

Rules for The New Era

Internationa Profight League

General Assumptions.

1. Fights are based on historical tournaments. Combatants are protected by equipment based on historical armors and with the use of corresponding weapons from time 1350-1550.

2. Fights may be held in two types:

- contracted fights as a form of fight between two fighters
- Tournament as a form of competition between multiple fighters.

3. Fights are held in different categories based on the weight of participants.

3.1 For men:

- less than 75 kg
- 75 kg - 85 kg
- 85 kg - 95 kg
- over 95 kg

3.2 For women:

- less than 60 kg
- 60-70 kg
- 70-80 kg
- over 80 kg

3.3 Open category – for both (men and women) if both participants agree there may be a difference in the weight of fighters not based on the previously mentioned weight range.

3.4 The weighing should be done before fights to divided combatants into the proper category.

4. There are 3 levels of the profight:

- Junior Card
- Base Card
- Main Card

5. Fighters should be over 18 years old and have no medical conditions to participate in the fight.

6. Every participant should have a complete set of offensive and defensive equipment and clothes. All elements should fulfill requirements for a sufficient level of protection, historical

accuracy, and aesthetic appearance.

7. Each competition should have professional medical support provided by the organizer of the event. In case of injury members of the medical support team may decide to withdraw an injured fighter from further competition.
8. It is allowed to use commands in the language of a country in which fighters take place if both fighters and marshals are from this country or understand it.

Marshals Committee

1. Marshals Committee should consist of :

- Head Marshal/Field Marshal
- Three or more Side Marshals
- One Timekeeper
- One Secretary
- One Technical Marshal

2. It's allowed to combine the duties of marshals. The duties of the timekeeper may be combined with the secretary and technical marshal with any other duties (Head Marshal, side marshal, etc).

3. The Head Marshal/Field Marshal:

- Is responsible for the work of the Marshals Committee during the competition
- After each round of the fight gives additional point to the fighter, who (in her/his opinion) was dominating during the round.
- In case protests submitted by fighters takes a lead in their consideration by the Marshal Committee.
- has a casting vote in the interpretation of the rules and all matters related to consideration of the protests.
- they are responsible for checking the readiness of fighters, marshals, and timekeeper.
- give the command to start, suspend and stop the fight.
- is obligated to control the course of the fight counting time of clinches, knockdown recovery, knockouts, reactions to breakages of armor and weapon, losses of weapon, and appearance of unauthorized techniques.
- has the right to give oral warnings, yellow and red card (disqualification), and dismissal of the cornerman.
- is obligated to check out the condition of the field between rounds of fights.

- is responsible for announcing the winner according to the result of points counted by Side Marshals.

4. **Side Marshal's** duties:

- objective counting of all actions made by both fighters. Based on this Side Marshal evaluates the points acquired by each fighter in the round of the fight.
- count additional points for each loss of weapon, or breakage of equipment.
- Side Marshals should keep points independently. They are not allowed to contact other Side Marshal during the round. Side Marshals should be located on different sides of the list.

5. **The timekeeper** counts down the time of each round of the fight. It is within their duties also count a rest time between the rounds, and time allotted for repairment/replacement of broken equipment. They announce the end of the round and the end of the rest between rounds with the command „Time” and the sound of a gong or similar device.

6. **The Secretary** – counts the results of each round of fight based on points given by Side Marshals.

- Is obligated to make notes in the fight protocol. All yellow and red cards should be marked in the protocol for further calculations.
- Is obligated to take notes if any medical conditions may not allow the fighter to continue fighting.
- In case when there's no announcer/Herald of the event, is obligated to call fighters to enter the field according to the fights plan.

7. **Technical Marshal's** duties:

- checking the safety of the offensive and defensive equipment of each fighter.
- is obligated to inspect the general appearance and historical accuracy of armor and weapon.
- have rights to the demand of replacement of a selected element of equipment if they do not meet requirements of safety, appearance, or historical accuracy
- make a brief check of equipment before the start of each fight and in case of demand from one of the fighters also inspect after the fight.

