



**VER. 2025.03**

# **Buhurt Regulations**

**Buhurt**

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# 1. General Regulations

## 1.1. Weight Limit

There are no weight categories in group battles.

## 1.2. The Marshals Team Includes

- Knight Marshal
- Field Marshals (should be no less than 2 field marshals and 1 knight marshal in the list)
- Line Marshals
- Video Supervisors (recommended)
- Secretary (a timekeeper)
- Authenticity Committee Representative (AC Rep)

## 1.3. List Requirements

Fights of the Buhurt International group battles category are conducted in the list with a hard surface and a rail. Depending on the type of the tournament, the size of the list may vary, provided it was agreed with Buhurt International and documented in the tournament Regulations.

### 1.3.1. Dimensions

- **3v3**: Length: 7 to 20 m | Width: 5 to 15 m
- **5v5**: Length: 9 to 20 m | Width: 7 to 15 m
- **12v12**: Length: 15 to 20 m | Width: 7 to 15 m
- **30v30**: Length: 25 to 30 m | Width: 12.5 to 20 m

### 1.3.2. List Height

The height of the rail is **0.9 to 1.3 m**.

### 1.3.3. Safe Zone

An organizer must provide a fenced, **2m wide** safety zone around every side of the list.

### 1.3.4. Table top size

The table top width should be between **50 - 70 cm**

## 1.4. Roles Allowed in the Safe Zone

- Marshals
- Team support (Handing over reserve weapons) in designated areas within the safe zone
- Team manager (Captain, Coach)
- Secretaries
- Technical staff (List maintenance)
- Media (Only approved media staff)

## 1.5. Penalty

- Accessing the safe zone without a designated role above **may** result in a penalty (yellow card) for the individual or team.

- Of the above roles, only marshal teams are allowed to rest their hands on top of the list this **may** result in a penalty



## 2. Team Structure

### 2.1. Composition

Teams participating in group battles consist of the following members

- **Team Manager** (captain, coach)
- **Team Support**
- **Competitors**

### 2.2. Competitors

- Competitors cannot be on multiple teams in a single category at a tournament.
- Once the tournament has started, team rosters are locked in and can not be changed.
- Teams may replace competitors from their tournament roster in any frequency and number between the rounds or matches.

### 2.3. Number of Reserve Competitors and Support in the Safety Zone

Competitors can have a team manager or support role.

- **3v3 Team:** 5 competitors, 1 team manager, 1 support
- **5v5 Team:** 8 competitors, 1 team manager, 1 support
- **12v12 Team:** 20 competitors, 1 team manager, 2 supports
- **30v30 Team:** 50 competitors, 1 team manager, 3 supports

During the Matches the competitors are not allowed in the safety zone. They will get penalised following **article 1.5**.

### 2.4. Alternative composition

Organizers decide on the team composition for other types of group battles.

# 3. Match Structure

## 3.1. Match Duration

- A match consists of **2 rounds**, each lasting **5 minutes** of effective fighting time.
- If the command "**Stop Fight**" is called the timer must be paused.
- If the winner cannot be determined after two rounds, **additional rounds** are fought.

## 3.2. Match and Round Win Criteria

- A match is won when a team secures victory in two rounds before the opposing team.
- A round is stopped when a team is outnumbered by a ratio of 3 to 1, with a round victory going to the outnumbering team.

### Examples:

- **12v12:**
  - 1 vs. 3 = stop fight
  - 4 vs. 12 = stop fight
  - 3 vs. 11 = stop fight
  - 4 vs. 11 = continue fight
- **5v5:**
  - 2 vs. 5 = continue fight
  - 2 vs. 4 = continue fight
  - 1 vs. 4 = stop fight
  - 1 vs. 3 = stop fight

## 3.3. Group Stage

- Time Limit for Each Match: **10 minutes**
- Time Limit for Each Round: **5 minutes**
- If the time limit is reached, the team with the most active (not grounded) competitors wins.
- If the match ends in a draw (provided the number of round victories was a draw), record the match as a draw.

## 3.4. Round Robin, Elimination Brackets, Semi-finals, and Finals

- A match cannot end in a draw.
- The time limit for the match is **unlimited**.
- The time limit for each round is **5 minutes**.
- If the time limit is reached, the team with the most active (not grounded) competitors wins.

