



VER. 2024.03

Regulations

League Structure

League Structure

Table of Contents

(document is written in American English)

1. General Organization (Page 4)

- 1.1 Leagues
- 1.2 Conferences
- 1.3 Regions
- 1.4 Divisions
- 1.5 Seasons

2. Tournament (Page 6)

- 2.1 Ranking System
- 2.2 Trophies
- 2.3 Tournament types
 - 2.3.1 Exhibition
 - 2.3.2 Source
 - 2.3.3 Classic
 - 2.3.4 Regional
 - 2.3.5 Conference
 - 2.3.6 Independent Tournaments

3. Teams (Page 11)

- 3.1 Team Roster (5s)
- 3.2 Team Roster (12s)
- 3.3 Ranking Process
- 3.4 Season Record
- 3.5 Penalty
 - 3.5.1 Dropping/no show
 - 3.5.2 Mercenaries
 - 3.5.3 Cards
- 3.6 Buhurt transfer window
 - 3.6.1 Tokens
 - 3.6.2 Time of registration
 - 3.6.3 "Active" vs "Non-active" (buhurt)
 - 3.6.4 Open transfer window

4. Appendix of words used (Page 13)

- 4.1 Country
- 4.2 Region
- 4.3 Conference
- 4.4 Tournament
- 4.5 Division
- 4.6 Category
- 4.7 League
- 4.8 League Score
- 4.9 Squad

5. Temporary Rules Addendum (Page 14)

- 5.1 Recording of results(non-valid teams/members)
- 5.2 End of grace period
- 5.3 Requirements for events.

6. change log (page 15)

- 05 march 2024 (update to version: **2024.03**)

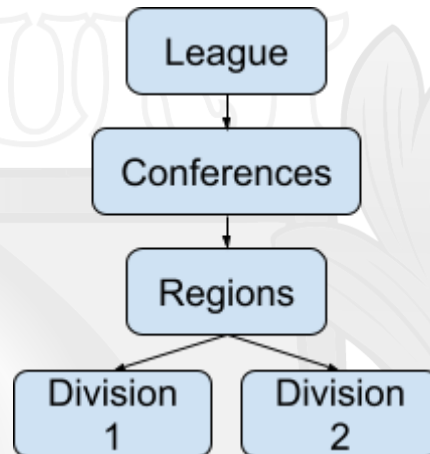


1. General Organization

1.1 Leagues

There are three (3) leagues :

- Buhurt (Group Fight)
- Duels
- Outrance/Profights



1.2 Conferences

Conferences	North America	South America	APAC	Europe 1	Europe 2
Regions	Canada USA Mexico	Argentina Chile Brazil	China New Zealand Australia	Belgium Denmark France Germany Ireland Italy Monaco Netherlands Norway Portugal Spain Switzerland United Kingdom	Austria Czech Republic Finland Hungary Israel Latvia Poland Romania Serbia Sweden Turkey Ukraine

The region list will be updated over time.

1.3 Regions

Each country is its own Region. If a country has less than 15 members, it is asked that they join another nearby country or countries to form a Region. This will help smaller countries be competitive. If countries wish to make a Region, they can do so for a season at a time. With approval from the BI Council. Each case will be looked at separately.

1.4 Divisions

Divisions will be based on National Org discretion for the 2024 season. 2025 we will use the standings to establish an appropriate standard. There will be the option for Regions to divide into Divisions :

- Division 1 (for each Men's Category) : Top Tier Teams and duelists will be put into Division 1. National Organisations will Promote or Demote Teams and duelist with the Buhurt International Committee confirming.
- Division 2 (for each Men's Category) : Lower Tier Teams and duelists will be put into Division 2. National Organisations will Promote or Demote Teams and Duelist's with the Buhurt International Committee confirming.
- Division 1 (for each Women's Category) : Until enough teams and duelists to make 2 Divisions.

Important : This for competitive level of tournaments, to allow for newer/lower skill teams more competitive events.

1.5 Seasons

Season lasts from January 15th to December 15th each year.

2. Tournament

2.1 Ranking System

All points a team/duelist earns in a tournament, no matter what region the tournament was held, will go towards that team's/duelist's ranking.

