



VER. 2024

Regulations

Buhurt

1) General Regulation

1.1) List Regulations

1.1.1) Fights of the Buhurt International group battles category are held in hard-surface lists. The height of the barrier is 0.9–1.3m. *Depending on the type of the tournament, the size of the list may vary within the set guidelines below. All Lists must have a “Table Top” that is 50 to 70 cm wide. (with pre approval by BI list may vary from these specifications)*

| Category | 3vs3 | 5vs5 | 12vs12 | 30vs30 |
|----------|-------|-------|--------|----------|
| Long | 7-10m | 7-15m | 12-20m | 20-30m |
| Wide | 5-10m | 7-15m | 10-15m | 12.5-20m |

1.1.2) There must be a fenced, 2m-wide safety zone around every side of the list. Only Marshal Brigade, Squires of the fighters, Team Managers and accredited photo/videographers are permitted into the safety zone during the fights. It is prohibited to rest the hands on the top rail of the list for all admitted participants except for marshals. Any extra fighter or non-combatant of the team entering the safety zone during fights will result in a penalty (yellow card) for the individual or their team (club).

Important! During the fights of the 3v3 and 5v5 categories, the reserve fighters are allowed into the safety zone. For the categories 12v12 and 30v30, the reserve fighters are not allowed in the safety zone.

1.2) Marshal Brigade

1.2.1) One (1) Knight Marshal (Chief Official/Head Referee). The Knight Marshal observes the general course of the fight and assesses actions of the fighters in the list. In case of disagreement, the Knight Marshal makes the final decision. Knight Marshal can interfere with the fight to :

1.2.2.1) Return fighters to the fight (if they were grounded by unauthorised technique).

1.2.2.3) To break inactive clinches.

1.2.2.4) To ground or withdraw a fighter out of the fight if :

1.2.2.4.1) He has violated the rules.

1.2.2.4.2) He continued offensive actions after being in the ‘out of the fight’

position (grounded or outside of the list).

1.2.2.4.3) He grounded an opponent by violating the rules. The fighter can receive a yellow or red card.

1.2.2) Two to four (2-4) Field Marshals. They observe the fight in the list and control compliance with the rules. They can interfere with the fight like the Knight Marshal (see paragraph 1.2.2.1 to 1.2.2.4).

1.2.3) Four (4) Line Marshals (Fight Officials/Referees). They observe the fight in their local sectors of the list from behind the barrier and register the rules violations. A line marshal can interfere with the fight only :

1.2.2.1) By a direct order of the Knight Marshal.

1.2.2.2) To prevent the direct threat to the fighter's safety.

1.2.2.3) To break an inactive clinch with a flag signal if the situation is not mediated by the field marshals or the Knight Marshal.

1.2.4) Video Supervisors.

1.2.5) One (1) Secretary.

1.2.6) One (1) Timekeeper. He times the rounds of the fight. If the Knight Marshal halts the fight, the Timekeeper stops timing the round and resumes timing when the fight is authorised to continue by the Knight Marshal.

1.2.7) One (1) Authenticity Committee Representative (AC Rep).

Important! There must be no less than three (3) Marshals working in the list (in the field).

1.3) There are no weight categories in the group battles category.

1.4) Team Composition

1.4.1) A team of the group battles category consists of core and reserve fighters, one (1) Team Manager (Captain or Coach) and Squires.

| Category | 3vs3 | 5vs5 | 12vs12 | 30vs30 |
|------------------|------|------|--------|--------|
| Team Manager | 1 | 1 | 1 | 1 |
| Core Fighters | 3 | 5 | 12 | 30 |
| Reserve Fighters | 2 | 3 | 8 | 20 |
| Squires | 1 | 1 | 2 | 3 |

Organisers decide on the team composition for other types of group battles.

1.4.2) Reserve fighters may substitute core fighters in any frequency and number between the rounds or the fights. Reserve fighters cannot be mercenary for other teams.

2) Fight proceedings

2.1) The Knight Marshal (themselves or via Secretary) invites the fighters to report to the designated area of the list to pass pre-fight checks and announces preparing teams for the next fight. Technical check is carried out by the team of marshals and the Knight Marshal. Authenticity and aesthetic checks are carried out by the AC Rep. The Knight Marshal also announces the fighters preparing for the next fight.

2.2) Invited fighters are granted up to one (1) minute to report to the list. If the fighters fail to report to the list within 3 minutes, or enter the list unprepared, their opponent is awarded a technical win or the fight starts with an uneven number of fighters (5-4, 5-3). Team captains can ask for one (1) minute time-out twice during the tournament..

Important! The Knight Marshal can ask the fighters to enter the list with their helmets off. When the correspondence between the fighters present in the list and fighters registered for the fight, has concluded, they will then be given 90 seconds to put on their helmets and prepare for the fight. Seconds outside of the list can assist the fighters in preparation. The fighters are not allowed to leave the list before the start of the fight. This measure excludes the possibility of team roster replacement.

2.3) Preparation for the fight

2.3.1) After the invitation, the fighters enter the list prepared for the fight and line up.

