ACC Round Robin Tournament Rules

Bout format, weapon selection, standings and finals

These rules govern ACC Round Robin tournaments and supplement the ACC General Rules, which apply in full. The General Rules remain the foundation for fighter conduct, equipment, prohibited target areas and actions, safety, and sanctions. If these tournament rules do not specify a matter, the General Rules apply.

In these rules, “List Marshal” and “List Referee” refer to the same official, called the maréchal de lice in French. “Points Referees” score the fighters’ actions; the Head Points Referee receives their scores and communicates results when needed.

1. Round Robin tournament structure

The organizer may place competitors in one or more brackets. In each bracket, every fighter faces each other fighter once. The organizer publishes the bracket assignments and bout schedule before competition begins.

- In a smaller tournament with one bracket, each fighter’s ranking points are added across all bouts to determine the final standings and podium. Fighters who finish tied share the same ranking position.
- In a tournament with several brackets, the leader of each bracket advances to a final elimination phase. If fighters are tied for the lead of a bracket, all tied leaders advance; the organizer sets the final bracket accordingly.
- Bouts in the final elimination phase use the same Round Robin scoring, weapon-selection, safety, and timing rules. The elimination results determine the champion and runner-up; the event schedule states whether a third-place bout is held.

2. Equipment and weapon selection

The ACC General Rules govern all weapons, shields, armour, protective equipment, inspection, and approval. A fighter is not required to use one weapon category throughout the tournament. For each bout, each fighter may choose from the weapons and equipment that were inspected and approved during the equipment-check phase. Opponents do not have to use the same weapon category.

A fighter may change their selection between bouts. Only the equipment selected for the current bout may be used in that bout. A change or replacement following equipment failure is subject to the maréchal de lice’s inspection and approval before the bout resumes.

A weapon’s permitted striking surfaces and any weapon-specific restrictions remain in force. For example, a longsword may score with its blade edge when used in one or both hands; a polearm may score with its edge or haft where permitted; and in sword-and-shield use, only the sword edge and shield edge score. Strikes with the flat or face of a shield do not score. All thrusts, stabs, prohibited targets, and other actions barred by the ACC General Rules remain prohibited.

3. Bout format and duration

Each bout consists of one round lasting 90 seconds. The bout may end earlier if a KO, TKO, injury, concession, disqualification, or other stop condition is declared under the ACC rules. Three successful takedowns by the same fighter in one bout also result in an immediate TKO win, provided each takedown is validated by the required strike and declared valid by the maréchal de lice.

If the bout score is tied at the end of 90 seconds, the fighters continue for a 30-second extension. Scores carry forward and are not reset. If the score is still tied at the end of an extension, another 30-second extension is held. Extensions continue until the score is no longer tied or an official stoppage determines the result. A bout does not end as a draw.

If no KO or TKO is declared, the fighter with the higher accumulated bout score when time expires wins by points. The Points Referees are the sole judges of whether an ordinary strike is valid. KO and TKO outcomes are declared by the maréchal de lice under the ACC safety rules.

4. Scoring actions

Scoring action	Bout points
Valid, impactful strike with the approved weapon’s permitted scoring surface	1 point per strike

Scoring action	Bout points
Valid fist, elbow, headbutt, knee, or kick strike	1 point per strike
Disarm	3 points to the opponent
Successful, validated takedown, including its validating strike	3 points total

The takedown and its validating strike are one action worth 3 points, not separate scores. The validating strike may be a controlled demonstration and need not be delivered with force. A takedown that is defended does not score if the fighter who initiated it cannot demonstrate the validating strike from a dominant position. Only takedowns validated in this way and declared valid by the maréchal de lice count toward the three-takedown TKO threshold.

A valid weapon strike must use a scoring surface approved for that weapon category and must comply with the ACC General Rules. The maréchal de lice clearly signals the controlled strike used to validate a takedown; Points Referees do not score that strike as an additional 1-point hit.

5. Clinch work and ground fighting

5.1 Clinch work

Clinch work is permitted. If neither fighter strikes for five seconds during a clinch, the maréchal de lice separates them and orders them to resume. Fighters may restart only on that command.