2.1.1 Regional Tournament : Promotes Teams/competitors to get a Regional ranking.

2.1.2 Conference Tournament : Promotes Teams/competitors to get a Conferencial ranking.

2.1.3 International Tournament : Promotes teams/competitors to get an International ranking.

Important : All registered BI teams have priority in event registration over unregistered Teams at Classic and above Tournaments.

2.2 Trophies

2.2.1 Regional Tournament : It is requested, Top 3 Teams and duelists in each Category get trophies/medals paid for by the National Organisations.

2.2.2 Conference Tournament : Top 3 Teams and duelists in each Category to get trophies paid by Buhurt International.

2.2.3 International Tournament : Top 3 Teams and duelist's in each Category to get trophies paid by Buhurt International.

2.3 Tournament types

There are 5 Tournament Types.

2.3.1 Exhibition (Buhurt/Duels)

Tournaments that are just for Promotion. These may not even be a Tournament. It can be a small festival where just one Club attends for fun fights. No Points given.

2.3.2 Source

For developing regions that struggle to meet the Classic criteria. Regions with developing Buhurt and Duels communities may have Source Tournaments to help promote low population areas.

All Source tournaments need to be approved by the Buhurt International Committee to make sure this level of tournament is being used correctly.

	Buhurt	Duels
Points given	50 %	
Minimal number of Marshal	1 Regional Accredited Marshal (may be waived by National Org)	
Minimal number of participants	3 Teams for either 3v3 or 5v5.	3 or more duelists for each Category ran at the tournament.
Divisions	No Teams from Division 1 can compete.	It is preferred that Division 1 duelist only coach at these events, but due to low number of duelist it is accepted to compete, but will be reviewed in case of abuse
Authenticity	Basic level (Defined by Authenticity Committee)	Basic level of Authenticity. (Defined in AC documents)

2.3.3 Classic (formerly Challenger)

There are 3 Classifications for Classic Tournaments. A tournament can consist of multiple Classifications.

- Division 1 Classic : Only Division 1 Teams or duelists may compete at this Tournament.
- Division 2 Classic : Only Division 2 Teams or duelists may compete at this Tournament.
- Open Classic : All Teams or duelists from both Division 1 and Division 2 may compete at this Tournament.

	Buhurt	Duels
Points given	100 %	
Minimal number of Marshal	1 Regional Accredited Marshal	
Minimal number of participants	4 Registered 5v5 Buhurt International Teams for Men. 3 Registered 5v5 Buhurt International Teams for Women.	6 Duelists for Men's and/or 3 duelists for Women's for each Category ran at the tournament. Duelist from at least 2 clubs/teams must be competing
Divisions	Depending on Classification	
Authenticity	Full Authenticity Requirements	
Video recording and online streaming	Only video recording	

2.3.4 Regional (formerly Open)

1 per region if 80 competitors or fewer registered in the region, 2 per region if over 80 competitors registered in the region.

	Buhurt	Duels
Points given	150 %	
Minimal number of Marshal	1 Buhurt International Accredited Marshal and 2 Regional Accredited Marshals.	
Minimal number of participants	8 Registered 5v5 Buhurt International Teams for Men. 5 Registered 5v5 Buhurt International Teams for Women.	8 Duelists for Men's and/or 5 Duelists for Women's for each Category ran at the tournament. Duelist from at least 3 clubs must be competing
Division	Any Division If a region has 2 Regional Tournaments, they can be split to have 1 regional tournament for Division 1 teams/duelists and the other for Division 2 teams/duelist's.	
Authenticity	Full Authenticity Requirements	
Video recording and online streaming	Recommended	

2.3.5 Conference (formerly Master) (1 per conference)

	Buhurt	Duels
Points given	200 %	
Minimal number of Marshal	3 Buhurt International Accredited Marshals	
Minimal number of participants	<p>Representatives of 3 countries are participating. (2 with Buhurt International Council Approval).</p> <p>10 Registered 5v5 Buhurt International Teams for Men. (8 with Buhurt International Council Approval).</p> <p>7 Registered 5v5 Buhurt International Teams for Women. (5 with Buhurt International Council Approval).</p>	<p>Representatives of 3 countries are participating. (2 with Buhurt International Council Approval).</p> <p>10 Duelists for Men's and/or 7 duelists for Women's for each Category ran at the tournament.</p> <p>Duelists from at least 5 clubs must be competing.</p>
Divisions	Any Division	
Authenticity	Full Authenticity Requirements	
Video recording and online streaming	Mandatory	

