



VER. 2025.03

Rules

Duels

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1. Striking zones (legal vs illegal)

1.1 Counted strike (legal strikes)

During the fights of each category, the number of strikes by the blade of the weapon delivered into the legal strike zone of the opponent's body is counted.

- A counted strike is considered a strike if it was clear and deliberate, and the opponent failed to counter it effectively with a defensive action.

1.2 Prohibited Strike Zones (illegal strikes)

The following zones are "illegal strikes" and will not count for your score. Striking into these zones can result in penalties or disqualification.

1.2.1 Back and Front of the Neck

- Strikes to the back and front of the neck are prohibited.

1.2.2 Base of Skull

- The base of the skull is considered a prohibited strike zone, specifically defined as the bottom third of the back of the helmet.

1.2.3 Back of Knee

- Strikes to the back of the knee are prohibited. No pressure is to be placed on the back of the knee.

1.2.4 Groin and Crotch

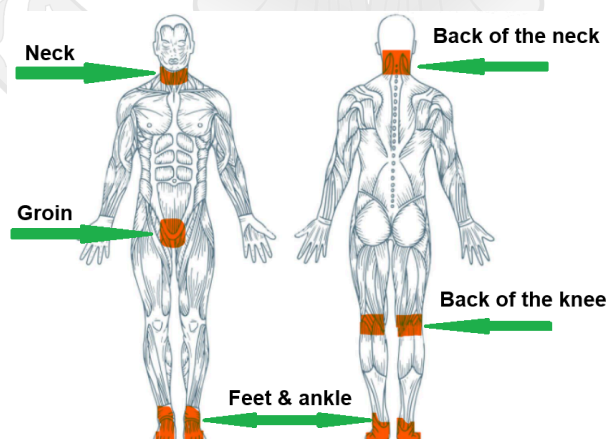
- Strikes to the groin and crotch are prohibited.

1.2.5 Feet and Ankles

- Strikes to the feet and ankles are prohibited. However, striking the foot is not considered a prohibited strike if the competitor raises their foot while the strike is already occurring.

1.2.6 Unprotected Body Parts

- Any part of the opponent's body that has lost itself protection is considered a prohibited strike zone.



2. Scoring and rounds

2.1 Scoring

2.1.1 Sword and Shield

Each strike to the legal strike zone of the opponent will score:

- Two (2) points:
 - Head
 - Torso
- One (1) point:
 - Legs
 - Arms
 - Hands

2.1.2 Sword and Buckler

Each strike to the legal strike zone of the opponent will score

- one (1) point.

2.1.3 Polearm

Each strike to the legal strike zone of the opponent will score.

- One (1) point:
 - Excluding hands: Zero (0) points if the blow landed on the hands.
- Offensive actions with the haft of the polearm do not score.
- The full length of the cutting edge of the weapon is considered a blade.
- The grip must be held by two (2) hands for the strike to be counted as a point.

2.1.4 Longsword

Each strike to the legal strike zone of the opponent will score.

- Two (2) points (Holding the grip with (2) hands).
 - Head
 - Torso
- One (1) point
 - Arms
 - Legs
 - Hands
- One (1) point (Holding the grip with one (1) hand).
 - All legal striking zones

2.2 Round (breakdown)

2.2.1 Sword and buckler:

- A match consists of three (3) rounds of no longer than one (1) minute.
- Each round is continued until one of the competitors has scored five (5) points or the time limit has been reached.
- Max points per round is five (5) or the total of counted strikes.
- There is no break in between rounds.

2.5.2 Polearm | Longsword | Sword and shield

- A fight consists of two (2) rounds of no longer than one (1) minute.

- Break of thirty (**30**) seconds between rounds.
- If the match ends in a draw, an extra thirty (**30**) second round is fought to determine the winner.
- Competitor with the highest score will win the round.

Important!

The organizers can change the length of the round, provided this decision is coordinated with the Head Organization and is registered in the Tournament Regulations.

2.6 Win conditions

The competitor who meets the criteria (2.6.1). Will win the match.

2.6.1 Match win (criteria)

Sword and buckler

- The competitor who wins two (**2**) rounds first will win the match.
- A competitor is given a technical win (**art.2.7**)

Longsword | Sword&Shield | Polearm

- Total score from both rounds (the score must have at least 2 point spread)

2.7 Technical Win

“Technical win” is awarded to one (**1**) of the competitors in the following cases

2.7.1 Withdraw

- Failed to report to the list upon the Head Referee’s call.
- Failed to prepare the equipment within the designated time.
- Withdraws before the match has started.

The competitor who failed to report to the list for the match is penalized by a yellow card. In the case a competitor cannot participate in the competition because of injury or disqualification, their opponent is awarded a technical win.

2.7.2 Injury

- If the opponent cannot continue the match because of an “accidental injury”.
- If the competitor cannot continue the match 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. The injured competitor is awarded a technical victory. The injured competitor is withdrawn from further matches in this category.

2.7.3 Penalties

- If an opponent gets two (2) Yellow cards (warnings) or Red card (disqualification).

2.7.4 Armor failure

- If the match 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).

Points awarded for “technical win”
All categories get **10-0**, beside buckler **2-0**



3. Authorized Fighting Techniques

These rules aim to define a set of permitted and prohibited actions to ensure the safety of participants while engaging in combat. The guidelines cover striking, grabbing, and various techniques to maintain a fair and controlled environment during the event.

