



# AXE DUELS



## DUEL RULES

Armored Combat Entertainment / Historical Armored Combat





# SUMMARY

## 1.1

During the fight, the number of strong blows by the blade and/or the pommel of the weapon delivered to the legal strike zones of the opponent's body is counted.

## 1.2

There are no weight categories in the "AXE" duel category.

## 1.3

The Marshals' group includes the Knight Marshal (Head Referee), minimum four (4) Marshals (Referees) or points counters, a secretary (to count points of each match), and a Safety or Authenticity Committee Representative (if required).

### Important!

Legal strike zone excludes open face, groin, back of the neck, back of the knee, feet.

## 1.4

Fights of the duel category are conducted in the list arena which is a barrier measuring 6–10m wide and 6–20m long. The height of the barrier is 0.9–1.3m. There must be a fenced/roped 2m wide safety zone around every side of the list. Only Marshals, Squires (Seconds or a Coach) of the fighter, technical brigade and accredited photo/videographers are permitted into the safety zone. Any extra fighter or non-combatant of the team in the safety zone will result in a penalty (yellow card) for the individual or their team (club).

## 1.5

Each fight consists of one 90s round. The fighter who scores the most points wins. In the eventuality of a tied score, there will be one 30 second additional round to break the tie.

## 1.6

Each stout blow to the legal strike zone of the opponent's body will score:

- two points if the blow landed in the head or torso with both hands on the handle of the weapon
- one point if the blow landed in the legal strike zone excluding head and torso.
- one point if the blow landed in the legal strike zone with the pommel end
- one point if the fighter has one hand on the handle
- points count below the wrist edge or divet for gauntlet strikes
- two points for disarming an opponent
- zero points for utilizing the 'hammer back' of the weapon

## 1.7

A blow is considered stout if it was clear and deliberate, and the opponent failed to counter it effectively with a defensive action. A point is counted if the weapon makes contact through an opposing guard with sufficient force to be classified as a stout blow. A point is not counted for any contact made by the "flat" or hammer back of the blade.

## 1.8

Points are counted during the fight. The fighter who scores the most points wins.

If the round ends at a draw, an extra 30s round is fought to determine the winner.

"Technical win" with a score 3-0 is awarded to one of the fighters in the following cases:

- If the opponent withdrew from the fight before it commenced; failed to report to the list upon the Head Referee's call, or failed to prepare the equipment within the designated time.
- In the case that a fighter cannot participate in the competition because of injury or disqualification, their opponent is awarded a technical win.
- If the opponent cannot continue fighting because of an "accidental injury".
- If an opponent gets two (2) Yellow cards (warnings) or Red card (disqualification).
- If the fight is impeded due to equipment failure that is impossible to fix within the designated time frame of no more than one (1) minute.
- Assessment is made by the Knight Marshal (Head Referee).

### Important!

If the fighter cannot continue the fight due to the injury caused by an illegal strike, their opponent receives a penalty of double yellow cards and is banned from further participation in the tournament in that category. The injured fighter is awarded a technical victory. The injured fighter may withdraw from further fights in this category.



# FIGHTING TECHNIQUES

## AUTHORIZED

1. Blows delivered by the blade of the weapon or butt end to the legal strike zone of the opponent.
2. Parrying of the opponent's strikes with the weapon.
3. Pushing the opponent with the blade or arms.
4. Pushing off the opponent's arms with the arms.
5. Strikes delivered with the pommel or "butt end" of the weapon to the opponents legal strike zone with two hands on the weapon
6. Strikes delivered with the butt end of the weapon to the opponents legal strike zone must have two hands securely on the weapon and not be allowed to "pool cue" the strike
7. Punches and kicks to the opponents legal strike zone are allowed but do not count as points
8. Punches and kicks to the opponents legal strike zone
9. Handholds of the opponents weapon handle
10. Grabbing your own haft with two hands

## FORBIDDEN

1. Any thrusting actions with the blade of the weapon.
2. Any thrusting of the pommel or butt end of the weapon when both hands are not firmly grasping the weapon. Any 'pool cue' motion is forbidden, both hands must be firmly on the weapon to strike with the weapons 'butt end'
3. Any strikes to the illegal zones.
4. Any strikes to the grounded, or rising to standing, opponent.
5. Any strikes to the opponent who has lost their weapon.
6. Strikes with head.
7. Back heels, wrestling throws and clinches.
8. Elbow or knee strikes
9. Grappling with hands and arms to the opponent's torso, head, and limbs.
10. Handholds of the opponent's blade
11. Holding the weapon within 10 cm of the blade/axe head

12. Utilizing the 'hammer back' side of the weapon is completely forbidden

## **INFRACTIONS**

Infractions to fighters who utilize the above forbidden techniques are subject to the Rules and Regulations enforcement and all penalties imposed are dependent on the situation in the combat arena and the marshals' decisions.





# AUTHORIZED EQUIPMENT

All elements of the offensive and defensive equipment must meet the requirements of the Polearm Category Rules and all other Armored Combat regulations.

A fighter will not be allowed in the list under the following circumstances:

1. A fighter does not meet armor requirements as per Regulation
2. A fighter uses low quality, dirty, rusty, dented equipment that is not historically plausible
3. A fighter uses modern boots or shoes with explicitly modern outsoles that have deep lugs or cleats
4. A fighter is using clearly visible modern adhesive tape, plastic ties or other modern materials for repair
5. A fighter is using slogans or imagery to decorate any piece of equipment that is not historically plausible, derogatory, political or religious in nature