



VER. 2024

RULES AND REGULATIONS

Outrance Category

1. General Provisions

1.1 Fights may be held in two types:

- Single fights – Agreed between 2 individuals for a single fight.
- Tournament – A series of fights between multiple competitors.

1.2 Fights are held in different categories based on the weight of participants.

For men:

- up to a maximum of 75 kg (Lightweight)
- over 75 kg up to a maximum of 85 kg (Middleweight)
- over 85 kg up to a maximum of 95 kg (Light Heavyweight)
- over 95 kg up to a maximum of 105 kg (Heavyweight)
- over 105 kg up to a maximum of 115 kg (Super Heavyweight)
- over 115 kg (Ultra Heavyweight)

For women:

- up to a maximum of 60 kg (Featherweight)
- over 60 kg up to a maximum of 70 kg (Lightweight)
- over 70 kg up to a maximum of 80 kg (Middleweight)
- over 80 kg up to a maximum of 90kg (Light Heavyweight)
- over 90 kg (Heavyweight)

Open category:

- Should both participants agree, there may be a difference in the weight of fighters not based on the previously mentioned weight range.

Important!

The weigh in will be done on the day of competition to divide combatants into the proper category.

Important!

If a Fighter misses' weight, they may have to forfeit their fight.

1.3 There are 2 levels of competition for Buhurt International Outrance Fights:

Division 1 – Defined as fighters with over 2 years competitive experience or fighters with demonstrable international experience.

Division 2 – Defined as fighters with under 2 years competitive experience and no or minimal international competitive experience.

- 1.4** Fighters must be of legal age in their country and declare they are medically fit to fight prior to participation in the fight.
- 1.5** Every participant should have a complete set of offensive and defensive equipment and clothes. All elements should fulfil requirements for a sufficient level of protection, historical accuracy, and aesthetic appearance in line with the requirements of the Buhurt International. Sabatons & Secondary neck protection are mandatory.
- 1.6** Each competition should have professional medical support provided by the organiser of the event. In case of injury, members of the medical support team may decide to withdraw an injured fighter from competition.

2. Marshals Committee

- 2.1** Marshals Committee should consist of:
- Knight Marshal
 - Three or Five Line Marshals
 - One Timekeeper
 - One Secretary
 - One Technical Marshal
 - One Video Supervisor
- 2.2** It's allowed to combine the duties of marshals. For example, the duties of the timekeeper may be combined with the secretary and technical marshal with any other duties (Knight Marshal, Line marshal, etc).
- 2.3** The Knight Marshal:
- Shall be responsible for the work of the Marshals Committee during the competition.
 - Shall take the lead for any protests submitted by fighters in their consideration by the Marshal Committee.
 - Has the final say in the interpretation of the rules and all matters related to consideration of the protests.
 - Are responsible for checking the readiness of fighters, marshals, and timekeeper.
 - Shall give the command to start, suspend and stop the fight.
 - Shall control the course of the fight counting time of clinches, reactions to breakages of armour and weapon, losses of weapon, appearance of unauthorized techniques and TKO/KO assessment of fighters.
 - Has the right to give verbal warnings, yellow and red card (disqualification), and dismissal of the cornerman.
 - Shall check the condition of the field between rounds of fights.



- Shall announce the winner according to the result of points counted by Line Marshals.

2.4 Line Marshal:

- Objective review of all actions made by both fighters in the round of the fight.
- Shall take note of loss of weapons or disarms.
- Shall count a point deduction for armour failure.
- Judge shall keep scores independently. They are not allowed to contact other Judges during the round. Judges should be located on different sides of the list.

2.5 The Timekeeper:

- Shall count down the time of each round of the fight. It is within their duties also count a rest time between the rounds, and time allotted for repairment/replacement of broken equipment. They announce the end of the round and the end of the rest between rounds with the command "Time" and the sound of a gong or similar device.