3.1 Permitted Strikes

3.1.2 Buckler strikes are permitted with the flat of the buckler

3.1.3 Polearm: Competitor is allowed to strike with a free hand if provided they have a weapon in the other hand

3.1.4 Strikes are permitted with the blade and the haft of the weapon

3.2 Strike Zones

- Strikes are allowed to any area not mentioned as a prohibited strike zone.

3.3 Parry

- Participants are allowed to parry the opponent's strikes

3.4 Techniques and moves with shields (Buckler,Sword&Shield)

- Pushing the opponent with the shoulder or the flat of the shield.
- Pushing the blade, shield, armed hand or upper body (above the waistline) of the opponent with the flat or the edge of the shield.
- Using the shield to hook or cover the opponent's shield.

3.5 Techniques and moves (Longsword,Polearm)

- Pushing the opponent with the blade or arms.
- Pushing off the opponent's arms with your arms.

3.6 Weapon-Grabbing

- Participants are allowed to grab their own weapon (**except the blade**) with their hands.
- Participants are allowed to trap opponents weapon by shield, buckler and/or arm(**not by hands**)

3.7 Pinned to the List Rail

- Pinning an opponent to the list is not against the rules; however, if a competitor is pinned against the list rail, the Knight Marshal will call 'Break Fight' and reset the competitors to the center of the list.

4. Prohibited Fighting Techniques

These rules aim to ensure the safety, fairness, and adherence to a set of standards.

4.1 Unlisted Techniques

- Any actions not listed in section 3 of the rules are prohibited.

4.2 Thrusting Actions

- Any thrusting actions with a weapon.
- Threats of a thrusting action.

4.3 Offensive Actions at Prohibited Strike Zones

- Any offensive actions aimed at the prohibited strike zones.

4.4 Striking to Grounded or rising competitors

- Striking a grounded or rising competitor.

4.5 Strikes to Disarmed Opponent

- Strikes to an opponent who has lost their weapon.

4.6 Strikes with head

- Strikes to an opponent with your head.

4.7 Strikes with legs

- Strikes with feet, shin, and knees are prohibited.

4.8 Techniques and Moves

- Back heels, wrestling throws, and clinching.

4.9 Punches and elbow strikes

- **Buckler:** reference: 3.1.2 Buckler
- **Polearm:** reference: 3.1.3 Polearm

4.10 Strikes with the pommel or cross guard of the sword

- Strikes delivered with the pommel or cross guard of the sword.

4.11 Grappling

- Grappling with hands and arms to the opponent's torso, head, and limbs
- Handholds of the opponent's sword.

4.12 Strikes with the shields

- Strikes delivered with the edge of the shield are prohibited.

5. Authorized Equipment

These rules aim to ensure a high standard of authenticity, safety, and historical accuracy in the equipment and conduct of the participants

5.1 General Requirements

5.1.1 Technical and Authentic Compliance

- All equipment must meet Buhurt International technical and authentic requirements.
- Reference "**Weapons requirements**" for all the rules.
- Reference "**Weapons/Shield Chart**" for sizes and weights.

5.1.2 Competitor Eligibility

- Competitors are not allowed to compete unless they have passed technical and authenticity checks.

5.1.3 Weapon Requirements

- Weapons must meet the Technical Requirement for Permitted Weapons.
- Low-quality, dirty, rusty, or historically implausible weapons are not allowed.

5.1.4 Footwear

- Modern boots or medieval shoes with explicitly modern outsoles are not allowed.

5.1.5 Materials

- Modern adhesive tape, plastic ties, and other visible modern materials are not permitted.
- Textile adhesive tape of neutral colors for kit repair is an exception.

5.1.6 Decorations

- Slogans and imagery on equipment should be historically plausible and not derogatory.
- No modern equipment or decorations are allowed.

5.1.7 Equipment Changes

- Participants are allowed to change elements of equipment (armor or weapon) during intervals or due to breakage
- Technical Marshal supervision is required for equipment changes.

5.1.8 Shield and Buckler

- **Buckler category:** You are allowed to use a Round shield but maximum size is set to 40cm.
- **Shield category:** You only allowed to use, Heater, Punch or Round shields.

6. Management of the competitors

Management of the competitors is conducted in accordance with the Buhurt International Duels Regulations, with penalties that are imposed depending on the situation in the list and competitors' and marshals' actions.



7. Change log

This will be the change log of this document. It will be updated regularly and we will display what has been removed/added/reworded/formatted. This way we keep transparent communication and clarity about the rules

Update date: **March 2025 (2024.12 to 2025.03)**

Add: 3.7 Pinned to the List Rail

Update date: December-2024

-add: 2.1.3 The grip must be held by two (2) hands for the strike to be counted as a point.

Update date: December-2024

-Clarification:3.6 Weapon-Grabbing

Participants are allowed to trap opponents weapon by shield, buckler and/or arm(not by hands) ~~Grabbing the opponent's weapon (except the blade) with a free hand is permitted.~~

-add: 5.1.8 Shield and Buckler

-add: 5.1 Reference "Weapons requirements" for all the rules

-add: 5.1 Reference "Weapons/Shield Chart" for sizes and weights

Update date: June-2024

- format: Combined all duels rules into one document

Update date: April-2024

~~Removed:~~

2.2 Specifics on Weapons and Bucklers

- All Buhurt International weapons arming swords or One-handed swords and bucklers are permitted.

~~Removed:~~

4.11 Strikes with the buckler

Strikes delivered with the edge of the buckler ~~in the lower body (below the waistline), head or neck of the opponent~~ are prohibited.

- Reworded: Fighters > Competitors

- Reworded: Fights > Matches

Update date: March-2024

- format: new design format, document, will be used from now on.