

Empire of Medieval Pursuits

Corporate Steel Fighting Rules: September 2014

Rules may be added to by Kingdoms and Local Branches, but not lessened.

Rules for Duels/Singles Competition

1. GENERAL REGULATIONS

1.1. The tournament category is represented by the fights, where the number of stout (telling) blows delivered with the combat part of the weapons at the accepted zone of an opponent is taken into account.

a) *Important! The accepted zone excludes groin, feet, back part of the neck, and back of knees.*

1.2. There are no weight categories in the tournament categories.

1.3. The panel of marshals includes the knight marshal (chief referee), field marshals (referees), and a secretary.

a) *Important! In case of any disagreement a deciding vote belongs to the knight marshal.*

1.4. The fights of the tournament category are generally held on the hard lists, from 15 to 40 m of length, from 7 to 20 m wide. The height of the sides is from 0.9 to 1.2 m.

1.5. The fight consists of 3 rounds, different weapons are used for each of them:

- - the 1st round – “Longsword”. It lasts for 1.5 min. The winner is the one who has delivered more telling blows to the opponent during the round.
- - the 2nd round – “Sword-Buckler”. It consists of 3 bouts and each bout lasts to the first three telling blows. The winner is the one who wins the majority of the bouts in the round.
- - the 3rd round – “Sword-Shield”. It lasts for 1.5 min. The winner of the round is the one who has delivered more stout blows at the opponent during the round.

1.6. For each stout blow at the opponent's accepted zone the fighter who has delivered it is awarded with one point.

1.7. A blow is counted when it was deliberate, clear and was not blocked by the opponent's defensive action with a shield or sword.

1.8. The blows are counted during the round. The fighter, who has got more points or, according to the conditions of a fight in the 2nd round, reaches a certain sum of points first, becomes a winner of the round.

1.9. The fighter who wins in 2 or 3 rounds wins the fight. If the score of the rounds is a draw, the disputable round continues till one of the fighters gains 3 points.

1.10. “Technical victory” with a score 3-0 is awarded to one of the fighters in the following cases:

1.10.1. If an opponent refuses to fight before the beginning of a duel, does not come in time to the lists on call of the knight marshal or fails to prepare his equipment within the time set by the knight marshal.

Not coming to the fight will lead to a warning (one Yellow card). If the fighter is removed from further participation in the fights (due to injury or disqualification), the “technical victory” is also awarded to his opponent.

1.10.2. If the opponent cannot continue fighting because of an “accidental injury”.

a) *Important! If the fighter cannot continue the duel due to an injury, resulting from violations of the rules by his opponent, the latter gets a double warning (two Yellow cards) and is removed from participation in the fight. “Technical victory” is awarded to the injured fighter.*

1.10.3. If an opponent gets two warnings within the fights (two Yellow cards).

1.10.4. In case of appearance of factors, which, according to the knight marshal, put obstacles in the way of fights continuation, namely armor or weapons breakage (including the shield or sword), if it cannot be fixed or replaced within the allotted time (not more than 1 minute).

2. AUTHENTIC EQUIPMENT

2.1. Only those arms and armor, which have analogues of a certain historical period, are allowed.

2.2. A fighter has to rebate his weapons before the participation in an event and bring them into conformity with the specifications stated in this regulatory document. Rebating is rounding of peak and percussion edges of any bladed or pole weapon used in competitions. The radius of rebating is about 10 mm (note: it has to match the radius of a coin 20 mm in diameter).

2.2.1. The edges of all the striking parts of any weapon are to be rounded as a bevel and be not less than 2 mm thick (including any possible chips and notches).

2.2.2. The edges of shields are to be trimmed with thick (not less than 2-4 mm) leather or three or more layers of fabric attached with glue.

a) *Important! All wooden, wicker or leather shields have to be made only on the basis of reliable historical analogues and correspond to the form of the analogue in all three planes. A shield can only be used with a set of armor of the same epoch and region.*

2.2.3. Edges of the iron shields have to be carefully forge-rolled and be no less than 4 mm thick.

a) *Important! Allowed metal shields must have only round shapes, made on the basis of reliable historical analogues corresponding to the form of the analogue in all three planes. A shield can only be used with a set of armor of the same epoch and region. The weight of any metal shield shall not exceed 5 kg.*

2.3. All the responsibility for the quality, safety and reliability of the elements of protective arms lies on the fighter who uses them.

