



BUHURT LEAGUE

HMB
INTERNATIONAL ASSOCIATION



BUHURT LEAGUE

Historical Medieval Battle (HMB) - martial arts in medieval armor.

Buhurt League reflects the team aspect of the battles, unites tournaments around the world in the "5x5" and "12x12" formats for men and for women.

The purpose of team battles is to force enemy to the ground.

Equipment for fighters: armor from 13th to 15th centuries and analogues of medieval weapons for melee combat: Swords, falchions, axes, halberds, maces.

The season lasts 1 year: from 1-st of January to 31-st of December

TEAMS

All teams must be registered on Buhurt League website:

buhurtglobal.com

All teams must have:

- Official name
- Name of the captain and contacts
- Full list of fighters
- Logo/Coat of Arms
- Tabards

KEY UKOLOV





Teams' rosters

- A team may have from 5 to 17 fighters
- A team may register to a tournament from 5 to 8 fighters

Transfer windows

Big transfer window allows to change without any restrictions: name of a team, logo and all fighters: 24 Dec - 10 Jan

Small transfer window allows to change up to 5 fighters per window.

1-7 March; 1-7 June 1-7 September; 1-7 December.

Each Team registered in the **Buhurt League** has its own statistics table. It is also could be specified in the total statistics table of whole **Buhurt League** or Conference.

Tournaments	Fights					Rounds					Score					Penalties		
	Fw	Fl	F	Cfw	F/T	Rw	Rd	RI	R	Crw	Sw	Sw/r	SI	SI/r	Sdif	Ce	YK	RK
10	40	22	62	0.65	6.20	82	5	43	130	0.63	182	1.40	90	0.69	92	0.28	5	2

Where the main ones are as follows:

Cfw - coefficient of won fights ($Cfw = Fw / F$)

F - total number of fights ($F = Fw + Fl$)

F/T - average number of fights that the Team fought within one tournament ($F/T = F / \text{Tournaments}$)

Crw - coefficient of won rounds ($Crw = Rw / R$)

Ce - coefficient of the efficiency in the round ($Ce = Sw / (R*5)$)

Sdif - difference between the score of won rounds and lost rounds ($Sdif = Sw - SI$)

Sw/r - an average score of won rounds within all rounds ($Sw/r = Sw / R$)

SI/r - an average score of lost rounds within all rounds ($SI/r = SI / R$)

POINTS

Points are given to the teams according to their results in the Buhurt League tournaments:

- 5 for clear win.
- 4 for win with 1 draw round
- 3 for win with 1 lost round
- 2.5 for draw in a fight
- 2 for loose with 1 won round
- 1 for loose with 1 draw round
- 0 for clear loose

Additional points:

- 3 for participation out of home country
- 6 for participation out of home conference

First, Second and Third places on the tournament:

- Sum of the score in won rounds (Sw) * 0.1 *
Tournament coefficient

Penalties:

- 10 points for violation of the roster rule
- 10 points for late withdrawal from the tournament





CONFERENCES

All tournaments and teams are divided for 5 conferences in the Buhurt League

1. Asia and Pacific (Australia, China, New Zealand, Japan, etc).
2. Eastern Europe (Belarus, Russia, Ukraine, Estonia, Finland, Kazakhstan, etc).
3. Western Europe (United Kingdom, Germany, Denmark, Spain, Italy, France, Czech Republic, Poland, etc.)
4. North America (Canada, Mexico, USA).
5. South America (Argentina, Brasil, Chile, etc.)

Organizers must register their tournaments on buhurtglobal.com to include them into Buhurt League system.

Tournaments Buhurt League:

- Buhurt Challenger. Points coefficient x1. Number of tournaments is unlimited.
- Buhurt Open. Points coefficient x2. Number of tournaments is limited by 1 per country.
- Buhurt Masters. Points coefficient x3. Number of tournaments is limited by 1 per conference.
- Buhurt Prime and Buhurt Next. Points are not given on these tournaments. Only 1 tournament per season. Organized by Buhurt League.