2.6 The Secretary:

- Shall record the results of each round of fight based on points given by Side Marshals.
- Shall make notes in the fight protocol. All yellow and red cards should be marked in the protocol for further calculations.
- Shall take notes if any medical conditions may not allow the fighter to continue fighting.
- In case when there's no announcer/Herald of the event, is obligated to call fighters to enter the field according to the fights plan.

2.7 Technical Marshal:

- Shall check the safety of the offensive and defensive equipment of each fighter.
- Shall inspect the general appearance and historical accuracy of armour and weapon.
- Have rights to the demand of replacement of a selected element of equipment if they do not meet requirements of safety, appearance, or historical accuracy
- Shall check equipment before the start of each fight and in case of demand from one of the fighters also inspect after the fight.

2.8 Video Supervisor:

- Shall check and review all Appeals given to the Knight Marshals.
- Discuss and make decision on all appeals with the Knight Marshal.

3. General Commands



3.1 Commands reserved for Knight Marshal:

Fight – initialise fight at the beginning of the round or after any suspension of the fight (see below).

Stop fight – stops the fight for at the end of the round or when the fight is finished due to KO or TKO (see below).

Break – pauses the fight and separates both fighters.

Hold – pauses the fight but holds fighters' position for a re-arm of weapon or to move both fighters to the middle of the list when needed, such as when 1 or more fighters are under the list.

Breakdown of weapon/armour – to announce breakdown of part of the equipment after the “Break” Command has been given.

Loss of weapon – when one of the fighters loses their weapon after the “Hold” Command has been given.

Knockout – when one of the fighters is subject to a KO or TKO and after the “Stop Fight” Command has been given.

3.2 Command to announce the flow of time:

During the fight - “Time” - to announce the end of round and end of break between the rounds. It also should be used if there was a breakdown of equipment, and the fighter has been granted time to repair it.



4. Fight procedures

- 4.1** A fight against an opponent consists of multiple rounds. According to the Tournament type and Fighter Division, below are the number of rounds and the round time durations:

Single Fights:

Division 1 – 3 rounds of 2 minutes (120 second) with 1 minute (60 seconds) break.

Division 2 – 3 rounds of 1.5 minutes (90 seconds) with 1 minute (60 seconds) break.

Tournament Fights:

Division 1 - 2 rounds of 2 minutes (120 seconds) with a break of 45 seconds.

Division 2 - 2 rounds of 1.5 minutes (90 seconds) with a break of 45 seconds.

Important!

For Tournament fights, if after two rounds the fight is a draw, a 3rd round will be fought.



5. Fighters

- 5.1** All participants are obligated to know the rules and regulations and strictly obey them.
- 5.2** The fighter must obey commands given by the Knight Marshal.
- 5.3** Shall defend themselves at all times unless under the direct instruction of the Knight Marshal for "Stop Fight", "Break" or "Hold".
- 5.4** Shall be polite to other participants, marshals, and spectators.
- 5.5** Swearing, rudeness, and other impolite actions may be penalized by the Knight Marshal with a verbal warning, yellow card, or even disqualification if they are persistent.
- 5.6** In the case above, actions taken outside the list, the Knight Marshal may demand to penalise them by the event organiser and/or League.
- 5.7** Shall use a set of armour, weapon, and clothes that fulfil all technical safety requirements.
- 5.8** The fighter must come to the field within 1 minute of being called by the Herald/Secretary/announcer of the event.
- 5.9** Shall have a set of spare weapons and elements of armour, along with the necessary repair kit that allows making urgent repairs.
- 5.10** Each fighter should have at least one cornerman. There's a maximum limit of two cornermen for a fighter.
- 5.11** A fighter may stop the fight. This can only be done in the following situations:
 - A Fighter wishes to yield during a round (verbal submission or tap out)

Important!

A signal to stop the fight should be given to the Knight Marshal. It may be done by throwing a weapon to the surface of the list or shouting "Stop fight".

- A Fighter wishes to forfeit (before the fight has started).

Important!

