



VER. 2024.11

Regulations

League Structure

League Structure

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1. General Organization

1.1. Leagues

There are three (3) leagues

- Buhurt (Group Fight)
- Duels
- Outrance/Profights



1.2. Conferences

Conferences	North America	South America	APAC	Europe
Regions	Canada USA Mexico	Argentina Chile Brazil	China New Zealand Australia	Austria Belgium Czech Republic Denmark Finland France Germany Hungary Ireland Israel Italy Latvia Monaco Netherlands Norway Poland Portugal Romania Serbia Spain Sweden Switzerland Turkey Ukraine United Kingdom

The region list will be updated over time.

1.3. Regions

Each country is its own Region. If a country has less than **15 members**, it is asked that they join another nearby country or countries to form a Region. This will help smaller countries be competitive. If countries wish to make a Region, they can do so for a season at a time. With approval from the BI Council. Each case will be looked at separately.

1.4. Divisions

Divisions will be based on National Org discretion for the 2024 season. 2025 we will use the standings to establish an appropriate standard. There will be the option for Regions to divide into Divisions :

- Division 1 (for each Men's Category) : Top Tier Teams and Duellist's will be put into Division 1. National Organisations will Promote or Demote Teams and Duellist's with the Buhurt International Committee confirming.
- Division 2 (for each Men's Category) : Lower Tier Teams and Duellist's will be put into Division 2. National Organisations will Promote or Demote Teams and Duellist's with the Buhurt International Committee confirming.
- Division 1 (for each Women's Category) : Until enough teams and duellist's to make 2 Divisions.

Important : This for competitive level of tournaments, to allow for newer/lower skill teams more competitive events.

1.5. Seasons time frame

- **Start:** January 15th
- **Ends:** December 15th each year.
- **Licenses:** All Competitors can renew membership for the following season starting November 1st each year.

2. Tournament

2.1. Ranking System

All points a team/duellist earns in a tournament, no matter what region the tournament was held, will go towards that team's/duelist's ranking.

2.1.1. Regional Tournament

Promotes Teams/competitors to get a Regional ranking.

2.1.2. Conference Tournament

Promotes Teams/competitors to get a Conferencial ranking.

2.1.3. International Tournament

Promotes teams/competitors to get an International ranking.

Important : All registered BI teams have priority in event registration over unregistered Teams at Classic and above Tournaments.

2.2. Trophies

2.2.1. Regional Tournament

It is requested, Top 3 Teams and Duellist's in each Category get trophies/medals paid for by the National Organisations.

2.2.2. Conference Tournament

Top 3 Teams and Duellist's in each Category to get trophies paid by Buhurt International.

2.2.3. International Tournament

Top 3 Teams and Duellist's in each Category to get trophies paid by Buhurt International.

2.3. Tournament types

There are 5 Tournament Types.

Notice an Event can hold multiple types and or levels of tournaments at the same venue.

Example: "Men's 5s can be Classic, while the Women's 5s can be Source. Alternatively, you could have an Exhibition 5s and a Women's Classic Longsword tournament, all at the same event."

2.3.1. Exhibition (Buhurt/Duels)

Tournaments that are just for Promotion. These may not even be a Tournament. It can be a small festival where just one Club attends for fun fights. No Points given.

2.3.2. Source

For developing regions that struggle to meet the Classic criteria. Regions with developing Buhurt and Duels communities may have Source Tournaments to help promote low population areas.

All Source tournaments need to be approved by the Buhurt International Committee to make sure this level of tournament is being used correctly. And must be submitted to **BI 45 days** in advance

	Buhurt	Duels
Points given	50 %	
Minimal number of Marshal	1 Regional Accredited Marshal (may be waived by National Org)	
Minimal number of participants	3 Teams for either 3v3 or 5v5.	3 or more Duellists for each Category ran at the tournament.
Divisions	No Teams from Division 1 can compete.	It is preferred that Division 1 duelists only coach at these events, but due to low number of duelists it is accepted to compete, but will be reviewed in case of abuse
Authenticity	Basic level (Waiting to be defined by Authenticity Committee)	Basic level of Authenticity. (Defined in AC documents)

2.3.3. Classic (formerly Challenger)

There are 3 Classifications for Classic Tournaments. A tournament can consist of multiple Classifications. And must be submitted to BI **45 days** in advance+

- **Division 1 Classic:** Only Division 1 Teams or Duelist's may compete at this Tournament.
- **Division 2 Classic:** Only Division 2 Teams or Duelist's may compete at this Tournament.
- **Open Classic:** All Teams or Duelist's from both Division 1 and Division 2 may compete at this Tournament.

