



HMBIA Regulations for Group Battles Category Ver.2.1

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 timekeeper), and an Authenticity Committee Representative (AC Rep).

Important! There must be no less than 3 (Three) marshals working in the list (in the field).

1.3. Fights of the HMBIA group battles category are conducted on the list with a hard surface and a rail. The height of the rail is 0.9 to 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.

1.3.1. It is recommended to use the list measuring 7.5 to 10 m long and 5 to 7.5 m wide for 3vs3 category.

1.3.2. It is recommended to use the list measuring 12.5 to 15 m long and 7.5 to 10 m wide for 5vs5 category.

1.3.3. It is recommended to use the list measuring 15 to 20 m long and 10 to 12.5 m wide for 12vs12 category.

1.3.4. It is recommended to use the list measuring 25 to 30 m long and 12.5 to 15 m wide for 30vs30 category.

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), a team manager (captain, coach), 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).

Important! During the fights of the 3v3 and 5v5 categories, the reserve fighters are allowed into the safety zone. For the categories 12v12 and 30v30, the reserve fighters are not allowed in the safety zone.

1.4. A team of the group battles category consists of core and reserve fighters, 1 (One) team manager (captain, coach) and squires.

Important!

- Reserve fighters may substitute core fighters in any frequency and number between the rounds or the fights.
- Reserve fighters cannot be mercenary for other teams.
- The number of reserve fighters:

- 2 fighters, 1 team manager, 1 squire for 3v3 team,

- 3 fighters, 1 team manager, 1 squire for 5v5 team
- 8 fighters, 1 team manager, 2 squires for 12v12 team
- 20 fighters (50 fighters in total), 1 team manager, 3 squires for 30v30 team.
- 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 opponents or gained a threefold advantage in fighters wins the round.

1.6. Determination of a winning team:

1.6.1. For the fights on the group stage of a tournament:

- The time limit for each fight is 10 minutes. The time limit for each round is 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 a draw):
- In the round-robin, a draw is protocolled.

1.6.2. In the elimination polls prior to the semi-final and final, and in the round robin,

- A fight cannot end at a draw,
- A fight consists of 2 (Two) main 5-minutes long (of effective time) rounds. If the winner cannot be determined after two main rounds, an additional round(s) is (are) fought.
- A winner is determined based on the round victories (2 victories)
- If a winner cannot be determined after the main rounds (none of the opponents has won two rounds regardless of the point score or other criteria), the third round is fought without a time limit.
- If the third round ends at a draw, the teams fight the fourth round without a time limit.
- If the fourth round ends at a draw, the fifth round is fought. The rules of the “Captains’ Fight” are used in this round. The fifth round is fought between the team captains or the fighters replacing the captains.
- During the third or fourth round, if each team has only one fighter standing, the fight stops by a ‘Break’ or ‘Stop fight’ command, the fighters are led to the middle of the list, and a winner is determined by the rules of the “Captains’ fight”.

Important! The “Captains’ Fight” is fought in accordance with the group fights rules, without a time limit, with the following limitations. A fight begins in the middle of the list. It is prohibited to touch the barrier of the list with any part of the body, extremities, or a head or a shield. A fighter who touched the barrier of the list withdraws from the fight.

1.6.3. On the semi-final and final stage

- A fight cannot end at a draw
- There is no time limit for the rounds

- A winner is determined based on the number of round victories (two victories)
- If after four rounds the winner cannot be determined, the Captains fight the fifth round. The rules of the “Captains’ Fight” are used in this round.
- During any of the rounds, if each team has only one fighter standing, the fight stops by a ‘Break’ or ‘Stop fight’ command, the fighters are led to the middle of the list, and a winner is determined by the rules of the “Captains’ fight”.

1.6.4. Determination of a winner in the group stage with equal number of victories

- 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.

1.6.5. The Organizers can choose the system of a winner determination provided it was agreed by the HMBIA or the Buhurt League.

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 to 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! The two invited teams report to the designated area next to the list for technical, authentic and aesthetic checks of their 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 expert.

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 presented 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. Squires 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.

Important! 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:

1.11.1. Preparation for the fight for 3v3 and 5v5 teams:

- After the invitation, the fighters enter the list prepared for the fight and line up.
- A team manager (captain, coach) signals the team's preparedness to the Knight Marshal
- A team manager and a squire (distributing the reserve weapons) assume their positions in the designated area outside of the list
- The Knight Marshal requests field marshals to signal readiness and absence of the unauthorized participants in the list.
- The Knight Marshal commands "Team ready" after which the teams can assume their combat formations.

1.11.2. Preparation for the fight for 12v12 and 30v30 teams:

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 column alignment. The formations for other types of fights must be documented in the Tournament Regulations, or can be determined by the Knight Marshal.

