



## HMBIA Rules for Group Battles Category Ver.2.1

### 1. General provisions

1.1. Historical medieval battle is full-contact armoured combat. Offensive and defensive equipment is modelled after the artefacts of the Middle Ages and is manufactured and modified for this sport. HMB is carried out in the standard sized list of varying size depending on the category of the fight and equipment used.

HMB includes all types of full-contact armoured combat, namely historical medieval combat, duels, melee, group battles in teams of varied numbers, and professional fights. Equipment must be a safety authorized reconstruction of the objects of medieval material culture and maintained to high quality.

Full-contact fights are held in different categories. Authorized and prohibited techniques vary depending on the utilized equipment. Victory conditions, tournament regulations and other parameters vary.

The Following rules are regulating group battle categories of HMB sport.

1.2 HMB is supervised by the team of Marshals which includes a Knight Marshal (Chief Official), line marshals, field marshals and video supervisors. The number of marshals is determined separately for each tournament depending on its form. Knight Marshal (Chief Official) and field marshals must be present. Participation of the Authenticity Committee Representative (AC Rep) is strongly recommended and preferred.

1.2.1. The Knight Marshal (Chief Official) is appointed by the Tournament Organizer. The Knight Marshal makes the final decision in the case of any disagreement.

1.2.2. A secretary is documenting the course and results of fights, compiles the tournament ladders, and determines the winner of the group stage based on registered results of the individual fights. For the countries/regions with a certification system in place, a secretary must hold a certificate issued by a local/regional/international Tournament committee.

1.3. The number of fighters in group battles varies, each category has separate regulations.

1.4. The winner is determined based on the regulations of the category.

1.5. The grounded position of all opponent team fighters is the **main** victory criterion in the group battles.

The fighter is grounded in the following cases:

1.5.1. They touched the ground with the third point of contact (torso, hip, arm, knee, or shield). The rule is applied if the fighter fell with the opponent.

#### **Important!**

**The fighter is not considered grounded if he touched the surface of the list with the edge of a shield (not a flat part) during or immediately after a successful throw, but not before the throw.**

The fighter is not considered grounded if he touched the surface of the list with a fist or a hand during or immediately after a successful throw, but not before the throw.

**Important!**

A pole or a steel part of a polearm or a sword blade are not considered as the third point of contact.

1.5.2. If the list has no bottom rail, and the fighter stepped with both feet or fell outside of the list. Marshals visually determine the boundary of the list.

1.5.3. Armour failure: an element of the equipment protecting joints, head, groin or neck, or a sufficient area of the body, cannot perform its protective function or is lost.

**Important! A fighter is grounded for the protective elements malfunction under a para 1.5.3. only if the element that failed is listed below: a helmet, neck protection (gorget), torso protection (a brigandine, a breastplate, etc), a shoulder, elbow, forearm defense, gauntlet, groin protection, greave, cuisse, a sabaton. A fighter is grounded only if the remaining protective elements cannot compensate for the armour failure. The loss or failure of the elements that are not listed above (an upper arm defense, buttocks protection, cuisses that are supplementing a skirt, back elements of a greave) does not result in grounding.**

1.5.4. The fighter has touched a grounded fighter with torso or hips.

**Important! The fighter is not considered grounded if they have only touched their immediate opponent (a fighter they are grappling/falling together) with any third point of contact except for the torso or buttocks when fallen.**

1.5.5. Performs multiple or intentional offensive actions without a weapon held by a grip in the hand. The shield is not considered a weapon.

**Important! A fighter must hold a hafted weapon with at least one hand. If a fighter is not holding their weapon with a hand, they are considered disarmed and are not authorized to perform any attacking actions until the grip on the haft is restored.**

1.5.6. Took a reserve weapon from a squire beyond an allocated weapon distribution zone, or inside of the fenced list area, or, if the list has a wide top bar, collected it in any way other than picking it up from the surface of the bar in the allocated area.

1.5.7. Was grounded by a marshal as a result of the rules violation.

1.5.8. Yielded by kneeling, voluntarily withdrawing from a fight.

1.6. To be authorized for participation in a tournament a fighter must:

1.6.1. Be of age by both the law of their country of citizenship, and the tournament hosting country.

1.6.2. Sign the disclaimer document (which states that the fighter is aware of the risks associated with participation and acknowledges that the organizer provides no warranties, that they have read the rules and agree to comply).

1.6.3. Have a medical certificate issued by a medical professional that they have no conditions preventing them from participation in HMB.

1.6.4. Receive accreditation by the tournament organizers.

1.6.5. Undergo a technical and authenticity check.

1.6.6. Covered by medical insurance valid in the country\place of the event.

## **2. Authorized equipment**

All elements of defensive and offensive equipment must comply with HMBIA technical and authentic requirements. Rf. Technical and Authentic Requirements.

Organizers can change the authenticity standards provided that it was agreed by the HMBIA or local federations.

## **3. Authorized fighting techniques**

3.1. Any movement in the list, leaning on the barrier of the list, any holds and grips of the barrier of the list. Any strikes and pushes performed with a weapon, arms, legs, a shield (both edge and flat), head, shoulders, torso into a permitted strike zone.