If a fighter yields or forfeits, they will not be allowed to participate further in a tournament.

- Is unable to continue the fight caused by damaged armour/weapon (TKO armour/weapon failure)
- Is unable to continue the fight from medical cause (e.g. injury). (Medical Retirement)

- 5.12** The fighter may submit the protest to the Marshal Committee against actions taken by the opponent or any Marshal, that in their opinion contradicts the rules.



6. Corner Support

- 6.1** Shall know the rules and regulations and strictly obey them.
- 6.2** Shall follow commands of the Knight Marshal.
- 6.3** Shall help their fighter to the limits of the list and aids them in preparations before the fight.
- 6.4** Shall be ready during the fight to make repairs/exchanges of damaged equipment or weapon according to Field Marshal's demands.
- 6.5** Shall only enter the list in time between the rounds or for the demand of the Field Marshal to aid the fighter in repairing/exchanging damaged equipment.
- 6.6** Shall be polite to other participants, marshals, and spectators.
- 6.7** Cornerman have the right to demand to stop the fight. They may do so in the following cases:
 - Recognises and accepts the defeat of their fighter (TKO)
 - The fighter is unable to continue fighting caused of breakdown or loss of the element of their equipment (TKO Armour/weapons)
 - The fighter is unable to continue the fight due to injury or other medical causes. (Medical Retirement)

Important!

Cornerman should signalise the above demand by throwing a white towel/flag onto the surface of the list. In this case, the fighter will not be allowed to participate further in a tournament.

- 6.8** The cornerman has the right to submit a protest in the name of their fighter (if they cannot do it by themselves) against any actions taken by the opponent or any marshal, that in their opinion contradicts the rules.



7. Requirements for the List

- 7.1** The list can be made of any suitable rigid structure and should be at least 5 meters minimum in width and no more than 10 meters in length.
- 7.2** The fence of the list should be a minimum of 0.9m to a maximum of 1.3m in height. It should prevent fighters from coming out of the limits. It should be visible. It's recommended to make a clear and visible mark for starting corners for each fighter. It's recommended to place a white towel in the fighter's corners (in case of need to signal "Stop Fight" by cornermen).
- 7.3** The boundaries of the lists should be properly seated on the ground in a way that does not allow them to move during the fight.
- 7.4** The surface of lists should be dense and plain and prevent fighters from slipping.
- 7.5** The light source should be located above the list on the height that prevents fighters from being blinded by it.
- 7.6** The Organiser must provide a barrier, 2m-wide safety zone around every side of the list. Only the Marshal Committee, Corner Support and accredited photo/videographers are permitted into the safety zone.



8. Authorised Equipment

- 8.1** All elements of defensive and offensive equipment must comply with Buhurt International technical and authentic requirements. Rf. Technical and Authentic Requirements.
- 8.2** The fighter is not allowed in the list:
- 8.2.1** Unless they have passed the technical and authenticity check;
 - 8.2.2** Unless their weapons meet the Technical Requirement for Permitted Weapons;
 - 8.2.3** If they are using low quality, dirty, rusty, dented equipment, or equipment that is not historically plausible;
 - 8.2.4** For the use of modern boots/ shoes or medieval shoes with explicitly modern outsoles such as, dead tread, deep lugs, studs;
 - 8.2.5** If they are using modern adhesive tape, plastic ties, and other modern materials if clearly visible;
 - 8.2.6** If they are using slogans and imagery that is not historically plausible, or is derogatory, in the decoration of any piece of equipment (including, but not limited to their weapon, tabard etc);
 - 8.2.7** If they are using any other modern equipment, or decoration, that is clearly visible.

Important!

Textile adhesive tape of neutral colours to repair kit is permitted.

- 8.3** All Buhurt International weapons and shields are permitted. Any combination with these weapons is allowed.
- 8.4** It is allowed to change elements of equipment (parts of armour or weapon) during the interval between rounds or during a round in case of breakdown of armour or weapon. The elements of equipment should be supervised by the Technical Marshal.
- 8.5** The Head Marshal and Technical Marshal may demand to change any element of armour or weapon if it does not fulfil requirements of safety, aesthetic or historical accuracy.