Everyone, except for the Knight Marshal, field marshals, fighters and a team manager (captain, coach), leaves the list.

The team manager (captain, coach) counts their fighters and reports readiness to the Knight marshal. The Knight Marshal checks the number of the fighters of each team.

Important! The team manager (captain, coach) is fully responsible for the number of the fighters in the list. Any violation results in a penalty imposed on the team as mentioned under para. 2.7.

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 the unauthorized participants in the list.

The knight marshal commands "Team ready". Then teams can assume their combat formations.

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

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! A line marshal can interfere with the fight only by a direct order of the Knight Marshal, or to prevent the direct threat to the fighter's safety. A line marshal can break an inactive clinch over 10 s long if the situation is not mediated by the field marshals or the Knight Marshal.

Important! A line marshal can break an inactive clinch only with a signal of a flag.

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.

Important. An inactive clinch is a clinch situation with the fighters performing no weapon strikes or grappling techniques aimed at grounding their opponent for 10 seconds or longer. The strikes with a fist, knees, or shield, are not considered.

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. The field marshals and the Knight Marshal must take all measures to withdraw a fighter out of the fight 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)

Important! If a marshal discovers that a fighter has violated the rules or is in the 'out of the fight' position but continues to perform attacking actions, the marshal grounds only said fighter. A marshal points their staff at them, commands them to yield. After this they examine the situation (e.g., check their armour) and either return the fighter to the fight, or leave them withdrawn from the fight until the end of the round.

1.17. A round is finished only after The Knight Marshal's command of "Stop fight!"

Important! A team manager (captain, coach) can throw a white flag (forfeit) and signal to the knight marshal. In this case, the Knight Marshal stops the fight. The team's opponents are awarded a technical victory, the number of the active fighters in the list is not registered. In the course of the tournament, the first white flag results in a round loss, the 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! After the end of the round/fight the Knight Marshal can: - determine the round as finished and announce the score; - announce the rematch in full or differentiated teams (2vs3, 3vs4, 4vs4, 4vs5 etc.)

1.21. The secretary protocols the results. After the end of the round, the secretary registers:

- the round victory;
- the round score (a number of the active fighters of a winning team at the end of the round)
- time of the round.

1.22. The Knight Marshal announces the next round in accordance with the para 1.6.

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 (at a group stage of the tournament), 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 scores. 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.

1.25.1. In a round-robin system, without a selection stage, the result of the fight between the two teams determines the winner.

2. Penalties

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

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

A yellow card is imposed in cases of:

2.2.1. The fighter delivered any prohibited action listed in the Rules for the group battles categories.

2.2.2. The fighter delivered any action not listed in the authorized techniques section of the Rules for the group battles categories.

2.2.3. A fighter rose to the standing from being grounded before the commands “Stop Fight” or “Reset”.

2.2.4. For a demonstration of poor sportsmanship, derogatory behavior, obscene language, commentaries directed at marshals, opponents, or spectators.

2.2.5. The fighter started the fight before the 'Fight' command.

2.2.6. The fighter conducted offensive actions after the 'Stop Fight' command and yellow flag hung in front of their helmet.

2.2.7. The fighter ignores the Knight Marshals' orders.

2.2.8. The fighter continued the fight being aware that they have lost a significant element of the armour.

2.2.9. While in the list, if a fighter used any equipment that has not passed technical, or authenticity, check.

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 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 colors to repair kits is permitted.

2.2.10. Unauthorized entry to the safety zone.

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

2.4. 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

2.4.1. Systematic rules violation (two (2) yellow cards during the tournament).

2.4.2. Injuring the opponent with unauthorized action if it resulted in impossibility of the opponent to participate in further fights. A medic must confirm an injury.

2.4.3. Harsh and systematic arguments with marshals, groundless challenging of marshals' decisions, rude and derogatory attitude to the opponents and other participants of the competition.

2.4.4. Third yellow card registered under Disciplinary Committee regulations.

2.5. Disqualification of a fighter influences their team's rating. The team continues to fight with reduced numbers (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 round or rounds and the next fight of the team is conducted in reduced numbers (one fighter less than the 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 disadvantageous 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.

2.6. Team disqualification can be imposed in the following cases:

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

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

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

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

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

2.7. All yellow cards are individual warnings imposed on fighters and observed by the Control and Disciplinary Committee.

2.8. Yellow cards received by a team manager (captain, coach), or a squire, result in disciplinary measures in accordance with general regulations for cards. Cards are summed regardless of the role of a person (a fighter, a team manager, a squire).

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 unauthorized 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. Unauthorized 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.

The document is developed by the Marshals Committee together with the Authenticity Committee.