### 3.4.1. Resolving a Draw

#### Initial Rounds

- If no team wins two rounds after the set rounds, a **third round** is fought.

#### Third Round

- During the third round:
  - If **both teams have only one competitor left standing**, the fight stops upon a 'Break' command.
  - The **timer is paused**.
  - Competitors are led to the middle of the list.
  - If the third round ends in a draw, a **fourth round** is fought.

#### Fourth Round

- During the fourth round:
  - If **both teams have only one competitor left standing**, the fight stops upon a 'Break' command.
  - The **timer is paused**.
  - Competitors are led to the middle of the list.
  - A winner is determined according to the rules of the '**Champion's Fight**'.
- If the fourth round ends in a draw, a **fifth round** is fought

#### Fifth Round

- The **rules of the 'Champion's Fight'** are applied.
- Teams are allowed to **select a competitor** to represent them in this final round.

### 3.4.2. Group stage or round robin

Determination of a winner in the group stage or round robin with equal number of victories reference the Tournament Structure documents.

## 3.5. Champion's Fight Rules

The Champion's Fight follows the general rules for group fights with specific adjustments and limitations.

### 3.5.1. General Setup

The fight begins with both competitors positioned in the **middle of the list**.

### 3.5.2. Time Limit

There is **no time limit** for the Champion's Fight. The fight continues until a winner is determined.

### 3.5.3. Prohibited Actions

It is strictly **prohibited to touch the barrier of the list** with any part of the body, including.

- Extremities (arms, hands, legs, feet).
- Head.
- Shield.



A competitor who touches the barrier of the list with any of these parts is **immediately declared the loser of the fight.**

