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Rules and Regulations

Duel Category

Duel rules and regulations

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1. General Provisions

1.1 List Regulations

1.1.1 Fights of the Buhurt International duel categories Triathlon, Sword and Buckler, Sword and Shield, Polearm are held in hard-surface lists, with a barrier measuring 5–10m wide and 5–10m long. The height of the barrier is 0.9–1.3m.

1.1.2 There must be a fenced, 2m-wide safety zone around every side of the list. Only the Marshal Brigade, support of the competitors, Team Managers, technical brigade and accredited photo/videographers are permitted into the safety zone during the fights. Any extra competitor or non-combatant of the team entering the safety zone during fights will result in a penalty (yellow card) for the individual or their team (club).

1.2 Weight categories

There are no weight categories in the duel category.



2. Marshals Committee

The team of Marshals includes:

2.1 One (1) Knight Marshal (Chief Official/Head Referee)

- Observes the general course of the fight and assesses actions of the competitors in the list.
- In case of disagreement, the Knight Marshal makes the final decision.
- Only the Knight Marshal can interfere with the course of the fight.

2.2 Four (4) Line Marshals (Fight Officials/Referees)

- Supervise the fight and score the clean blows delivered to the permitted strike zones.
- Take note of rule violations committed during the fight.
- Cannot interfere with the fight.

2.3 One (1) Timekeeper

- Times the rounds of the fight.
- If the Knight Marshal halts the fight, the Timekeeper stops timing the round and resumes timing when the fight resumes
- Registers the results of the round in rating protocol.

2.4 One (1) Authenticity Committee Representative (AC Rep)

- Authenticity representative who will preform on location AC checks

2.5 One (1) Videos Supervisor

3. Fight Proceedings

3.1 Preparation for the fight

3.1.1 The Knight Marshal invites the competitors to report to the designated area of the list to pass pre-fight, authenticity, aesthetic, and technical equipment checks. They announce the competitors preparing for the next fight.

3.1.2 Invited competitors are granted up to sixty (60) seconds to report to the list.

3.1.3 The Knight Marshal can ask the competitors to enter the list with their helmets off. When the correspondence between the competitors present in the list and competitors registered for the fight has concluded, they will then be given an additional 30 seconds to put on their helmets and prepare for the fight. Seconds (assistants) outside the list can assist the competitors in preparation. The competitors are not allowed to leave the list before the start of the fight. This measure excludes the possibility of team roster replacement.

3.1.4 The Knight Marshal requests marshals and competitors to confirm their readiness.

3.1.5 The Knight Marshal signals the beginning of the fight with the command "Fight!"

3.2 Characteristics of each category

The organizers can alter the length of the fights/number of rounds/orders of the rounds (one category, triathlon, four fights type of competition) provided this decision is coordinated with the Head Organization and is registered in the Tournament Regulations.

Category	End of round	Break between rounds	Fight victory	Technical win
Longsword	60 seconds of effective time and the "Stop fight" command of the Knight Marshall	30 seconds to rest	Total score from two (2) main rounds and an additional 30-second round in case of a tie. The score must have at least a 2 point difference.	10-0
Sword and shield				
Polearms				
Triathlon		120 seconds to change their equipment	Total score from three (3) main rounds	
Sword and buckler	5 clean blows delivered by one competitor during the round or 60 seconds of effective time	No break	Achieve two (2) round victories An additional round may be fought in case of a tie.	2-0

3.3 End of the round

All marshals in the list report to the Knight Marshal to announce the score and any rule violations. Based on the marshals' reports and personal observations, the Knight Marshal makes a decision about the result of the round by :

- Processing the appeals (if any were submitted).
 - Issuing penalties (reprimands, warnings, and disqualification) to the competitors.
- Announcing the result of the round.

3.4 End of the fight

When the conditions of fight victory are reached, the winner of the fight is announced.

3.4.1 The Secretary registers the results of the rounds in rating protocol :

- The round victory
- The round score
- Match victory
 - 2 point difference for Polearm | Sword and Shield | Longsword

examples:

total score competitor A 10, competitor B 11 no winner additional round needed total score competitor A 15, competitor B 13, winner is competitor A

- Yellow and red cards in the competitor's rating 2.5 One (1) Authenticity Committee.

3.4.2 The winner is documented on scoresheet. The rest of the rating scores (victories in the rounds, loss of the points because of yellow cards) are considered only in case of a draw in points.

3.4.3 provided the competitors are informed in advance, the number of rounds and break time can be decreased under extraordinary circumstances.

