



Historical Medieval Battle
International Association



BATTLE OF THE NATIONS[®]



HMB Rules

for BUHURT CATEGORIES



GENERAL REGULATIONS

- 1.1. Historical Medieval Battle (HMB)** is full contact sporting combat in which historical protective and offensive arms of the Middle Ages – made especially and adjusted to suit this kind of competition – are used. HMBs are held in the lists of standardized dimensions, with different types of authentic weapons, depending on the kind of a battle.

The concept of HMB includes all kinds of full contact combat with the use of items of Historical Reenactment of the Middle Ages (HRMA), namely historical fencing, buhurts, melee, duels, small group battles, mass field battles, professional fights, etc.

HMBs are always held in full contact, but are represented by different categories with various authorized and prohibited techniques. In addition, victory conditions, battle regulations, tournament schemes and other parameters are different.

The following rules apply to buhurt categories of Historical Medieval Battle.

- 1.2.** All HMBs are held under control and observation of a marshal's (referee's) group, including one knight marshal (main referee), field referees, linesmen and referees monitoring the video coverage. The number of members of the marshal's group is established separately for each event, depending on its format and content. The presence of the knight marshal and field referees is required in every type of combat.
- 1.2.1.** The knight marshal is selected by the event organizers. In case of any disagreement the knight marshal's decision is final.
- 1.2.2.** The records of the combat process and combat results are made by the secretariat.
- 1.3.** HMB buhurt categories vary. In particular, the number of fighters can be different: each category has approved combat regulations.
- 1.4.** The conditions of victory can also vary depending on the battle regulations of a certain category.
- 1.5.** The main criterion of victory in buhurt HMB categories is a "removal" of an opponent or all members of the rival team from the battle.

- 1.6.2.** Sign a statement of voluntary participation in full contact combat (in the statement a fighter confirms his acceptance of any risks associated with participation in the battles, declines any declares that he fully understands the rules and agrees to abide by them in full).
- 1.6.3.** Have a medical health certificate issued by an official medical institution (state or private), confirming that he has no restrictions to limit his participation in the competitions.
- 1.6.4.** Be accredited by the organizers of the event.
- 1.6.5.** Have an admission for arms and armor, provided by the Authenticity Committee.

- 2.6.6.** The neck and base of the skull are to be protected with steel plate-armor element, supplemented with damping quilted or padded protection, such as a pelerine of the padded cap, a special collar or a filling. A riveted chain-mail element, with the plate protection and a protective damping layer located under it, is allowed.
- 2.6.7.** The spine and tailbone should have metal plate protection with quilted or padded protection. The thickness of these elements should be not less than 3mm for quilted and 5mm for padded in reinforced form.
- 2.6.8.** The fighter's hands are to be protected with gloves or gauntlets made of steel plates or riveted chainmail. If hand protection is made solely of riveted chainmail, a damping layer no less than 5mm thick in a condensed (reinforced) form must be under it.
- 2.6.9.** The hands and forearms of a fighter using a shield with elbow grip can be protected with steel armor elements. Should a fighter lose his shield, he'll be able to continue the fight. They can be protected minimally (only with underarmor padding and cloth gauntlets), but from all sides, which may be under attack. The minimum level of underarmor protection includes layers of wool and linen cloth sewn together.
- 2.6.10.** The fighter's elbows and knees must have steel plate protection. If the plate protection doesn't fit the fighter's armor, it should be hidden under the authentic element of the set. The minimum level of underarmor protection includes quilted or padded protective layer no less than 10mm thick in a condensed form.
- 2.6.11.** The fighter's shins and hips are recommended to be protected with metal armor elements at each side. The minimum level of underarmor protection includes layers of woolen and linen cloth sewn together.
- 2.6.12.** The fighter's groin has be protected with armor elements or hidden protection (an athletic support for contact sports will be sufficient).
- 2.6.13.** The protective complex has to provide a complete and reliable protection to the head, neck, spine and joints in any body position.

2.6.14. If a fighter represents a time period, when certain parts of the body weren't covered with protective elements, these areas are to be safely covered with hidden protective elements (Eurasia region of the XIII-XVII centuries), which aren't registered visually.

2.6.15. If the level of safety of the authentic protective arms does not meet requirements of these regulations,

a fighter should use extra protection made of other kind of materials (worn only under authentic armor and underarmor).

Important! *Modern protection, having its own fastening system, can be used only as a tertiary level of protection.*

2.6.16. The fighter must ensure his armor meets protective characteristic standards and check the accuracy and safety of any protective parts before a battle.

