



Historical Medieval Battle  
International AssoGiaion



# BATTLE of the NATIONS

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## Regulations

for "POLEARM DUEL" CATEGORY

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## GENERAL REGULATIONS

- 1.1 The tournament category is represented by the fights where the number of firm (clear) blows delivered with the combat part of the weapons to the accepted zone of the opponent is taken into account.
- 1.2 There are no weight categories in the tournament category.
- 1.3 The panel of marshals includes the knight marshal (chief referee), field marshals (referees) and the secretary.
- 1.4 The tournament-category fights are held on hard lists, 7 to 40 m of length, 7 to 20 m of width. The height of the lists fence for pole weapons fighting starts at 0.9 meters, in the middle the lists are divided with a chain, forming a barrier 0.7 meters high, into 2 equal areas for fighting and for participants.
  - 1.4.1 Fighting zone. Border lines will be marked on ground that will limit the zone in 1.5 meters from center of list. If a fighter steps out of the line with both feet, he/she have 5 seconds to return inside the border lines, otherwise he/she will receive a 1 point penalty. The rope in front of you and line in two steps back and 1.5 meters from each side, so fighters can escape their opponents' strikes, but they must come back to the fighter's zone fast enough.
- 1.5 The fight consists of 2 rounds, 60 seconds each (there's a 30-sec break between the rounds)
- 1.6 Every clear hit delivered to the permissible zones of an opponent, except for the hands, brings one point.
- 1.7 Every applied allowed technical action that led to the fall of the opponent is awarded with one point.
- 1.8 A hit is scored if it was intentional, clear, inflicted with considerable force, was not blocked, and both arms were in play.
- 1.9 The score is counted up over rounds. If there is a draw, there will be a third round of 30 seconds, or until the first clear, strong strike connects.
- 1.10 **"Technical victory" with a 3-0 score is awarded to one of the fighters in the following cases:**
  - 1.10.1 If the opponent refuses to fight before the beginning of the battle, does not appear in time on the lists upon the call of the knight marshal or fails to prepare his equipment within the time set by the knight marshal. Not coming to the fight will lead to a warning (one Yellow card). If the fighter is removed from further participation in the fights, due to an injury or disqualification, the "technical victory" is also awarded to their opponent.
  - 1.10.2 If the opponent cannot continue fighting because of an "accidental injur"

**1.10.3** If the opponent gets two warnings (two Yellow cards) within the fights.

**1.10.3** If there are factors which, according to the knight marshal, impede the fighter to continue, namely breakage of any equipment element (including weapons) and if it cannot be fixed or replaced within the set time (not more than 1 minute).

## WEAPON REGULATIONS

Two-handed pole weapons, namely: halberds, axes, glaives, kouzas and other similar kinds of pole weapons shall have a minimum length of 130 cm, to a maximum of 220 cm, and weight from 2.5 to 3.2 kg, with the length of cutting edge (blade) more than 12 cm. The Chart “Technical Requirements to HMB Permitted Weapons” contains other regulations for two-handed pole weapons.

## 2 AUTHORIZED TECHNIQUES

The following list the permitted HMBIA regulations/actions in this category:

**2.1** Any strikes, pushes, pressure with weapons, hands, legs, head, shoulder, body on the opponent’s accepted zone.

### ***Important!***

- *The accepted zones exclude feet, back of the knees, groin, back of the neck, skull base.*
- *Any actions (strikes, pressure, etc.) with a leg aimed at the knee joint (on either front or back side) are prohibited.*
- *The fighter can strike with a free hand, but only if they have a weapon in his other hand.*

**2.2** Strikes aimed at the opponent who has lost balance until they fall to the ground.

**2.3** Holds of non-combat parts of the opponent’s weapons with free hand.

### ***Important!***

*Painful grips, suffocating techniques, arch throws, and 5 point wrestling type throws are prohibited.*

**2.4** Wrestling techniques, throws, back heels, etc.

**2.5** Holds of the body of the opponent with weapons from the front and from the sides

### ***Important!***

*Any holds with direct pressure on the neck are prohibited.*

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## PROHIBITED TECHNIQUES

Any prohibited strikes or actions against the opponent are serious violations of rules and lead to sanctions, from rebuke to disqualification. Regardless of whether the breaches are made accidentally or on purpose, sanctions are to be imposed. Every fighter must avoid prohibited actions, among which are the following ones:

- 3.1 Any actions which are not listed in section 2. Only the actions stated in Authorized Techniques rules (2.1 through 2.5) are allowed.
- 3.2 Any thrusts with weapons.
- 3.3 Any blows delivered with arms, hands, legs, head, shoulder, torso aimed at prohibited zones. The prohibited zones include feet, back of the knee, groin, back of the neck and skull base.
- 3.4 Twisting against natural direction (flexing) of a limb, and any painful holds.
- 3.5 Pressure on or holding of the edges of a helmet with a hand, as well as neck twisting caused by these actions.
- 3.6 Deliberate attempts to remove any elements of the opponent's armor.
- 3.7 Any holds, hold-downs, or suffocating with hands or weapons around the neck.
- 3.8 Deliberate injury to the opponent after he loses a part of his equipment.
- 3.9 Any thoughtless or uncontrolled strikes or moves with a weapon.
- 3.10 Any attacking actions towards the fighter who has raised one hand with an open palm.
- 3.11 In the case of an Inactive clinch that lasts more than 10 seconds, the field marshal can separate the fighters giving the local command "Break!" and hanging the yellow marshal flag, between the opponent's helmets. The fighters have to stop fighting in the clinch immediately and both take 2 steps away from each other. An additional command of "Fight", will be given by the marshal that stopped the clinch, which will be the signal to continue the fighting and that the

**Important!**

*A raised hand with an open hand is a sign of voluntary withdrawal from the battle. Raising the hand with the open hand and/or standing on one knee (if there is such opportunity) the fighter automatically takes the position "out of battle"*

**Important!**

*The local commands "Break!" and "Fight" are only for fighters in clinch. After the command "Fight" any of the fighters can continue the battle against each other.*

battle is still in progress (both in-general, and for the fighters who were stopped in that particular clinch).

