



Historical Medieval Battle
International Association



BATTLE OF THE NATIONS[®]



Regulations

for BUHURT CATEGORY

version 1.0.1



GENERAL REGULATIONS

- 1.1. There are no weight categories in the category “Group battles”.

Important! *In case of any disagreements a decision is after the knight marshal.*

- 1.2. The team of referees includes the knight marshal (chief referee), field marshals (2-4 men), linesmen or marshals dealing with the video observation and a secretary.

- 1.3. “Group battles” are held on the list of the following size: length is from 15 to 40 m, width is from 7 to 20 m. The height of the sides of the lists is from 1.2 m.

- 1.4. A group of fighters for the category “Group battles” which consists of base and reserve fighters, according to a certain number of participants.

Important!

- Reserve fighters can substitute the main fighters with any frequency and in any number between the rounds or battles.
- Reserve fighters cannot participate in the battles as members of other teams.

- The amount of reserve fighters is calculated by formula 30% of main fighters*, rounded up, but not less than 3.

* - Exception is category “Mass Battles 21 vs 21”: number of base fighters is 21, number of reserve fighters is 29, total number of 21-men team is 50.

- 1.5. The battle lasts till the two victories in the rounds and consists of 2, 3 or more rounds (if the final round ends in a draw). The team which defeats all rival fighters first, gets a victory in a round.

- 1.6. Each battle lasts not more than 10 minutes and at the end of this time the team with the most fighters capable of continuing the battle wins the round. If the number of fighters is equal, the teams have to re-fight the round.

- 1.7. The points for a win in a round are scored at the rate of 1 point for each fighter standing on his feet.

Important! *When the battle is stopped and there are 4 vs 1 or 5 vs 1 fighters on the list, the victory is awarded with the score 4-0 and 5-0, respectively. In case three times and more advantage of one team fight can be stopped and the victory awarded to the team that has the advantage.*

1.8. A win of the battle is the main point of the ratings. The number of wins in the rounds and the scores in them are additional data for the ratings.

1.9. The knight marshal invites two teams to the lists, and then asks two other teams to get ready.

Important! *Two teams invited for the next battle have to come to a special place near the lists, where they go through a pre-combat historical, aesthetic and technical inspection of equipment. The functions of the historical and technical committee of the event are performed by the referees and knight marshal.*

1.10. The invited teams have to appear on the lists within 1 minute.

Important!

- *The knight marshal may ask the fighters to enter the lists with their helmets off. After the verification of fighters' identities via the list of stated participants, they will be given 30 seconds to put on their helmets and be ready for the battle. The seconds who are behind the lists' barrier, can help the men to put on the helmets. The fighters have no right to*
- *leave the lists before the start of the fight. This measure is necessary to prevent the possibility of substitution.*
- *If the fighters appear on the lists later than 3 minutes after they've been invited or come unprepared, the rival team is awarded a "technical victory".*

1.11. The knight marshal asks about the readiness of the marshals and the fighters.

1.12. The knight marshal signals the start of the battle, giving the command "To the fight!"

1.13. The linesmen (referees) or the marshals dealing with the video observation, observe the battle in their

Important! *The linesman can interfere in the course of the battle only after the direct command of the knight marshal or field referees.*

sectors of the lists, while staying behind the barrier, record the violations they see, but do not interfere in the course of the battle.

1.14. The field referees observe the battle on the lists, moving along it, and monitor compliance with the rules. The field referees can bring those who were withdrawn from the battle with the violation of the rules, back to action, as well as separate inactive clinches that last more than 10 seconds.

- 1.15. The knight marshal observes the general course of the fight and assesses the interaction of the teams and fighters on the lists.
- 1.16. The round is to be finished after the command of the knight marshal “Stop the fight!”
- 1.17. The fighters return to their original positions on the lists.
- 1.18. The field marshals come to the knight marshal and report concerning the observed violations. Relying on the reports of the field marshals (and, if necessary, reports of the linesmen or marshals dealing with the video observation), as well as his own observations, the knight marshal decides on the result of the round. After that, he considers the protests (if any), announces the result of the round or battle, gives the oral warnings or the yellow or red cards to the fighters.
- 1.19. The Secretariat has to record the results in the ratings.

After the round, the victory in the round, round score (the number of soldiers of the winning team remaining in battle at the end of the round) is to be recorded.

The yellow or red cards have to be mentioned in the ratings of the fighters as well.

- 1.20. The knight marshal announces the second round. The second, and the third round (in case of a draw), are held according to the above scheme.
- 1.21. After getting two wins in the rounds, the winner of the battle is to be announced.
- 1.22. The winner gets the main point for the rating, 1 point for winning the battle. All other points of the rating (for winning the rounds, medium points for the rounds, loss of points due to the yellow cards) are taken into account only when the teams have an equal number of points for the win and provide a broadened picture of the combat ratings.



PENALTIES

- 2.1.** The rebuke (verbal warning) is a sanction applied to the fighter for insignificant rules violations, which aim is to draw the fighter's attention to his actions. It's not to be put in the record.

The warning is the yellow card given to the fighter for rules violation and it is to be stated in the record. The yellow card influences the rating of the fighter and his team. The yellow card can be given only by the knight marshal of the tournament.