9. Authorised Fighting Techniques

- 9.1** To attack the opponent with any part of a weapon, shield (both edge and flat), arms (fists, elbows, forearms), legs (feet, shins, knees), and head whilst standing or on the ground, with exception of the actions mentioned in Prohibited Actions.

Important!

It is prohibited to strike a grounded fighter with feet or shins.

It is prohibited to knee a grounded fighter to the legs or head as well as any other Prohibited Strike Zones.

- 9.2** Strikes may be delivered to any area that is not mentioned as a prohibited strike zone. (See section 12)
- 9.3** Grabbing of your own weapon and weapon blade with hands.
- 9.4** Grabbing of your opponent's weapon (apart from the blade), or of the shield with a free hand.
- 9.5** Back heels, wrestling throws and clinches.

Important!

The following are prohibited:

Grappling suffocating techniques like a Guillotine. A poorly fitted helmet does not count as a suffocating technique.

Arm lock and Leg lock techniques, and any actions that may cause a limb to hyper extend.

Suplex (arch throws) variations.



10. Prohibited Fighting Techniques

- 10.1** Any actions not listed in section 9 of these rules. Only authorised techniques are permitted.
- 10.2** Any thrusting actions with a weapon. Any threats of a thrusting action are Prohibited.
- 10.3** Any offensive actions aimed at the prohibited strike zones. (See section 12)
- 10.4** Any actions with the foot or shin aimed at the knee are prohibited. Any actions that may cause the knee to hyper extend are prohibited. These include push kicks to the thigh.
- 10.5** Grappling and holds with the hand on the aventail, edge of pauldrons, edge of the helmet, pushes on the bottom edge of the helmet, neck cranks and subsequent neck twists.
- 10.6** Deliberate attempts to remove any elements of the armour.
- 10.7** Any grips, clamps, suffocation techniques with direct pressure of any part of the body, equipment and weapon on the neck. A poorly fitted helmet does not count as a suffocating technique.
- 10.8** Strikes with the head of a One-handed axe provided the grip of the hand is less than 30cm away from the blade.
- 10.9** Strikes to an opponent who lost their weapon.
- 10.10** Any takedown that spikes an opponent on their head/neck and Suplex (arch throws) variations.
- 10.11** Intentional pushing or throwing an opponent out of the list.
- 10.12** Grabbing the fence and resting with hands above the fence.
- 10.13** Attacks that may penetrate the eye slits of the opponent's helmet.
- 10.14** Intentional passivity and stalling of the action.
- 10.15** A fighter cannot on purpose push on their opponent to get up off the ground after a "Break" or "Stop Fight" command.
- 10.16** Arm lock and Leg lock techniques, and any actions that may cause a limb to hyper extend.
- 10.17** Striking a grounded fighter with feet or shins.
- 10.18** Knee a grounded fighter to the legs or head.



11. Other Prohibited Actions

- 11.1** Intentional leaving of the lists after command "Start fight" and before the announcement of the results of the fight. Exemption – permission is given by the Knight Marshal.
- 11.2** The fighter has no right to use any part of the equipment or any weapon that hasn't been allowed by the Technical Marshall.
- 11.3** It's not allowed for the fighter to be under influence of alcohol or/and any psychoactive substances.
- 11.4** Intentional being passive in a fight for more than 10 seconds.
- 11.5** Intentionally stalling for time after a "Break" or "Hold" command has been given. The Knight Marshal will a warning for the fighter to be ready. If the fighter is not ready after the warning the Knight Marshal will start a 5 second count. Once the count has reached 5 seconds, the fight will be stopped and a TKO win will be given to the opposing fighter.
- 11.6** Any offensive actions against marshals, corner support, spectators or anyone else other than your current opponent.
- 11.7** Any actions made by a fighter or their cornerman which may impede the course of the event.