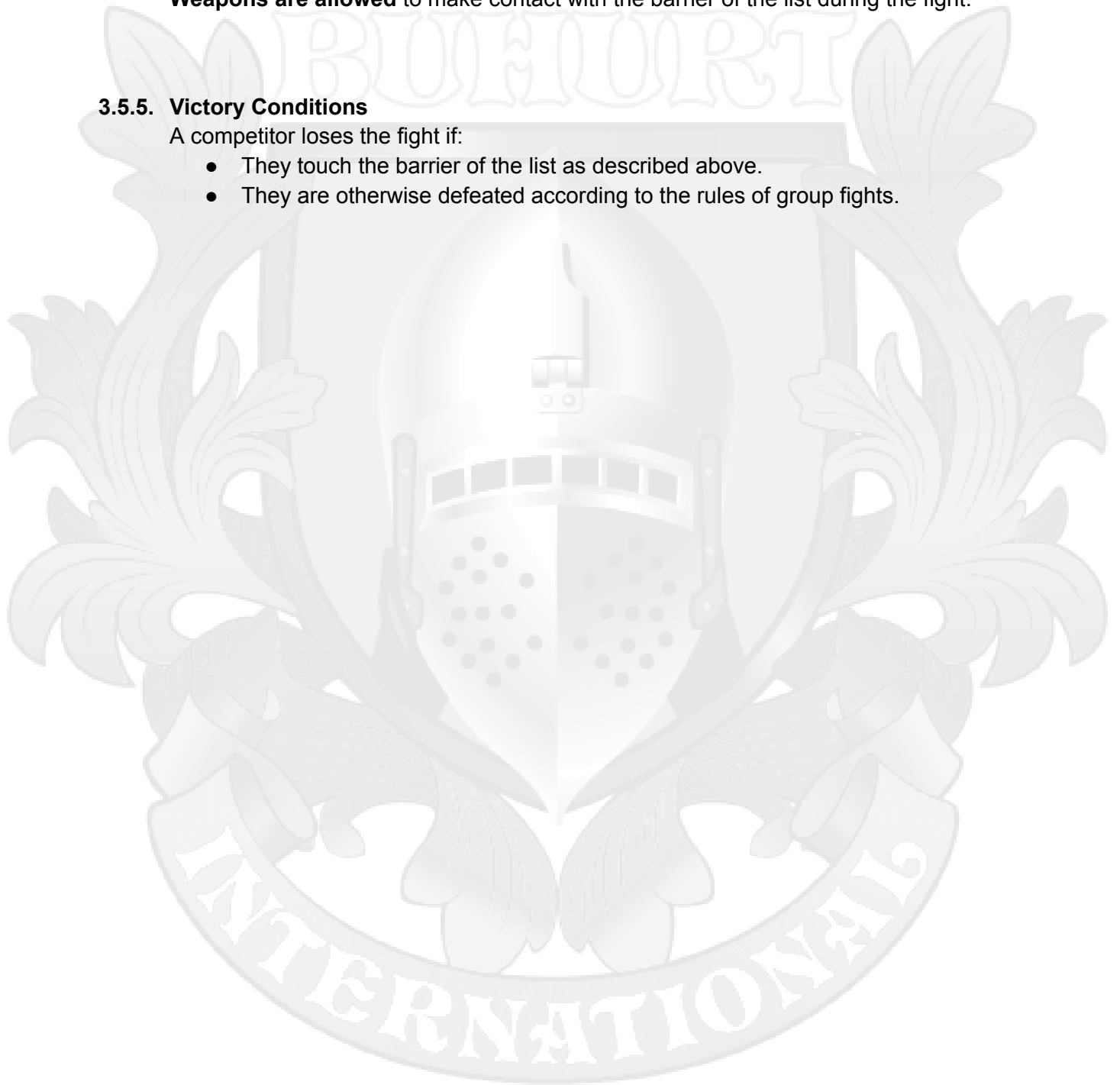
#### **3.5.4. Permitted Actions**

**Weapons are allowed** to make contact with the barrier of the list during the fight.

#### **3.5.5. Victory Conditions**

A competitor loses the fight if:

- They touch the barrier of the list as described above.
- They are otherwise defeated according to the rules of group fights.



## 4. Preparation for the Match

### 4.1. Team Invitation and Preparation

- The Knight Marshal (either directly or via the Secretary) **invites two teams** to the list and announces their preparation.

#### 4.1.1. Important

- The two invited teams must report to the designated area next to the list for Invited teams are expected to report to the list within **one (1) minute**.
- If a team fails to report to the list within **three (3) minutes**, their opponent is awarded a **technical win** of the match or the fight starts with an uneven number of competitors (5-4, 5-3).

### 4.2. Identity Verification

- The Knight Marshal can request competitors to enter the list with their **helmets off**.
- Once the competitors identities are verified:
  - They are given **90 seconds** to put on their helmets and prepare for the fight.
  - **Support outside of the list** may assist competitors during this preparation phase.
- Competitors are **not allowed to leave the list** before the start of the fight.
  - This measure ensures that no unregistered competitors are fielded by the team.

### 4.3. Enter the list

The competitors enter the list prepared for the Match

#### 4.3.1. Line up

- **5v5**  
Competitors line up entering the list for the marshal check.
- **12v12**  
competitors form 2 rows of 6 competitors, keeping column alignment
- **30v30**  
competitors form 3 rows of 10 competitors, keeping column alignment.
- The formations for other types of fights must be documented in the Tournament Regulations or determined by the Knight Marshal.

#### 4.3.2. Preparing for the match

- Everyone, except for the Knight Marshal, field marshals, competitors, and a Team Manager (captain, coach), leaves the list.
- The Team Manager (captain, coach) counts their competitors and reports readiness to the Knight Marshal.
- The Knight Marshal checks the number of competitors on each team.

- Technical and Authenticity checks equipment before the fight.
  - Technical check is carried out by the team of marshals and the Knight Marshal.
  - Authenticity check is carried out by an authenticity officer.
- Team Managers (captains, coaches) leave the list.
- Field Marshals take positions behind the teams' formations near the gates.
- The Knight Marshal requests field marshals to signal readiness and absence of unauthorized participants in the list.
- The Knight Marshal commands "Team ready." Teams can then assume their positions.

#### **4.3.3. Start of the Fight**

- The Knight Marshal signals the start of the fight with the command "**Fight.**"
- The Knight Marshal or a field marshal accompanies the voice command with a signal of a flag.

#### **4.3.4. Role of the Knight Marshal**

The Knight Marshal observes the general course of the fight and assesses team engagement.

They can:

- Return competitors to the fight (if grounded by unauthorized technique).
- Ground competitors.
- Break inactive clinches lasting 10 seconds or longer.
- Give penalties (cards) to competitors.

#### **4.3.5. Role of Field Marshal**

Field marshals observe the fight in the list and ensure compliance with the rules.

