



**VER. 2024**

# **RULES**

**Buhurt Category**

# 1. General Provisions

- 1.1 The Following rules are regulating group battle categories of Buhurt International.
- 1.2 Buhurt is supervised by the team of Marshals which includes a Knight Marshal (Chief Official), line marshals, field marshals and video supervisors. The number of marshals is determined separately for each tournament depending on its form. Knight Marshal (Chief Official) and field marshals must be present. Participation of the Authenticity Committee Representative (AC Rep) is strongly recommended and preferred.
  - 1.2.1 The Knight Marshal (Chief Official) is appointed by the Tournament Organizer. The Knight Marshal makes the final decision in the case of any disagreement.
  - 1.2.2 A secretary is documenting the course and results of fights, compiles the tournament ladders, and determines the winner of the group stage based on registered results of the individual fights. For the countries/regions with a certification system in place, a secretary must hold a certificate issued by a local/regional/international Tournament committee.
- 1.3 The number of fighters in group battles varies, each category has separate regulations.
- 1.4 The winner is determined based on the regulations of the category.



- 1.5** The grounded position of all the opposing team fighters, is the main victory criteria in group battles.

The fighter is grounded in the following cases:

- 1.5.1** The fighter touches the ground (with torso, hip, arm, hand, knee, shield etc.) except with their two feet.

**Important!**

The fighter will not be considered grounded if they touch the ground with one of the following: edge of their shield (not a flat part), fist or hand during or immediately after a successful throw, but not before the throw.

**Important!**

Any part of a polearm, a sword's blade or mace/ax is not considered as contacting the ground.

- 1.5.2** The fighter touches a grounded fighter for support with downward pressure.

**Important!**

The fighter will not be considered grounded if they touch their immediate opponent (a fighter they are grappling/falling together) with any point of contact except for their torso, hips or buttocks immediately after a successful throw.

**Important!**

A Grounded fighter is considered to be the ground.

- 1.5.3** If the list has no bottom rail touching the ground, and the fighter fell out/under the list or the fighter stepped with both feet completely out/under the list. Marshals visually determine the boundary of the list.

- 1.5.4** Armour failure: an element of the equipment protecting joints, head, groin or neck, or a sufficient area of the body, cannot perform its protective function or is lost.

**Important!**

A fighter is grounded for the protective elements malfunction only if the element that failed is listed below: a helmet, neck protection (gorget), torso protection (a brigandine, a breastplate, etc), shoulder, elbow, forearm defense, gauntlet, groin protection, shin, thigh, a sabaton, Knee-cop, upper arm defense. A fighter is grounded only if the remaining protective elements cannot compensate for the armour failure. The loss or failure of the elements that are not listed above (buttocks protection, cuisses that are supplementing a skirt, back elements of a greave) does not result in grounding.



**1.5.5** Performs multiple or intentional offensive actions without a weapon held by a grip in the hand. The shield is not considered a weapon.

**Important!**

A fighter must hold a hafted weapon with at least one hand. If a fighter is not holding their weapon with a hand, they are considered disarmed and are not authorized to perform any attacking actions until the grip on the haft is restored.

**Important!**

An offensive action is any action directed at an opponent. Eg, striking, pushing, grappling, tripping etc.

**1.5.6** Took a reserve weapon from a squire beyond an allocated weapon distribution zone, or inside of the fenced list area, or, if the list has a wide top bar, collected it in any way other than picking it up from the surface of the bar in the allocated area.

**1.5.7** If the list is a wide top bar, the fighter has their full body and legs on top of the list.

**1.5.8** Was grounded by a marshal as a result of the rules violation.

**1.5.9** Yielded by kneeling, voluntarily withdrawing from a fight.

**1.6** To be authorized for participation in a tournament a fighter must:

**1.6.1** Be of age by both the law of their country of citizenship, and the tournament hosting country.

**1.6.2** Sign the disclaimer document (which states that the fighter is aware of the risks associated with participation and acknowledges that the organizer provides no warranties, that they have read the rules and agree to comply).



## 2. Authorized Equipment

- 2.1** All elements of defensive and offensive equipment must comply with Buhurt International technical and authentic requirements. Rf. Technical and Authentic Requirements.
- 2.2** The fighter is not allowed in the list:
- 2.2.1** Unless they have passed the technical and authenticity check;
  - 2.2.2** If they are using low quality, dirty, rusty, dented equipment, or equipment that is not historically plausible;
  - 2.2.3** For the use of modern boots or shoes with explicitly modern outsoles with deep lugs;
  - 2.2.4** If they are using modern adhesive tape, plastic ties, and other modern materials if clearly visible;
  - 2.2.5** 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);
  - 2.2.6** 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. Authorized Fighting Techniques

- 3.1** Any movement in the list, leaning on the barrier of the list, any holds and grips of the barrier of the list. Any strikes and pushes performed with a weapon, arms, legs, a shield (both edge and flat), head, shoulders, torso into a permitted strike zone.

Permitted strike zone excludes feet, groin, back of the knee, back and front of the neck, the base of the skull.

**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.

**Important!**

Any actions with the foot or shin aimed at the knee are prohibited. Any actions that cause the knee to hyper extend are prohibited. These include push kicks to the thigh.

**Important!**

A fighter can strike with a free hand provided they have a weapon in the other hand.

**Important!**

The Base of skull is considered to be the bottom 3<sup>rd</sup> of the back of the helmet.

- 3.2** Any actions against a fighter out of balance before they were grounded.
- 3.3** Any holds of their or opponent's weapon apart from the blade, or of the shield, with a free palm.
- 3.4** Any offensive actions against a disarmed opponent.
- 3.5** 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 locks techniques and any actions that cause the arm to hyper extend like an Armbar.

Suplex (arch throws) variations.