	Buhurt	Duels
Points given	100 %	
Minimal number of Marshal	1 Regional Accredited Marshal	
Minimal number of participants	4 Registered 5v5 Buhurt International Teams for Men. 3 Registered 5v5 Buhurt International Teams for Women.	6 Duelists for Men's and/or 3 Duellists for Women's for each Category ran at the tournament. Duellists from at least 2 clubs/teams must be competing
Divisions	Depending on Classification	
Authenticity	Full Authenticity Requirements	
Video recording and online streaming	Only video recording (livestream recommended)	

2.3.4. Regional (formerly Open)

1 per region if under 80 competitors registered in the region, 2 per region if over 81 competitors registered in the region. And must be submitted to **BI 90 days** in advance

	Buhurt	Duels
Points given	150 %	
Minimal number of Marshal	1 Buhurt International Accredited Marshal and 2 Regional Accredited Marshals.	
Minimal number of participants	8 Registered 5v5 Buhurt International Teams for Men.	8 Duelists for Men's and/or 5 Duellists for Women's for each Category ran at the tournament.
	5 Registered 5v5 Buhurt International Teams for Women.	Duellists from at least 3 clubs must be competing
Division	Any Division If a region has 2 Regional Tournaments, they can be split to have 1 regional tournament for Division 1 teams/duellist's and the other for Division 2 teams/duellist's.	
Authenticity	Full Authenticity Requirements	
Video recording and online streaming	Video Recording required, Livestream Recommended	

2.3.5. Conference (formerly Master) (1 per conference)

Conference Level Tournaments must have a 60/40 approval from all NO's within the Conference it is taking place in. And must be submitted to **BI 120 days** in advance

	Buhurt	Duels
Points given	200 %	
Minimal number of Marshal	3 Buhurt International Accredited Marshals	
Minimal number of participants	<p>Representatives of 3 countries are participating. (2 with Buhurt International Council Approval).</p> <p>10 Registered 5v5 Buhurt International Teams for Men. (8 with Buhurt International Council Approval).</p> <p>7 Registered 5v5 Buhurt International Teams for Women. (5 with Buhurt International Council Approval).</p>	<p>Representatives of 3 countries are participating. (2 with Buhurt International Council Approval).</p> <p>10 Duelists for Men's and/or 7 Duellists for Women's for each Category ran at the tournament.</p> <p>Duellists from at least 5 clubs must be competing</p>
Divisions	Any Division	
Authenticity	Full Authenticity Requirements	
Video recording and online streaming	Mandatory	

2.3.6. Clarification

Regional and Conference Tournaments can be independents based on.

- League Categories (Duels or Buhurt)
- Gender Categories

For example:

"One could host a Women's Duels Conference Tournament and a Men's Duels Conference Tournament on different days and at different locations. Additionally, there could be a regional tournament for duels, held as a separate event from regional group fights."

Unregistered Teams made up of Licensed Members are always allowed at events. But priority must be given to Registered Teams

3. Teams

3.1. Team Roster (5s)

- 3.1.1. A men's team may have from 5 to 20 competitors.
- 3.1.2. A women's team may have 3 to 20 competitors.
- 3.1.3. A men's team may register to a tournament from 5 to 8 competitors for 5v5 tournaments or 3 to 5 competitors for 3v3 tournaments.
- 3.1.4. A women's team may register to a tournament from 3 to 8 competitors for a 5v5 tournament or 3 to 5 competitors for 3v3 tournaments
- 3.1.5. A competitor must not be on more than one team's roster for a tournament.
- 3.1.6. A competitor must not be on more than one team's roster for the League.
- 3.1.7. If a team is attending a tournament and wishes to field two squads at a single event, they must state which squad is earning points before the tournament begins.