12. Prohibited Strike Zones

12.1 Back and Front of the Neck.

12.2 Base of Skull.

Important!

The Base of skull is considered to be the bottom 3rd of the back of the helmet.

12.3 Back of Knee.

Important!

No pressure is to be placed on the back of the knee.

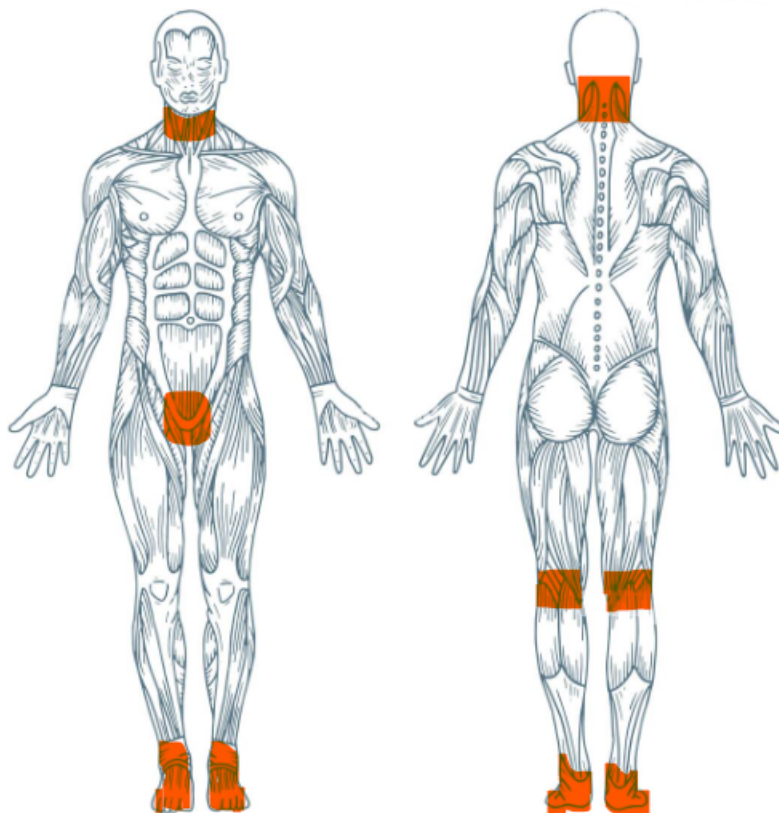
12.4 Groin and Crotch.

12.5 Feet and ankle.

Important!

Striking the foot is not considered a prohibited strike in the following circumstance.
The fighter raises their foot while the strike is already occurring.

12.6 Any part of the opponent's body that has lost its protection.



13. Penalties

- 13.1** In case of the appearance of a prohibited action, the Knight Marshal may use one of the penalties below.
- A verbal warning (to the fighter or cornerman)
 - Yellow card – an official reprimand.
 - An expulsion of the cornerman
 - Red card – disqualification of the fighter
- 13.2** A verbal warning should be taken if a cornerman or fighter violates the rules, but it doesn't make a significant influence on the course of the fight. It doesn't have to be recorded in the protocol. It has a role to alert that more serious actions can be made if the violation will be repeated. 3 verbal warnings will result in escalation to a yellow card.
- 13.3** Yellow card – the fighter or their cornerman is systematically repeating the violation or their actions have affected the course of the fight seriously. Their penalty should be recorded in the protocol and is taken into consideration in the final score of the fight. Yellow card must be accompanied by the command "Yellow card" and pointing with the hand directed to the fighter made by Field Marshal.
- 13.4** Expulsion of the cornerman – Decision is taken by Field Marshall if they are violating rules, and this has an impact on the course of the fight or if they are repeatable. The decision should be noted in protocol, but it doesn't have an impact on the score of the fight. In case when a fighter has only one cornerman, another person should be appointed by the fighter immediately to take their position.
- 13.5** Red card – Red card is equal to disqualification. The card will be given to the fighter who already received 2 yellow cards (the Second yellow card automatically means a red card). It may also be given if actions made by the fighter or their cornerman disrupted the course of the fight in such conditions that don't allow to continue or properly start the fight. If a red card has been given it has to be noted in the protocol. The Marshall should point their hand in the direction of the fighter and announce "Red card" or "Disqualification".



