



VER. 2024

Regulations

Duels

1. General Regulations

- 1.1** Fights of the Buhurt International duel categories Triathlon, Sword and Buckler, Sword and Shield, Polearm are held in hard-surface lists, with 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 entering the safety zone during fights will result in a penalty (yellow card) for the individual or their team (club). The team of Marshals includes a Knight Marshal (chief official), four (4) Marshals (fight officials) in the list, a Secretary, and an Authenticity Committee Representative (AC rep).

Important! In case of disagreement, the chief official makes the final decision.

- 1.2** The Knight Marshal (chief official) invites the fighters to the list and announces the fighters preparing for the next fight.

Important! Invited fighters must report to the designated area of the list to pass pre-fight authentic, aesthetic, and technical equipment check.

- 1.3** Invited fighters are granted up to 60 seconds to report to the list.

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 30 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. If the fighter fails to report to the list within 3 minutes, or enters the list unprepared, their opponent is awarded a technical win.

- 1.4** The Knight Marshal requests marshals and fighters to confirm their readiness.

- 1.5** The Knight Marshal signals the beginning of the fight with the command “Fight!”

- 1.6** Lines Marshals (4 officials) supervise the fight and score the clean blows delivered to the permitted strike zones. Moreover, the marshals take note of rule violations committed during the fight, but do not interfere with the fight.

Important! Only the Knight Marshal can interfere with the course of the fight.

- 1.7** The Knight Marshal observes the general course of the fight and assesses actions of the fighters in the list.

- 1.8** The timekeeper times the rounds of the fight.

- 1.9** A round ends after:

- 60 seconds of effective time and the “Stop fight” command of the Knight Marshal – for the Longsword category or a Longsword round for Tri-athlon category.

- After 5 clean blows delivered by one fighter during the round (up to 60 seconds) for the Sword and buckler category/triathlon round.
- 60 seconds of effective time and the “Stop fight” command of the Knight Marshal – for the Sword and shield category/triathlon round.
- 60 seconds of effective time and the “Stop fight” command of the Knight Marshal for the Polearms category.

Important! 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.

Important! The organizers can alter the length of the fights/number of rounds/orders of the rounds (one category, duathlon, triathlon, four fights type of competition) provided this decision is coordinated with the Head Organization and is registered in the Tournament Regulations.

- 1.10** The fighters return to their initial positions and change their weapon for the following round of the Triathlon category, rest during the break during the Longsword/Shield/Polearm category or wait for the next round in the Sword and Buckler category.
- 1.11** Fight Victory:
- 1.11.1 Longsword-total score from both rounds(the score must have at least 2 point spread), if a tie an additional 30 second round may be fought.
- 1.11.2 Sword and Buckler- first competitor to achieve two (2) round victories
- 1.11.3 Sword and Shield- total score from both rounds(the score must have at least 2 point spread) , if a tie an additional 30 second round may be fought
- 1.11.4 Polearm-total score from both rounds, if a tie an additional 30 second round may be fought
- 1.12** In the Triathlon category, fighters can use up to 120 seconds to change their weapon. The break during the Longsword/Shield/Polearm category is 30 seconds. There is no break for the Buckler category.
- 1.13** All marshals in the list report to the Knight Marshal to announce the score and any rule violations. Based on the marshals’ reports and personal observations, the Knight Marshal makes a decision about the result of the round, considers the appeals (if any were submitted), issues rebukes or warnings (yellow and red cards) to the fighters, and announces the result of the round.
- 1.14** The secretariat of the tournament registers the results of the round in rating protocol. Registered results include
- Score of the round;
 - Fight victory.
- 1.15** Yellow and red cards are registered in the fighter’s rating.
- 1.16** The winner of the fight is announced:
- In the Triathlon category – after three rounds;
 - In the Longsword category – after two (2) main or additional rounds.

- In the Sword and Buckler category – after the final of three (3) main or additional rounds;
 - In the Sword and Shield category – after two (2) main or additional rounds.
 - In the Polearm category – after two (2) main or additional rounds.
- 1.17** The winner is awarded the basic rating point – one (1) win 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, and provide an extension of the fights.
- 1.18** Provided the fighters are informed in advance, the number of rounds and break time can be decreased under extraordinary circumstances.