A fighter gets the yellow card in the following cases:

- 2.1.1.** For use of any prohibited actions stated in HMB rules for BUHURT CATEGORIES, chapter "4. PROHIBITED Techniques".
- 2.1.2.** For use of any actions that are not listed in HMB rules for BUHURT CATEGORIES, chapter "3. AUTHORIZED Techniques".
- 2.1.3.** For rising and standing up on both feet after falling on the lists before the command "Stop the fight!"
- 2.1.4.** For poor quality, dirty, rusty, dented or not authentic gear. If the fighter enters the list in the same armor, he gets second yellow card.
- 2.1.5.** For unsportsmanlike behavior, boorishness, foul language, shouting at the referees, opponents or spectators.
- 2.1.6.** For starting the battle before the command "To the fight!"
- 2.1.7.** For keeping attacking after the command "Stop the fight!" and a yellow flag hanging in front of the face.
- 2.1.8.** For ignoring the knight marshal's or field referees' commands.
- 2.1.9.** For the continuation of the battle without an important element of the protective arms in the case of ignoring the commands of the judge.

Important! For all the violations mentioned above the fighter can get one or two yellow card(s) for one violation, depending on the seriousness of the violation and decision of the knight marshal.

- 2.2. If a fighter gets two yellow cards he is removed from the competition. Two yellow cards are equal to one red card.
- 2.3. Disqualification (the red card) is the sanction applied to a fighter for serious or recurrent (the second yellow card) rules violation, which should be stated in the report. After the fighter gets the red card he is to be removed from further participation in the competition, and has to be replaced by a substitute fighter of the team. A fighter can be disqualified ONLY by the knight marshal of the tournament.

Grounds for disqualification:

- 2.3.1. Systematic violation of the rules, when a fighter gets two yellow cards within the event.
- 2.3.2. Injuring an opponent using a prohibited fighting technique, after which the fighter has no opportunity to continue participation in this event.
- 2.3.3. Gross and systematic dissents with the referees, groundless appeals against their decisions, insults to the opponents or disrespectful behavior towards them, as well as other parties of the competition.
- 2.4. Disqualification of a fighter affects the rating of his team. The battle, in which a fighter got the red (or the second yellow) card, and the next battle of the event, the team has to conduct with not full membership (one fighter less in comparison to the opponents).
- 2.5. In the case two fighters of the team are disqualified (got two red cards) and any fighter of the team (5vs5 or 21vs21) gets a warning (yellow card), the knight marshal of the tournament has to disqualify the entire team.
- 2.6. Team disqualification is the sanction applied to the entire team in the following cases:
 - 2.6.1. The team gets more than two red cards within an event + one warning to a team fighter.

Important! *The next battle, after a fighter got the red card, his team has to conduct with not full membership, one fighter less in comparison to the opponents.*

- 2.6.2.** The team (5 fighters in a battle 5vs5 or 21 fighters in a battle 21vs21) and its battle captain enters into dissent with referees and contests their decision, insults opponents or behaves disrespectfully towards them, as well as other parties of the competition.
- 2.7.** All yellow cards are individual warnings for the fighters, in the case of participation in several categories, fighter's yellow cards are accumulated. The team receives a yellow card for disqualification of a fighter even if his first yellow was received in the other category.
- 2.8.** In the case of disqualification of a team in a "5 vs 5" or "21 vs 21", the remaining (not disqualified) fighters of the team can participate in other nominations, in accordance with the previously stated lists.



FILING an APPEAL

- 3.1.** In case of a well-reasoned disagreement with the decision of the referees and the knight marshal, the captain of the team or an officially (in a written form) appointed assistant, the fighter's representative, can make a protest. The protest is to be written only in an "Appeal form", which can be given to the team captain by event organizers. The number of these forms is brought under regulation and decided by organizers of every event.
- 3.2.** The protest is to be well-grounded and can be made on the following occasions:
 - 3.2.1.** Removal of the fighter out of the battle with violation of the rules.
 - 3.2.2.** Continuation of actions by a fighter of the opposing team after he was removed from a battle.
 - 3.2.3.** Improper removal of a fighter out of the battle by the field referee.
 - 3.2.4.** Unregistered by the referees a rule violation made by the fighters of the opposing team.
 - 3.2.5.** Deliberate injuring.
 - 3.2.6.** Application of prohibited techniques to a fighter, which strongly influenced the balance of forces in a battle.
- 3.3.** The protest should be made after the fight is over and the fighters are asked whether they have any claims. The captain or a representative of a fighter who has been observing the fight, makes a well-reasoned protest personally to the knight marshal. The protest is to be considered within 30-45 minutes and before the next fight in the presence of team members.
- 3.4.** Possible outcomes of the protest consideration:
 - 3.4.1.** General repeated round.
 - 3.4.2.** Repeated round in differential part.

- 3.4.3. Imposition of the yellow or red card on the fighters.
- 3.4.4. Disqualification of the team.
- 3.4.5. The revision of the accounts of a round, or the result of the battle.
- 3.5. The knight marshal (in case of disputable situations) and captains of the teams if they are reasonably not satisfied with the decision of the knight marshal, can address the Supreme Appeal Commission, which consists of the organizers of the event .For re-appeal you also need fill in “ Appeal form” and give to the organizers of the event, arguing it in a verbal form.

The re-appeal is to be considered by the Supreme Appeal Commission within 3 hours, it includes watching the video materials and interviewing the panel of referees, after that the final decision is to be taken.

These regulations developed by **HMBIA®** Marshals Committee.