Requirements for the lists:

1. The side of a rectangular list should be at least 7,5 meters and no more than 10 meters long.
2. The fence of the list should be between 1,2 to 1,5 m in height. It should prevent fighters from coming out of the limits. It should be visible. It's recommended to make a clear and visible mark for starting corners for each fighter. It's recommended to place a white towel in the fighter's corners (in case of need to signalize „stop the fight” by cornermen).
3. The boundaries of the lists should be properly seated on the ground in a way that does not allow them to move during the course of the fight.

4. The surface of lists should be dense and plain and prevent fighters from slipping.
5. The light source should be located above the list on the height that prevents fighters from being blinded by it.
6. It is recommended to make around the list the safe zone of optimal 1,5 m (but no less than 1 m widths). The boundaries of the safety zone should be clearly marked with poles and strings.

General commands:

I Commands reserved for Field Marshal :

1. Fight – initialize fight at the beginning of the round or after any suspension of the fight (see below).
2. Stop fighting – stops the fight for any reason (see below).
3. Breakdown of weapon/armor – to announce breakdown of part of the equipment.
4. Lost of weapon – when one of the fighters loses his weapon.
5. Knockdown – when one of the fighters is recognized as knocked down.

II Command to announce the flow of time

During the fight - „Time” - to announce the end of round and end of break between the rounds. It also should be used if there was a breakdown of equipment and the fighter has been granted time to repair it.

Fight procedures

According to the chosen condition, there are three main fighting durations of the fights:

- for Junior Card - 1,5 minute (90 seconds) with a break of 45 seconds
- for Base Card - 2 minutes (120 seconds) rounds with a break of 1 minute (60 seconds)
- for Main Card - 3 minutes (180 seconds) rounds with 1,5 minute (90 seconds) break.

Each fight consists of 3 main rounds with time allotted according to the above possibilities.

Fighters:

1. All participants are obligated to know the rules and regulations and strictly obey them.
 2. The fighter must obey commands given by the Head/Field Marshal.
 3. Should be polite to other participants, marshalls, and spectators.
 4. Swearing, rudeness, and other impolite actions may be penalized by Field Marshall with an oral warning, yellow card, or even disqualification if they are persistent.
 5. In the case above actions take place outside the list Head Marshall may demand to penalize them by the event organizer and/or League.
 6. Is obligated to use a set of armor, weapon, and clothes that fulfill requirements.
 7. The fighter must come to the field straight after he/she has been called by the Herald/Secretary/announcer of the event.
 8. Must have a set of spare weapons and elements of armor, along with the necessary repair kit that allows making urgent repairs.
 9. Each fighter should have at least one cornerman. There's a maximum limit of two cornermen for a fighter.
 10. A fighter may demand to stop the fight. This demand can only be made in the following situations:
 - fighter recognizes wishes to yield
 - - is unable to continue the fight caused by damaged armor/weapon.
 - - is unable to continue the fight from medical cause (e.g. injury).
 - A signal to stop the fight should be given to the Field Marshal. It may be done by throwing a weapon to the surface of the list or shouting „Stop fight”.
 - - fighter may demand to inspect the equipment of both fighters after the fight.
- He/she may submit the protest to the Marshal Committee against actions taken by the opponent or any Marshal, that in his opinion contradicts the rules.

Cornerman:

1. Is obligated to know the rules and regulations and strictly obey them.
2. Is obligated to follow commands of the Field Marshal/Head Marshal.
3. He is attending his fighter to the limits of the field and aids him in preparations before the fight.
4. During the fight must be ready to make repairments/exchanges of damaged equipment or weapon according to Field Marshal's demands.

5. During the fight, the cornerman stays outside of the list. He may enter the list in time between the rounds or for the demand of the Field Marshal to aid the fighter in repairing/exchanging damaged equipment.
6. Should be polite to other participants, marshalls, and spectators. If he is not following this rule, he may be dismissed from the field/safe zone by the Field Marshal. Thus he may give coaching advice to his fighter, encouraging him by a shout. He should not interfere with the work of marshals.
7. Cornerman has the right to demand to stop the fight. He may do this in the following cases:
 - recognizes and accepts the defeat of his fighter
 - his fighter is unable to continue fighting caused of breakdown or loss of the element of his equipment
 - his fighter is unable to continue the fight due to injury or other medical causes.

