



Historical Medieval Battle
International Association



BATTLE OF THE NATIONS[®]



Regulations

for TOURNAMENT CATEGORY

1

GENERAL REGULATIONS

- 1.1** There are no weight categories in the “1vs 1” category. The fights of the tournament category are held on the battlefield, from 15 to 40 m of length, from 7 to 20 m wide. Height of the sides is from 1.2 m. The panel of referees includes the knight marshal (chief referee), field marshals (referees), and a secretary.

Important! *In case of any disagreements a deciding vote belongs to the knight marshal.*

- 1.2.** The knight marshal (chief referee) invites two fighters to the lists, and then asks two other fighters to get ready.

Important! *Two invited fighters have to come to a special place near the list, where they go through a pre-combat historical, aesthetic and technical inspection of equipment. The functions of the historical and technical committee of the event are performed by the marshals and knight marshal.*

- 1.3.** The invited fighters have to appear on the battlefield within 1 minute.

Important!

- *The knight marshal may ask the fighters to enter the lists with their helmets off. After the verification of fighters' identities via the list of stated participants, they will be given 30 seconds to put on their helmets and be ready for the fight. The seconds who are behind the lists' barrier, can help the men to put on the helmets. The fighters have no right to leave the lists before the start of the fight. This measure is necessary to prevent the possibility of substitution.*
- *If the fighters appear on the battlefield more than 3 minutes after they've been invited or come unprepared, the opposing team is awarded a «technical victory».*

- 1.4.** The knight marshal asks about the readiness of the marshals and the fighters.

- 1.5.** The knight marshal signals the start of the first round (where the long-sword is used), giving the command «To the fight!»

- 1.6.** The linesmen (4 people) observe the fight and count the stout blows inflicted on the fighters by each other and delivered with the combat part of the weapons in the kill zone. The marshals also record the violations, but do not interfere in the course of the fight.

Important! *Only the knight marshal can interfere in the course of the fight.*

- 1.7. The knight marshal observes the general course of the fight and assesses the actions of the fighters on the list.
- 1.8. The timekeeper monitors timing of the rounds.
- 1.9. The first round is to be finished after 1.5 minutes and the command of the knight marshal “Stop the fight!”

Important! *If the knight marshal sees the need to stop the fight temporarily, the timekeeper stops the counting of the time assigned for the round.*
- 1.10. The fighters return to their original positions on the list and change the weapons for the second round.
- 1.11. Up to 2 min. is assigned to change the weapons.
- 1.12. All the referees working on the list come to the knight marshal and report the round score and the observed violations, if any. Relying on the reports of the marshals and his own observations, the knight marshal decides on the result of the round, considers the protests (if any), gives the oral warning or the yellow or red cards to a fighter, announces the result of the round.
- 1.13. The Secretariat has to record the results of the round in the ratings:
 - the victory in the round
 - points for the round
 - victory
- 1.14. The yellow or red cards have to be mentioned in the ratings of the fighters.
- 1.15. The second and third rounds, “Sword -Buckler” and “Sword-Shield” are held according to the above scheme.
- 1.16. After the three rounds are over, the winner of the fight is to be announced.
- 1.17. The winner gets the main point for the rating, 1 point for winning the fight.

All other points of the rating (for winning the rounds, medium points for the rounds, loss of points due to the yellow cards) are taken into account only when the fighters have an equal number of points for the win and provide a broadened picture of the fights.

- 1.18. In exceptional situations the time taken for a round and change weapons, can be changed in the lower side with the prior notification of participants

2

PENALTIES

- 2.1. Rebuke is a sanction applied to a fighter in the course of one fight in the following cases:

- 2.1.1. A fighter falls as a result of an active legal attack from his opponent, in case these actions were made according to the rules.

- 2.1.2. Any part of protective equipment breaks or malfunctions, which, on the knight marshal's point of view, doesn't allow the fighter to continue the battle.

If this malfunction can be eliminated within the time, defined by the knight marshal, the battle can be continued

Important! *If the fighter's weapon (a sword, a shield etc.) is broken, the sanction will not be imposed.*

- 2.1.3. The fighter loses his weapon during the battle.

- 2.1.4. The fighter is passive in the battle.

