing by the team Captain of the appealing national organization to the Knight Marshal of the specific tournament.

4. The appeal must be submitted before the end of the day on which the incident occurred.

5. The appeal will be considered by a Marshals' Council consisting of all tournament Marshals, presided over by the senior Knight Marshal and League Management. The verdict must be passed before the official start of the tournament the day after the appeal is made.

6. The decision of the Council 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 will address whether the appeal is granted or denied and whether it warrants any changes in the ruling.

7. The result of an appeal may include:

- Removal of a red card.
- Removal of a yellow card.
- Issuance of a red card.
- Issuance of a yellow card.
- Reconsideration of the score of the round.

8. In extreme circumstances where a Marshal error has definitively changed the outcome of a tournament, a repeated round can be conducted.

9. The Marshals' Council is the highest authority regarding appeals, and their verdict is final.

10. In all duel categories, Captains are not permitted to appeal points in the round or fight.

11. If Marshals have any doubts regarding a round or fight, the Head Marshal will consult the Knight Marshal for a ruling.

12. Teams are allowed one appeal per category for the duration of the tournament. However, if an appeal is granted, the team regains their right to one appeal in that category.

13. In case of an injury requiring intervention by medics, a video review of the official footage of the incident will be conducted systematically.

6. Rules for Group Categories

1. There are no weight categories in group categories.

2. The panel of officials consists of the Head Marshal, four Field Marshals (point counters), and a List Secretary.

3. In case of any disagreements, the deciding vote belongs to the Head Marshal.

6.1. Group Category: List and Teams

1. Group categories are held in a list field of the following size:

- Length: 15 to 40m (40ft. to 90ft)
- Width: 7 to 20m (23ft. to 66ft.).
- Height of the sides: 1.0 to 1.5 meters.

2. 16 vs. 16 melees are conducted with teams of 16 to 21 combatants (16 active and 5 reserve fighters).

3. 10 vs. 10 melees are conducted with teams of 10 to 15 fighters (10 active and 5 reserve fighters).

4. 5 vs. 5 melees are conducted with teams of 5 to 8 fighters (5 active and 3 reserve fighters).

5. 3 vs. 3 melees are conducted with teams of 3 to 5 fighters (3 active and 2 reserve fighters).

6. Reserve fighters must remain outside the list barrier and be available to provide backup weapons or armor.

7. Reserve fighters may substitute for active fighters with any frequency between rounds or matches. Reserve fighters cannot participate in the melees as members of other teams in the same category.

8. Reserve fighters may substitute in between rounds as needed.

9. The team Captain may make substitutions to this roster from available national fighters prior to the commencement of the day's event.

6.2. Principles of Conducting Group Categories

1. The matches are won by the best of 2 out of 3 rounds. In case of a draw, the match continues until one team earns 2 victories. The team that defeats all rival fighters first earns a victory in a round.

2. Each round lasts no longer than 8 minutes. At the end of this time, the team with the most fighters standing wins the round. If the number of fighters is equal, the teams must re-fight the round.

3. Points for the round are scored at a rate of 1 point for each fighter legally standing at the Head Marshal's command of "Stop fight!"

4. The melee is stopped when there are 3 or more fighters vs. 1 fighter in the list, awarding victory with a score of 3-0, 4-0, 5-0, etc.

5. Winning the match is the determining factor for advancement in the tournament. The number of round victories and their scores are additional data for rankings and overall point determination.

6.3. Regulations for Group Categories

1. The Head Marshal invites two teams to the list and then asks two other teams to prepare for combat.

2. The two teams invited for the next melee must come to a designated place near the list, where they undergo a pre-combat historical, aesthetic, and technical inspection of equipment. The Marshals perform the functions of the authenticity and technical committee of the event.
 - a) The invited teams must appear at the list within 1 minute.
 - b) The Marshal may ask fighters to enter the list with their helmets off or visors open. After verifying fighters' identities via the list of stated participants, they will have 60 seconds to don their helmets and be ready for the melee. Reserve fighters behind the list barrier may assist the fighters in putting on their helmets. Fighters may not leave the list before the melee begins to prevent substitution.
 - c) If fighters appear in the list later than 3 minutes after being invited or come unprepared, the opposing team is awarded a "technical victory."
3. The Head Marshal confirms the readiness of the Field Marshals and the fighters.
4. The Head Marshal signals the start of the melee by giving the command "Fight!"
5. Officials dealing with video observation monitor the melee in their designated sectors of the lists, recording violations without interfering in the course of the melee, except for immediate safety issues.
6. Field Marshals observe the melee from within the list, moving along its length to monitor compliance with the rules. They can bring fighters who were withdrawn for rule violations back into action, as well as separate inactive clinches lasting more than 5 seconds. The Marshals assess the general course of the fight and the interaction of teams and fighters in the list.
7. The round concludes after the Head Marshal issues the command "Stop fight!"
8. At the end of the round, fighters remain in their standing positions or on the ground, depending on their status at the Head Marshal's command "Stop fight!" for scoring purposes.
9. At the Head Marshal's command "All Rise," fighters return to their original positions in the lists.
10. The Marshals approach the teams to inquire if they have any claims against their opponents or the panel of officials. At this time, the Captain of the team may file an appeal.
11. The Field Marshals report any observed violations to the Head Marshal. Based on these reports and the Head Marshal's observations, the Head Marshal decides the result of the round. Afterward, the Head Marshal considers any protests, announces the result of the round, and issues verbal warnings or yellow or red cards to fighters if necessary.
12. The Secretary must record the following results of the round:
 - a) The victor of the round.
 - b) The round score (the number of fighters from both teams remaining in the melee at the end of the round).
 - c) Any disciplinary actions performed during the round.
13. The Head Marshal announces the next round. The second and third rounds (in case of a draw) are conducted according to the above system.
14. After achieving two victorious rounds, the winner of the match will be announced.