Cornerman should signalize the above demand by throwing a white towel onto the surface of the list.

8. The cornerman has the right to submit a protest in the name of his fighter (if he cannot do this by himself) against any actions taken by the opponent or any marshall, that in his opinion contradicts the rules.

Technical requirements for combat equipment:

I Weapon:

1. It is allowed to use the following weapons:
 - one-handed bladed weapon, mace, axe
 - it's allowed to combine any one-handed weapon mentioned above with a shield. It's also allowed to use two one-handed weapons (wielded in both hands).
 - two-handed weapon
2. Weapons should be well balanced, without rust, and any notches should be smoothed out. There must be no sharp edges. It should be based on historical weapons for the given period. It is recommended for one-handed bladed weapons weight should be no less than 1200g and the point of balance at a minimum of 15 cm from the crossguard.

II Armour

1. Armour should provide complete, reliable protection of the whole body of the fighter (head, neck, limbs with all joints including feet, corpus, pelvis). It's necessary to have groin protection. There should be no gaps between elements of armor that are not protected. It also should be based on historical armors dated from 1350-1550.
2. The protection should consist of two layers:
 - outer layer - titanium or steel layer with a recommended thickness of no less than 1 mm or hardened leather with thickness no less than 5 mm or a combination of these options.
 - inner layer – shock absorbing soft layer (quilted clothes, felt lined with fabric). The thickness of this layer should be no less than 2 mm after compressing. In places like elbow pit, arm pit, and knee pit this may be thicker.
3. The helmet must be made of steel with a minimum thickness of 2 mm. Under the helm, there should be a shock-absorbing soft layer with minimal thickness at the compression of 4 mm. A helmet should provide complete protection of the head and neck. It's necessary to use additional protection for the neck (gorget made of plate, scale, or ring) for helmets that do not protect the neck.
4. It is recommended to have a helmet fastened with a chin strap, a strap on the back, or even both options. It may also be fastened by straps connected to the armor and aventail. It has to prevent the helmet to be taken off the head.
5. In the line of the cervical spine, it's necessary to have additional protection made of titanium/steel with a thickness of no less than 1 mm.
6. It is allowed to change elements of his equipment (parts of armor or weapon) during the interval between rounds or during a round in case of breakdown of armor or weapon. The elements of equipment should be supervised by the Technical Marshal.
7. The Head Marshal and Technical Marshal may demand to change any element of armor or weapon if it does not fulfill requirements of safety, aesthetic or historical accuracy.

The permitted actions

1. During the fight, it is allowed to attack the opponent with any part of a weapon, shield, arms(fists, elbows, forearms), legs (feet, shins, knees), and head with exception of the actions mentioned in Prohibited Actions.
2. Strikes may be delivered to any area that is not mentioned as a forbidden hitting zone.
3. It's allowed to use wrestling techniques with limits written down in Prohibited Actions.

The Prohibited Actions in the fight

1. Stabbing blows with any part of the weapon. Also, threats of the stab are forbidden.
2. Any kicks to the knee.
3. Strikes the opponent who lost his weapon.
4. Any joint lock techniques and chokeholds.
5. Any blows to the head from behind that go in the direct line of the spine.
6. Any actions aimed at the neck.
7. Intentional pushing or throwing an opponent out of the list.
8. Grabbing the fence and resting with hands above the fence.
9. A fighter can't protect himself while lying on the back with the use of his feet.
10. Any attacks aimed at a lying opponent with a foot or shin.
11. Kicking an opponent with a knee aimed at the head.
12. Attacks that may penetrate the eye slits of the opponent's helmet.
13. Grabs of the edges or straps of opponent equipment. Also grabbing the opponent's weapon with hands is not allowed.
14. Any attacks before the start of the fight, after the end of the fight, or during the suspension of the fight.

