



VER. 2024

RULES

Sword & Shield Category

1. General Provisions

- 1.1** During the fights of the category, the number of the stout blows by the blade of the sword delivered into the legal strike zone of the opponent's body is counted.

Important!

Legal strike zone excludes open face, groin, back of the neck, back of the knee, feet.

Important!

In case of any disagreement, the knight marshal makes the final decision.

- 1.2** There are no weight categories in the "Sword&Shield" duel category.
- 1.3** Marshals' brigade includes the Knight Marshal (Head Referee), four (4) Marshals (Referees), Secretary, and an Authenticity Committee Representative (AC rep).
- 1.4** Fights of the duel category are conducted in the list with a hard surface and a barrier measuring 5–10m wide and 5–10m long. The height of the barrier is 0.9–1.3m. There must be a fenced 2m wide safety zone around every side of the list. Only Marshals, Squires (Seconds or a Coach) of the fighter, technical brigade and accredited photo/videographers are permitted into the safety zone. Any extra fighter or non-combatant of the team in the safety zone will result in a penalty (yellow card) for the individual or their team (club).
- 1.5** A fight consists of two 60-second rounds with a 30-second break in between. The fighter who scores the most points wins.
- 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..
- 1.6** Each stout blow to the legal strike zone of the opponent's body will score:
- two points if the blow landed in the head or torso
 - one point if the blow landed in the legal strike zone excluding head and torso
- 1.7** A blow is considered stout if it was clear and deliberate, and the opponent failed to counter it effectively with a defensive action.
- 1.8** Points are counted during the fight. The fighter who scores the most points wins.



- 1.9** If the round ends at a draw, an extra 30s round (rounds) is fought to determine the winner.
- 1.10** “Technical win” with a score 10–0 is awarded to one of the fighters in the following cases:
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- 1.10.1** If the opponent withdrew from the fight before it commenced; failed to report to the list upon the Head Referee’s call, or failed to prepare the equipment within the designated time. The fighter who failed to report to the list for the fight is penalized by a yellow card. In the case a fighter cannot participate in the competition because of injury or disqualification, their opponent is awarded a technical win.
 - 1.10.2** If the opponent cannot continue fighting because of an “accidental injury”.
 - 1.10.3** If an opponent gets two (2) Yellow cards (warnings) or Red card (disqualification).
 - 1.10.4** If the fight is impeded due to equipment failure (including sword and shield) 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).

Important!

If the fighter cannot continue the fight 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 fighter is awarded a technical victory. The injured fighter is withdrawn from further fights in this category.



2. Authorised equipment

2.1 All elements of the offensive and defensive equipment must meet the requirements of the Buhurt International Technical and Authentic Regulations.

2.2 The fighter is not allowed in the list:

- unless they have passed the technical and authentic check;
- if they are using low quality, dirty, rusty, dented or equipment that is not historically plausible;
- for the use of modern boots or shoes with explicitly modern outsoles with deep lugs;
- if they are using modern adhesive tape, plastic ties, and other modern materials for repair if clearly visible;
- 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 shield, weapon, tabard etc);
- 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.



3. Authorised Fighting Techniques

- 3.1 Blows delivered by the blade of the weapon to the legal strike zone of the opponent.
- 3.2 Parrying of the opponent's strikes with sword or shield.
- 3.3 Pushing the opponent with the shoulder or the flat of the shield.
- 3.4 Strikes with the flat of the shield.
- 3.5 Pushing away the blade, shield, or hands of the opponent with the flat or the edge of the shield.
- 3.6 Using the shield to hook the opponent's shield.
- 3.7 Pushes delivered with the edge of the shield to the armed hand and upper body (above the waistline) of the opponent.
- 3.8 Using the shield to cover the opponent's shield.

4. Prohibited fighting techniques

- 4.1 Any thrusting actions with the blade of the weapon.
- 4.2 Any strikes to the illegal zone.
- 4.3 Any strikes to the grounded, or rising to standing, opponent.
- 4.4 Any strikes to the opponent who lost their sword or shield.
- 4.5 Strikes delivered with the edge of the shield in the lower body (below the waistline), head or neck of the opponent.
- 4.6 Strikes with the head.
- 4.7 Kicks and strikes with knees.
- 4.8 Back heels, wrestling throws and clinches.
- 4.9 Punches and elbow strikes.
- 4.10 Strikes delivered with the pommel or the cross guard of the sword.
- 4.11 Grapple with hands, arms, or shield, to the opponent's torso, head, and limbs. Handholds of the opponent's equipment including sword and shield.



5. Management of the fights

- 5.1 Management of the fights is conducted in accordance with the Buhurt International Duels Regulations by penalties that are imposed depending on the situation in the list and fighters' and marshals' actions.