2.6.17. The fighter is responsible for the offensive and protective arms he uses in battle, the monitoring of

their authenticity, aesthetics, and compliance with the requirements stated in this regulatory document.

Important! *Fighters can only use weapons that are authorized by the Authenticity Committee in battles.*

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PROHIBITED TECHNIQUES

Any prohibited strikes or actions against the opponent are serious breaches of rules which lead to sanctions, from rebuke to disqualification. Regardless of whether breaches are made accidentally or on purpose, sanctions are to be imposed.

Each fighter must agree not to adopt the use of the prohibited techniques, among which are:

- 4.1. Any actions which are not listed in section 3. Only the actions stated in these rules are allowed.
- 4.2. Any thrusts with weapons.
- 4.3. Any blows delivered with arms, hands, legs, shield (flat part or rim), head, shoulder, torso in prohibited area. The prohibited area includes the feet, back of the knee, groin, back of the neck and skull base and open face.
- 4.4. Twisting against natural direction of a limb flexing and any painful holds.
- 4.5. Pressure or holding the edges of a helmet with a hand, as well neck twisting caused by these actions.
- 4.6. Deliberate attempts to remove any elements of the opponent's armor (except shield).
- 4.7. Punches with weapons' hilts or fists, aimed at the face of the opponent (if the gap between the hilt and fist in combat mitten or glove is more than 3cm).
- 4.8. Any holds, hold-downs, suffocating with hands or weapons around the neck.
- 4.9. Any strikes on a lying, or kneeling (including positioned on one knee) fighter.
- 4.10. Deliberate injury to the opponent after he loses a part of his equipment.

4.11. Any thoughtless or uncontrolled actions with a weapon, as judged by Marshals or Knight Marshal.

4.12. Any attacking actions towards the fighter who has raised one hand with an open palm.

Important! *A raised hand with an open palm is a sign of voluntary submission from the battle. Having raised his hand with the open palm and/or kneeling on one knee (if there is such opportunity) the fighter automatically takes the position "out of battle".*

4.13. Inactive clinch that lasts more than 10 seconds. In this case a field marshal can pull the fighters, who are in the clinch, apart, giving a command "Break!"

Important! *The local commands "Break!" and "Fight" are only for fighters in clinch. After the command "Fight" a fighter can continue the battle against his opponent or attack another opponent.*

and hanging a yellow marshal flag attached to a baton, between the opponents' helmets. The fighters have to stop fighting in a clinch immediately and step aside 2 steps from each other. An additional command "Fight", given by the marshal who has stopped the clinch, serves as an additional signal that the battle is still in progress, both in general, and for the fighters who were in clinch in particular.

4.14. Grasping a single-handled pole arm when the metal part of the pole arm is less than 30 cm from the index finger.

4.15. Any strikes to the opponent's face, if one of the opponents uses an open-face helmet. It does not matter whether the second opponent uses a closed or open-face helmet, the strokes are mutually exclusive.

Important! *If a fighter, preserving a normal position of the head and neck, can be punched in the face with a clenched fist without hand protection, his helmet is considered to be the "open-face helmet".*

4.16. Fighters who are "out of battle" (due to their falling down or referee's decision), but are in the lists, are strictly prohibited from standing up on both legs before the command of the knight marshal "Stop the battle!" If a fighter is out of the battle because of falling, losing equipment or because of marshal's decision, he is to take a comfortable sitting or lying position in the lists and wait for the end of the round, without interfering in the battle. With his comfortable position the fighter shows that he is not injured.

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MANAGEMENT AND CONTROL OF BATTLES

Management and control of battles is done by using the following penalties, depending on the situation in the lists, fighters' actions and referees' decisions.

- 5.1. Rebuke is a sanction applied to the fighter for less serious rule violations, which aim is to draw the fighter's attention to his actions. It is not to be put on record.
- 5.2. Warning, or the Yellow card is given to the fighter for rule violation and it is to be stated on the records. The Yellow card affects the rating of the fighter and his team. The Yellow card can be given only by the knight marshal of the tournament.
- 5.3. Disqualification or the Red card is the sanction applied to a fighter for serious or recurrent (the second yellow card) rule violation, which is to be stated in the report. After the fighter gets the Red card he is removed from further participation in the competition, and is replaced by a substitute fighter of the team. A fighter can only be disqualified by the knight marshal of the tournament.

The application of each of the above stated sanctions is regulated by the rules for every specific category.

These Rules have been developed by **HMBIA**[®] Marshals Committee.

This document has been reviewed and proofread by Gavin Stewart, member of **HMBIA**[®] Development Committee.