2.3.6 Regional and Conference Tournaments can be independent based on :

- League Categories (Duels or Buhurt)
- Gender Categories

For example, one could host a Women's Duels Conference Tournament and a Men's one on different days and locations. There could be a Regional tournament for duels that is a separate regional event from group fights.

3. Teams

3.1 Team Roster (5s)

3.1.1 A team may have from 5 to 17 competitors.

3.1.2 A team may register to a tournament from 5 to 8 competitors for 5v5 tournaments or 3 to 5 competitors for 3v3 tournaments.

3.1.3 A competitor must not be on more than one team's roster for a tournament.

3.1.4 A competitor must not be on more than one team's roster for the League.

3.1.5 If a team is attending a tournament and wishes to field two squads at a single event, they must state which squad is earning points before the tournament begins.

Important: A team may field at multiple events and earn league points at each of those events.

3.2 Team Roster (12s)

3.2.1 No valid teams are required for the 12vs12 but only licensed competitors.

3.2.2 A team may register to a tournament from 12-20 competitors for a 12v12 tournament.

3.2.3 A competitor must not be on more than one team roster for a tournament.

3.2.4 When a 12s is formed the competitors must decide which team will collect the points

Important: Only the named team for that tournament will earn league points. All other clubs that form the singular team will not earn points for that event.

3.3 Ranking Process

3.3.1 League Score are earned in the following way for Duels and Buhurt (all points are cumulative) :

- 1 point for every Fight victory in the Pools/round robin segment of the tourney.
- 2 points for every Fight victory in the brackets/elimination segment of the tourney.
- No points earned for finals except for standings (2 pts for 3rd, 4 pts for 2nd, 6 pts for 1st).

3.3.2 The multiplier for each tier :

- x1 for Classic
- x1.5 for Regional
- x2 for Conference

3.3.3 Outrance/Profight : Scoring can be found in the Outrance Regulations document

3.4 Season Record

All conferences use the top 3 tournaments average for overall standing. Highest overall score will also be acknowledged and appropriately credited.

3.5 Penalty

3.5.1 Dropping/no show

- -10 pts for the league score for dropping from a tournament within 72 hours of the start of the tournament.

3.5.2 Mercenaries

- Team that has competitors on its roster at an event that are not registered on their Website Roster. No points will be earned for that event. 12s may have mercenaries without penalty.

Important: Women's teams must field at least 5 from their roster and can have up to 3 mercenaries without penalty.

3.5.3 Cards

- Yellow/Red Cards will initiate a review from the Judiciary Committee. They may issue reductions in League Score and potential other appropriate actions.

3.6 Buhurt transfer window and tokens

3.6.1 Tokens

- Teams will receive 10 transfer tokens per season.
- Each token allows the team to add an "Active" competitor from another team or the "Free Agent Pool" to their roster.
- A team can move one of their "Active" competitors to the "Free Agent Pool" at any time without cost in transfer tokens.
- Adding an "Active" competitor to the roster will cost you 1 token.

3.6.2 Competitors can register at any time, regardless of transfer window, with BI.

3.6.3 "Active" vs "Non-active" (buhurt)

- Competitors who never joined a team are "Non-active" competitors
- Once a competitor is assigned to a team the competitor becomes "Active"
- Competitors don't lose the status "Active" after being dropped from a team, injuries or transfer window.

3.6.4 Open transfer window from the 16th of December to the 14th of January. There will be no token reduced to readjust your teams during this time period.

4. Appendix of words used

4.1 Country

A spatially clearly delimited area, in which its own administration with at least partial autonomy comes to bear, which emanates from an organization exercising power.

4.2 Region

A country/group of countries that choose to form a region together within a close geographical area.

