**The Rules**

**of professional medieval fights for the**

**world championship «Battle of the Nations».**

**1. Main statements.**

* 1. Fights of the tournament are held with steel sport weapons using analogues of historical medieval protective equipment.
	2. Fights are held in the following nominations:

Men:

a) Light weight (fighters weighing not more than 75 kg).

b) Average weight (fighters over 75 kg, but not more than 85 kg).

c) Heavy weight (fighters over 85 kg, but not more than 95 kg).

d) Super-heavy weight (fighters over 95 kg).

e) Women (absolute).

* 1. Any fighter has the right to fight in any category, if his real weight is less than the lower weight threshold for this category.
	2. The weighing of all of the fighters before the competitions is a mandatory procedure. The division of fighters in weight categories is made solely on the basis of weighing results.
	3. Those athletes may participate in the tournament, whose application for participation was approved by the organizers, if this does not contradict the other requirements for the participants.
	4. Athletes under 18 years old are not allowed to take part in the tournament.
	5. In order to participate in the tournament, the athlete must have a complete and serviceable Equipment Set (hereafter - the ES), i.e. weapons, armor and clothing, including spare weapons and parts of the armor. The ES must satisfy the Technical and Historical requirements of these rules.
	6. Only athletes, who do not have medical contraindications to participate in competitions in combat sport, may participate.
	7. Each national team has the right to declare no more than one fighter in each category.
	8. Every athlete is obliged exactly at the time specified by the organizers and at the specified place to pass the weighing, to pass the inspection of the Control Commission and to register in the Protocol of the competitions.
	9. The protocol of the competitions (hereafter - the protocol) is the main document certifying the access of the fighter to participate in the tournament stage.
	10. Just after the end of the last fight of the tournament, the Protocol must be signed by all members of the Collegium of Marshals and the Control Commission of the competitions.
1. **Rights and duties of the tournament participants.**
	1. Participants of the tournament are obliged:
		1. To know the rules of the tournament and strictly follow their requirements.
		2. To strictly obey commands of the marshal in the ring during the fight.
		3. To be disciplined, organized, polite with other participants, marshals and spectators.
		4. To act only in the ES, which corresponds the technical requirements of these rules and was admitted by the Control Commission of the tournament.
		5. To be at the competition venue to pass the Control Commission and the registration at the Secretary exactly at specified time.
		6. To come to the ring for a fight immediately on the call of the Secretary.
		7. To have a necessary repair kit for urgent repairs of their equipment in case of breakage.
		8. To fight for victory in every fight of the tournament.
	2. Participants of the tournament have the right:
		1. To have no more than two cornermen at the ring during a fight.
		2. Immediately after the end of any fight to demand from the representative of the Control Commission to re-verify the correspondence of the ES of both fighters with technical requirements of these rules.
		3. To declare a protest against the actions on the part of an opponent, a representative of the Collegium of Marshals or the Control Commission that contradict these rules (the protest must be filed in accordance with the part "3" of the «Regulations of the fights in the duel nominations»).
2. **Cornermen: rights and duties.**
	1. Each fighter during a fight may have no more than two cornermen at the ring. The presence of a cornerman is a mandatory requirement for a participation of a fighter in a fight.
	2. A cornerman must know and strictly follow the rules of the competitions. During a fight, a cornerman is obliged to strictly obey the commands of the marshal in the ring.
	3. A cornerman must accompany his fighter to the limits of the ring before the start of his fight and assist the fighter in the preparation of his equipment for the upcoming fight.
	4. During the fight, a cornerman is obliged to monitor the reserve ammunition of the fighter, to keep it ready, so that to have the ability to replace any element of the ES of his fighter at the first request of the fighter or of the marshal in the ring.
	5. A cornerman is obliged to be at the border of the ring, from the outside during the fight of his fighter. A cornerman has the right to enter the limits of the ring in between rounds, and also with the permission of the marshal in the ring during the stoppage of the fight.
	6. Being at the border of the ring during the fight, a cornerman has the right, in the event that it does not interferes the work of the marshals, to encourage his fighter with shouts, to give him advice and instructions.
3. **The Collegium of Marshals.**
	1. The minimum composition of the Collegium of Marshals of the tournament is:

a) The Chief Marshal (Gofmarshal),

b) Three side marshals,

c) The timekeeper,

d) The marshal in the ring,

f) The Secretary.

* 1. If it is expected that fights at the competitions are to be held simultaneously on several rings, then every additional ring requires the inclusion into the Collegium of Marshals of an additional marshals panel, which should consist of:

a) Three side marshals,

c) One timekeeper,

d) One marshal in the ring.