They can:

- Return competitors to the fight (if grounded by unauthorized technique).
- Ground competitors.
- Break inactive clinches lasting 10 seconds or longer.

#### **4.3.6. Observations by Line Marshals and Video Supervisors**

- Line marshals or video supervisors observe the fight in their local sectors of the list from behind the barrier.
- They are responsible for recording any rules violations.

#### **4.3.7. Important**

- A line marshal may only interfere with the fight under the following conditions:
  - By direct order of the Knight Marshal.

- To prevent a direct threat to a competitor's safety.
- A line marshal may also break an inactive clinch if necessary.

#### 4.4. Grounding a Competitor

Both the Knight Marshal and Field marshals can ground a competitor from the list in the following cases:

- Multiple verbal warnings being ignored in a round.
- Multiple Fighting Techniques or Other Prohibited Actions.
- Grounding your opponent by an illegal action where your opponent is unable to immediately rejoin the round.
- Being grounded does not replace other penalties (e.g., yellow or red cards)

#### 4.5. Removing Competitor from the list

Both the Knight Marshal and field marshals must withdraw a competitor from the list in the following cases:

- A competitor continues offensive actions after being grounded.
- A competitor loses their helmet.
- A Knight marshal can remove a competitor if they deem necessary.

#### 4.6. End of the Round

- A round is finished only after the **Knight Marshal's command** of "Stop fight!"

##### 4.6.1. Forfeit

- A team manager (captain, coach) can throw a white flag "**forfeit**" to signal the Knight Marshal to stop the fight.
- In such cases:
  - The opponents are awarded a technical win.
  - The number of active competitors in the list is recorded as 5-0.

##### 4.6.2. Forfeits During the Tournament

- The first white flag results in a round loss.
- The second white flag results in a match loss.
- After the third white flag, the team is withdrawn from the tournament.

#### 4.7. Handling Grounded Competitors

- Grounded competitors must remain on the ground until the Knight Marshal commands "**Rise.**"
- After the "**Rise**" command, teams return to their initial positions.

#### 4.8. Post-Round Procedures

- Marshals report any registered rules violations to the Knight Marshal.
- The Knight Marshal, based on these reports and personal observations:
  - Decide the result.
  - Processes appeals.
  - Announces the score of the round or fight.
  - Imposes warnings, yellow cards, or red cards.

#### 4.8.1. Important

- After the end of the round or fight, the Knight Marshal can:
  - Declare the round finished and announce the score.
  - Announce a rematch with full or differentiated teams (e.g., 2v3, 3v4, 4v4, 4v5) if deemed necessary.