- 3 and 5 fighters form 1 row.
- 12 fighters form 2 rows of 6 fighters.
- 30 fighters form 3 rows of 10 fighters keeping column alignment.

The formations for other types of fights must be documented in the Tournament Regulations, or can be determined by the Knight Marshal.

2.3.2) The Team Manager counts their fighters and reports readiness to the Knight Marshal. The Knight Marshal checks the number of the fighters of each team.

Important! The Team Manager is fully responsible for the number of the fighters in the list. Any violation results in a yellow card imposed on the team.

2.3.3) Team Manager and a Squire (distributing the reserve weapons) assume their positions in the designated area outside of the list. Field Marshals take positions behind the teams' formations near the gates.

2.3.4) The Knight Marshal requests Field Marshals to confirm their readiness and the absence of the unauthorised participants in the list.

2.3.5) The Knight Marshal requests fighters to confirm their readiness with the commands "Team ready". Then teams can assume their combat formations.

2.4) The Knight Marshal signals the beginning of the fight with the command “Fight!”. The Knight Marshal or a Field Marshal accompanies a voice command with a signal of a flag.

2.5) A team that has grounded all opponents or gained a threefold advantage in fighters wins the round. The Knight Marshal signals the end of the fight with the command “Stop fight!”.

Important! A Team Manager can throw a white flag (forfeit) and signal to the Knight Marshal. In this case, the Knight Marshal stops the fight. The team's opponents are awarded a technical victory, the number of the active fighters in the list is recorded as 5-0. In the course of the tournament, the first white flag results in a round loss, the second in a fight loss. After the third white flag, the team withdraws from the tournament

2.6) Grounded fighters must remain on the ground until the Knight Marshal commands “Rise”. Then teams can return to their initial positions.

2.7) After the round, all Marshals report any rule violations to the Knight Marshal. Based on the Marshals' reports and personal observations, the Knight Marshal determines the round as finished or announces the rematch in full or differentiated teams (2vs3, 3vs4, 4vs4, 4vs5 etc.).

Then they process the appeals (if any were submitted), issue penalties (warnings and disqualification) to the fighters, and announce the result of the round. When the conditions of fight victory are reached, the winner of the fight is announced.

2.8) Each active, non-grounded, fighter is counted as one point of the round score awarded to the winning team. In case of a threefold advantage win, the round score of the winning team amounts to the number of active, non-grounded, fighters at the end of the fight and the losing team gains zero (0) points.

2.9) The Secretary registers the results of the rounds in rating protocol :

2.9.1) The round victory.

2.9.2) The round score.

2.9.3) Time of the round.

2.9.4) Fight victory

2.9.5) Yellow and red cards in the fighter's rating

2.10) The Knight Marshal announces the next round.

2.11) A winner is determined based on the round victories (2 victories).

2.11.1) A fight consists of two to three rounds that are up to 5-minutes long. If the limit is reached, a team with the most active (not grounded) fighters wins. **All rounds have a combined total time of 10 minutes to be completed.**

2.11.1.1) Once a team accomplishes two victories they are declared winners of the Fight

2.11.2) For the fights in the group stage of a tournament, if the fight ends in a draw (provided the number of round victories, score, etc.), a draw is recorded.

2.11.3) For the fights in the elimination brackets, semi finals and finals, a fight cannot end in a draw. If none of the opponents has won two rounds regardless of the point score or other criteria :

2.11.3.1) The third round is fought without a time limit.

2.11.3.2) If the third round ends at a draw, the teams fight the fourth round without a time limit.

2.11.3.3) If the fourth round ends in a draw, the fifth round is fought. The rules of the “Champion’s Fight” are used in this round. The fifth round is fought between the team champions.

2.11.3.4) During the third or fourth round, if each team has only one fighter standing, the fight stops by a ‘Break’ or ‘Stop fight’ command, the fighters are led to the middle of the list, and a winner is determined by the rules of the “Champion’s fight”.

2.11.3.5) The “Champion's Fight” is fought in accordance with the group fights rules, without a time limit, with the following limitations. A fight begins in the middle of the list. It is prohibited to touch the barrier of the list with any part of the torso, extremities, or a head or a shield. A fighter who touched the barrier of the list loses the fight.

2.12) The winner is awarded the basic rating point, one (1) victory point. The rest of the rating scores (victories in the rounds, loss of the points because of yellow cards) are considered only in case of a draw in points.

If it is impossible to determine a winner based on victory points in the group stage, a result of the fight is decided based on :

2.12.1) The results of the fight between two teams provided it has been held during the tournament.

2.12.2) A difference between round victories and losses.

2.12.3) The Ratio of Active/Grounded fighters.

2.12.4) The number of penalties received during the tournament.(yellow would be valued as 1 and red as 2). The lowest score is the winner.

2.13) The Organizers can choose the system of a winner determination provided it was agreed by the Buhurt International.

3) Penalties

3.1) A verbal warning is a penalty imposed for insignificant rules violation aiming at indicating the rules violation to the fighter. A verbal warning is not registered in protocols.

3.2) An official warning (yellow card) is a penalty imposed for a rule violation that is registered in the protocol of the tournament, and affects the fighter's and team's rating.

