

Regulations for Group Battles (150 vs. 150)

Battle of the Nations 2019

1. General Regulations

1.1 Group battles are held among men under the Rules and Regulations of the HMBIA Buhurt with the following changes and additions set forth in this document.

1.2 All 150 vs. 150 battle participants are divided into two parties. Each party (150 fighters) is divided into 5 units (Banners). The number of Banners on the field - no more than 30 people. If the total number of party fighters is less than 150, the Banner head count can be changed. The Banner is a complete tactical unit (30 fighters) even if fewer Banner participants enter the field.

1.3 The Banner may hold no more than 30 reserve fighters. Banner total headcount shall not exceed 60 fighters.

1.4 Battles take place on an unfenced site (list). The size of a site depends on the specific venue of the event.

1.5 Safety perimeter shall be established and marked with bright markings on the ground around the list (on each side of the rectangle). The size of the safety perimeter shall be at least 5 meters wide on each side of the list.

1.6 The organisers shall establish the safety perimeter and the borders of a list and mark them on the plan no later than 24 April 2019.

2. Banner Assembly Procedures

2.1 The event organisers choose candidates for Banner captains from among the captains (or military captains) of the BOTN 2019 national teams. If a chosen candidate refuses to become a Banner captain and such duty position remains vacant, the event organisers shall offer this post to other captains of the national teams on a competitive basis. The following criteria shall be applied for applicants' evaluation: at least 30 fighters on a team, participation in at least three BOTNs.

2.2 The Banner captain shall determine its line up and obtain the event organisers' approval of the full list (including primary and reserve fighters, no exceptions) no later than 24 April 2019. After this date, the captain may substitute no more than 5 fighters. Exception: if a previously approved fighter cannot participate in the 150 vs. 150 battles due to the injury sustained during BOTN 19, the captain may replace such a fighter even after the specified date.

2.3 Banner fighters can be the members of national teams, as well as fighters outside of national teams registered specifically for 150 vs. 150 battles, who have obtained full individual registration for BOTN 19 for fighters registering for 150 vs. 150 battles only.

2.4 Banners can include fighters from several national teams.

Fighters of one national team ordinarily, may be part to one Banner only. The participation of fighters of the same national team in different banners (but in the same party) is allowed in agreement with the organizers if their national team's Banner is complete.

2.5 Each fighter may be part to one Banner only.

2.6 Any other terms are subject to the organisers' approval.

3. **Responsibilities of 150 vs. 150 Battle Participants. Battle Management**

3.1 Each Banner is led by its captain. The captain is responsible for the Banner size and composition during group battles.

3.2 The party captain is elected from among the captains of the Banners. The party captain, together with the Banner captains, determines the tactics and strategy of the battle. The party captain and the Banner captains must pay attention to the teams and signals of the organizers served by the speakerphone, as well as the signals and commands from the field marshals and make every effort to ensure that the fighters on the list follow them carefully.

3.3 Two HMBIA internationally certified marshals are assigned to each Banner. Marshals control the number of fighters in a Banner, and armour and weapons before the battle. During the battle, the marshals are behind 'their' Banner. However, marshals have the right (and obligation) to intervene into the battle anywhere on the list in case of the rules violation or life (health) threatening situation for fighters, regardless whether they belong to 'their' or 'other' Banner. Marshals must pay attention to the organisers commanding (signalling) through loudspeakers and make every effort to ensure that the fighters on the list follow them carefully.

3.4 Marshals' special signals:

3.4.1 Field marshals give commands (signals) with a baton and back them up with voice or hand command, if necessary.

3.4.2 Marshal's baton is an at least 150 cm long pole, painted in black and yellow, with a yellow flag on one (conventionally upper) end and a red flag on the other (conventionally lower) end.

3.4.3 A flag (of any colour) between fighters signifies the immediate stop of the fight (local break).

3.4.4 Pointing the baton down signifies withdrawal from the battle.

3.4.5 Red flag up shall mean a call for medical aid.

3.5 The organisers' special signals:

3.5.1 The horn sound through a loudspeaker is the organisers' signal for the start and end of the battle (fight).

The list of signals:

3.5.2 Single sounding signifies the start of the battle.

3.5.3 Triple sounding signifies the end of the battle.

3.5.4 Double sounding signifies a temporary emergency stop of the battle.

3.5.5 With any signal the fighters shall stop and stay still. Fighters withdrawn for the battle shall remain still (not get up) and wait for marshals' (organisers') special order.