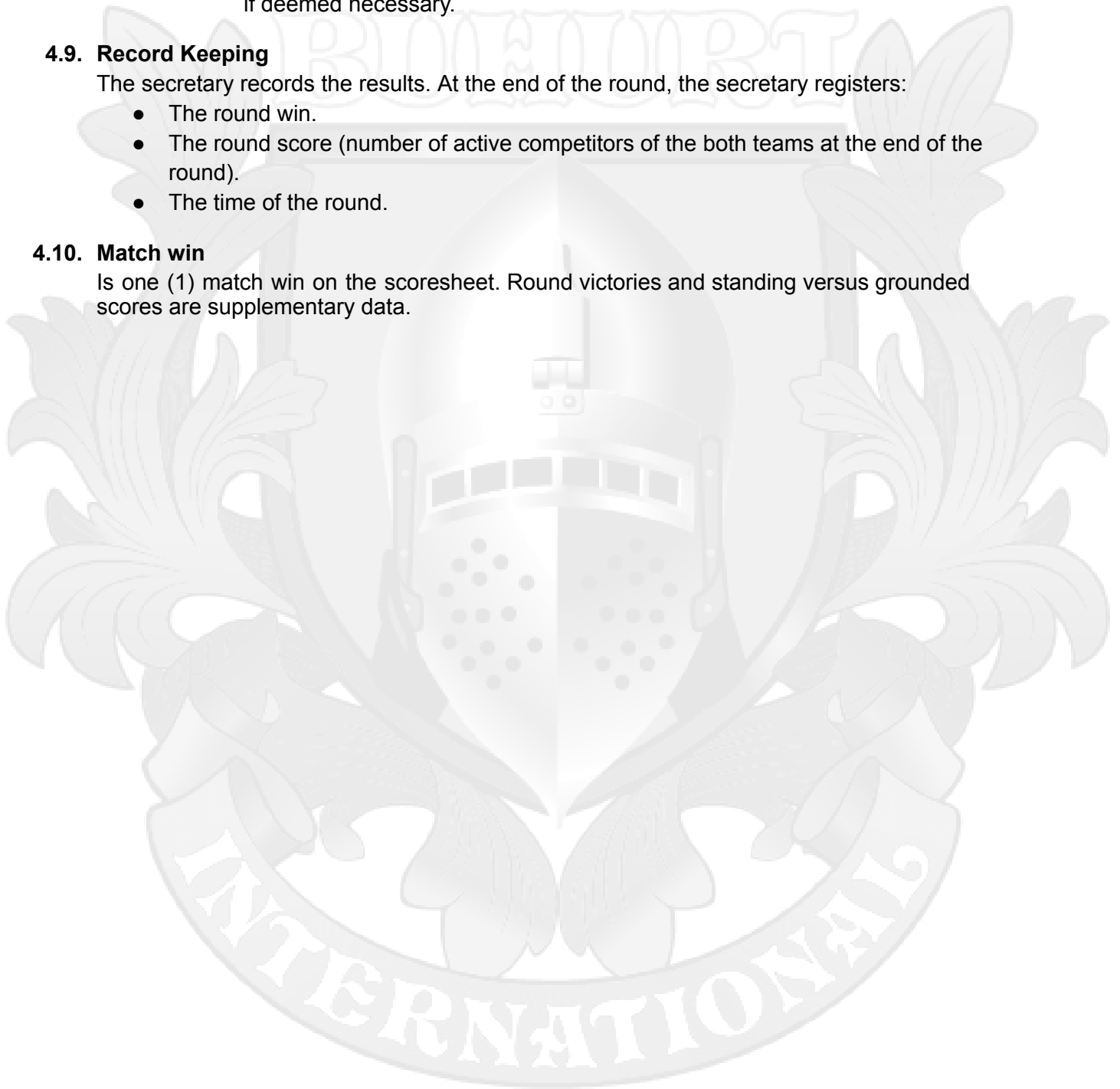
#### 4.9. Record Keeping

The secretary records the results. At the end of the round, the secretary registers:

- The round win.
- The round score (number of active competitors of the both teams at the end of the round).
- The time of the round.

#### 4.10. Match win

Is one (1) match win on the scoresheet. Round victories and standing versus grounded scores are supplementary data.



# 5. Penalties

## 5.1. Verbal Warning

- A verbal warning is imposed for insignificant rule violations and serves to indicate the violation to the competitor.
- **Note:** Verbal warnings are not registered in the tournament protocols.

## 5.2. Warning (Yellow Card)

- A yellow card will be recorded on the scoresheet.
- Will affect scoring.

### 5.2.1. Reasons for Receiving a Yellow Card

- The competitor delivered a **prohibited action** listed in “**Buhurt Rules**” (**Article 5** and **6**).
- The competitor performed an action not listed in the **Authorized Fighting Techniques** section listed in “**Buhurt Rules**” (**Article 4**).
- The competitor got to their feet from being grounded before the command “**All Rise.**”
- The competitor started the fight before the “**Fight**” command.
- The competitor conducted offensive actions after the “**Stop Fight**” command and while the yellow flag was hung in front of their helmet.
- The competitor purposely ignored a marshal’s command.
- The competitor continued to fight while aware that they had lost a significant element of their armor.

### 5.2.2. Important

- Depending on the severity of the violation, the Knight Marshal may impose **one (1)** or **two (2)** yellow cards for these actions.
- A competitor who receives **two (2) yellow cards** is disqualified.
- **Two yellow cards are equivalent to a red card.**

## 5.3. Disqualification (Red Card)

- A red card is imposed for severe rule violations or as a result of receiving a second yellow card.
- A yellow card will be recorded on the scoresheet.
- Will affect scoring.
- A competitor who receives a red card is withdrawn from the tournament.

### 5.3.1. Reasons for Disqualification (Red Card)

- **Systematic rule violations** (e.g., two (2) yellow cards during the tournament).
- **Injuring an opponent** with unauthorized action, resulting in the opponent's inability to continue participating in the tournament (requires confirmation by a medic).