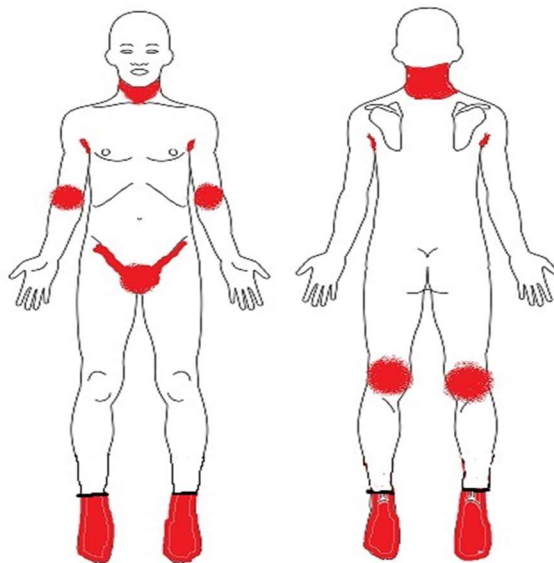
Other prohibited actions:

1. Intentional leaving of the lists after command „Start fight” and before the announcement of the results of the fight. Exemption – permission is given by Field Marshal.
2. The fighter has no right to use any part of the equipment or any weapon that hasn't been allowed by the Technical Marshall.
3. It's not allowed for the fighter to be under influence of alcohol or/and any psychoactive substances.
4. Intentional being passive in a fight for more than 10 seconds.
5. Any actions made by a fighter or his cornerman which may seriously affect the course of the fight.

Forbidden Hitting Zones:

1. The nape and front part of the neck
2. Armpits, elbow pits, knee pits.
3. Groin and crotch.

4. Feet and ankle.
5. Any part of the opponent's body that lost protection.



Penalties

In case of the appearance of prohibited action Field Marshal may use one of the penalties below.

- An oral warning (to the fighter or cornerman)
 - yellow card – an official reprimand.
 - An expel of the cornerman
 - red card – disqualification of the fighter
1. An oral warning should be taken if a cornerman or fighter violates the rules but it doesn't make a significant influence on the course of the fight. It doesn't have to be recorded in the protocol. It has a role to alert that more serious actions can be made if the violation will be repeated.
 2. Yellow card – the fighter or his cornerman is systematically repeating the violation or their

actions have affected the course of the fight seriously. This penalty should be recorded in the protocol and is taken into consideration in the final score of the fight. Yellow card must be accompanied by the command „Yellow card” and pointing with the hand directed to the fighter made by Field Marshal.

3. Expulsion of the cornerman – Decision is taken by Field Marshall if he is violating rules and this has an impact on the course of the fight or if they are repeatable. This decision should be noted in Protocole but it doesn't have an impact on the score of the fight. In case when a fighter has only one cornerman, another person should be appointed by the fighter immediately to take this position.
4. Red card – Red card is equal to disqualification. This card will be given to the fighter who already got 3 yellow cards (the third yellow card automatically means a red card). It may also be given if actions made by the fighter or his cornerman disrupted the course of the fight in such conditions that don't allow to continue or properly start the fight. If a red card has been given it has to be noted in the protocol. The Marshall should point his hand in the direction of the fighter and announce „Red card” or „Disqualification”.

Special situations during the fight

1. A loss of weapon – in this case fight has to be stopped. Field Marshal, should announce „Loss of weapon” and point hand in the direction of the fighter. After taking back the weapon, the fight must continue. Side Marshals should grant the opponent 3 points.
2. A breakdown of weapon – in this case Field Marshal should stop the fight. The fighter must replace the weapon with a new one, which was accepted by the Technical Marshall during preparations to fight. If replacement is impossible (the fighter does not have a spare weapon) fight must be stopped and victory will be given to the opponent. If the replacement is done the fight will be continued.
3. A breakdown of the armor – The Field Marshal must stop the fight and point to the fighter with the issue announcing „Breakdown of armor”. The fighter has 90 seconds to fix it with the help of a cornerman. The opponent is granted 3 points. If a fighter couldn't repair/change a broken part then he may be granted another 90 seconds, and the opponent gets additional 3