Important! *Passive behavior is considered to be refusal from active actions against your opponent during a long period of time (not less than 30 sec).*

- 2.1.5. Going out of or falling out of the battlefield.

Important!

- *Applying a rebuke sanction to one of the fighters is accompanied with awarding his opponent 3 additional points.*
- *The fighter who gets three rebukes in a battle automatically loses it. And his opponent*

is awarded with "a clear victory"

- *Rebuke sanctions are NOT stated in the record of the tournament or in the personal cards of the fighters.*

- 2.2. Verbal warning, or the Yellow Card, is a sanction imposed on the fighter for insignificant rules violation, it is intended to draw the fighter's attention to his actions; it is not stated in the record.

Warning, or the Yellow card, is a sanction imposed on the fighter for rules violation and it should be stated in the record of the competition. It affects the rating of the team and the fighter. The fighter can get maximum two yellow cards within the event.

The Yellow card is given in the following cases:

- 2.2.1. For using any prohibited techniques stated in HMB rules for Tournament Categories, Chapter 4 "Prohibited fighting techniques".
- 2.2.2. For actions not listed in HMB rules for Tournament Categories Chapter 3 "Authorized fighting techniques".
- 2.2.3. For unsportsmanlike behavior, boorishness, bad language, shouting at the referees, the opponents and spectators.
- 2.2.4. For starting the fight before the command "To the fight!"
- 2.2.5. For continuing an attack after the command "Stop the fight!"
- 2.2.6. For ignoring the knight marshal's commands.

Important! *For all the violations mentioned above the fighter can get one or two yellow cards at once, depending on the gravity of the violation at the knight marshal's discretion.*

- 2.3. Disqualification, or the Red card, is a sanction imposed on a fighter for gross or systematic (the second Yellow card) violation of the rules. It should be stated in the record of the competition. The sanction implies the fighter's removal from the further participation in the competition and his substitution with a substitute fighter of the team. ONLY the knight marshal of the tournament has the right to disqualify fighters.

Grounds for disqualification:

- 2.3.1. Systematic violation of the rules, when a fighter gets two yellow cards within the event.

2.3.2. Injuring an opponent using a prohibited fighting technique or simulating the injury.

Important! *If the injured fighter can continue the battle within a certain time, his opponent is given yellow card and opportunity to continue the battle.*

2.3.3. Gross and systematic dissents with the referees, groundless appeals against their decisions, insults to the opponents or disrespectful behavior towards them, as well as other parties of the competition.

Important! *Each red card which is imposed on the fighter automatically becomes the team's red card.*

3

FILING an APPEAL

- 3.1. In case of a well-reasoned disagreement with the decision of the referees and the knight marshal, the captain of the team or an officially (in a written form) appointed assistant, the fighter's representative, can make a protest. The protest is to be written only in an "Appeal form", which can be given to the team captain by event organizers. The number of these forms is brought under regulation and decided by organizers of every event.
- 3.2. The protest is to be well-grounded and can be made in the following cases:
 - 3.2.1. Removal of the fighter out of the battle with violation of the rules.
 - 3.2.2. Unregistered by the referees important strokes at the kill zone, seriously affecting the outcome of the round.
 - 3.2.3. Unregistered violations made in the course of the fight, which are to be penalized with the sanctions.
 - 3.2.4. Unregistered violation of the rules with the imposition of the yellow or red cards, and any gross violations of the rules.

- 3.3.** The protest should be made after the fight is over and the fighters are asked whether they have any claims. The captain or a representative of a fighter, who has been observing the fight, makes a well-reasoned protest personally to the knight marshal. The protest is to be considered within 10-25 minutes and before the next fight in the presence of team member.
- 3.4.** Possible outcomes of the protest consideration:

 - 3.4.1.** General repeated round.
 - 3.4.2.** Reconsideration of the round score.
 - 3.4.3.** Reconsideration of the fight score.
 - 3.4.4.** Imposition of the yellow or red card on the fighters.
- 3.5.** The knight marshal (in case of disputable situations) and captains of the teams if they are reasonably not satisfied with the decision of the knight marshal, can address the Supreme Appeal Commission, which consists of the organizers of the event.

The re-appeal is to be considered by the Supreme Appeal Commission within 3 hours, it includes watching the video materials and interviewing the panel of referees, after that the final decision is to be taken.