2.4. The approved protective arms for competitions must be a reconstruction of medieval armor (must have the exact proportions and general appearance of historical analogue) and correspond to such characteristics:

- - a combat harness that completely covers the vital organs and joints of the fighter;
- - in good condition;
- - thickness of protective material has to meet the requirements (stated below);
- - size and proportions of all the protective elements have to meet the requirements;
- - aesthetic appearance, approved by the presiding Lord.

2.5. All items of armor have to meet the technical and aesthetic requirements, and represent a complete set of one time period within 50 years.

1. Authentic describes materials or objects that correspond in appearance to a certain historical original. The use of authentic materials and items, corresponding to the original, is approved by the EMP.

2. Stylized item is an object that has no specific historical analogues, but is made in compliance with the general style of armor, its proportional, aesthetic and operational characteristics.

3. Scientifically proved original is text and visual material (pictures, sculptures, and other documented archaeological sources or their combination), on the basis of which a belonging of a particular object to the group of authentic ones is determined.

2.5.1. The fighter's head has to be protected with a metal helmet, safety features and specifications of which comply with the same parameters of a helmet made of steel ST3 2 mm thick.

2.5.2. The fighter's helmet has to be equipped either with a well quilted padded cap, a leather suspension, a "parachute" with a quilted padded cap, or equivalent. The thickness of these elements should be not less than 3 mm for quilted and 5 for padded in a condensed form.

2.5.3. The fighter's helmet must have a chin strap, which does not allow it to fall off the fighter's head.

2.5.4. The fighter's body, legs and arms are to be protected with a minimum of rigid armor. The chainmail can be only used as an extra protection in addition to rigid armor or as the linking elements of rigid armor.

2.5.5. In addition to body armor, the fighter's body is to be protected with underarmor padding, which covers the whole torso. The minimum allowed protection is woolen (cloth) and linen material sewn together.

2.5.6. The neck and base of the skull are to be protected with metal plate armor element, supplemented with damping quilted or padded protection, such as a pelerine of the padded cap, a special collar or a filling. A riveted chain-mail element, with the plate protection and a protective damping layer located under it, is allowed.

2.5.7. The spine and tailbone should have metal plate protection with quilted or padded protection not less than 10 mm thick in a condensed form.

2.5.8. The fighter's hands are to be protected with gloves or mittens made of metal plates or riveted chainmail. If the hands protection is made of riveted chainmail only, a damping layer not less than 5 mm thick in a condensed form has to be under it.

2.5.9. Hands and forearms of a fighter using a shield with the elbow grip may be protected with metal armor elements. Then, if a fighter loses the shield, he'll be able to continue the fight. They can be protected minimally (only with underarmor padding and cloth gauntlets), but from all the sides, which may be under attack. The minimum level of underarmor protection includes layers of woolen and linen cloth sewn together.

2.5.10. The fighter's elbows and knees must have a metal plate protection. If the plate protection doesn't fit the fighter's armor, it should be hidden under the authentic element of the set. The minimum level of underarmor protection includes quilted or padded protective layer not less than 10 mm thick in a condensed form.

2.5.11. The fighter's thighs are recommended to be protected with rigid armor elements at each side. A fighter's shins are required to be protected with rigid armor elements. The minimum level of underarmor protection includes layers of woolen and linen cloth sewn together.

2.5.12. The fighter's groin has to be protected with armor elements or hidden protection (an athletic supporter for contact sports).

2.5.13. The protective complex has to provide a complete and reliable protection to the head, neck, spine and joints in any body position.

2.5.14. In case a fighter represents a time period, when certain parts of the body weren't covered with protective elements, these zones are to be safely covered with a hidden protective elements which aren't registered visually.

2.5.15. If the level of safety of the authentic protective arms does not meet requirements of these rules, a fighter should use extra protection made of other kind of materials (worn only under authentic armor and underarmor).

a) *Important! Modern protection, having its own fastening system, can be used only as the third protective level.*

2.5.16. The fighter needs to be sure of his armor protective characteristics and check the accuracy and safety of any protective parts before a battle.

2.5.17. The fighter is responsible for the offensive and protective arms he uses in battle, monitoring of their authenticity, aesthetics, and compliance with the requirements stated in this regulatory document.