Important: A team may field at multiple events and earn league points at each of those events.

3.2. Team Roster (12s)

- 3.2.1. No valid teams are required for the 12vs12 but only licensed competitors.
- 3.2.2. A team may register to a tournament from 12-20 competitors for a 12v12 tournament.
- 3.2.3. A competitor must not be on more than one team roster for a tournament.
- 3.2.4. When a 12s is formed the competitors must decide which team will collect the points

Important: Only the named team for that tournament will earn league points. All other clubs that form the singular team will not earn points for that event.

3.3. Ranking Process

- 3.3.1. League Score are earned in the following way for Duels and Buhurt (all points are cumulative)
 - 1 point for every Fight victory in the Pools/round robin segment of the tourney.
 - 2 pts for every Fight victory in the brackets/elimination segment of the tourney.
 - No points earned for finals except for standings (2 pts for 3rd, 4 pts for 2nd, 6 pts for 1st).
- 3.3.2. The multiplier for each tier
 - x1 for Classic
 - x1.5 for Regional
 - x2 for Conference
- 3.3.3. Outrance/Profight : Scoring can be found in the Outrance Regulations document

3.4. Season Record

All conferences use the top 3 tournaments average for overall standing. Highest overall score will also be acknowledged and appropriately credited.

3.5 Penalty

3.4.1. Dropping/no show

- -10 pts for the league score for dropping from a tournament, within 72 hours of the start of the tournament.

3.4.2. Mercenaries

- A team that has licensed competitors on its roster at an event that are not registered on their team-profile on the official buhurt international website. No points will be earned for that event and get status: invalid team
- Unregistered teams must be made up of Licensed Members and are always allowed at events. But get status: invalid. But priority must be given to registered teams.
- 12s may have mercenaries without penalty

Important: Women's teams must field at least 3 from their roster and can have up to 5 mercs without penalty.

3.4.3. Cards

- Yellow/Red Cards will initiate a review from the Judiciary Committee. They may issue reductions in League Score and potential other appropriate actions.

3.5. Buhurt transfer window and tokens

3.5.1. Tokens

- Teams will receive 10 transfer tokens per season.
- Each token allows the team to add an "Active" competitor from another team or the "Free market" to their roster.
- A team can move one of their "Active" competitors to the "Free Agent Pool" at any time without cost in transfer tokens.
- Adding an "Active" competitor to the roster will cost you 1 token.

Competitors can register at any time, regardless of transfer window, with BI.

3.5.2. Active vs Non-active (buhurt)

- Competitors who never joined a team are "Non-active" competitors
- Once a competitor is assigned to a team the competitor becomes "Active"
- Competitors don't lose the status "Active" after being dropped from a team, injuries or transfer window.

3.5.3. Transfer Window

Open transfer window from the 16th of December to the 14th of January. There will be no token reduced to readjust your teams during this time period

4. Appendix of words used

- 4.1. Country**
A spatially clearly delimited area, in which its own administration with at least partial autonomy comes to bear, which emanates from an organization exercising power.
- 4.2. Region**
A country/group of countries that choose to form a region together within a close geographical area.
- 4.3. Conference:** Group of countries defined by Buhurt International in the above document.
- 4.4. Tournament:** A competition held within the guidelines listed above.
- 4.5. Division:** A set group of teams/competitors within a predetermined specification.
- 4.6. Category:** A format of competitions established by the various rules of Buhurt International.
- 4.7. League:** Organizational group for the purpose of competing beyond individual tournaments by having ranking and standards.
- 4.8. League Score:** Total points earned throughout a season to determine ranking throughout sport.
- 4.9. Squad:** 8 registered competitors on a team competing at an event.
- 4.10. BI:**Buhurt International
- 4.11. NO:**National Organization

