ACC Melee Rules

Team vs Team competition and elimination rules

These rules govern ACC Melee, also known as Team vs Team, and supplement the ACC General Rules, which apply in full. The General Rules remain the foundation for fighter conduct, equipment, permitted and prohibited actions, safety, and sanctions. These rules set out the team format, substitutions, elimination, and round and match results.

In these rules, “List Marshal” and “List Referee” refer to the same official, called the “maréchal de lice” in French. The List Marshal controls the action, confirms eliminations, and gives all commands to start, stop, or resume fighting.

1. Team roster and captain

Team members	Number
Fighters active in the list at the start of a round	3
Additional registered fighters available as substitutes	2
Total team roster	5

Each team appoints one fighter from its five-member roster as captain. The captain is the team’s point of contact with the officials when an issue arises and chooses the team’s active lineup and substitutions between rounds. The captain’s authority does not replace the List Marshal’s authority over the bout.

2. Match format and duration

A match is made up of up to three regular rounds. Each round lasts three (3) minutes, with at least one (1) minute of rest between rounds. The first team to win two rounds wins the match.

If the match remains tied after three regular rounds, one additional three-minute round is held under sudden-death rules. The first team to cause an opposing fighter to be eliminated by the grounding rule wins the match.

3. Substitutions

Each team may use its two additional rostered fighters as substitutes. Substitutions and changes to the active lineup may take place only during the break between rounds. Once a round begins, no fighter may enter, leave, or be replaced until the List Marshal ends the round.

The captain selects the active lineup for each round from the team’s registered roster. A fighter eliminated by grounding is out for the remainder of that round and may not re-enter before the next round. A fighter who is injured, disqualified, or otherwise ruled unfit to continue may not return unless cleared under ACC safety procedures.

4. Weapons and equipment

All weapon combinations permitted in ACC disciplines are permitted in Melee. A team may use different weapon categories at the same time, and opponents do not have to use matching combinations. Every weapon, shield, armour piece, and protective item must comply with the ACC General Rules and pass the required equipment inspection.

The General Rules and the rules for each weapon category continue to govern how that weapon may be used, including permitted striking surfaces and weapon-specific restrictions. This Melee rule does not authorize an action or weapon prohibited by those rules.

5. Strikes and prohibited target areas

Permitted strikes and no-contact zones are the same as those established by the ACC General Rules and the applicable weapon rules. All prohibited target areas, actions, and techniques remain prohibited in Melee.

Strikes do not score points. Fighters must not continue striking an opponent after the List Marshal stops the action or after that fighter has been eliminated by grounding.

6. Grounding and elimination

Ground fighting is not permitted. A fighter is eliminated from the current round as soon as more than two points of contact with the ground are counted. Three or more counted contacts mean that the fighter is grounded or prone and out for the remainder of that round. The List Marshal confirms the elimination; the fighter must stop fighting and follow the Marshal’s instructions.

For this test, the butt of a polearm and the edge of a shield do not count as points of support on the ground. For example, a fighter supported by both feet and the edge of a shield has two counted support points and is not eliminated on that basis alone.

Another fighter counts as the ground for the purpose of counting points of contact. A fighter who falls on top of or is supported by another fighter is therefore counted as grounded when the contact rule gives them more than two points of contact.

Each confirmed elimination awards one (1) elimination point to the opposing team for that round. The eliminated fighter may not take part in any further action during that round. There is no ground fighting after an elimination.

7. Round results and match victory

Situation	Result
A team has no fighters remaining in the round	The opposing team wins the round immediately.
Three minutes expire	The team with more fighters not eliminated wins the round.
Both teams have the same number of fighters remaining at time	The round is a draw.
The match is tied after three regular rounds	A three-minute sudden-death round is held.

If time expires in the sudden-death round without an elimination, the team with more fighters remaining wins. If the number of remaining fighters is still equal, further three-minute sudden-death rounds are held, with at least one minute of rest between rounds, until the tie is broken.

An elimination point records a fighter taken out of a round. It does not award points for strikes, and it does not carry over as a round win: the match is decided by the number of rounds won, or by the sudden-death rule after three tied rounds.

8. Commands, safety, and enforcement

The List Marshal alone commands the start, stop, separation, and resumption of the action. All fighters must obey those commands immediately. No fighter may begin or resume fighting before the List Marshal’s signal. The List Marshal may stop or suspend a round to address an injury, equipment failure, rule violation, or safety concern.

Captains should bring team questions or concerns to the officials when the action is stopped or during the interval between rounds. The ACC General Rules govern warnings, penalties, and other disciplinary measures. Refusing an official’s command, attacking an eliminated fighter, or continuing after a stop command may result in a sanction.