2.6. Characteristics of weapons for the tournament category:

2.6.1. The "Longsword" round:

- - the length of the blade (from a hilt to the tip) - from 80 to 100 cm;
- - the length of the handle (including a hilt and a pommel) - from 20 to 35 cm;
- - the weight is from 1,500 to 2,300 g.
- - the diameter of rounding of the cutting edge is about 10 mm (it has to correspond to a coin 20 mm in diameter).

2.6.2. The "Sword-Shield" round:

- - the length of the blade (from a hilt to the tip) - from 60 to 80 cm;
- - the length of the handle (including a hilt and a pommel) - from 12 to 20 cm;
- - the weight is from 1,300 to 1,600 g.
- - the diameter of rounding of the cutting edge is about 10 mm (it has to correspond to a coin 20 mm in diameter).
- - the cutting edge of a blade is not less than 2 mm thick and rounded.
- - the maximum length of a shield is up to 75 cm.

2.6.3. The "Sword-Buckler" round:

- - the length of the blade (from a hilt to the tip) - from 60 to 80 cm;
- - the length of the handle (including a hilt and a pommel) - from 12 to 20 cm;
- - the weight is from 1,300 to 1,600 g.
- - the diameter of rounding of the cutting edge is about 10 mm (it has to correspond to a coin 20 mm in diameter).
- - the cutting edge of a blade is not less than 2 mm thick and rounded;
- - the maximum length of a buckler is up to 35 cm.

3. AUTHORIZED FIGHTING TECHNIQUES

3.1. "Sword-Shield" & "Sword-Buckler":

- - cutting blows at the opponents accepted zone delivered with the cutting edge of the weapons;

- - blocking the opponent's blows with a shield or a blade;
- - pushing or pressing the opponent with a shield or shoulder;
- - hitting with the plane of a shield;
- - repulsion of a blade, a shield, or opponent's arms and hands with the shield's plane or the shield's edge;
- - hooking the opponent's shield with your shield;
- - repulsion with the shield edge aimed at an armed hand or body (above the waist and below the neck) of the opponent;
- - overlapping of the opponent's shield with your shield.

3.2. "Longsword":

- - cutting blows at the opponents accepted zone delivered with the cutting edge of the weapons;
- - blocking the opponent's blows with the blade of your weapon;
- - pressing and pushing the opponent with your blade or arms;
- - repulsion of the opponent's arms with your arms.

4. PROHIBITED FIGHTING TECHNIQUES

4.1. "Sword-Shield" & "Sword-Buckler":

- - thrusting with a blade of the weapon (any thrusts);
- - blows aimed at the opponent's unauthorized zone;
- - blows aimed at the fallen opponent or the one who is rising;
- - blows aimed at the opponent who has lost his weapons;
- - hitting with the edge of the shield below the belt, or in the opponent's head and neck;
- - blows delivered with your head;
- - kicking or kneeling your opponent;
- - back heels, wrestling throws and clinches;
- - punches and elbow strokes;
- - blows delivered with a hilt or pommel of a weapon;
- - holds of the opponent's body, head and limbs, using hands or shield, as well as grabbing his equipment (including a sword and a shield) with your hands.

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- - blows aimed at the opponent who has lost his weapons;
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- - blows delivered with your head;
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- - back heels, wrestling throws and clinches;
- - punches and elbow strokes;
- - blows delivered with a hilt or pommel of a weapon;
- - holds of the opponent's body, head and limbs, using hands or shield, as well as grabbing his equipment (including the sword's blade) with your hands.

5. MANAGEMENT AND CONTROL OF BATTLES

Management and control of battles is done by using the following penalties, depending on the situation on the lists, fighters' actions and referees' decisions.

5.1. Rebuke is a sanction applied to the fighter in the course of one fight if:

5.1.1. He falls down due to active attacking actions of the opponent if they correspond to the rules

5.1.2. Any part of protective equipment breaks or malfunctions, which, according to the knight marshal's point of view, doesn't allow the fighter to continue the fight. If the malfunction can be eliminated within the time, defined by the knight marshal, the fight can continue.

a) *Important! If the fighter's weapon (a sword, a shield etc.) is broken, the sanction will not be imposed.*

5.1.3. The fighter loses his weapon during the fight.

5.1.4. The fighter is passive in the fight.

a) *Important! Passiveness is considered to be refusal from active actions against your opponent during a bng period of time (not less than 30 sec).*

5.1.5. Going out of or falling out of the lists.

a) *Important! Applying a rebuke sanction to one of the fighters is accompanied with awarding his opponent 3 additional points.*

b) *Important! The fighter who gets three rebukes within a fight loses it automatically. And his opponent is awarded with "a clear victory".*

c) *Important! Rebuke sanctions are NOT to be stated in the record of the tournament or in the personal cards of the fighters.*

5.2 Warning (the Yellow Card) is a sanction imposed on the fighter for rules violation, it is to be stated in the record of the competition and it affects the rating of the fighter and his team. The fighter can get maximum two yellow cards within the event.

