



Ver. 2.0

Regulations

Group battles category



1. General Provisions

- 1.1** There are no weight categories in group battles.
- 1.2** The team of Marshals includes a Knight Marshal (chief official), Marshals (2–4 fight officials) in the list, line marshals, video supervisors, a Secretary (a time-keeper), and an Authenticity Committee Representative (AC Rep).
- 1.3** Fights of the HMBIA group battles category are conducted on the list with a hard surface and a rail with the total size of 6–10m wide and 6–20m long. The height of the rail is 0.9–1.3m. Depending on the type of the tournament, the size of the list may vary provided it was agreed with HMBIA and documented in the Tournament Regulations.

Important!

An organizer must provide a fenced, 2m-wide safety zone around every side of the list. Only Marshals, Squires (reserve fighter distributing reserve weapon), team captain (or team representative), secretaries, technical brigade and accredited photo/videographers are permitted into the safety zone during the fight (round). It is prohibited to rest the hands on the top rail of the list for all admitted participants except for marshals. Any extra fighter or non-combatant of the team entering the safety zone will result in a penalty (yellow card) for the individual or their team (club).

- 1.4** Core and reserve fighters form a group (team) for the group battles. The number of core and reserve fighters may vary depending on the size of the team.

Important!

- Reserve fighters may substitute core fighters in any frequency and number between the rounds or the fights.
- Reserve fighters cannot mercenary for other teams.
- The number of reserve fighters:
 - ▷ 3 fighters for 5v5 team
 - ▷ 8 fighters for 12v12 team
 - ▷ 20 fighters for 30v30 team (50 fighters in total).
 - ▷ Organizers decide on the team composition for other types of group battles.

- 1.5** The fight continues until one team has reached two round victories first. In the event of a draw another decisive round is to be fought. A team that has grounded all opposition first wins the round.
- 1.6** A time limit for each fight is ten (10) minutes. A time limit for each round is five (5) minutes. If the limit is reached, a team with the most active (not grounded) fighters wins.

If the fight ends at a draw (provided the number of round victories, score etc. was drawn even):

- In the round-robin, a draw is protocolled.
- In the elimination 5-minute round is fought. If the additional round ended at a draw, the winner is determined based on the score.
- If it is impossible to determine a winner based on score, a result of the fight is decided based on:
 - ▷ The results of the fight between two teams provided it has been held during the tournament;
 - ▷ A difference between round victories and losses.
 - ▷ A difference between points gained (active fighters at the end of the round) and points lost during the tournament.
 - ▷ The number of penalties received during the tournament.

1.7 Each active, non grounded, fighter is counted as one point of the round score awarded to the winning team.

Important! The fight stops if one team gains a threefold advantage in fighters. A team with advantage wins. The round score of the winning team amounts the number of active, non-grounded, fighters at the end of the fight, losing team gains zero (0) points.

1.8 A fight victory is a point for the rating. Round victories and round score are supplementary data.

1.9 The Knight Marshal (themselves or via Secretary) invites two teams in the list and announces preparing teams.

Important! Invited teams report to the designated area next to the list for technical, authentic, and aesthetic checks. Technical check is carried out by the team of marshals. Authentic check is carried out by AC rep.

1.10 Invited teams are granted up to one (1) minute to report to the list.

Important! The Knight Marshal can ask the fighters to enter the list with their helmets off. When the correspondence between the fighters present in the list, and fighters registered for the fight, has concluded, they will then be given 90 seconds to put on their helmets and prepare for the fight. Seconds outside of the list can assist the fighters in preparation. The fighters are not allowed to leave the list before the start of the fight. This measure excludes the possibility of team roster replacement.

If a team fails to report to the list within three (3) minutes or enters the list unprepared their opponent is awarded a technical win, or the fight starts with an uneven number of fighters (5-4, 5-3). Team captains can ask for one (1) minute time-out twice during the tournament.

1.11 Preparation for the fight:

- After the invitation, the fighters enter the list prepared for the fight and line up. 12 fighters form 2 rows of 6 fighters. 30 fighters form 3 rows of 10 fighters keeping columns alignment. 3, or 5, fighters form one row. Preparatory formation for other types of fights must be documented in the Tournament Regulations.
- Everyone, except for the Knight Marshal, field marshals, fighters, and team captains (team representatives), leaves the list.
- Team captain (team representative) counts their fighters and report readiness to the Knight marshal. Knight Marshal checks the number of fighters of each team.

Important! The team captain is responsible for the number of the fighters in the list. Violation results in a penalty imposed on all team under para. 2.7.