4.3 Conference

Group of countries defined by Buhurt International in the above document.

4.4 Tournament

A competition held within the guidelines listed above.

4.5 Division

A set group of teams/competitors within a predetermined specification.

4.6 Category

A format of competitions established by the various rules of Buhurt International.

4.7 League

Organizational group for the purpose of competing beyond individual tournaments by having ranking and standards.

4.8 League Score

Total points earned throughout a season to determine ranking throughout sport.

4.9 Squad

8 registered competitors on a team competing at an event.

5.0 BI

Buhurt International

5.1 NO

National Organization

5. Temporary Rules Addendum

As per our League Structure Policy and National Organization Agreement, it is required that all competitors participating in **BI** tournaments be **NO** members and licensed members of BI.

This has been an issue concerning communication and timelines.

5.1 Recording of results (non-valid teams/members)

5.1.1 Record all competitors results till 01 July 2024. (only Licensed individuals will display records and rankings on website though)

5.2 End of grace period (01 July 2024)

5.1.1 Teams will have till **01 July 2024** to get Registered and all fully Licensed members.

5.1.2 Events will be allowed to have non Registered Teams and non Licensed Members until **01 July 2024**

5.1.3 After **01 July 2024** all polices as published on the website must be followed.

5.3 Requirements for events.

5.3.1 Events will be required to have the minimum number of Registered Teams or Licensed Members until 01 July 2024 to be recognized by BI as per the League Structure Policy

Important: Unregistered Teams made up of Licensed Members are always allowed at events. But priority must be given to Registered Teams

6. 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

5 March 2024 (Version update from 2024.01 to 2024.03)

- clarification: 3.2 Team Roster (12s) (page 11)
- clarification: 3.6 Buhurt transfer window and tokens (page 12)
- Added: Temporary Rules Addendum (page 14)
- format: new design format, document will be used from now on.

3.2 Club Roster (12s)

3.2 Team Roster (12s)

3.2.1 A club team may have any number of competitors registered to it. (replaced)

3.2.1 No valid teams are required for the 12vs12 but only licensed competitors.

3.2.3 A competitor must not be on more than one Club's roster for a tournament.

3.2.3 A competitor must not be on more than one team roster for a tournament.

removed 3.2.4 A competitor MAY be on a different Club's roster for the League. (removed)

3.2.5 When a 12s is formed the competitors must decide which club they want this tournament to earn points for.

3.2.4 When a 12s is formed the competitors must decide which team will collect the points

3.6 Buhurt transfer window

3.6.1 Teams will receive 10 transfer tokens per season. Each token allows the team to add an "Active" competitor from another team or the "Free Agent Pool" to their roster. A team can move one of their "Active" competitors to the "Free Agent Pool" at any time without cost in transfer tokens. (renamed to tokens | formatted | clarification)

3.6.1 tokens

Teams will receive 10 transfer tokens per season.

- Each token allows the team to add an "Active" competitor from another team or the "Free market" to their roster.
- A team can move one of their "Active" competitors to the "Free Agent Pool" at any time without cost in transfer tokens.
- Adding an "Active" competitor to the roster will cost you 1 token.

3.6.3 A registered competitor that has not been picked up by a team can be picked up at any time during the season..(renamed to "Active" vs "Non-active" (buhurt) | formatted | clarification)

3.6.4 Once a competitor has been selected for a team, they are now considered "Active" and will remain so until the end of the season. Even when dropped from a team, they will keep the "Active" status.(renamed to "Active" vs "Non-active" (buhurt) | formatted | clarification)

3.6.3 "Active" vs "Non-active" (buhurt)

Competitors who never joined a team are "Non-active" competitors

Once a competitor is assigned to a team the competitor becomes "Active"

Competitors don't lose the status "Active" after being dropped from a team, injuries or transfer window.

3.6.5 Open transfer window from the 16TH of December to the 14th of January. There will be no Cost to readjust your teams during this time period.(clarification)

3.6.5 Open transfer window from the 16th of December to the 14th of January. There will be no token reduced to readjust your teams during this time period

5. Temporary Rules Addendum (added)

Document was reformatted into the new format.