- 3.6** Disarm any opponent by any authorized action excluding blade holds is permitted. The fighter can take away a weapon from the belt of the opponent provided the fighter holds their weapon. The fighter is then allowed to use the opponent's weapon until the end of the round, and then it must be surrendered back to the opponent.



**3.7** A fighter who has lost their weapon is allowed to:

**3.7.1** Take a reserve weapon they had with them;

**3.7.2** Yield by kneeling;

**3.7.3** Take a reserve weapon from their teammate located in the allocated weapon distribution zone.

**3.7.4** Meanwhile a fighter is allowed to protect themselves from the strikes without performing any offensive actions or holds.

**3.7.5** Take a reserve weapon from an ungrounded teammate in the list.

**Important!**

It is prohibited to pick up a weapon that is lying flat on the ground, to receive a weapon from an already grounded fighter, to receive a weapon from any outside the list except for the squire in the designated area.

**Important!**

It is allowed to grab a polearm which leans against the top rail of the barrier or it's ungrounded teammate's/owner's body. In this case, it is not considered lying on the surface of the list.

**3.7.6** If the list is a wide top bar, reserve weapons must be placed on the top of the bar in the designated area for a fighter to pick up themselves. It is prohibited to pass a weapon to the fighter or hold the weapon when a fighter is taking it.

**Important!**

Opposing fighters can take or knock down reserve weapons that are placed on the list as long as the squire is not holding them.

**3.7.7** If a list has no top bar, reserve weapons may be passed to the fighter from above the top rail of the list within the designated area. It is prohibited to pass a weapon below the top rail of the list.



## 4. Prohibited Fighting Techniques

Performance of any prohibited technique is a serious rules violation and is penalized with a verbal warning, yellow or red card. The penalty is imposed regardless of the fighter's intent.

All fighters must avoid the following techniques:

- 4.1** Any actions not listed in section 3 of these rules. Only authorized techniques are permitted. The Knight Marshal supervises the course of the fight and assesses the teams' interactions. The Knight Marshal can return a fighter who was grounded by unauthorized technique to the fight, or withdraw the fighter who is 'out of battle'. The Knight Marshal can break any inactive clinches that are 10 seconds or longer.

**Important!**

An inactive clinch is a clinch situation with the fighters performing weak weapon strikes or no grappling techniques aimed at grounding their opponent for 10 seconds or longer. The strikes with a fist, knees, or shield, are not considered.

- 4.2** Any thrusting actions with a weapon.

- 4.3** Any offensive actions aimed at prohibited strike zones. Prohibited strike zones include, feet, groin, back of the knee, back and front of the neck, the base of the skull.

**Important!**

Grappling the base of the skull but not the bottom edge of the helmet is permitted.

**Important!**

No pressure is to be placed on back of knee.

- 4.4** Arm locks.

- 4.5** Grappling and holds with the hand on the aventail, edge of pauldrons, edge of the helmet, pushes on the bottom edge of the helmet, and subsequent neck twists.

- 4.6** Deliberate attempts to remove any elements of the armour.

**Important!**

The fighter committing the offence will be sat down and given a yellow card.

**Important!**

A fighter who deliberately has their armour so it can be easily removed will receive a yellow card for unsportsmanlike conduct.





- 4.7** Strikes with a cross-guard to the face of the opponent, provided a distance between the Crossguard and a gauntlet is more than 3cm.
- 4.8** Any grips, clamps, suffocation techniques with direct pressure of any part of the body, equipment and weapons on the neck.
- 4.9** Any offensive actions against a grounded fighter.
- 4.10** Deliberate injury of the fighter who has lost a defensive element of equipment (as described in paragraph 1.5.3).
- 4.11** Any uncontrolled strikes and actions with a weapon.
- 4.12** An inactive clinch over 10 seconds. A field marshal can break the clinch with the “Break” local command and a yellow flag between the helmets of the fighters. The fighters must stop fighting immediately and take two steps apart. Local command “Fight” and a signal with a flag of the same marshal who announced the break indicates the recommencement of the fight for the fighters pulled out of the clinch, and a continuation of the fight in general.

**Important!**

Local commands “Break” and “Fight” are effective only for the fighters in the clinch. After the “Fight” command any fighter can continue the fight with the same opponent or attack another opponent.

- 4.13** Strikes with the head of a One-handed axe provided the grip of the hand is less than 30 cm away from the blade.
- 4.14** Grounded fighters must remain on the ground until the “Stop fight” command of the Knight Marshal. They are not allowed to return to a standing position. A grounded fighter must maintain a comfortable seated or lying position until the end of the round. A grounded fighter cannot interfere with the fight. A comfortable position is a signal that the fighter is not injured.

**Important!**

The grounded fighters are not allowed to interfere in a course of the fight or to change their position in the list unless there is a threat to their safety.

- 4.15** Any offensive actions against marshals in the list.
- 4.16** Any offensive actions against any participants of the event outside of the list.
- 4.17** Any actions impeding the course of the event.



## 5. Management of the Fights

Fights of the category are managed under the Buhurt International Group Battles Regulations by penalties that are imposed depending on the situation in the list and fighters' and marshals' actions.

- 5.1** A verbal warning is a penalty imposed for insignificant rules violation aiming at indicating the rules violation to the fighter. An oral warning is not registered in documents.
- 5.2** A warning (Yellow card) is a penalty imposed for the rules violation that is registered in the protocol of the tournament and affects fighter's and team's rating. A yellow card can be imposed by the Knight Marshal or the AC Rep for authenticity regulations violation.
- 5.3** Disqualification (red card) is the penalty that resulted in severe or regular (second yellow card) rules violation and is registered in the tournament protocol. The red-carded fighter will be withdrawn from the tournament. Only the Knight Marshal of the tournament can impose red cards.