3.6 Fighters must follow the orders of the organisers (any field marshals) and their Banner (party) captains.

3.7 Fighters are personally responsible for the functionality and safety of their gear and compliance with the rules.

4. **The Battle Procedures:**

4.1 Battle start procedure

4.1.1 Before the start of the battle, both parties shall align along their side of the list in Banners. Captains report to marshals on the number and readiness of the fighters.

4.1.2 Control the number of fighters carried out at the gate. Fighter replacement algorithm is as follows: one fighter must leave the gate before the other one enters.

4.1.3 The marshals perform a weapon and armour check before the battle.

4.1.4 Banners take turns when positioning on the list. The captains define the battle formation.

4.1.5 The organisers call for the readiness of the parties through a loudspeaker. Party captains report on the readiness.

4.1.6 The organisers signal the start of the battle through a loudspeaker. After a signal, the fighters may start fighting.

4.2 Determining the winner:

4.2.1 The winner is the party which takes all the opposing party fighters out of the battle or managed to capture and carry over to their side all the flags of the opposing party.

4.2.2 Each Banner comes out under a specific banner (flag). The event organisers provide the flags.

4.2.3 Behind a party's line there is a specially marked end zone – the territory where the opposing party's flags must be delivered. Once the captured flag enters the end zone, it cannot be fought back.

4.2.4 When all the flags of a party are in the opponent's end zone, the battle stops and the winner shall be determined.

4.2.5 During the battle, flags may be easily moved around the list.

4.2.6 It is forbidden to bring flags inside own end zone.

4.2.7 Before the start of the battle, each flag is in the middle of the Banner (battle formation). The flag moves within the centre of the Banner formation until the Banner holds a battle formation.

4.2.8 Any Banner fighter can move their Banner flag. It is forbidden to move a flag of another Banner if of the same party. A fighter moving a flag is in fight mode and may attack or defend as provided by the rules and regulations for buhurt battles. A fighter moving a flag can be withdrawn from the battle under the rules and regulations for buhurt battles not otherwise restricted.

4.3 Battle end procedure

4.3.1 The organisers signal the end of the battle through a loudspeaker. After the signal, the fighters must remain on the spot waiting for a special command from marshals (organisers).

4.3.2 After the battle stops, it can be continued from the same spot, a recount and line up command may be given, or the end of the battle may be declared and the winner identified.

4.3.3 At a temporary stop or end of the battle signal the fighters shall immediately stop and stay still (also applies to fighters who have been withdrawn from the battle).

4.3.4 At the organisers' command through a loudspeaker, the disengaged fighters can leave the list, and those remaining in the battle can make necessary rearrangements during a pause.

5. **Amendments and restrictions to rules for buhurt battles:**

5.1 Any holds on the opponent's helmet (with a hand, pole, shaft or a weapon) are prohibited. The organizers will publish a video with a detailed explanation in the near future.

5.2 The lower edge of the pavise (large shield) may touch the list. Pavise sizes must meet the authenticity requirements for the shields (see the relevant document). In case of an oval-shaped pavise, a marshal shall determine the point of contact.

5.3 A fighter who stepped into a safety perimeter with both feet shall be considered disengaged (regardless of whether they entered the safety perimeter by themselves, was making a manoeuvre, was pushed by the opponent or miscalculated own strength when pushing the opponent). When in a safety perimeter, the fighter shall cease any fighting activities, retreat to the outer border of the safety perimeter (further away from the list) and assume a comfortable position on the ground (sitting or lying down). A fighter in a comfortable position signals they do not need medical assistance.

6. Rule violations and penalties

6.1 In the case of fixing the violation of the rules by the marshal directly on the lists, the responsibility envisaged by the current Regulations of the HMBIA Buhurt Battles

6.2 According to the results of the battle of 150 to 150, appeals are not filed.

6.3 By the end of the battle, Banner captains shall inform the organisers on injuries and violations against their Banner fighters.

6.4 In case of injuries resulting from the foul actions of the opponents, the Marshals Committee and the Control and Disciplinary Committee shall identify the violators immediately after the battle. In case of impossibility to identify the violators immediately after the battle, the Control and Disciplinary Committee shall review the video recording of the battle within a month after the event and identify them then.

6.5 Video recording is mandatory for all group buhurt battles. The Control and Disciplinary Committee, together with the Marshals Committee shall review the video recordings. If a violation is revealed, sanctions may be imposed on a fighter in breach of the rules (yellow card, red card), which shall remain in effect for all HMBIA events of the current Buhurt League season.