14. Special situations during the fight

14.1 A fighter loses a weapon - the Knight Marshal will stop the fight using the "Hold" Command. Both fighters must cease fighting but remain in their current position. The Knight Marshal will re-arm the fighter and reset both fighters in the position at the time "Hold" was called. Once both fighters are re-armed, the Knight Marshal will call "Fight".

Important!

A loss of weapon or disarm are limited to 2 per round which are noted for judges' consideration. A point deduction will apply if more than 2 weapon loss/disarms happen in any given round.

14.2 A breakage of weapon - in this case Knight Marshal should stop the fight with the "Break" Command. The fighter must replace the weapon with a new one, which was accepted by the Technical Marshall during preparations to fight. If replacement is impossible (the fighter does not have a spare weapon) fight must be stopped and victory will be given to the opponent by TKO. If the replacement is done the fight will be continued with no penalty.

14.3 Armour Failure- an armour failure is defined in line with current Buhurt regulations. Knight Marshal must stop the fight by the "Break" Command and point to the fighter with the issue announcing "Breakdown of Armour". The fighter has 90 seconds to fix it with the help of a cornerman. The fighter is deducted 1 point off their round score. If a fighter couldn't repair/change a broken part then they may be granted another 90 seconds with an additional point deduction. If after that time the fighter is unable to continue the fight - the victory is given to the opponent by TKO.

14.4 A clinch - it's the situation of stance between fighters during the fight. If it is inactive for 10 seconds, then the Knight Marshal should stop the fight with the command "Break". Both fighters should separate from each other and after the command "Fight" given by the Knight Marshal continue the fight.

14.5 In case one or both fighters unintentionally fall outside or under the list, the fight should be stopped by the Knight Marshal with a "Hold" Command. Fighters should take place in the middle of the list in the same position when the "Hold" Command was given. The Knight Marshal will give the command "Fight" to continue the fight.

14.6 A grounded position is a situation when a fighter has more than just the soles of their feet touching the ground. This includes hands, knees, back or their buttocks. In a grounded position there may be one or both fighters. The action is permitted to continue indefinitely providing that the action is consistent. The Knight Marshall should stop the fight after 10 seconds of inactivity by using the command "Break". Both fighters should take standing position at about 3 meters and wait for the Knight Marshal for the command to resume the fight. A fallen fighter may take any actions to protect themselves (excluding those noted in the prohibited actions).



- 14.7** Technical Knockout (TKO) – A Technical Knockout occurs when a fight is still conscious but the Knight Marshal determines that they are no longer able to effectively defend themselves or is unable to continue fighting due to no available weapon or armour breakage. If a grounded fighter is unable to effectively defend themselves, the Knight Marshal will give a verbal warning for the fighter to defend themselves. The Knight Marshal will start a 5 second count, if the fighter continues to be unable to effectively defend themselves, the Knight Marshal will call “Stop Fight” then “Knockout”.

Important!

Should a fighter be subject to a TKO, the circumstances will be reviewed, and the individual assessed medically, if required, to ascertain if they are able and fit to continue in the tournament.

- 14.8** Knockout (KO) – A knockout occurs when a fighter is rendered unconscious and unable to continue fighting. The Knight Marshal will announce “Stop Fight” then “Knockout”.

Important!

Should a fighter be subject to a KO loss, they will not be allowed to participate further in the tournament.