Warning (the Yellow card) is given in the following cases:

5.2.1. For applying any prohibited techniques stated in Chapter 4 "Prohibited fighting techniques".

5.2.2. For applying actions not listed in Chapter 3 "Authorized fighting techniques".

5.2.3. For unsportsmanlike behavior, boorishness, bad language, shouting at the referees, the opponents and spectators.

5.2.4. For starting the fight before the command "To the fight!"

5.2.5. For continuing an attack after the command "Stop the fight!"

5.2.6. For ignoring the knight marshal's commands.

a) *Important! For all the violations mentioned above the fighter can get one or two yellow cards at once, depending on the gravity of the violation from the knight marshal's point of view.*

5.3. Disqualification (the Red card) is a sanction imposed on a fighter for gross or systematic (the second Yellow card) violation of the rules. It should be stated in the record of the competition. The sanction implies the fighter's removal from the further participation in the competition and his substitution with a substitute fighter of the team. ONLY the knight marshal of the tournament has the right to disqualify fighters.

Grounds for disqualification:

5.3.1. Systematic violation of the rules, when a fighter gets two yellow cards within the event.

5.3.2. Injuring the opponent due to the use of prohibited fighting techniques.

5.3.3. Gross and systematic dissents with the referees, groundless appeals against their decisions, insults to the opponents or disrespectful behavior towards them, as well as other parties of the competition.

a) *Important! Each red card which is imposed on the fighter automatically becomes the team's red card.*

Rules for BUHURT CATEGORIES

1. GENERAL REGULATIONS

1.1. **Historical Medieval Battle** is a full contact sporting battle, where historical protective and offensive arms of antiquity, specially made and adjusted to this kind of competition are used. These battles are held on the lists with different types of authentic weapons, depending on the kind of a battle.

The concept of this contest includes all kinds of full contact power battle with the use of items of Historical Reenactment, namely historical fencing, buhurts, melee, duels, small group battles, mass field battles, professional fights, etc.

These combats are always held in full contact, but are represented by different categories with various authorized and prohibited techniques. In addition, victory conditions, battle regulations, tournament schemes and other parameters are different.

The following rules apply to buhurt categories of Historical Medieval Battle.

1.2. All battles are held under control and observation of a marshal's (referee's) group, including one knight marshal (main referee), field referees, linesmen and referees monitoring the video observation. The number of members of the marshal's group is set separately for every event, depending on its format and content. The presence of a knight marshal and field referees is always required for tournaments.

1.2.1. The knight marshal is chosen and authorized by the presiding Lord of the event. In case of any disagreement the knight marshal then has the final decision.

1.2.2 The records of the combat process and combat results are made by the secretariat.

1.3. Buhurt competitions vary, in particular, the number of fighters can be different: each category has approved combat regulations.

1.4. The conditions of victory can also vary depending on the battle regulations of a certain category.

1.5. The main criterion of victory in buhurt categories is a "removal" of an opponent or all members of the rival team from the battle.

In the buhurt categories a fighter is "removed from the battle", when:

1.5.1. He touches the surface of the lists with the third point of support (body, buttocks, arm, knee, shield, etc.). The rule applies if a fighter falls down together with an opponent.

a) *Important! The two basic supporting points for a battle are considered the feet.*

1.5.2. His legs leave the territory of the battleground or he falls outside the lists.

1.5.3. An element of protective equipment, used to protect joints, head, hands, groin, or neck, and also serves to protect a large area, broken or lost.