* 1. The Chief Marshal (Gofmarshal).
		1. The Chief Marshal administers the work of the Collegium of Marshals.
		2. The Chief Marshal receives protests of fighters and directs their consideration.
		3. The Chief Marshal has the casting vote in all disputed matters relating to the interpretation of the rules.
		4. If all the fights of competitions are held on one fighting ring, then it is allowed to combine duties of the Chief Marshal with duties of a side marshals, or the Secretary or a marshal in the ring.
	2. The marshal in the ring:
		1. The marshal in the ring is obliged to check combat readiness of the fighters, the side marshals, the timekeeper and the doctor of the competition before every fight.
		2. The marshal in the ring is obliged to give commands to start, to suspend and to stop a fight.
		3. The marshal in the ring is obliged to track violations of the rules, knockdowns, knockouts, “clinches”, “losses of weapons”, as well as “breakdowns of armor” and “breakdowns of weapons”. The marshal in the ring is obliged to count the time for recovery after a knockdown, the time of the wrestling on the ground and of ground-and-pound, as well as the time of the «clinch».
		4. The marshal in the ring is obliged to take appropriate measures to prevent violations of the rules by fighters and their cornermen, including warnings, reprimands, removals of cornermen and disqualifications of fighters.
		5. The marshal in the ring is obliged to сheck the state of his ring in between rounds of a fight.
		6. The marshal in the ring is obliged to announce the results of each fight in his ring.
	3. Side marshals.
		1. The side marshal is obliged to objectively evaluate the effectiveness of actions and activities of both fighters. Based on this evaluation, the side marshal has to score “action points” (AP) in each round.
		2. The side marshal is obliged to charge the required number of points to the opponent of the fighter, who, according to the decision of a marshal in the ring, allowed the loss of his weapon or his armor breakdown.
		3. The side marshal is obliged to keep the score independently and unbiased. He is not allowed to contact other side marshals from the beginning and until the end of the fight. Three side marshals should be located on different sides of the ring.
		4. Immediately after the end of each fight, each side marshal is obliged to transfer his notes with the score of both fighters in each round to the Secretary.
	4. Timekeepers.
		1. A timekeeper counts down the net time of rounds of a fight (i.e., not taking into account suspensions of the fight), as well as the rest time between rounds and the time allotted by a marshal in the ring for repairing or replacement of elements of the ES.
		2. A timekeeper has to signal the end of a round with a special command “Time!”, or with the sound of a gong.
		3. A timekeeper has to signal the end of a break between rounds with a special command “Time!”, or with the sound of a gong.
	5. The Secretary of the competitions.
		1. The Secretary is obliged to register the participants of the tournament in the Protocol immediately after their successful passage of the Control Commission.
		2. The Secretary is obliged to count the results of each round of a fight in «victory points» (VP), according to the side marshals' notes received at the end of each round.
		3. The Secretary is obliged to fine the fighter for one «victory point» (VP), in the case of issuing him of an official reprimand by a marshal in the ring.
		4. The Secretary is obliged to call fighters to come to the ring for a fight.
1. **The Control Commission.**
	1. The Control Commission should consist of one or several specialists. If the Commission consists of several persons, the Organizing Committee has to appoint one of them the Head of the Control Commission. The Head of the Commission coordinates its activities, and also has the casting vote in the event of a controversial situation. By decision of the Organizing Committee, the duties of the Control Commission may be transferred to the selected representatives of the Collegium of Marshals.
	2. Members of the Control Commission are obliged:
		1. To hold before the start of the fights a general inspection of the appearance and conditions of fighters, as well as of their protective gear and weapons, for the compliance with the Rules.
		2. To decide whether to admit or not a fighter to participate in the tournament. In the case of not admitting of some fighter, he must be explained on the basis of which paragraph of the rules such a decision was made.
		3. To decide whether to admit or not a fighter's ES to use in the competitions. The Control Commission has the right to demand the replacement of selected elements of the fighter's ES, if these elements do not meet the requirements of the rules of the Tournament. Weapons permitted by the Control Commission have to be marked in a special way.
		4. To enter the necessary medical and anthropometric data of fighters into the Protocol, as well as a brief description of their ES, including weapons.
		5. To track the participants' ES status directly during a fight. To track the replacement of elements of equipment produced by fighters during each fight.
		6. To conduct in the ring just before the start of each fight a brief review of the ES of each fighter for compliance with the rules.
		7. To conduct the second inspection of the ES of both fighters, just after the end of their fight, in case of demand from one of the fighters.
2. **The medical support.**
	1. The tournament must be accompanied by at least one professional medic, who must have the qualification of a sports doctor, a traumatologist, or a surgeon.
	2. All medics accompanying the competitions are required to carry the medicines and equipment necessary to provide first aid.
	3. Any medic providing medical support for the competitions has the right to disqualify any fighter and remove him from the competitions for medical reasons. In such a case, the Protocol should be made a record of this indicating the grounds for disqualification.
3. **Technical requirements.**
	1. Fighter’s weapons:
		1. In the tournament it is allowed to use various types and combinations of weapons from the following list:

a) A one-handed sword / falchion / saber/ axe/ mace (in both hands as well as only in one),

b) A shield and a sword / a falchion / a saber/ axe/ mace,

c) A two-handed sword / a saber / a falchion,

d) A two-handed axe / a halberd.

* + 1. It is allowed in the competitions to use sports weapons, which meet the "Technical requirements for permitted weapons in HMB", and also meet the following additional requirements: M\*L must be greater than or equal to “30” (for males) and “25” (for females), where “M” is the total mass of a weapon in kilograms and "L" is the distance in centimeters from the edge of the «grip zone» (clearly defined area of weapon, within which the fighter will hold it) to the point of the balance of a weapon + 5 cm. This rule applies to one-handed, one-and-a-half and two-handed weapons (both bladed and polearm). Two-handed polearm weapons should also have a clear and visible designation of the middle of the weapon.

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* 1. The protective equipment (the armor) of a fighter:
		1. The fighter's ES should include armor, providing complete and reliable protection of legs, hands, the corpus, the pelvis, the groin, the neck and the head of a fighter. In junctions of various elements of armor there should be no gaps that are not covered by protection.
		2. The protection of arms must ensure complete and reliable protection of hands, wrists, forearms, elbow joints and shoulders of a fighter.
		3. The protection of legs should provide complete and reliable protection of hips, knee joints, legs and foots of a fighter.
		4. The protection of the corpus should ensure full and reliable protection of shoulder joints, collarbones, the chest and the abdomen, ribs, scapulars, the spine, kidneys, the pelvis and the groin area of a fighter.
		5. Arm protection, leg protection and corpus protection should consist of two layers: a hard outer layer (steel or titanium plates with a thickness of at least 1 mm, or hardened leather plates with a thickness of at least 5 mm, or combinations of these options) and a shock-absorbing soft inner layer (a quilted batting, a tow, a felt or their analogues, lined with a fabric). The thickness of a shock-absorbing layer on each site and at maximum compression should be at least 2 mm. (except for the inner side of the elbows and knee folds, as well as the area of ​​the armpits). Note: If a fighter uses a shield for combat that covers the entire forearm and the elbow of his shielded arm, the protection of the elbow joint and of the forearm of this arm may consist solely of a soft layer.
		6. An area of the fighter's groin should be protected by a special armor element made of hard materials (a steel or titanium plate with a thickness of not less than 1 mm., or a hardened leather plate with a thickness of not less than 5 mm.). Elements of the armor responsible for the protection of a groin, which were made only of soft materials, are not allowed. It is possible to protect a groin with a plastic protector, under the condition that this protector is completely hidden under other elements of the equipment of a fighter.
		7. A helm must provide complete and reliable protection of the neck and the head of a fighter.
		8. A helm must be made of steel with a thickness of at least 2 mm. It should be equipped with a shock-absorbing liner made of soft resilient materials (a quilted batting, a tow, a felt or their analogs, lined with a fabric). The thickness of a shock-absorbing layer on each site should be at least 4 mm at maximum compression.
		9. For helms that do not provide full protection for а neck it is necessary to wear an additional protection consisting of two layers: a hard outer layer (for example, a ring or scale aventail) and a soft inner layer, made of a felt, a tow, a quilted batting, or their analogues, lined with a fabric; the thickness of the soft layer should be at all sites and at a maximum compression of at least 4 mm.
		10. The neck protection (except the protection of a neck from behind), may consist entirely of soft materials, but only if at all sites the layer of these soft materials at maximum compression is at least 10 mm.
		11. The protection of a neck from behind must necessarily include one or more steel or titanium plates with a thickness of at least 1 mm, providing reliable protection of the spine in this area.
		12. The degree of compliance of the ES of combatants with the technical requirements of the rules is determined exclusively by the Control Commission.
	2. All elements of the ES of the fighter must meet the requirements of the HMBIA Authenticity Committee.
1. **The fighting ring.**
	1. A round, a hexagonal or an octagonal fighting ring must have at least 6 and not more than 10 meters in diameter, a rectangular or a square ring should be not less than 6 meters on the shortest side and not more than 10 meters on the longest.
	2. The ring must have plain and dense floor. In the boundaries of the ring there should be no items that can interfere with the free movement of fighters and of the marshal in the ring.
	3. The barrier of a fighting ring must be rigid or resilient, capable of withstanding a great deal of pressure. The barrier of the ring must prevent fighters from coming out of the limits of the ring. It should be clearly visible and have a height of at least 1.2 meters above the floor.
	4. Lighting devices should be located above the fighting ring at a height of at least 4 meters.
	5. At a distance of at least one meter around the fighting ring a safety zone must be fenced. Entrance to this zone is allowed only to participants, marshals, cornermen, timekeepers and members of control commissions. The safety zone should be clearly marked in space.
2. **The allowed hitting zone.**
	1. The "allowed hitting zone" includes the head, the neck (except the behind of the neck), the body (with the exception of the spine and the underarm area), shoulders, elbows (except the inner side of the elbow fold), forearms, hands, the pelvis (except the groin area), hips, knees (with the exception of the behind of the knee) and shins (at least 10 cm above the ankle joint) of a fighter. All the rest parts of the body of a fighter forms the "Forbidden hitting zone".
	2. The head (any part of it), the neck, the chest, the back, the abdomen, the pelvis, knees, shins, elbows, hands and forearms of a fighter refer to "the areas of the body subject to obligatory protection by armor".
3. **The permitted and the prohibited actions.**
	1. It is allowed to strike to “the allowed hitting zone" of an opponent with weapons (including shield), hands (including elbows), legs (including knees) and the head, except for the cases described in the list of the prohibited combat techniques.
	2. Throws, wrestling and ground fighting are allowed, except for cases described in the list of the prohibited combat techniques.
	3. It is allowed to strike the lying opponent ("ground-and-pound") within “the allowed hitting zone”, with the exception of strikes by foots, and by shins.
	4. A fighter or his cornerman has the right to demand the stoppage of the fight in following cases:

a) The fighter admits his defeat in the fight or refuses to continue it, or the cornerman accepts the defeat of his fighter and removes him from the fight;

b) If any element of the armor of the fighter covering the area of ​​the body, which is subject to obligatory protection, came into malfunction, or it was lost.

c) The fighter has been injured as a result of a prohibited action on the part of his opponent.

**Note:** The request to the marshal in the ring to stop the fight from the side of the fighter should be given by the shout "Stop fight!", or by throwing a weapon onto the floor of the ring. The cornerman may also stop the fight by throwing a towel or an item of reserve equipment of his fighter onto the floor of the ring.

* 1. It is allowed in the course of the fight to replace the elements of the ES of the fighter, including weapon, in the following cases:

a) In the intervals between rounds,

b) During the round in the event of a breakdown of any ES element, including weapon.

In all cases, the replacement of ES elements should be made under the control of the representative of the Control Commission and only with his permission. The element of equipment used for the replacement does not have to be the same as the one the fighter used before. The weapon used for replacement during a fight must have the check mark of compliance with the technical requirements of the tournament.

* 1. Cornermen are allowed to appear within the boundaries of the ring only during intervals between rounds, and also, with the permission of the marshal in the ring, during a stoppage of a fight, for providing technical or medical support to his fighter.
	2. The prohibited actions are:
		1. The usage of the prohibited combat techniques. The prohibited combat techniques are:

a) Piercing blows with any tip present on the weapon or any pointed part of the weapon, as well as the threat of the piercing blow (including putting the tip of the weapon in the direction of the enemy in defense);

b) Any strikes to an opponent which lost any of his weapons;

c) Any strikes to the areas of the opponent's body that are not part of the allowed hitting zone;

d) Armlock and chockehold techniques;

e) Intentional pushing and throwing the opponent beyond the limits of the ring;

f) Any front kicks to the legs;

g) Any grapples with weapon pressure on the neck;

h) Any grabs of the fence of the ring and any resting on it with hands from above;

i) Attacking a lying opponent with a foot or a shin;

j) Any blows to any area of ​​the opponent's body subject to the obligatory protection by armor, if this area has lost the necessary protection;

k) For a fighter lying on his back, to raise and expose his feet, so that they are between the lying fighter and his opponent;

l) Any attacking action with penetration into eye slits of the opponent's helm.

m) Any throws in which the opponent is held in such a position that, once in the air, he is unable to avoid falling on his head (falling on the head is considered to be the situation when the first point with which the thrown fighter touches the surface of the lists is his head).