2. Penalties

- 2.1** The fighter receives a reprimand during one (1) fight for the following:
- 2.1.1** A fall that was caused by offensive actions of the opponent, provided they were conducted in accordance with the ruleset.
- 2.1.2** Armour failure that prevents the fighter from continuing the fight. If the issue was fixed within the time limit (set by the knight marshal), the fight can continue. The decision on the severity of the armour failure and time limit is made by the Knight Marshal.

Important! Reprimands are not imposed in cases of weapon or shield breaks.

- 2.1.3** Weapon loss during the fight.
- 2.1.4** Passive attitude.

Important! A fighter's refusal to conduct offensive actions during the length of time (not less than 15 seconds) is considered a passive attitude.

- 2.1.5** Falling or stepping outside the boundaries of the list.
- 2.1.6** Failing to report to the list within the designated time frame.

Important! A reprimand to a fighter will result in three (3) points added to their opponent's score. The points gained because of the reprimand are registered separately in the rating. - A fighter who gains three (3) reprimands during one fight loses the fight automatically, and their opponent is granted with a technical victory. - Reprimands are not noted in the tournament protocol and personal records of the fighters.

- 2.2** 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 documents.
- 2.3** 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. A fighter can receive up to two (2) Yellow cards within a tournament.

- 2.4 A yellow card is imposed in cases of:
- 2.4.1 A fighter performs any illegal action listed in the Rules for the Triathlon, Longsword, Sword and Buckler, Sword and shield, and Polearm categories.
 - 2.4.2 A fighter performs any action not listed in the authorised techniques section of the Rules for the Triathlon, Longsword, Sword and Buckler, Sword and shield, and Polearm categories.
 - 2.4.3 For a demonstration of poor sportsmanship, derogatory behaviour, obscene language, comments directed at marshals, opponents, or spectators.
 - 2.4.4 A fighter starts the fight before the 'Fight' command.
 - 2.4.5 A fighter performs offensive actions after the 'Stop Fight' command.
 - 2.4.6 A fighter ignores the Knight Marshals' orders.

Important! 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.

- 2.4.7 The fighter is not allowed in the list if they are using low quality, dirty, rusty, dented equipment or anything without historical plausibility. If the fighter attempts to use such equipment, they receive a warning (yellow card) and are required to replace the elements of equipment in accordance with technical requirements or authentic requirements. Warnings (yellow cards) will be given for the use of modern boots or shoes with explicitly modern outsoles with deep lugs. Using modern adhesive tape, plastic ties, and other modern materials for repair if they are clearly visible. Use of the slogans and imagery which are not historically plausible or derogatory in the decoration of any piece of equipment (shield, weapon, tabard). Use of any other modern equipment or decoration if they are clearly visible.

Important! Textile adhesive tape of neutral colours to repair kit is permitted. If the replacement of the elements of the equipment under discussion is impossible, the fighter is disqualified.

- 2.5 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.

Reasons for disqualification

- 2.5.1 Systematic rule violations (two (2) yellow cards during the tournament).
- 2.5.2 Injuring the opponent with illegal strikes. However, if marshals or medics ascertain that an injury has been simulated, the struck fighter may receive a red card as a result of serious foul play.
- 2.5.3 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. Appeal

- 3.1** 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 organizers. The number of templates is determined by the organizers.
- 3.2** An appeal can be filed according to the following reasons:
 - 3.2.1** False implementation of the reprimand, warning, or disqualification.
 - 3.2.2** Unregistered clean blows to the legal strike zones that affect the course of the fight.
 - 3.2.3** Unregistered rule violations by the opponent that should result in a reprimand.
 - 3.2.4** Unregistered rule violations that should result in a yellow or red card, or any other severe rule violations.
- 3.3** 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 representative (or a Team Captain), observing the fight, must announce the intention to appeal to the Knight Marshal in person. The appeal is considered during the following 15-25 minutes prior to the commencement of the next fight, in the presence of the fighter's (or team's) representative.
- 3.4** Possible results of the appeal:
 - 3.4.1** A general rematch of the round.
 - 3.4.2** Imposing, or withdrawal, of yellow cards.
- 3.5** If the Team Captain is dissatisfied with the Knight Marshal's decision, they can appeal to the Buhurt International Judiciary Committee