1.5.4. He touches a prone fighter with his body or buttocks.

b) *Important! When the fighter falls on his opponent and touches with the third supporting point (except for body and buttocks) only his opponent, who lies under him, the fighter is not to be considered as fallen.*

1.5.5. Continues attacking actions without a weapon in his hand (shield is not a weapon).

c) *Important! In case the fighter lost his weapon, he has the right:*

- - to use a spare weapon he has;
- - to cease fighting sitting down on one knee;
- - to take a spare weapon from the reserve fighter of his team standing at a special place beyond the fence of the lists. The fighter has a right to protect himself from opponents' attacks without making attacks or actions impeding active combatants;
- - take a spare set of weapons from another team member who is engaged in battle (only in case if that team member is not out of battle).

d) *Important! It is strictly prohibited to take the weapon from the surface of the lists, from fighters who are out of the battle or take the weapon from not a reserve fighter who is standing at a point designated for spare weapons giving.*

e) *Important! The fighter with two-handed pole weapon must hold it firmly at least with one hand. If the weapon is not held at least with one hand during a fight with a rival the fighter is considered to be unarmed and has to cease attacking actions until he has a weapon in his hand.*

1.6. To gain admission to the buhurt, a fighter has to:

1.6.1. Be of age in terms of the law of his country, as well as the country hosting the event.

1.6.2. Sign a statement of voluntary participation in full contact battles (in the statement a fighter confirms his acceptance of any risks associated with participation in the battles, declines any claims and assures he knows the rules and agrees to follow them strictly).

1.6.3. Be in substantive enough health to withstand the rigors of Historical Medieval Battle.

1.6.4. Be accredited by the Lord of the event.

2. AUTHENTIC EQUIPMENT.

2.1. A fighter must rebate his weapons before the participation in an event and bring them into conformity with the specifications stated in this regulatory document.

Rebating is a process of rounding of the peak and the percussion edges of any bladed or pole weapon used in competitions. The radius of rebating is about 10 mm (note: it has to match the radius of a coin 20 mm in diameter).

2.2.1. The edges of all the striking parts of any weapon are to be rounded as a bevel and be not less than 2 mm thick (including any possible chips and notches).

2.2.2. The edges of shields are to be trimmed with thick (not less than 2-4 mm) leather or three or more layers of fabric attached with glue.

a) *Important! All wooden, wicker or leather shields have to be made only on the basis of reliable historical analogues and correspond to the form of the analogue in all three planes. A shield can only be used with a set of armor of the same epoch and region.*

2.2.3. Edges of the iron shields have to be carefully forge-rolled and be no less than 4 mm thick.

a) *Important! Allowed metal shields must have only round shapes, made on the basis of reliable historical analogues corresponding to the form of the analogue in all three planes. A shield can only be used with a set of armor of the same epoch and region. The weight of any metal shield shall not exceed 5 kg.*

2.3. All responsibility for the quality, safety and reliability of the elements of protective arms is on a fighter who uses them.

2.4. Below is the list of allowed weapons, as well as technical requirements for them.

a) *Important! The maximum weight of all weapons fully assembled and ready for battle is given. The permissible upward error is +100 for single-handed and +300 grams for two-handed models of arms.*

2.4.1. Bladed weapons:

- - single-handed swords, sabers, broadswords – up to 1,600 g;
- - falchions – up to 1,800 g;
- - long (total length is up to 1,400 mm) swords, sabers, broadswords – up to 2,500 g;
- - two-handed bladed weapons of the XIV-XVIIth centuries – up to 3,500 g

2.4.2. Polearms: - single-handed: axes – up to 1,300 g, maces – up to 1,000 g

a) *Important! The length of a cutting part of an axe blade should not be less than 7cm!*

b) *Important! All the maces can have ONLY wooden handles and no sharp edges!*

- - long axes and other similar weapons (with a total length of not less than 1 m) - up to 2,300 g.
- - two-handed: halberds, glaives, poleaxes and similar weapons (with a total length of more than 1,400 mm) - up to 3,000 g.

c) *Important! Heavier weapons or thrust only weapons are not admitted for use in historical medieval battles.*

2.5. The approved protective arms for EMP competitions must be a reconstruction of medieval armor (must have the general proportions and appearance of historical analogue) and correspond to such characteristics:

- - a combat harness that completely covers the vital organs and joints of the fighter;
- - in good condition;
- - thickness of protective material has to meet the requirements (stated below);
- - size and proportions of all the protective elements have to meet the requirements;
- - aesthetic appearance. approved by the Lord

2.6. All items of armor should meet the technical and aesthetic requirements, and represent a complete set of one time period within 50 years.

a) *Important! Only in rare cases, due to the lack of information concerning the material culture of certain periods and regions, stylized armor elements are allowed. In this situation, a fighter can replace these items with the authentic elements, relating to the neighboring regions and periods, but only if everything looks aesthetically and proportionally. Concepts that require further interpretation and explanation:*

1. Authentic describes materials or objects that correspond in appearance to a certain historical original. The use of authentic materials and items, corresponding to the original, is approved by the EMP.