* + 1. Any attacking action on the part of a fighter before the start of a fight by the marshal in the ring with the command "Fight!", or after the stop of a fight by the marshal in the ring with the command "Stop fight!"
		2. The intentional exit of a fighter outside the ring after the start of the fight and until the official announcement of the results of the fight, except when the permission to exit was obtained from the marshal in the ring.
		3. The removal and/or the replacement of elements of his ES by a fighter during fight, without a special permission of the representative of Сontrol Commission.
		4. The interference into the work of marshals, wrangling with marshals, ignoring the commands of the marshal in the ring by a fighter or a cornerman.
		5. The foul language, insults from a fighter or a cornerman to the address of other participants of the competitions, cornermen, marshals, representatives of the Organizing Committee, members of the Control Commission and spectators.
		6. The usage by a fighter during his fight of the elements of the ES, which were not allowed by the Control Commission.
		7. The stay of a fighter or a cornerman during the competitions in the state of alcoholic or narcotic intoxication.
		8. Stay of a fighter during the competitions under the influence of medications or other forms of doping included in the "Prohibited List of WADA."
		9. The demand from a fighter or from a cornerman to stop a fight (except in cases, stipulated by these rules).
		10. The appearance of the representatives of the fighter's team within the ring during the fight, without the special permission of the marshal in the ring, except for the intervals between rounds.
		11. The passive conduction of his fight by a fighter (i.e. the refusal of a fighter during his fight to perform active attacking actions for 10 seconds or more).
		12. The delay of the beginning of any round of his fight by a fighter.
		13. Any other action of a fighter or a cornerman, which are not provided for by these rules and which could entail a serious delay or a complete stop of the fight.
1. **Warnings. Reprimands. Disqualifications.**
	1. If during a fight a prohibited action was made by a fighter or by a cornerman, then the marshal in the ring may use one of the following measures:

a) A verbal warning to the fighter, or the cornerman;

b) An official reprimand to the fighter, accompanied by a fine (yellow card);

c) An expel of the cornerman;

d) A disqualification of the fighter (red card).