- Team captains leave the list. Field marshals take positions behind the teams' formations near the gates.
- Knight Marshal requests field marshals to signal readiness and absence of the unauthorized participants in the list.
- The Knight Marshal signals preparedness for the fight. Then teams can take their combat formations.

1.12 The Knight Marshal signals the start of the fight with "Fight" command. The Knight Marshal can leave the list to observe their safety but must return in the list to supervise the fight after the teams' engagement.

1.13 Line marshals, or video supervisors, observe the fight in their local sectors of the list from behind the barrier and register the rules violations.

Important! Line marshal can interfere with the fight only by direct command of the Knight Marshal, or to prevent the injury of the fighter.

1.14 Field marshals observe the fight in the list and control compliance with the rules. Field marshals can return fighters to the fight (if they were grounded by unauthorized technique) or ground the fighters, and to break 10-seconds or longer inactive clinches.

1.15 The Knight Marshal observes a general course of the fight and assesses teams' engagement. The Knight Marshal can return fighters to the fight (if they were grounded by unauthorized technique) or ground the fighters, and to break 10-seconds or longer inactive clinches.

- 1.16** Field marshals and the Knight Marshal must ground the fighter in the following cases:
- A fighter continued offensive actions after being grounded (para. 1.5.)
 - A fighter grounded the opponent by violating the rule (in this case a fighter can receive a yellow or red card)

- 1.17** A round finished only after The Knight Marshal's command pf "Stop fight!"

Important! Team captain (team representative) can throw a white flag (forfeit) and signal to knight marshal. In this case, Knight Marshal stops the fight. Their opponents are awarded a technical victory, yielded team scores zero (0) points. During the tournament, the first white flag results in a round loss, second — in a fight loss. After the third white flag, the team withdraws from the tournament.

- 1.18** Grounded fighters must remain on the ground until the Knight Marshal commands "Reset".

- 1.19** After the Knight Marshal commands "Reset" teams can return to their initial positions.

- 1.20** Marshals report registered rules violations to the Knight Marshal. Based on their reports and personal observations, the Knight Marshal decides the result. Then they process the appeals, announce the score of the round or fight, impose reprimands, yellow, or red, cards.

Important! The Knight Marshal makes the final decision in case of disagreements.

- 1.21** Secretariat protocols the results for the rating.

Registered results include

- win the round;
- score of the round;
- win the fight.

- 1.22** The Knight Marshal announces next round. Second, and third (if necessary), rounds follow the same order.

- 1.23** The team that reached two round victories first, wins.

Important! If the time limit is reached and none of the teams has won two rounds, the winner is determined under para. 1.6.

1.24 The winner is awarded the basic rating point – one (1) victory point. 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 victory points and provide an extended perspective of the fights.

1.25 If it is impossible to determine a winner by victory points, a result of the fight is decided based on:

- The results of the fight between two teams provided it has been held during the tournament;
- A difference between round victories and losses.

Example: A team had three fights in a round-robin. The first fight was lost with the score 1–2. Second and third were won with 2–0 round score. In summary, the team has 5 round victories and 2 round losses. The difference is +3.

- A difference between points gained (active fighters at the end of the round) and points lost during the tournament.
- The number of penalties received during the tournament

2. Penalties

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

A warning (Yellow card) is a penalty imposed for the rules violation that is registered in the protocol of the tournament and affects fighter's and team's rating.

A yellow card is imposed in cases of:

- 2.1.1** The fighter delivered any prohibited action listed in the Rules for the group battles categories.
- 2.1.2** The fighter delivered any action not listed in the authorised techniques section of the Rules for the group battles categories.
- 2.1.3** A fighter rose to the standing before the commands "Stop Fight" or "Reset".
- 2.1.4** For a demonstration of poor sportsmanship, derogatory behaviour, obscene language, commentaries directed at marshals, opponents, or spectators.
- 2.1.5** The fighter started the fight before the 'Fight' command.
- 2.1.6** The fighter conducted offensive actions after the 'Stop Fight' command and yellow flag hanged in front of their helmet.
- 2.1.7** The fighter ignores the Knight Marshals' orders.
- 2.1.8** The fighter continued the fight being aware that they have lost a significant element of the armour.
- 2.1.9** While in the list, if a fighter used any equipment that has not passed technical, or authenticity, check.
- 2.1.10** Unauthorised entry the safety zone.

Important! The fighter can receive one (1) or two (2) yellow cards for all aforementioned actions depending on the severity of the violation and the Knight Marshals' decision.