15. Scoring the Fight

- 15.1** All bouts will be evaluated and scored by 3 or 5 Line Marshals who shall evaluate the contest from different location around the List/fighting area.
- 15.2** The 10-Point Must System will be the standard system of scoring a bout. Under the 10-Point Must Scoring System, 10 points must be awarded to the winner of the round and 9 points or less must be awarded to the loser, except for a rare even round, which is scored (10-10) or when a fighter has a point deduction.
- 15.3** Line Marshals shall evaluate combat techniques, such as (1) effective striking, (2) effective grappling, (3) control of the list/fighting area, (4) effective aggressiveness and (5) defence.
- 15.4** Evaluations shall be made in the order in which the techniques appear in (c) above, giving the most weight in scoring to effective striking, effective grappling, control of the fighting area and effective aggressiveness and defence.
- 15.5** Effective striking is judged by determining the total number and the quality of legal strikes landed by a contestant. Hits must be clear, strong, and well placed to the permitted strike zones including legal and effective striking in clinch. All legal strikes (with weapons, legs, arms and shields) account for 1 strike point (SP) within the round per clean landed blow.

Important!

When striking with arms (fists, elbows, forearms, shield) Strike Points (SP) are only given for strikes to the head or torso.

Important!

Strikes with the head do not award any strike points (SP).

- 15.6** Effective Grappling is judged by considering the number of successful executions of a legal takedown, position reversals and clinch control. Examples of factors to consider are take downs from standing position to dominant position (Mount, half mount, remain standing in striking distance, side mount), reversal of position from bottom or side to top and positional clinch work. (A take down resulting in no strikes/ground action is recorded only for posterity.)
- 15.7** Effective List Control is about dominating your opponent by effectively dictating the pace, location, and position of the Fight.
- 15.8** Effective Aggression is about pushing forward with attacks, landing legal strikes and making attempts to finish the fight. Chasing after an opponent with no effective result or impact will not render in the Line Marshals assessments.
- 15.9** Effective defence means avoiding being struck, taken down or reversed while countering with offensive attacks.



15.10 The following objective scoring criteria shall be utilized by the Line Marshals when scoring a round:

15.10.1 A round with a strike point difference of 5 or less is noted as “Even” on the scorecard for Effective Striking. The following Criteria by Priority order is to be used to determine a winner:

- Effective Grappling
- Effective List Control
- Effective Aggression
- Effective Defence

If a winner can be determined, the round is to be scored 10-9.

If a winner cannot be determined by using the Criteria by Priority, the round is to be scored 10-10.

15.10.2 A round is to be scored as a 10-9 round when a fighter out strikes their opponent by 6 to 10 Strike Points. – This is noted as ‘Slight’ on the scorecard.

15.10.3 A round is to be scored as a 10-8 round when a fighter out strikes their opponent by 11 to 15 Strike Points. – This is noted as ‘Moderate’ on the scorecard.

15.10.4 A round is to be scored as a 10-7 round when a fighter out strikes their opponent by 16 or more Strike Points. – This is noted as ‘Dominant’ on the scorecard.

15.11 All yellow cards, armour malfunction penalties (each 90 second period) and weapon loss penalties will result in the single point deduction for that round. This is at the discretion of the Knight Marshal.

Important!

Example: Fighter A and Fighter B have an evenly fought round until Fighter B incurs an armour failure which is fixed within the time required. At the end of the round Fighter A would be awarded 10 points and Fighter B awarded 9 points due to the armour failure.



15.12 The fight total is to be calculated by each line marshal individually. This is done by adding each fighter's round scores together to give that fighters Total Fight score. Based on the lines marshal total fight scores, the following win type will be awarded:

- Unanimous Decision – All line marshals scored the win for the same fighter.
- Split Decision – The majority of line marshals scored the win for one fighter, and the other line marshal/s scored the win for the other fighter.
- Majority Decision – The majority of line marshals scored the win for one fighter, and the other line marshal/s scored the fight as a Draw.
 - Unanimous Draw – All line marshals score the fight as a Draw.
 - Majority Draw – The majority of line marshals scored the fight as a Draw.
- Split Draw – All lines marshals score the fight differently but the score totals all result in a draw.
- Technical Knockout (TKO).
- Knockout (KO).