When a fighter uses a shield, they may press its flat face against an opponent to pin them against the list or ring. This is permitted and does not count as clinch fighting; the five-second separation rule does not apply to that pin.

5.2 Takedowns and dominant position

A takedown is worth 3 points as one action, including its validating strike. The fighter who initiated the takedown must establish a dominant position and clearly demonstrate an unblocked strike to the downed opponent’s upper body, head, or arms. A controlled, sportsmanlike demonstration is sufficient and will be recognized by the maréchal de lice.

A fighter is in a dominant position when they have no more than two points of support on the ground, such as both feet, or one foot and one hand. Each hand, foot, or knee on the ground counts as a support point. A weapon, haft, or shield does not count as an additional support point. A fighter lying prone is treated as having more than two points of support and is not in a dominant position. A knee placed on the downed opponent’s abdomen does not count as an additional support point.

5.3 Ground-fighting limit and conduct

Ground fighting is permitted for no more than five seconds from the moment either fighter reaches the ground, regardless of striking or other activity. At the end of those five seconds, the maréchal de lice halts the ground exchange and orders both fighters to stand. Fighting resumes only on the maréchal de lice’s command.

Strikes during ground fighting do not score as ordinary 1-point strikes. The only scoring ground action is a validated takedown, scored as one 3-point action. A fighter who is not in a dominant position may not strike their opponent and must focus on grappling and protecting themselves to defend against or neutralize the opponent’s strikes.

For safety, presenting the weapon point toward an opponent in an estoc or thrusting guard is prohibited. A fighter may not deliberately present or interpose a non-target area of the body to block a strike or provoke an illegal strike. This is unsafe behaviour and may be sanctioned under the ACC General Rules.

6. Disarms and equipment failures

A weapon dropped deliberately or unintentionally counts as a disarm and awards 3 points to the opponent. A weapon that breaks during the bout is treated only as an equipment failure, not as a disarm.

When the maréchal de lice sees a disarm, they clearly halt the fight and notify the Points Referees. The fighter may retrieve the dropped weapon. The maréchal de lice then re-centres both fighters and, when ready, commands them to resume. Neither fighter may restart before that command.

A broken weapon may not be used again. Any replacement must be inspected and approved before the bout resumes, in accordance with the ACC equipment-failure procedure. A shield that breaks is also treated as equipment failure, not as a disarm; no disarm points are awarded. The maréchal de lice stops the bout and allows the fighter a full 60 seconds to repair or replace the shield. The repaired or replacement shield must be inspected and approved before the bout resumes. If the fighter or their team cannot repair or replace the shield to the maréchal de lice's satisfaction within these 60 seconds, the fighter is declared the loser. A shield dropped rather than broken counts as a disarm.

7. Tournament ranking points

Ranking points are separate from the points awarded for scoring actions during a bout. After each bout, officials record the result type and award tournament ranking points as follows:

Bout result	Winner's ranking points	Loser's ranking points
KO	2	0
TKO	1.5	0.25
Win or loss by points	1	0.5
Disqualification in a Round Robin bracket	2 to the opponent	0 to the disqualified fighter

A disqualification is recorded as a KO loss for the disqualified fighter and a KO win for the opponent. The same treatment applies to every remaining scheduled Round Robin bout the disqualified fighter would otherwise have contested: the disqualified fighter receives 0 ranking points, and each affected opponent receives 2. This prevents one fighter's misconduct from reducing another competitor's ranking points.

In a single-bracket tournament, the fighter with the highest total ranking points places first, followed by the next-highest totals. Tied totals share the same ranking position; no additional bout is held solely to break a tie in the final standings. In a multi-bracket tournament, bracket standings determine qualification for the final elimination phase, and the final phase determines the champion and runner-up.

8. Commands and enforcement

Only the maréchal de lice may separate fighters or command them to resume fighting. Fighters must obey all orders and must not start or resume before the maréchal de lice's command. Ignoring an order may result in a warning, bout loss, disqualification, or other sanction under the ACC General Rules.

The maréchal de lice may stop or interrupt a bout whenever necessary to protect the fighters, inspect equipment, enforce the rules, or restore safe conditions. All decisions on safety and the immediate conduct of the bout take effect at once.