The fighter is not allowed in the list in the following cases:

- for the use of low quality, dirty, rusty, dented equipment or the one without historical plausibility.
- for the use of modern boots or shoes with explicitly modern outsoles with deep lugs.

- for the use of modern adhesive tape, plastic ties, and other modern materials for reparation if they are clearly visible.
- for the use of the slogans and imagery which are not historically plausible or derogatory in the decoration of any piece of equipment (shield, weapon, tabard).
- for the use of any other modern equipment or decoration if they are clearly visible.

Important! Textile adhesive tape of neutral colours to repair kit is permitted. If the replacement of the elements of the equipment under discussion is impossible, the fighter is disqualified (red-carded)

2.2 A fighter who received two yellow cards must withdraw from the tournament. Two yellow cards is equal to a red card.

2.3 Disqualification (red card) is the penalty that resulted in severe or regular (second yellow card) rules violation and is registered in the tournament protocol. The red-carded fighter will be withdrawn from the tournament. Only the Knight Marshal of the tournament can impose red cards.

Reasons for disqualification

- 2.3.1** Systematic rules violation (two (2) yellow cards during the tournament).
- 2.3.2** Injuring the opponent with unauthorised action if it resulted in impossibility of the opponent to participate in further fights. A medic must confirm an injury.
- 2.3.3** Harsh and systematic arguments with marshals, groundless challenging of marshals' decisions, rude and derogatory attitude to the opponents and other participants of the competition.
- 2.3.4** Third yellow card registered under Disciplinary Committee regulations.

2.4 Disqualification of a fighter influences their team's rating. The team continues to fight in reduced number (one fighter less than the opposition) during the fight when the disqualification was imposed, and the next fight in the tournament.

Important! If one of the team's fighters was disqualified, the next fight of the team is conducted in reduced number (one fighter less than opponent's team). For example, if their opposition cannot meet the required number of fighters (12 in 12v12, etc.), the penalized team must be placed in a disadvantage position. If both teams were penalized with red cards in the previous fights, no one gains an advantage. An injured fighter can be replaced with a reserve immediately.

2.5 Team disqualification can be imposed in the following cases:

2.5.1 The number of fighters exceeds permitted number. Their opposition is awarded victory automatically.

Important! If this rule violation was detected post factum, violating team's results are annulated. If the violation was detected during the fights in the finals, trophies are withdrawn, other competitors move up the ladder.

2.5.2 The fighters of the team received two red cards and one yellow card.

2.5.3 The team and their captain engage into harsh and systematic arguments with marshals, groundless challenging of marshals' decisions, demonstrate rude and derogatory attitude to the opponents and other participants of the competition.

2.5.4 A fighter entered the list after the fighters were counted.

2.6 All yellow cards are individual warnings imposed on fighters. If the fighter competes in multiple categories, yellow cards sum.

3. Appeal

- 3.1** The Team Captain (team representative) can appeal a decision made by the team of marshals, or the Knight Marshal. The appeal is submitted in written form on a special appeal template that is provided previously to the team captains by the organizers. The number of templates is determined by the organizers. 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.
- 3.2** An appeal can be filed in a reasoned manner with the following reasons:
- 3.2.1** Grounding of the fighter with unauthorised action.
 - 3.2.2** Actions performed by the grounded fighter.
 - 3.2.3** A fighter was unreasonably grounded by the marshal.
 - 3.2.4** The marshals did not register a rule violation.
 - 3.2.5** Deliberate injury to the opponent.
 - 3.2.6** Unauthorised actions significantly influenced the course of the fight.
- 3.3** An appeal is submitted by the Team Captain (team representative) directly after the end of the fight and the announcement of the results. The Team Captain (team representative) observing the fight must appeal to the Knight Marshal in writing using the provided template. The appeal is considered during the following 30–45 minutes prior to the start of the next fight, in the presence of the team representative.
- 3.4** Possible results of the appeal.
- 3.4.1** A general rematch of the round.
 - 3.4.2** A rematch of the round in differentiated membership
 - 3.4.3** Imposing, or withdrawal, of yellow cards.
 - 3.4.4** Team disqualification
 - 3.4.5** Reassessment of the round score or fight results.
- 3.5** If the Team Captain is dissatisfied with the Knight Marshal's decision, they can appeal to the Supreme Appeal Committee formed by Tournament Organizers. Appeals are submitted on the Appeal Template after the announcement of the intention to appeal directly to the tournament organizers. Appeals are assessed within 3 hours. Marshals are interviewed and video footage is examined, then a final decision is made.