

KnightFights

Rules and Regulations

Version 1.3

These rules are a beta test for Knight fights. They are subject to change at any time and are written managed and maintained by The Knights Hall.

KnightFights Follow the IMCF rules as of 5/19/19 except as noted here
https://docs.wixstatic.com/ugd/fb7ddd_33542cbe4671493689f1eddd9134d6b4.pdf

1) Equipment

Armor 1.1

1.1.1 C VI Hoof hands are legal

Weapons 1.2

1.2.8 Polearms can be of any matched length fighters and Marshall agree to.

1.2.9 In class C matches fighters can only use Arming sword and shield

1.2.10 in Class B matches fighters can only use Arming sword and shield, Falchion and Buckler, Or longsword for weapons and must be matched

1.2.11 in Class A matchers fighters can use any weapons

Shields 1.3

No Changes

2) AUTHORIZED FIGHTING TECHNIQUES IN MELEE

All the melee techniques are the same except

2.1.17 Opponents are not out of the fight with 3 points of contact and are considered down at the referee's discretion.

2.1.18-19 A fighter who drops or breaks a weapon should make it known to the Ref who will stop the fight but should remain in guard and protect themselves. When a fighter sees his opponent has dropped or broken a weapon he should stop fighting.

2.1.20 is NA

2.1.22 If a fighter is down to the refs satisfaction the fight is stopped. If both fighters fall it is up to the judge's discretion to determine who had control, which should be taken into consideration when scoring the round.

3) Prohibited Techniques

All prohibited techniques are the same except

3.1.20 inactive Clinches lasting more than 3 seconds.

3.1.23 is NA

3.1.25 locking gauntlet style single piece gauntlets are allowed.

4) Disciplinary actions

4.2 Is replaced with the fighter the ref may instruct the official scorekeeper to deduct 1 point from the offending fighter

4.3 remains the same

4.4 NA

4.5 Fighters must remain in an active defense at all time. If at any point a fighter appears not to be intelligently defending themselves the ref can stop the match and award a TKO to the fighter's opponent

4.6 Fighters have a 10 count to stand up and prepare to fight after falling to the ground. If they are not up in this time they are disqualified and the opponent is awarded a TKO

4.7 A ref can but is not required to remove points for illegal strikes such as shots to groin, back of the knee, or foot. 1 point for each infraction. For each such deduction the ref will inform the official scorekeeper

4.8 A ref can but is not required to remove points if a fighter is not responding to Refs instructions. 1 point for each infraction. For each such deduction the ref will inform the official scorekeeper

5) Filing an appeal
No changes

6) NA

7) NA

8) NA

9) NA

10) Completely replaced with

10.1) All matches are 5 rounds of either 60, 90, 120 seconds. 60 for class C, 90 for class B, 120 for class A

10.2) between each round is a 1-minute break

10.3.1) Each round is scored on a 10 point must system. There are 3 judges who score the match. Each gives the winner 10 points for the round, and the loser 9 or less.

10.3.2) The winner of the fight is whoever has the higher combined total at the end of 5 rounds. If after 3 rounds 1 fighter has won all three rounds by all 3 judges and the Marshall agrees that it is a technical knockout and that fighter wins the round

10.3.3) Points the ref removes from the fighter are removed from the aggregate score.

10.3.4) Judges determine who won the round based on who did better in the following categories, listed in order of importance. Weapon strikes, Strikes not with the weapon, Ring Control, Aggression.

10.3.5) The 10-Point Must System will be the standard system of scoring a bout. Under the 10-Point Must Scoring System, 10 points must be awarded to the winner of the round and 9 points or less must be awarded to the loser, except for a rare even round, which is scored (10-10).

Judges shall evaluate combat techniques, such as

1. Effective weapon striking,
 - a. Effective weapon striking is judged by determining the total number and the quality of legal strikes made with edge or pommel landed by a contestant.
2. Effective other types of striking,
 - . Effective striking is judged by determining the total number and the quality of legal strikes landed by a contestant.
3. Effective grappling,
 - . Effective grappling is judged by considering the amount of successful executions of a legal and takedown and reversals and clinch control. Examples of factors to consider are take downs from standing position to dominant position (Mount, half mount, remain standing in striking distance, side mount) legal and effective striking in clinch.
4. Control of the list/fighting area,

- . Fighting area control is judged by determining who is dictating the pace, location and position of the bout
- 5. Effective aggressiveness
 - . Effective aggressiveness means moving forward and landing a legal strike.
- 6. Defense.
 - . Effective defense means avoiding being struck, taken down or reversed while countering with offensive attacks.

Evaluations shall be made in the order in which the techniques appear in above, giving the most weight in scoring to effective striking, effective grappling, control of the fighting area and effective aggressiveness and defense.

The following objective scoring criteria shall be utilized by the judges when scoring a round:

A round is to be scored as a 10-10 round when both contestants appear to be fighting evenly and neither contestant shows clear dominance in a round;

A round is to be scored as a 10-9 round when a contestant wins by a close margin, landing the greater number of effective legal strikes, grappling and other maneuvers;

A round is to be scored as a 10-8 round when a contestant overwhelmingly dominates by striking and grappling in a round.

10.4) Fighters must be under the weight limit of the agreed upon weight category a week before the match. The categories are

Titan: no upper limit

Heavy weight: 261

Light Heavyweight 221

Middleweight:201

Lightweight:181

Flyweight:161

*Knightfights follow all ACS safety rules

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