### 5.3.2. Harsh and systematic arguments

Harsh and systematic arguments with marshals, groundless challenging of decisions, or rude/derogatory behavior toward opponents or participants.

### 5.3.3. Injury Clause

- If an injured competitor continues competing and claims injury later in the tournament, this will not lead to a red card. If the injured competitor participates in any category, the red card will be downgraded, and the Judiciary Committee will investigate and penalties may apply.
- If a competitor continues to fight in rounds after receiving an illegal hit but later withdraws due to an “injury” claimed to be from the illegal hit, this does not result in an upgrade to a red card.

### 5.3.4. Red Card Consequences

When a competitor is disqualified, their team fields **one less competitor** than their opposition (but no fewer than 3 competitors) for:

- The match during which the disqualification was imposed.
- The next match in the tournament.

#### Example

If the opposition cannot meet the required number of competitors (e.g., 12 in 12v12), the penalized team will be placed in a disadvantageous position. If both teams receive red cards, neither gains an advantage.

## 5.4 Infraction in Authenticity Rules (Green Card)

An official authenticity warning (green card) is a penalty imposed for an authenticity rule violation that is registered in the protocol of the tournament, and affects the competitor’s rating. A green card combined with a yellow card result in a red card, and the fighter is disqualified

The competitor can receive one (1) green card only once they choose to enter the list with the appropriate infraction level based upon the Infraction classification document.

## 5.4. Team Disqualification

A team may be disqualified under the following circumstances:

### 5.4.1. Exceeding the permitted number of competitors

- In such cases, their opposition is automatically awarded the victory.
- **Important:** If this rule violation is detected after the fact, the violating team’s results are annulled.
- If detected during finals, trophies are withdrawn, and other competitors move up the ladder.

### 5.4.2. Card limit

The team’s competitors/support receive a combination of card as followed:

- Two red cards and one yellow card.

- Any variation totaling **five (5) yellow cards** (red cards count as two yellow cards).
- **Note:** This applies only to the category being competed in.
- **Note:** green cards do not count in team disqualification

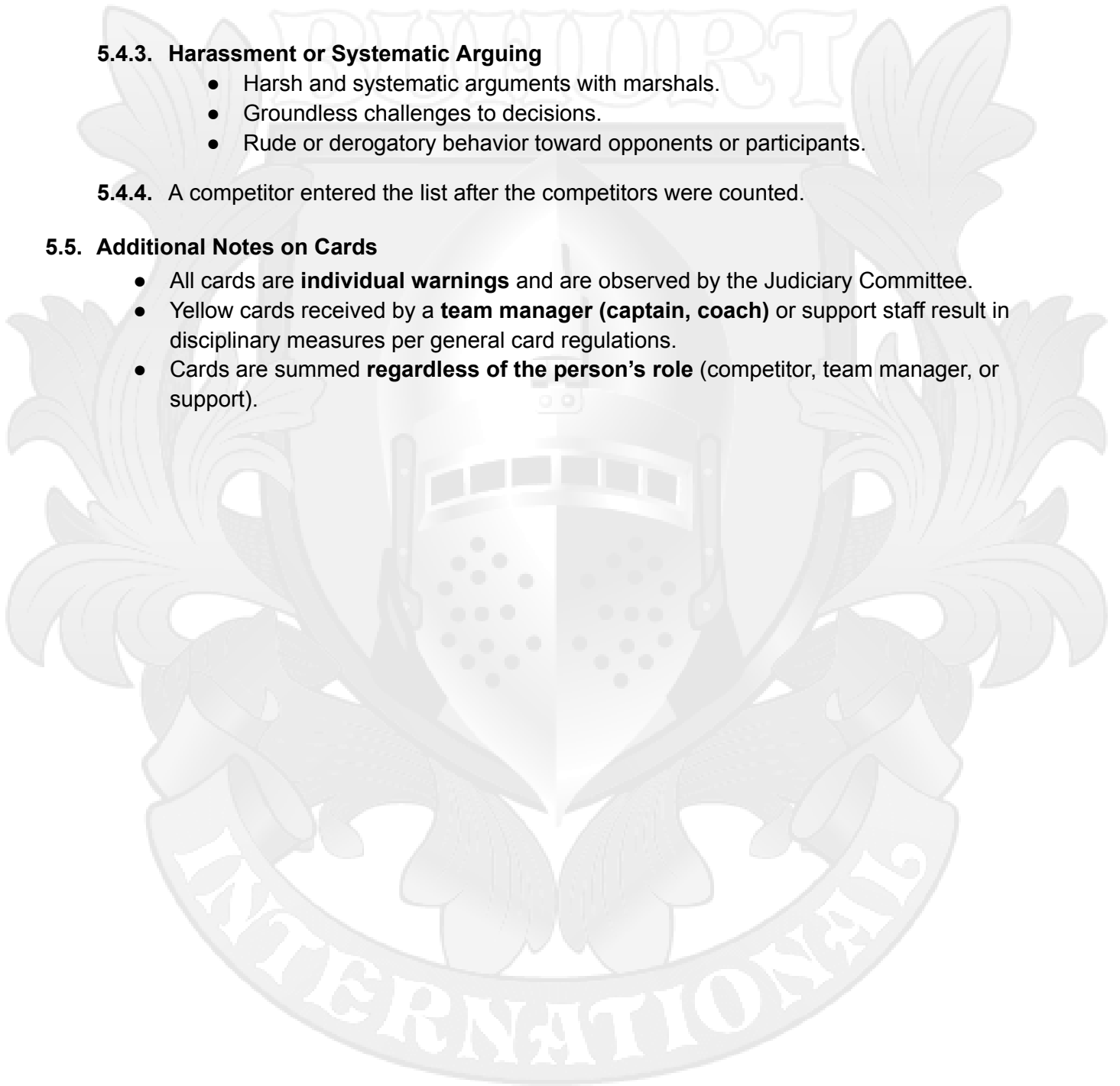
#### 5.4.3. Harassment or Systematic Arguing