- points. If after that time the fighter is unable to continue the fight – the victory is given to the opponent.
4. A clinch – it's the situation of stance between fighters during the fight. If it occurs for 10 seconds, then the Field Marshal should stop the fight with the command „Break”. Both fighters should separate from each other and after the command „Fight” given by the Field Marshal continue the fight.
 5. In case one or both fighters unintentionally fall outside of the list fight should be stopped by the Field Marshal. Fighters should take place in the list and then the fight may be continued.
 6. A fall is a situation when a fighter touches the ground with three points of the body, his back, and buttocks. In the state of fall, there may be one or both fighters. Field Marshall should stop the fight after 10 seconds of fall. (command used for this situation - „Break”). Both fighters should then take standing positions at a distance of about 3 meters and wait for the Field Marshal for the command to resume the fight. In case that fall was a result of actions aimed at overthrowing an opponent, the fighter who gets control (is at the top) may attack the fallen one. All clear hits made by him with weapon, shield, fists, and elbows should be counted for 2 points. A fallen fighter may take any actions to protect himself (excluding those noted in the prohibited actions).
 7. A knockdown's a situation in which a fighter temporarily loses the ability to fight. It may not be accompanied by loss of consciousness and falling. The Field Marshal has to be aware of such situations and when it occurs he should stop the fight and start to count down to ten. He also should visualize this by counting with his hand in front of the face of the knocked fighter. In case that after counting to ten the fighter didn't regain the ability to fight then the fight should be stopped and he will be recognized as knocked out. The victory should be granted to the opponent. If before the end of counting fighters signalize readiness to continue the fight, then it should be resumed. The knocked-out fighter should be checked by medical support.
 8. A knockout – it's a situation when in the course of the fight one of the fighters loses the ability to fight. The recognition of this state lies in the competencies of the Field Marshal. He will announce „Knock out” and point his hand in the direction of a fighter. The victory goes to the opponent. The knocked-out fighter should be checked by medical support.

Calculating the points:

Hits must be clear, strong, and well placed to the permitted hitting zones (if not mentioned in other restrictions below).

1. 1. Every hit with cutting edge of weapon – 1 point

if especially strong – 2 points

2. Every kick made by foot, knee, or shin (except to the prohibited areas) – 1 point

- if especially effective – 2 points

3. Every hit with a fist, elbow, pommel, a shaft of a weapon, shield to the head or a trunk (chest, abdomen, back) 1 point

- if especially strong 2 points.

4. Every hit with the head – 1 point,

- if especially effective – 2 points.

5. Any actions that will cause the fall of the opponent – 3 points. Hits made to the fallen opponent are counted as 2 points for each.

6. Knockdown of an opponent – 5 points.

7. Loss of the weapon – 3 points to the opponent.

8. Breaking of armor – 3 points to the opponent if fixed in 90 seconds, 6 points if in 180 seconds.

Points are counted by Side Marshalls for both fighters at the same time. After the end of each round marshals are giving scores to the Secretary, who puts them into the protocol. The fighter gains one Round Point for winning the round (for each Side Marshal) and then an additional point from Field Marshal is granted (a point is given to the fighter who, in the Field Marshal's opinion, was more aggressive and dominated the round). The fighter with more Round Points wins the round. There are 3 rounds. The fighter who wins more rounds wins the fight. In case there is a draw, the winner is chosen by marshals based on their opinion of who was more dominant in the whole fight.

Protest procedure

If a fighter, or his cornerman (if the fighter is unable to make it by himself) doesn't agree with any actions during the fight, and in his opinion, there was a violation of rules, then he may submit a protest in the written form. This should be made within 15 minutes after the end of the fight which is a point of contention. Written protest should be submitted to the Head Marshal. He has to decide if the protest is rational. Head Marshal takes this decision after talking with both sides of the fight and He may consult with Marshals Committee. If the protest was reasonable then one of the following options may be chosen:

- Revision of fight based on the recorded film (if it is available).
- Repeating of one round or all fight.

If a protest was submitted and was referred to any marshal (including the Head/Field Marshal) then the organizer of the event should be involved in making the decision.