3.5 Technical win

A technical victory (see paragraph 2 for score) is awarded to one of the competitors in the following cases:

- If the opponent withdraws from the fight before it starts.
- If the opponent fails to report to the list upon the Knight Marshal's call. Competitors who fail to report to the list for the fight are penalized with a yellow card.
- If the opponent fails to prepare the equipment within the designated time.
- If the opponent cannot participate in the competition because of an injury or disqualification (two (2) Yellow cards or Red card). If the opponent injures the competitor with an illegal strike, the competitor receives a penalty of double yellow cards and is disqualified.
- If the opponent has an equipment failure (weapon and armor) that is impossible to fix in one (1) minute. Assessment is made by the Knight Marshal.
- If the opponent gains three (3) reprimands during one fight.

4. Penalties

4.1 Verbal warning

A verbal warning is a penalty imposed for insignificant rules violation, aiming at indicating the rules violation to the competitor. A verbal warning is not registered in protocols.

4.2 Reprimand

A reprimand to a competitor will result in three (3) points added to their opponent's score. The points gained because of the reprimand are registered separately in the rating. Reprimands are not noted in the tournament protocol and personal records of the competitors. The competitor receives a reprimand in case of :

4.2.1 Failing to report to the list within the designated time frame (one (1) minute).

4.2.2 A fall that was caused by offensive actions of the opponent, provided they were conducted in accordance with the ruleset.

4.2.3 Armor (not weapon or shield) failure that prevents the competitor from continuing the fight. If the issue was fixed within the time limit (set by the knight marshal), the fight can continue. The decision on the severity of the Armor failure and time limit is made by the Knight Marshal.

4.2.4 Weapon loss during the fight.

4.2.5 Passive attitude. A competitor's refusal to conduct offensive actions during the length of time (not less than 15 seconds) is considered a passive attitude.

4.2.6 Falling or stepping outside the boundaries of the list.

4.3 Yellow Card

An official warning (yellow card) is a penalty imposed for a rule violation that is registered in the protocol of the tournament, and affects the competitor's rating. A competitor can receive up to two (2) Yellow cards within a tournament before disqualification.

The competitor can receive one (1) or two (2) yellow cards for all following actions, depending on the severity of the violation and the Knight Marshals' decision :

4.3.1 A competitor performs any illegal action listed in the Rules for the Triathlon, Longsword, Sword and Buckler, Sword and shield, and Polearm categories.

4.3.2 A competitor performs any action not listed in the authorized techniques section of the Rules for the Triathlon, Longsword, Sword and Buckler, Sword and shield, and Polearm categories.

4.3.3 A competitor enters the list with unauthorized equipment (see section 5).

4.3.4 For a demonstration of poor sportsmanship, derogatory behaviour, obscene language, comments directed at marshals, opponents, or spectators.