7. Rules for Duel Categories

Male and female competitions use the same rules and conventions but will compete separately based on gender.

7.1. Sword and Shield

1. 3 rounds per match.
2. 60 seconds per round.
3. 60 seconds rest between each round.
4. Counted strikes:
 - a) Each successful edge strike = 1 point.
 - b) Disarms = 1 point.
 - c) Falls = 1 point.
5. Each round is won by the competitor with the highest number of points in that round.
6. Each match is won by the competitor winning the most rounds.
7. If a competitor wins the first two rounds, the match is concluded at 2-0.
8. Details:
 - a) Pushing with the shield is permitted.
 - b) Shield punches to the limbs and torso with the front or edge of the shield are allowed.
 - c) Shield punches to the face are forbidden.
 - d) Strikes to a grounded opponent are prohibited.
 - e) Grabbing the opponent or their weapon with your hand is forbidden.
 - f) Grappling and throws are not allowed.
 - g) Kicks are forbidden.
 - h) Strikes to the hand are worth 0 points (hands are measured to 5cm above the wrist).
 - i) Strikes to the groin and feet are forbidden.
 - j) Strikes behind the knee are prohibited.
 - k) Clinches are broken after 3 seconds.
9. Equipment:
 - a) Swords:
 - (1) Total weapon length, including pommel, tip to tip, must be between 75cm to 110cm.
 - (2) Total weapon weight must be between 1100g to 1900g.
 - b) Shields:
 - (1) Refer to section 1.3 for specifications.
 - (2) Maximum shield length: 75cm.
 - (3) Maximum shield width: 60cm.
 - (4) Round shields may not exceed 65cm in diameter.
 - (5) Shields must be measured across their convex surface.

7.2. Longsword

1. 3 rounds per match.
2. 60 seconds per round.
3. 60 seconds rest between each round.
4. Counted strikes:

- a) Each successful edge strike = 1 point.
 - b) Pommel strikes = 1 point.
 - c) Disarms = 1 point.
 - d) Falls = 1 point.
5. Each round is won by the competitor with the highest number of points in that round.
 6. Each match is won by the competitor winning the most rounds.
 7. If a competitor wins the first two rounds, the match is concluded at 2-0.
 8. Details:
 - a) Pushes are permitted.
 - b) Pommel strikes are allowed.
 - c) Strikes to the hand are worth 0 points (hands are measured to 5cm above the wrist).
 - d) Strikes to the feet are forbidden.
 - e) Only strikes with both hands on the weapon count.
 - f) Strikes behind the knee are prohibited.
 - g) Strikes to the groin are forbidden.
 - h) Strikes to a grounded opponent are prohibited.
 - i) Grabbing the opponent or their weapon with your hand is forbidden.
 - j) Punches are permitted but worth 0 points.
 - k) Kicks are permitted but worth 0 points.
 - l) Clinches are broken after 3 seconds.
 9. Equipment:
 - a) Longsword:
 - (1) Total weapon length, including pommel, tip to tip, must be between 120cm to 140cm.
 - (2) Total weapon weight must be between 1600g to 2600g.

7.3. Polearm/Hafted Two-Handed Weapon

1. 3 rounds per match.
2. 60 seconds per round.
3. 60 seconds rest between each round.
4. Counted strikes:
 - a) Each successful edge strike = 1 point.
 - b) Falls = 1 point.
 - c) Disarms = 2 points.
 - d) Haft strikes permitted = 0 points.
 - e) Butt strikes permitted = 1 point.
5. Each round is won by the competitor with the highest number of points in that round.
6. Each match is won by the competitor winning the most rounds.
7. If a competitor wins the first two rounds, the match is concluded at 2-0.
8. Details:
 - a) Pushing with the weapon is permitted.
 - b) Only strikes with both hands on the weapon will count.
 - c) Strikes to the hands are worth 0 points (hands are measured to 5cm above the wrist).
 - d) Strikes to the groin and feet are forbidden.

- e) Strikes behind the knee are prohibited.
- f) Strikes to grounded opponents are forbidden.
- g) Grabbing the opponent or their weapon with your hand is forbidden.
- h) Horizontal strikes to the neck are forbidden.
- i) Punches are permitted but worth 0 points.
- j) Kicks are permitted but worth 0 points.
- k) Clinches are broken after 3 seconds.

9. Equipment:

- a) Polearm/Hafted Two-Handed Weapon:
 - (1) Total weapon length, including head, tip to tip, must be between 170cm to 200cm.
 - (2) Total weapon weight must be between 2kg to 2.5kg.
 - (3) Weapons may feature any medieval head design that meets Armored Combat Sports legal parameters.

8. Definitions

- Clinch: Two fighters engaged in a passive grapple, not actively fighting with punches, weapons, or kicks.
- Disarms: A competitor dropping their weapon for any reason during competition.
- Fall: A competitor losing their footing and falling to the ground for any reason during competition.
- Pommeling: Strikes with the butt of a sword or hafted weapon.
- Strikes: Significant impacts made with the striking edge of the weapon (not the flat or a glance).

These rules and regulations are designed to ensure a safe, fair, and honorable environment for all participants in Armored Combat Sports. All competitors are expected to uphold the spirit of chivalry and respect towards their opponents and officials.