* 1. A verbal warning to a fighter or his cornerman should be made if the violation that has taken place does not have any significant effect on the course of the fight. A verbal warning to a fighter or a cornerman does not carry any formal consequences and does not have to be recorded in the Protocol. A verbal warning is intended to alert a fighter or a cornerman about the possibility of more stringent measures in case of a repeated violation.
	2. An official reprimand is issued to a fighter if violations from him or from his cornerman are systematic and/or, if the violation has a significant impact on the course of the fight. The reprimand should be recorded in the Protocol and accompanied by fining the fighter for one «victory point» (VP). The reprimand is accompanied by the command "Warning!" of the marshal in the ring and by the appropriate gesture: one hand is raised up with the yellow card, the other hand points to the punished fighter.
	3. Depriving a cornerman of his rights and duties as a cornerman and expelling him away from the limits of the ring should be made if the violations on his part are systematic, or the violation which has occurred, has a significant impact on the course of the fight. The decision to expel the cornerman should be recorded in the Protocol.
	4. The decision to disqualify a fighter and exclude him from the list of participants of the competitions has to be made in the following cases:
		1. If the fighter, for the violations committed by him or by his cornerman, has received two official reprimands (two yellow cards) during the championship;
		2. If the violation, which occurred on the part of the fighter or his cornerman, has created conditions that prevents, in the opinion of the marshal in the ring, the normal continuation of the fight;
		3. If the fighter himself refuses to participate in the fight (if the fighter, on the call of the marshal in the ring, at the time allotted by the marshal in the ring, does not appear in the ring to participate in the fight with the ready-to-fight ES, then this is equated with his refusal to participate in the fight);
		4. If any medic of the tournament does not allow the fighter to participate in the competitions any further.
	5. The decision to disqualify a fighter should be made by the marshal in the ring. It has to be recorded in the Protocol. The disqualification is accompanied by the command "Disqualification!" of the marshal in the ring and by the appropriate gesture: one hand is raised up with the red card, the other hand points to the punished fighter. The disqualified fighter loses the right to take any place in the competitions.
	6. In case of a violation of the rules occurred, the marshal in the ring should announce the appropriate measures. If one of the fighters was disqualified, then the fight should be stopped. Otherwise, both fighters must return to that place and to that position, in which they were at the moment the fight was stopped, after what the fight must be continued.
1. **The Loss of a weapon. The breakdown of a weapon. The breakdown of armour. The fall. The clinch. The knockdown. The knockout. The coming out of the limits of the ring.**
	1. The loss of a weapon is the situation when a fighter ceases to hold his weapon with his hands. In this case the fight has to be stopped, and the marshal in the ring should announce "The loss of a weapon!" pointing with one hand in the direction of the fighter, who has lost his weapon. The fighter must immediately take back his weapon, both fighters must return to that place, and to that position in which they were at the moment the fight was stopped, after what the fight must be continued.
	2. The breakdown of a weapon is the situation when one of the fighter’s weapons no longer meets the technical requirements of the rules. In the event of the breakdown of a weapon, the marshal in the ring should stop the fight. The fighter or his cornerman must immediately replace the broken weapon. It is allowed to replace it only with the weapons that previously had been approved by the Control Commission. If the team of the fighter cannot make the replacement, then the fight should be stopped completely. Otherwise, both fighters have to return to that place, and in to that position in which they were at the moment the fight was stopped, after what the fight must be continued.
	3. The breakdown of armor is the situation when any of the elements of fighter’s armor no longer meets the technical requirements of the rules. In the case the broken element relates to protection of the areas of the body subject to obligatory protection by armor, the marshal in the ring should stop the fight and announce "The breakdown of armor!" pointing with one hand in the direction of the fighter, whose armor has been broken. The fighter or his cornerman must repair or replace the damaged element. Marshal in the ring may give an additional time (not more than two times for 1 minute for 1 fight). At the expiration of this time the equipment of the fighter must be examined by a representative of the Control Commission. If the fighter in this ES is not able, in the opinion of the representative, to continue the fight, the fight should be stopped completely. Otherwise fighters have to return to that place and to that position in which they were at the moment the fight was stopped, after what the fight must be continued.
	4. The fall is a situation when a fighter touches the floor of the ring with his back, pelvis, or any three points of the body for at least two seconds. Note: The situation when a fighter touches the floor of the ring with one or both knees, but does not rely on the floor of the ring with anything else except his feet and his knees is not considered a fall. In the case one of the fighters of both of them are in the state of the fall for more than 10 seconds the marshal in the ring has to suspend a fight with the command “Break!” After this command both fighters must immediately let go the grapple, stand up, move away from each other on the distance of approximately 3 meters and wait for the command of the marshal in the ring to continue the fight.
	5. Knockdowns are determined by the marshal in the ring. The knockdown of a fighter is a situation when one of the fighters, in view of his physical condition, for some time loses the ability to continue the fight. The knockdown does not necessarily have to be accompanied by the fall of the fighter. The situation, in which a fight was stopped at the time when any of the fighters were on the ground and a fighter has not rose immediately after the command of the marshal in the ring to stand up and to continue the fight, is equated to the knockdown of that fighter. If the marshal in the ring has recognized the knockdown of a fighter, he should immediately start the count of ten seconds, straightening the fingers of one hand before the face of the fighter which is the state of knockdown. If before the count of "ten" the fighter does not state the readiness to continue the fight, or refuses to continue the fight, or the marshal in the ring recognizes his condition to be not satisfactory (in the situation of the knockdown, the marshal in the ring has the right to use the advice of a medic), the fighter should be considered to be in the state of knockout, and the fight should be finally stopped. Otherwise, the fight must be continued. **Note:** The second Knockdown of the same fighter during one round of fight is equated to a Knockout.
	6. Knockouts are determined by the marshal in the ring. The knockout of a fighter is a situation when one of the fighters, in view of his physical condition, completely loses the ability to continue the fight. The knockout does not necessarily have to be accompanied by the fall of the fighter. In the case of the knockout, the marshal in the ring must stop the fight and declare: "Knockout!", pointing with one hand in the direction of the fighter, who has been knocked-out. Knocked-out fighter has to be examined by the medic of the competitions. **Note:** The marshal in the ring may stop the fight without starting the count, if, in his opinion, the fighter received a serious injury requiring immediate medical help.
	7. The clinch is a situation that occurs either in the stance or in wrestling on the ground, when both fighters, being in a mutual grapple, block the ability of each other to perform effective attacking actions. In the case the fighters are in the state of the clinch for more than 7 seconds the marshal in the ring has to suspend a fight with the command “Break!” After this command both fighters must immediately let go the grapple, stand up (if they were on the ground), move away from each other on the distance of approximately 3 meters and wait for the command of the marshal in the ring to continue the fight.
	8. The coming out of the limits of the ring is the situation in which one or both fighters appeared outside the borders of the ring. In this case the fight must be stopped; both fighters have to take their initial places in the ring, after what the fight must be continued.
2. **The fight procedures.**
	1. Each fight consists of two rounds of 90 seconds each. The break between rounds is 45 seconds.
	2. The Secretary shall call both fighters for the conducting of the fight, and these fighters, being in a full combat readiness, must immediately come into the fighting ring. At the entrance to the ring each fighter must be examined by a representative of the Control Commission for compliance of his ES with the technical requirements.
	3. A fight may start if only the marshal in the ring and both fighters are present in the ring, and there are three side marshals, the timekeeper, and cornermen of both fighters at the outer side of the border of the fighting ring, in the limits of the safety zone. The marshal should verify the readiness of the rest of the representatives of the panel of marshals and both fighters for the fight, and if nothing prevents it, he must give the signal to start the fight with the special command "Fight!". Immediately after this command the countdown of the time of the fight by the timekeeper and the scoring by side marshals should be started.
	4. A fight may be stopped only by the special command of the marshal in the ring ("Stop fight!"). Just after the command "Stop fight!" the countdown must be suspended by a timekeeper, and any further attacking actions of fighters are not considered effective. A stoppage of a fight must be made by the marshal in the ring only in the following cases:

a) The time of a round is over.

b) There was “the breakdown of a weapon” situation, “the breakdown of armor” situation, “the coming out of the limits of the ring” situation, “the loss of a weapon” situation.

c) Extraneous persons or objects appeared in the ring. Note:

d) There was a violation of the rules.

e) A fighter is in a state of the knockdown in a state of the knockout.

g) There was a demand to stop the fight on a part of a fighter or his cornerman.

* 1. The suspension of a fight must be made only by a special command of the marshal in the ring ("Break!"). A suspension of a fight must be made by a marshal in the ring only in the following cases:

a) There was the “clinch” situation.

b) A fighter is on the ground for more than 10 seconds.

* 1. After the end of the net time of a fight, the timekeeper should give a special signal (the command "Time!" or the sound of a gong), after which the marshal in the ring should stop the fight. If this is not the last round of the fight, the timekeeper should start the countdown of the time of a break between rounds. As the time allotted for the break ends, the timekeeper should give a special signal (command "Time!", or the sound of a gong), and the marshal in the ring should give the command to continue the fight.
	2. In the case there are extraneous persons or objects inside the fighting ring, the marshal in the ring have to stop the fight. Extraneous persons or objects have to be removed from the ring, fighters must return to that place and to that position, in which they were at the moment the fight was stopped, after what the fight must be continued.
	3. Immediately after the end of the fight, each side marshal should send his entries to the Secretary of the competitions. On the basis of these entries the Secretary calculates the result of the fight and passes it to the marshal in the ring for the announcement.
	4. In the event that after the last round of the fight it is impossible to determine the winner, an additional round of 45 seconds should be assigned by the marshal in the ring. Thus, no more than 3 additional rounds may be assigned.

1. **The victory in a fight.**
	1. Depending on the result of the fight, the fighter who won the fight can be awarded with the “victory by points”, the “technical victory”, the “pure victory” or the "victory with a minimum advantage."
	2. The "victory by points" should be announced if the net time of the fight has ended. The "victory by points" is awarded to the fighter, who has scored the highest amount of “victory points” (“VPs”) in the fight.
	3. After the end of each round each side marshal should decide independently what the amount of "action points" (“AP”) is to be awarded to each of the fighters, basing on the following action evaluation system:
		1. The weak non-accent hit, as well as the hit which passed in passing or the hit through the block should be estimated at 0 “APs”.
		2. The qualitative accented hit is estimated at 1 “AP”. The especially effective hit (the hit which had a significant visible impact on the opponent) is estimated at 2 “APs”. In both cases the following hits of a fighter are counted:
2. hit by a battle part of a bladed weapon or a shafted weapon to any part of the permitted damage area, provided that the weapon at the time of impact was held within the designated «grip zone»;
3. strikes by hands (including elbows), by the shield, as well as by the pommel or the shaft of a weapon to the head and to the body of an opponent;
4. strikes by legs (including knees) to the head, to the body and to legs of an opponent (except for the kicks to the front side of a shin);
5. strikes by the head (by the forehead area) to the head and to the body of an opponent.
	* 1. Each clear accented hit by a battle part of two-handed weapon, provided that the weapon was held within the designated "grip zone" at the time of impact, brings 2 "AP". Two-handed polearm weapons in this case should also be subject to the following condition: the weapon at the moment of impact should be held within the half of a weapon, which is distant from the battle part. If this condition is not met, then hitting by a two-handed polearm brings only 1 "AP".
		2. The takedown is a technique that leads to a fall of the opponent and that satisfies any of the following conditions:
6. the starting position of the attacked fighter is on both or on one of his knees,
7. the attacked fighter falls on his chest, stomach, buttocks or lower back.