2. Stylized item is an object that has no specific historical analogues, but is made in compliance with the general style of armor, its proportional, aesthetic and operational characteristics.

3. Scientifically proved original is text and visual material (pictures, sculptures, and other documented archaeological sources or their combination), on the basis of which a belonging of a particular object to the group of authentic ones is determined.

2.6.1. The fighter's head has to be protected with a metal helmet, safety features and specifications of which comply with the same parameters of a helmet made of steel ST3 2 mm thick.

2.6.2. The fighter's helmet has to be equipped either with a well quilted padded cap, a leather suspension, a "parachute" with a quilted padded cap, or equivalent. The thickness of these elements should be not less than 3 mm for quilted and 5 for padded in a condensed form.

2.6.3. The fighter's helmet must have a chin strap, which does not allow it to fall off the fighters head.

2.6.4. The fighter's body, legs and arms are to be protected with a minimum of rigid armor. The chainmail can be only used as an extra protection in addition to rigid armor or as the linking elements of rigid armor.

2.6.5. In addition to body armor, the fighter's body is to be protected with underarmor padding, which covers the whole torso. The minimum allowed protection is woolen (cloth) and linen material sewn together.

2.6.6. The neck and base of the skull are to be protected with metal plate armor element, supplemented with damping quilted or padded protection, such as a pelerine of the padded cap, a special collar or a filling. A riveted chain-mail element, with the plate protection and a protective damping layer located under it, is allowed.

2.6.7. The spine and tailbone should have metal plate protection with quilted or padded protection not less than 10 mm thick in a condensed form.

2.6.8. The fighter's hands are to be protected with gloves or mittens made of metal plates or riveted chainmail. If the hands protection is made of riveted chainmail only, a damping layer not less than 5 mm thick in a condensed form has to be under it.

2.6.9. Hands and forearms of a fighter using a shield with the elbow grip may be protected with metal armor elements. Then, if a fighter loses the shield, he'll be able to continue the fight. They can be protected minimally (only with underarmor padding and cloth gauntlets), but from all the sides, which may be under attack. The minimum level of underarmor protection includes layers of woolen and linen cloth sewn together.

2.6.10. The fighter's elbows and knees must have a metal plate protection. If the plate protection doesn't fit the fighter's armor, it should be hidden under the authentic element of the set. The minimum level of underarmor protection includes quilted or padded protective layer not less than 10 mm thick in a condensed form.

2.6.11. The fighter's thighs are recommended to be protected with rigid armor elements at each side. A fighters shins are required to be protected with rigid armor elements. The minimum level of underarmor protection includes layers of woolen and linen cloth sewn together.

2.6.12. The fighter's groin has to be protected with armor elements or hidden protection (an athletic supporter for contact sports).

2.6.13. The protective complex has to provide a complete and reliable protection to the head, neck, spine and joints in any body position.

2.6.14. In case a fighter represents a time period, when certain parts of the body weren't covered with protective elements, these zones are to be safely covered with a hidden protective elements which aren't registered visually.

2.6.15. If the level of safety of the authentic protective arms does not meet requirements of these rules, a fighter should use extra protection made of other kind of materials (worn only under authentic armor and underarmor).

a) *Important! Modern protection, having its own fastening system, can be used only as the third protective level.*

2.6.16. The fighter needs to be sure of his armor protective characteristics and check the accuracy and safety of any protective parts before a battle.

2.6.17. The fighter is responsible for the offensive and protective arms he uses in battle, monitoring of their authenticity, aesthetics, and compliance with the requirements stated in this regulatory document.

3. AUTHORIZED TECHNIQUES

A battle conducted on the lists is regulated by the list of the authorized techniques, which include:

3.1. Any strikes, pushing, press with arms, hands, legs, shield (flat part or rim), head, shoulder, body on the opponent's accepted zone.

a) *Important! The accepted zone excludes the feet, back of the knees, groin, back of the neck, skull base.*

b) Important! Any actions (strikes, pressure, etc.) with a leg aimed at the knee joint (on either side) are prohibited.

c) Important! The fighter can strike with a free hand, but only in case he holds a weapon in his other hand.