5. 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

25-Nov-25

- clarification 3.4.2 Mercenaries (Team profile has to be on the official Buhurt International Website)
- Adjusted: Wester/Easter Europe under Europe (removed the separation and united Europe)
- clarification 3.4.2 Mercenaries(Licensed Members are always allowed at events, But get status: invalid. But priority must be given to registered teams.
- Added: 3.1.2 Women's teams must field 5 from their own roster, has been changed to 3 from their own roster
- Added: 3.1.1 Team Roster (5s) Has been changed from max 17 to 20 members per team
- Added: 3.1.2 Team Roster (5) Has been added: A women's team may have 3-20 competitors.
- Added: 3.1.4 Team Roster (5) Has been added: A women's team may register to a tournament from 3 to 8 competitors for a 5v5 tournament or 3 to 5 competitors for 3v3 tournaments
- Added: 2.3.2 Source: And must be submitted to BI 45 days in advance
- Added: 2.3.2 Source: Livestream (recommended)
- Added: 2.3.3 Classic: And must be submitted to BI 45 days in advance
- Added: 2.3.3 Classic: Livestream (recommended)
- Added: 2.3.4 Regional: And must be submitted to BI 90 days in advance
- Added: 2.3.5 Conference: Conference Level Tournaments must have a 60/40 approval from all NO's within the Conference it is taking place in. And must be submitted to BI 120 days in advance
- Added: 2.3 Tournament types: Example
- Removed: 5 Temporary rules (first year start up)
- Added: 1.5 All Competitors can renew membership for the following season starting November 1st each year.

5 March 2024 (Version update from 2024.01 to 2024.03)

- clarification: 3.2 Team Roster (12s) (page 11)
- clarification: 3.6 Buhurt transfer window and tokens (page 12)
- Added: Temporary Rules Addendum (page 14)
- format: new design format, document will be used from now on.

3.2 Club Roster (12s)

3.2 Team Roster (12s)

3.2.1 A club team may have any number of competitors registered to it. (replaced)

3.2.1 No valid teams are required for the 12vs12 but only licensed competitors.

3.2.3 A competitor must not be on more than one Club's roster for a tournament.

3.2.3 A competitor must not be on more than one team roster for a tournament.

removed 3.2.4 A competitor MAY be on a different Club's roster for the League. (removed)

3.2.5 When a 12s is formed the competitors must decide which club they want this tournament to earn points for.

3.2.4 When a 12s is formed the competitors must decide which team will collect the points

3.6 Buhurt transfer window

3.6.1 Teams will receive 10 transfer tokens per season. Each token allows the team to add an "Active" competitor from another team or the "Free Agent Pool" to their roster. A team can move one of their "Active" competitors to the "Free Agent Pool" at any time without cost in transfer tokens.(renamed to tokens | formatted | clarification)

3.6.1 tokens

Teams will receive 10 transfer tokens per season.

- Each token allows the team to add an "Active" competitor from another team or the "Free market" to their roster.
- A team can move one of their "Active" competitors to the "Free Agent Pool" at any time without cost in transfer tokens.
- Adding an "Active" competitor to the roster will cost you 1 token.

3.6.3 A registered competitor that has not been picked up by a team can be picked up at any time during the season..(renamed to "Active" vs "Non-active" (buhurt) | formatted | clarification)

3.6.4 Once a competitor has been selected for a team, they are now considered "Active" and will remain so until the end of the season. Even when dropped from a team, they will keep the "Active" status.(renamed to "Active" vs "Non-active" (buhurt) | formatted | clarification)

3.6.3 "Active" vs "Non-active" (buhurt)

Competitors who never joined a team are "Non-active" competitors

Once a competitor is assigned to a team the competitor becomes "Active"

Competitors don't lose the status "Active" after being dropped from a team, injuries or transfer window.

3.6.5 Open transfer window from the 16TH of December to the 14th of January. There will be no Cost to readjust your teams during this time period(clarification)

3.6.5 Open transfer window from the 16th of December to the 14th of January. There will be no token reduced to readjust your teams during this time period

5. Temporary Rules Addendum (added)

Document got reformatted into the new format.