4.3.5 A competitor enters the safety zone during fights.

4.3.6 A competitor starts the fight before the 'Fight' command.

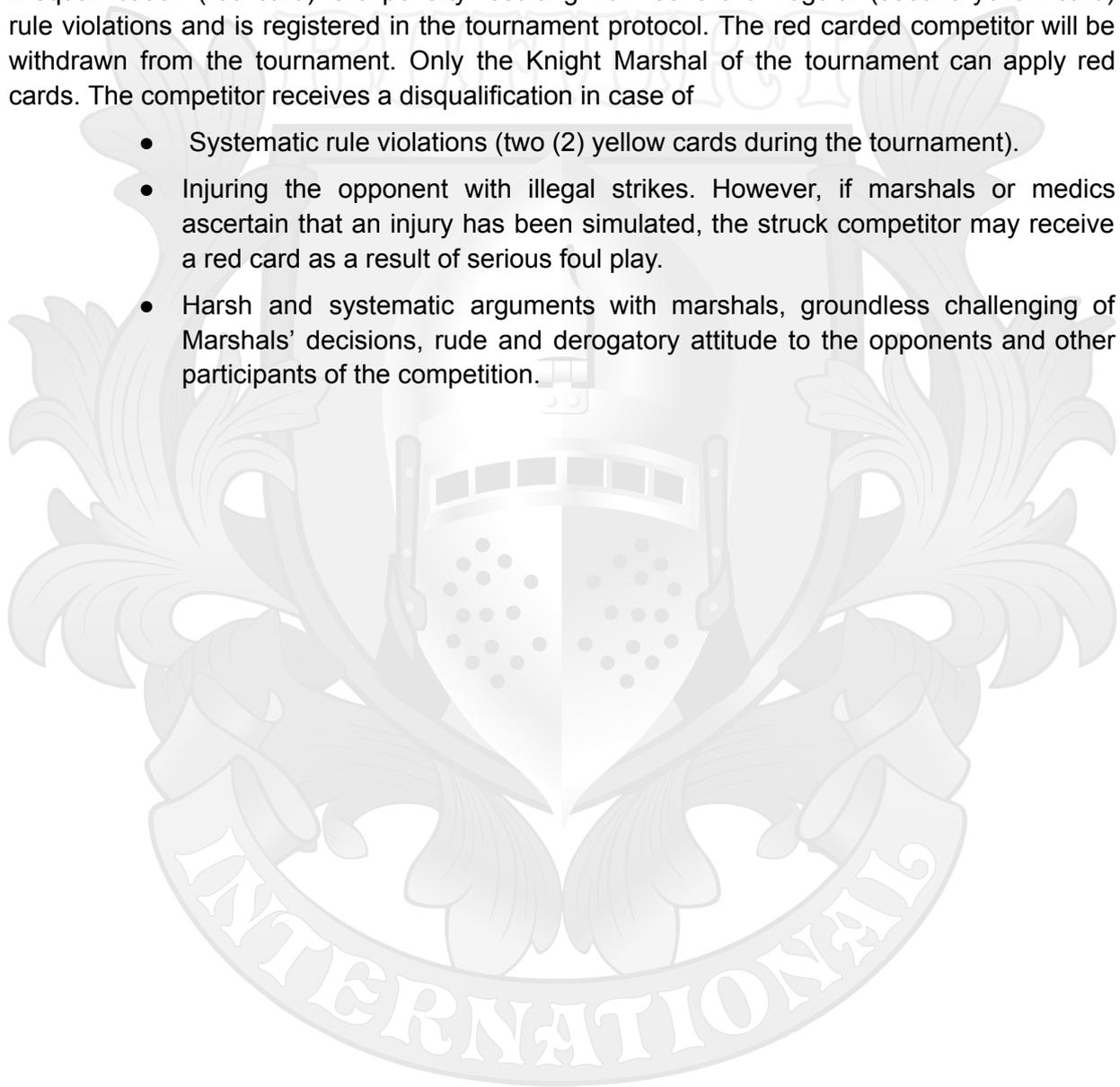
4.3.7 A competitor performs offensive actions after the 'Stop Fight' command.

4.3.8 A competitor ignores the Knight Marshals' orders.

4.4 Red Card

Disqualification (red card) is a penalty resulting from severe or regular (second yellow card) rule violations and is registered in the tournament protocol. The red carded competitor will be withdrawn from the tournament. Only the Knight Marshal of the tournament can apply red cards. The competitor receives a disqualification in case of

- Systematic rule violations (two (2) yellow cards during the tournament).
- Injuring the opponent with illegal strikes. However, if marshals or medics ascertain that an injury has been simulated, the struck competitor may receive a red card as a result of serious foul play.
- Harsh and systematic arguments with marshals, groundless challenging of Marshals' decisions, rude and derogatory attitude to the opponents and other participants of the competition.



5. Authorized equipment

All elements of the offensive and defensive equipment must meet the requirements of the Buhurt International Technical and Authentic Regulations.

6. Appeal

6.1 How to appeal

The competitor or the competitor's representative (or a Team Captain) can appeal a decision made by the Marshals' Brigade or the Knight Marshal. The appeal is submitted to the Tournament Organizer/Secretary. The number of appeals is determined by the Tournament organizer.

6.2 When to appeal

An appeal is submitted directly after the end of the fight and is announced when the Knight Marshal requests for any objections before the competitor has left the list. The competitor's representative (or a Team Captain) must announce the intention to appeal to the Knight Marshal in person.

An appeal must be submitted within 15 minutes after the end of the fight, before the start of the fights of the next phase of the competition

6.3 Why to appeal

An appeal can be filed according to the following reasons :

6.3.1 False implementation of a penalty (reprimand, warning, or disqualification).

6.3.2 Unregistered clean blows to the legal strike zones that affect the course of the fight.

6.3.3 Unregistered rule violations by the opponent that should result in a penalty (reprimand, warning, disqualification).

6.4 Result of the appeal

The possible results of the appeal are :

- A general rematch of the round.
- Imposing, or withdrawal of yellow cards

6.5 Appeal to Judiciary Committee

If the Team Captain is dissatisfied with the Knight Marshall's decision, they can 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

March 2024 (Version update from 2024.01 to 2024.06)

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- format: new design format, document will be used from now on.