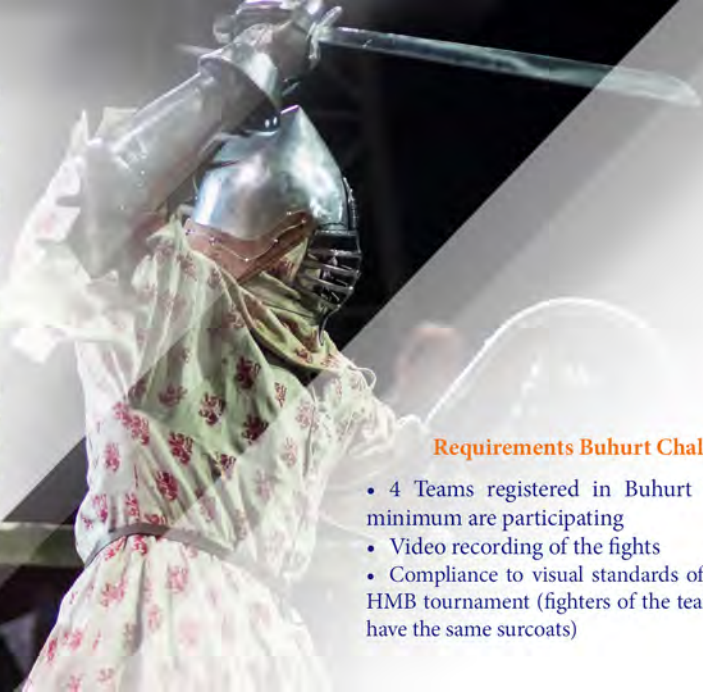
TOURNAMENTS

Requirements Buhurt Open:

- 8 Teams registered in Buhurt League minimum are participating
- Representatives of 3 (three) countries are participating
- Minimum of 3 (three) marshals certified by HMBIA
- Compliance to HMBIA visual standards (branding, marshals outfit)
- Compliance to visual standards of official HMB tournament (fighters of the team must have the same surcoats)
- Compliance of fighters' weapons and protection equipment to the requirements and regulations of HMBIA Authenticity Committee must be ensured, fighters who failed to comply are not allowed to participate in the tournament
- Video recording of the fights. Online stream is recommended

Requirements Buhurt Challenger:

- 4 Teams registered in Buhurt League minimum are participating
- Video recording of the fights
- Compliance to visual standards of official HMB tournament (fighters of the team must have the same surcoats)





BUHURT MASTERS

- 10 Teams registered in Buhurt League minimum are participating
- Representatives of 5 (five) countries are participating
- For APAC, North America and South America Conferences requirement for 5 (five) countries representatives does not apply if a total number of Teams participating in the tournament is equal to or more than 13 (thirteen).
- All marshals certified by HMBIA
- Compliance to HMBIA visual standards (branding, marshals outfit)
- Compliance to visual standards of official HMB tournament (fighters of the team must have the same surcoats)
- Video recording of the fights
- Online stream of the tournament
- Compliance of fighters' weapons and protection equipment to the requirements and regulations of HMBIA Authenticity Committee must be ensured, fighters who failed to comply are not allowed to participate in the tournament

BUHURT NEXT

Buhurt Next is an annual final tournament of the Buhurt League Season.

Organized as a separate closed event.

Teams are getting invitations directly from Buhurt League Secretariat.

Teams from 10 to 20 places in world ranking are invited.

It has list of strict requirements for the look and authenticity of the armor, weapons and outfit similar to the Buhurt Masters Tournaments of Eastern Europe and Western Europe Conferences.



BUHURT PRIME

The main and final tournament of the season for the best teams. The tournament is organized by Buhurt League.

Buhurt Prime is held in the beginning of each year.

10 Teams are invited by Buhurt League directly.

Inviting teams:

- Teams-winners of the Buhurt Masters in their home conference
- Other slots are filled according to world statistics

Has a special list of additional strict requirements for the look and authenticity of the armor, weapons and outfit.