Yellow cards received by a Team Manager or a Squire, result in disciplinary measures in accordance with general regulations for cards. Cards are summed regardless of the role of a person (a fighter, a team manager, a squire).

A fighter who received two yellow cards must withdraw from the tournament. Two yellow cards are equal to a red card. The fighter receives a warning in case of :

3.2.1) A fighter performs any illegal action listed in the Rules for group battles categories.

3.2.2) A fighter performs any action not listed in the authorised techniques section of the Rules for the group battles categories.

3.2.3) A fighter stood up from being grounded before the commands "Stop Fight" or "Reset".

3.2.4) A fighter enters the list with unauthorised equipment (see paragraph 4).

3.2.5) A fighter continued the fight being aware that they had lost a significant element of the armour.

3.2.6) For a demonstration of poor sportsmanship, derogatory behaviour, obscene language, comments directed at marshals, opponents, or spectators.

3.2.7) If he enters the safety zone during fights.

3.2.8) A fighter starts the fight before the 'Fight' command.

3.2.9) A fighter performs offensive actions after the 'Stop Fight' command and a yellow flag hangs in front of their helmet.

3.2.10) A fighter ignores the Knight Marshals' orders. The fighter can receive one (1) or two (2) yellow cards for all aforementioned actions depending on the severity of the violation and the Knight Marshals' decision.

3.2.11) Unauthorised entry to the safety zone.

3.3) Disqualification (red card) is a penalty resulting from severe or regular (second yellow card) rule violations 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 apply red cards. The fighter receives a disqualification in case of :

3.3.1) Systematic rule violations (two (2) yellow cards during the tournament).

3.3.2) Injuring the opponent with unauthorised action if it resulted in impossibility of the opponent to participate in further fights. A medic must confirm an injury. The injured fighter can be replaced with a reserve immediately.

3.3.3) Harsh and systematic arguments with marshals, groundless challenging of Marshals' decisions, rude and derogatory attitude to the opponents and other participants of the competition.

3.4) Disqualification of a fighter influences their team's rating. The team continues to fight with reduced numbers (one fighter less than the opposition) during the fight when the disqualification was imposed, and

the next fight in the tournament.

3.5) Team disqualification can be imposed in the following cases :

3.5.1) The number of fighters exceeds the permitted number. Their opposition is awarded victory automatically.

Important! If this rule violation was detected post factum, the violating team's results are annulled. If the violation was detected during the fights in the finals, trophies are withdrawn, other competitors move up the ladder.

3.5.2) The fighters of the team received two red cards and one yellow card.

3.5.3) The team and their captain engage into harsh and systematic arguments with marshals, groundless challenging of marshals' decisions, and demonstrate rude and derogatory attitude to the opponents and other participants of the competition.

3.5.4) A fighter entered the list after the fighters were counted.

3.6) All cards are individual warnings imposed on fighters and observed by the Judiciary Committee.

4) Authorised equipment

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

4.2) For the fighter to pass the technical and authenticity check and being allowed in the list, he must not :

4.2.1) Use low quality, dirty, rusty, dented equipment, or equipment that is not historically plausible.

4.2.2) Use modern boots or shoes with explicitly modern outsoles with deep lugs.

4.2.3) Use modern adhesive tape, plastic ties, and other modern materials for repair in a clearly visible way. However, textile adhesive tape of neutral colours to repair kit is permitted.

4.2.4) Use 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, shield etc).

4.2.5) Use any other modern equipment, or decoration, that is clearly visible.

5) Appeals

5.1) The fighter's representative (or a Team Captain) can appeal a decision made by the Marshals' Brigade or the Knight Marshal. The appeal is submitted in written form on a special appeal template that is provided to the team captains by the organisers. The number of appeals is determined by the organisers.

5.2) An appeal is submitted directly after the end of the fight and the announcement of the results. The fighter's representative (or a Team Captain) must announce the intention to appeal to the Knight Marshal in person.

The appeal is considered during the following 30–45 minutes prior to the commencement of the next fight, in the presence of the team representative.

5.3) An appeal can be filed according to the following reasons :

5.3.1) False implementation of a penalty (grounding, warning, disqualification)

5.3.2) Unauthorised actions significantly influenced the course of the fight (Grounding of the fighter with unauthorised action, actions performed by a grounded fighter, deliberate injury, etc)

5.3.3) Unregistered rule violations by the opponent that should result in a penalty (grounding, warning, disqualification)

5.3.4) Actions performed by the grounded fighter.

5.4) The possible results of the appeal are :

5.4.1) A general rematch of the round.

5.4.2) Imposing, or withdrawal of yellow cards.

5.4.3) A rematch of the round in differentiated membership.

5.4.4) Team disqualification.

5.4.5) Reassessment of the round score or fight results.

5.5) If the Team Captain is dissatisfied with the Knight Marshal's decision, they can appeal to the Tournament Organizers. Appeals are submitted on the Appeal Template after the announcement of the intention to appeal directly to the tournament organisers. Appeals are assessed within 3 hours. Marshals are interviewed and video footage is examined, then a final decision is made.