16. Appeal

- 16.1** The fighter or fighter's Corner can appeal a decision made by the marshals' Committee, or the Knight Marshal. The appeal is submitted in written form on a special appeal template that is provided to the Fighter by the organizers. The number of templates is determined by the organizers.
- 16.2** An appeal can be filed according to the following reasons:
- 16.2.1** False implement of the point deduction, warning, card or disqualification.
 - 16.2.2** Unregistered clean blows to the legal strike zones that affect the course of the fight.
 - 16.2.3** Unregistered rule violations by the opponent that should result in a point deduction.
 - 16.2.4** Unregistered rule violations that should result in a yellow or red card, or any other severe rule violations.
- 16.3** An appeal is submitted directly after the end of the fight and is announced when the Knight Marshal requests for any objections before the fighter has left the list. The fighter's corner observing the fight must announce the intention to appeal to the Knight Marshal in person no later than 15 minutes after the fight.
- 16.4** Possible results of the appeal:
- 16.4.1** A general rematch of the round.
 - 16.4.2** Imposing, or withdrawal, of yellow cards.
 - 16.4.3** Imposing, or withdrawal, of point deduction.
- 16.5** If the Fighter or corner is dissatisfied with the Knight Marshal's decision, they can appeal to the Buhurt International Control and Disciplinary Committee, or the Head of the Marshals' Committee.



Example Scorecard

Line Marshal	Red Corner						Blue Corner											
	ROUND 1						ROUND 2						ROUND 3					
	Red			Blue			Red			Blue			Red			Blue		
Round Counting and Observations																		
Total Effective Strikes																		
Total Effective Takedowns																		
Total Loss of Weapon																		
Total Armour Failures																		
Total Point Deduction																		
Criteria by Priority																		
(1) Effective Striking	Red	Even	Blue				Red	Even	Blue				Red	Even	Blue			
	Slight	Moderate	Dominant				Slight	Moderate	Dominant				Slight	Moderate	Dominant			
(2) Effective Grappling	Red	Even	Blue				Red	Even	Blue				Red	Even	Blue			
(3) Effective List Control	Red	Even	Blue				Red	Even	Blue				Red	Even	Blue			
(4) Effective Aggression	Red	Even	Blue				Red	Even	Blue				Red	Even	Blue			
(5) Effective Defence	Red	Even	Blue				Red	Even	Blue				Red	Even	Blue			
Round Result	Red		Blue				Red		Blue				Red		Blue			
Fight Result	Red						Blue											
Win Criteria	Effective strike total > Effective Grappling > Effective List Control > Effective Aggression > Effective Defence																	
Even (10-9)	Difference in Effective Strikes is 5 or less. Follow Criteria by Priority until a Winner can be determined.																	
(10-10)	If a Winner can be determined, Round to be Scored, Winner 10, Opponent 9.																	
	If no Winner can be determined, Round is a Draw. A Drawn Round is Scored 10 for both Fighters.																	
Slight (10-9)	Difference in Effective Strikes from 6 to 10. Round to be Scored, Winner 10, Opponent 9.																	
Moderate (10-8)	Difference in Effective Strikes from 11 to 15. Round to be Scored, Winner 10, Opponent 8.																	
Dominant (10-7)	Difference in Effective Strikes from 16 or more. Round to be Scored, Winner 10, Opponent 7.																	
Point Deductions																		
Yellow Card	Any yellow card given to a fighter will result in a 1 Point Deduction to that fighters Round.																	
Loss of weapon	When a fighter loses a weapon 3 or more times in a single round, this will result in a 1 Point Deduction to that fighters Round.																	
Armour Failure	For each 90 seconds granted for Armour Failure Repair, 1 Point will be Deduction to that fighters Round.																	