A takedown brings 1 “AP” to the attacking fighter.

* + 1. The throw is a technique that leads to a fall of the opponent and that satisfies both of the following conditions:
1. the attacked fighter falls on the side or on the upper back,
2. the starting position of the attacked fighter is standing.

A throw brings 3 “APs” to the attacking fighter.

* + 1. Dominant positions are considered the following:
1. standing (including standing on both or on one of his knees) position when the opponent lies,
2. the “scarf hold” position,
3. the “side сontrol” position,
4. the “full mount” position,
5. “north-south” position.
	* 1. Every qualitative accented hit to the lying opponent from a dominant position is estimated at 2 “APs”. In this case the following strikes of a fighter are counted:
6. strikes by a battle part of a bladed weapon or a shafted weapon to any part of the permitted damage area;
7. strikes by hands (including elbows), by the knees, by the head (by the forehead), by the shield, as well as by the pommel or the shaft of a weapon to the head and to the body of an opponent.
	* 1. Each clear accented hit by a battle part of two-handed weapon to the lying opponent from a dominant position, provided that the weapon was held within the designated "grip zone" at the time of impact, brings 3 "AP". Two-handed polearm weapons in this case should also be subject to the following condition: the weapon at the moment of impact should be held within the half of a weapon, which is distant from the battle part. If this condition is not met, then hitting by a two-handed polearm brings only 2 "AP".
		2. The knockdown of a fighter brings 10 “APs” to his opponent.
		3. The loss of a weapon by a fighter brings 3 “APs” to his opponent.
		4. The breakdown of armor of a fighter brings 3 “APs” to his opponent. “APs” are brought only by the breakdown of armor that requires the stoppage of a fight. The breakdown of a weapon (including a shield) of a fighter brings no “APs” to his opponent.
		5. In the case of the breakdown of his armor the fighter is given one minute to fix it. If he fails to repair his armor in time, he may ask for one additional minute. It brings 3 more “APs” to his opponent.
		6. If any technical action is made with the violation of the rules, then this action brings no “APs”.
	1. The side marshals are obliged immediately after each round of each fight to send their entries to the Secretary of the competitions, who calculates “VPs” of each fighter, guided by the following principles:
		1. In the case of a slight advantage of one of the fighters (the difference in the number of scored “APs” is less than 20% or less than 3 “APs”) or in the case of the impossibility to determine it, each of the fighters is awarded 5 “VPs”.
		2. In case of convincing superiority of one of the fighters (the difference in “APs” is more than 20% and less than 50%, but not less than 3 “APs”) the winner should be awarded 5 “VPs” and the loser should be awarded 4 “VPs”.
		3. In the case of absolute superiority of one of the fighters (the difference in “APs” is 50% or more, but not less than 5 “APs”) he should be awarded 5 “VPs”, and the loser should be awarded 3 “VPs”.
		4. The secretary is obliged to subtract from the fighter's result 1 “VP” for each official reprimand, issued to him by the marshal in ring.
	2. If 3 additional rounds have been appointed and side marshals have failed to determine the winner by the procedure described above, then in this case the panel of marshals composed of 3 side marshals and the marshal in the ring is obliged by simple voting to award one of the fighters the "victory with a minimum advantage". The casting vote in this voting belongs to the marshal in the ring. In this case the final score of the fight in “VPs” should be “0.5-0” in favor of the winner.
	3. The "technical victory" with the score "0-0" is awarded to one of the fighters if his opponent was disqualified before the fight or during it, as well as if his opponent was not able to replace his broken weapon.
	4. The "Pure victory" with the score "13-0" is awarded to one of the fighters in the following cases:
		1. His opponent appears in the state of the knockout.
		2. His opponent refused to continue the fight.
		3. His opponent's cornerman demanded to stop the fight considering the danger to the health of his fighter.
		4. His opponent failed to replace or repair the broken element of his armor in the allotted time.