- Harsh and systematic arguments with marshals.
- Groundless challenges to decisions.
- Rude or derogatory behavior toward opponents or participants.

5.4.4. A competitor entered the list after the competitors were counted.

#### 5.5. Additional Notes on Cards

- All cards are **individual warnings** and are observed by the Judiciary Committee.
- Yellow cards received by a **team manager (captain, coach)** or support staff result in disciplinary measures per general card regulations.
- Cards are summed **regardless of the person's role** (competitor, team manager, or support).





# 6. Appeal

## 6.1. How to Appeal

- The **team captain** or the **captain's representative** may appeal a decision made by the Marshals' Team or the Knight Marshal.
- Appeals are submitted to the **Secretary**.
- The **number of appeals** is determined by the Tournament Organizer. It is recommended to allow **one (1) appeal**.
- **Important:** If an appeal is approved, the competitor may submit an additional appeal.

## 6.2. When to Appeal

- The **team captain** or **captain's representative** must announce their intention to appeal **in person** to the Secretary.
- Appeals must be submitted:
  - Within **15 minutes** after the end of the match.
  - Before the start of the fights in the next phase of the competition.

## 6.3. Why to Appeal

An appeal can be filed for the following reasons:

- **False implementation of a penalty** (reprimand, warning, or disqualification).
- **Unregistered clean blows** to the legal strike zones that affect the course of the fight.
- **Unregistered rule violations** by the opponent that should result in a penalty (reprimand, warning, or disqualification).

## 6.4. Result of the Appeal

The possible outcomes of an appeal could include:

- A general **rematch of the round**.
- Restart from a particular point.
- The **imposition or withdrawal** of yellow cards.

## 6.5. Appeal to the Judiciary Committee

- If the team captain is dissatisfied with the Knight Marshal's decision, they may appeal to the **Buhurt International Judiciary Committee**.

## 7. Change log

This will be the change log of this document. It will be updated regularly and we will display what has been removed/added/reworded/formatted. This way we keep transparent communication and clarity about the rules

**Datum update:** March-2025 (V2025.03)

**Clarification:** 2.3: Added competitors amount per category

**Add:** 5.4 Infraction in Authenticity Rules (Green Card)

**Removed:** 5.2.1: The competitor used equipment in the list that had not passed technical or authenticity checks.

**Removed:** 5.2.2: A competitor is not allowed in the list if they fail to follow the Buhurt International requirements documents.

**Clarification:** 5.4.2 Note: green cards do not count in team disqualification

**Datum update:** December-2025

**-add:** Document created following BI Format and incorporated the document structures and rules