



Ver. 0.5

Rules

Full Plate Harness

Poleaxe category



1. General Provisions

1.1 During the fights of the Poleaxe category, the number of the accentuated strikes by the blade of the weapon delivered into the permitted strike zone of the opponent's body is counted.

1.1.1 During the fights of the Poleaxe category, victory is awarded to the fighter, who destroyed the opponent's badge with a point of the poleaxe.

Important!

Permitted strike zone excludes groin, back of the neck, back of the knee, feet.

1.2 There are no weight categories in the Poleaxe category.

1.3 The team of Marshals includes a Knight Marshal (chief official), four (4) Marshals (fight officials) in the list, a Secretary, and an Authenticity Committee Representative (AC Rep).

1.4 Fights of the HMBIA Full Plate Harness Poleaxe category are held in hard-surface lists with a barrier measuring 6–10m wide and 6–20m long. The height of the barrier is 0.9–1.3m. There must be a fenced, 2m-wide safety zone around every side of the list. Only Marshals, Squires (Seconds or a Coach) of the fighter, technical brigade and accredited photo/videographers are permitted into the safety zone during the fight (round). Any extra fighter or non-combatant of the team entering the safety zone will result in a penalty (yellow card) for the individual or their team (club).

Important!

In case of any disagreement, the knight marshal makes the final decision.

1.5 A fight continues until one fighter has reached two victories first, and consists of two, or three, or more, rounds if the decisive round ended at a draw. A fighter who has destroyed their opponent's badge first is granted victory.

1.5.1 The time limit for each fight is six (6) minutes. The time limit for each round is two (2) minutes.

1.5.2 If the time limit is reached and a score is a draw,

- A draw is registered in the round-robin;
- The additional round is to be fought in the elimination poll.

1.6 During the fight, accentuated strikes are counted. A fighter, who scored five (5) points first or destroyed an opponent's badge first, wins.

- 1.7** Each accentuated strike to the permitted strike zone of the opponent's body scores one point.
- 1.7.1** A strike scores if it was clear and deliberate, and the opponent failed to counter it effectively with defensive action.
- 1.8** Destroyed badge brings a victory to the attacking fighter if the destructive thrust was performed with the point of the poleaxe.
- 1.9** If the badge was destroyed against the para. 1.8, the round halts, the fighters are given 120 seconds to replace the badge, then the round resumes.
- 1.10** If both fighters destroy the opponent's badge simultaneously, both are granted a round victory.
- 1.11** "Technical victory" with a score 2-0 is awarded to one of the fighters in the following cases:
- 1.11.1** If the opponent withdrew from the fight before it started; failed to report to the list upon the Chief Official's call, or failed to prepare the equipment within the designated time. The fighter who failed to report to the list for the fight is penalized by a yellow card. In the case a fighter cannot participate in the competition because of injury or disqualification, their opponent is awarded a technical victory.
 - 1.11.2** If the opponent cannot continue fighting because of an "accidental injury".
 - 1.11.3** If an opponent gets two (2) Yellow cards (warnings) or Red card (disqualification).
 - 1.11.4** If the fight is impeded due to equipment failure (including a sword) that is impossible to fix within the designated period of no more than three (3) minutes. Assessment is made by the Knight Marshal (Chief Official).

Important! If the fighter cannot continue the fight due to the injury caused by an illegal strike, their opponent receives a penalty of double yellow cards and is banned from further participation in the tournament. The injured fighter is awarded a technical victory. The injured fighter is withdrawn from further fights in this category.

2. Authorised equipment

All elements of the offensive and defensive equipment must meet the requirements of the HMBIA Technical and Authentic Regulations.

Important! Equipment for the Full Plate Harness category must be submitted to Authenticity and Technical Check separately.

Important! Only materials with historical plausibility are permitted for the Full Plate Harness categories. Titanium, plastics and other modern polymers are prohibited.

A fighter is not allowed in the list:

- unless they have passed the technical and authentic check;
- if they are using low quality, dirty, rusty, dented or equipment that is not historically plausible;
- for the use of modern boots or shoes with explicitly modern outsoles with deep lugs;
- if they are using modern adhesive tape, plastic ties, and other modern materials for repair if clearly visible.
- if they are using slogans and imagery that is not historically plausible, or is derogatory, in the decoration of any piece of equipment (including, but not limited to their shield, weapon, tabard etc).
- if they are using any other modern equipment, or decoration, that is clearly visible.

2.1 Fights of the Poleaxe category are held with the use of the poleaxes compliant with the Technical Requirements.

2.2 Badge:

2.2.1 A badge must be of brittle materials (ceramics, plaster, glass, etc.) measuring 100x100 mm

2.2.2 A badge is secured on the left side of the chest with a band



2.3 Blade of the poleaxe and its protected point is a combat part of the weapon.

2.4 Use of the chainmail protection of the armpit and groin, and plate, or chainmail, throat protection is mandatory.

3. Authorized fighting techniques

- 3.1** Any strikes to the opponent's permitted strike zone.
- 3.2** Parrying with the weapon
- 3.3** Pushes to the opponent with the torso or hands.
- 3.4** Pushes with hands to the opponent's hands.
- 3.5** Thrusts with the weapon under the neck and above the groin.

4. Prohibited fighting techniques

- 4.1** Any thrusting actions with the blade of the weapon aiming above the shoulders or under the waistline.
- 4.2** Any strikes to the prohibited zones.
- 4.3** Any strikes to the grounded, or rising to standing, opponent.
- 4.4** Any strikes to the opponent who has lost their weapon.
- 4.5** Strikes with head.
- 4.6** Kicks and strikes with knees
- 4.7** Back heels, wrestling throws and holds
- 4.8** Punches and elbow strikes
- 4.9** Grapple with hands and arms to the opponent's torso, head, and limbs. Handholds of the opponent's sword

5. Management of the fights

Management of the fights is conducted in accordance with the HMBIA Duels Regulations by penalties that are imposed depending on the situation in the list and fighters' and marshals' actions.