3.2. Strikes on the opponent who lost his balance until he falls on the ground.

3.3. Holds of non-combat parts of the weapons or shields of the opponents with free hand.

3.4. Attack on the opponent who has lost his weapon.

3.5. Wrestling techniques, throws, back heels, etc.

a) Important! Painful grips, suffocating techniques, arch throws, fighting in the stalls are prohibited.

3.6. Holds of the body of the opponent with weapons from the front and from the sides. The holds with direct pressure on the neck are prohibited.

3.7. Blows delivered by ridge or body of a shield at authorized zones.

4. PROHIBITED TECHNIQUES

Any prohibited strikes or actions against the opponent are serious breaches of rules which lead to sanctions, from rebuke to disqualification. It doesn't matter whether a breach was made accidentally or on purpose. The sanctions are to be imposed anyway.

Each fighter should avoid usage of the prohibited techniques, among which are:

4.1. Any actions which are not listed in section 3. Only the actions stated in these rules are allowed.

4.2. Any thrusts with weapons.

4.3. Any blows delivered with arms, hands, legs, shield (flat part or rim), head, shoulder, torso at prohibited zone. The prohibited zone includes the feet, back of the knee, groin, back of the neck and skull base, open face.

4.4. Twisting against natural direction of a limb flexing and any painful holds.

4.5. Pressure or holding the edges of a helmet with a hand, as well neck twisting caused by these actions.

4.6. Deliberate attempts to remove any elements of the opponent's armor (except shield).

4.7. Punches with weapons' hilts or fists, aimed at the face of the opponent (if the gap between the hilt and fist in combat mitten or glove is more than 3 cm).

4.8. Any holds, hold-downs, suffocating with hands or weapons around the neck.

4.9. Any strikes on a lying, or standing on one knee fighter.

4.10. Deliberate injuring of the opponent after he loses a part of his equipment.

4.11. Any thoughtless or uncontrolled actions with a weapon.

4.12. Any attacking actions towards the fighter who has raised one hand with an open palm.

a) Important! A raised hand with an open palm is a sign of voluntary leaving the battle. Having raised his hand with the open palm and/or kneeling on one knee (if there is such opportunity) the fighter automatically takes the position "out of the battle".

4.13. Inactive clinch that lasts more than 10 seconds. In this case a field marshal can pull the fighters, who are in the clinch, apart, giving a command "Break!" and hanging a yellow marshal flag attached to a baton, between the opponents' helmets. The inactive fighters have to stop the clinch immediately and step aside 2 steps from each other. During this time other fighters should refrain from engaging any of the affected fighters. An additional command "Fight", given by the marshal who has stopped the clinch, serves as the signal that the battle should resume.

a) Important! The local commands "Break" and "Fight" are only for fighters in clinch. After the command "Fight" a fighter can continue the battle against his opponent or attack another opponent.

4.14. Grasping of a single-handled pole arm near the striking head when the metal part of the pole arm is less than 30 cm from the index finger.

4.15. The fighters who are out of the battle (due to their falling down or decision of a referee), but are on the lists, are strongly prohibited from standing up on both legs before the command of the knight marshal "Stop the battle!" If a fighter is out of the battle because of falling, losing equipment or because of

marshal's decision, he is to take a comfortable sitting or lying position on the lists and wait for the end of the round, without interfering in the battle. With his comfortable position the fighter shows that he is not injured.

5. MANAGEMENT AND CONTROL OF BATTLES

Management and control of battles is done by using the following penalties, depending on the situation on the lists, fighters' actions and referees' decisions.

5.1. Rebuke is a sanction applied to the fighter for insignificant rules violations, which aim is to draw the fighter's attention to his actions. It's not to be put in the record.

5.2. Warning, or the Yellow card is given to the fighter for rules violation and it is to be stated in the record. The Yellow card affects the rating of the fighter and his team. The Yellow card can be given only by the knight marshal of the tournament.

5.3. Disqualification or the Red card is the sanction applied to a fighter for serious or recurrent (the second yellow card) rules violation, which is to be stated in the report. After the fighter gets the Red card he is removed from further participation in the competition, and is replaced by a substitute fighter of the team. A fighter can be disqualified ONLY by the knight marshal of the tournament.

The application of each of the above stated sanctions is regulated by the rules for every specific category.