**Important! Permitted strike zone excludes feet, groin, back of the knee, back of the neck, the base of the skull.**

- Any actions with the foot aimed at the knee are prohibited.
- A fighter can strike with a free hand provided they have a weapon in the other hand.

3.2. Any actions against a fighter out of balance before they were grounded.

3.3. Any holds of their or opponent's weapon apart from the blade, or of the shield, with a free palm.

3.4. Any offensive actions against a disarmed opponent.

3.5. Back heels, wrestling throws and clinches.

**Important! Grappling suffocating techniques, arm locks and suplex (arch throws) variations are prohibited.**

3.6. Disarm any opponent by any authorized action excluding blade holds is permitted. The fighter can take away a weapon from the belt of the opponent provided the fighter holds their weapon. The fighter is then allowed to use the opponent's weapon until the end of the round, and then it must be surrendered back to the opponent.

3.7. A fighter who has lost their weapon is allowed to:

- Take a reserve weapon they had with them;
  - Yield by kneeling;
  - Take a reserve weapon from their teammate located in the allocated weapon distribution zone.
- Meanwhile a fighter is allowed to protect themselves from the strikes without performing any offensive actions or holds.

- Take a reserve weapon from their teammate in the list unless they are grounded.

**Important!** It is prohibited to pick up a weapon from the surface of the list, to receive the weapon from a grounded fighter, to receive a weapon from any fighter except for the fighter/squire in the designated area. It is allowed to grab a polearm which leans against the top rail of the barrier or it's undrounded teammate's\owner's body. In this case, it is not considered lying on the surface of the list.

3.7.1. If a list barrier has a wide top bar, reserve weapons can be only placed on the top of the bar. A fighter must pick up a weapon themselves. It is prohibited to pass a weapon to the fighter.

3.7.2. If a list barrier has no top bar, a squire is allowed to pass a weapon to a fighter outside of the fenced area. It is prohibited to pass a weapon within a fenced list area above the list surface.

#### **4. Prohibited techniques**

Performance of any prohibited technique is a serious rules violation and is penalized with a verbal warning, yellow or red card. The penalty is imposed regardless of the fighter's intent.

All fighters must avoid the following techniques:

4.1. Any actions not listed in section 3 of these rules. Only authorized techniques are permitted. The Knight Marshal supervises the course of the fight and assesses the teams' interactions. The Knight Marshal can return a fighter who was grounded by unauthorized technique to the fight, or withdraw the fighter who is 'out of battle'. The Knight Marshal can break any inactive clinches that are 10 seconds or longer.

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

4.2. Any thrusting actions with a weapon.

4.3. Any offensive actions aiming beyond permitted strike zone. A permitted strike zone excludes: feet, back of the knee, groin, back of the neck, a base of the skull.

4.4. Arm locks.

4.5. Grappling and holds with the hand on the edge of the helmet, pushes on the bottom edge of the helmet, and subsequent neck twists.

4.6. Deliberate attempts to remove any elements of the armour.

4.7. Strikes with a cross-guard to the face of the opponent, provided a distance between the cross-guard and a gauntlet is more than 3cm.

4.8. Any grips, clamps, suffocation techniques with direct pressure of any part of the body, equipment and weapons on the neck.

4.9. Any offensive actions against a grounded fighter.

4.10. Deliberate injury of the fighter who has lost a defensive element of equipment (as described in paragraph 1.5.3).

4.11. Any uncontrolled strikes and actions with a weapon.

4.12. An inactive clinch over 10 seconds. A field marshal can break the clinch with the “Break” local command and a yellow flag between the helmets of the fighters. The fighters must stop fighting immediately and take two steps apart. Local command “Fight” and a signal with a flag of the same marshal who announced the break indicates the recommencement of the fight for the fighters pulled out of the clinch, and a continuation of the fight in general.

**Important! Local commands “Break” and “Fight” are effective only for the fighters in the clinch. After the “Fight” command any fighter can continue the fight with the same opponent or attack another opponent.**

4.13. Strikes with the head of the single-handed hafted weapon provided the grip of the hand is less than 30 cm away from the blade.

4.14. Grounded fighters must remain on the ground until the “Stop fight” command of the Knight Marshal. They are not allowed to return to a standing position. A grounded fighter must maintain a comfortable seated or lying position until the end of the round. A grounded fighter cannot interfere with the fight. A comfortable position is a signal that the fighter is not injured.

**Important! The grounded fighters are not allowed to interfere in a course of the fight or to change their position in the list unless there is a threat to their safety.**

4.15. Any offensive actions against marshals in the list.

4.16. Any offensive actions against any participants of the event outside of the list.

4.17. Any actions impeding the course of the event.

## **5. Management of the fights**

Fights of the category are managed under the HMBIA Group Battles Regulations by penalties that are imposed depending on the situation in the list and fighters' and marshals' actions.

5.1. A verbal warning is a penalty imposed for insignificant rules violation aiming at indicating the rules violation to the fighter. An oral warning is not registered in documents.

5.2. 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 can be imposed by the Knight Marshal or the AC Rep for authenticity regulations violation.

5.3. 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.

All aforementioned penalties are applied as defined by the category regulation.

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