



Ver. 2.0

Rules

Sword & Buckler duel category



1. General Provisions

- 1.1** During the fights of the category, the number of the stout blows by the blade of the sword delivered into the legal strike zone of the opponent's body is counted.

Important!

Legal strike zone excludes open face, groin, back of the neck, back of the knee, feet.

Important!

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

- 1.2** There are no weight categories in the "Sword&Buckler" duel category
- 1.3** Marshals' brigade includes the knight marshal (head referee), four marshals (referees), secretary and an authenticity committee representative (AC rep).
- 1.4** Fights of the duel category are conducted in the list with a hard surface and a barrier measuring 6–10m wide and 6–20m long. The height of the barrier is 0.9–1.3m. There should be a fenced 2 m 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. Any extra fighter or a non-combatant of the team in the safety zone is resulting in a penalty (yellow card) for the individual or their team (club).
- 1.5** Each fight consists of three rounds. Each round is continued until one of the fighters has scored five (5) points. Rounds cannot be longer than one minute.

Important!

The organizers can change the length of the round provided this decision is coordinated with the Head Organization and is registered in the Tournament Regulations.

- 1.6** Each stout blow to the legal strike area of the opponent body will score one point.
- 1.7** A blow is considered stout if it was clear and deliberate, and the opponent failed to counter it with a defensive action.
- 1.8** Points are counted during the fight. The fighter who reaches the necessary number of points first wins.
- 1.9** The fighter who wins the most rounds wins the fight.

- 1.10** If three (3) rounds end at a draw, an extra round is fought until one of the fighters scores five (5) points first and is awarded the winner.
- 1.11** “Technical win” with a score 3–0 is awarded to one of the fighters in the following cases:
- 1.11.1** If the opponent withdrew from the fight before it commenced; failed to report to the list upon a Head Referee’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 win.
 - 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 sword and shield) that is impossible to fix within the designated time frame of no more than one (1) minute. Assessment is made by the Knight Marshal (Head Referee).

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.

The 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.

Important! Textile adhesive tape of neutral colours to repair kit is permitted.

3. Authorised fighting techniques

- 3.1** Blows delivered by the blade of the weapon to the legal strike zone of the opponent.
- 3.2** Parrying of the opponent's blows with sword or shield.
- 3.3** Pushing the opponent with the shoulder or a flat of the shield.
- 3.4** Strikes with the flat of the shield.
- 3.5** Pushing away the blade, buckler, or hands of the opponent with the flat or the edge of the buckler.
- 3.6** Using the buckler to hook the opponent's shield.
- 3.7** Pushes delivered with the edge of the buckler to the armed hand and upper body (above the waistline) of the opponent.
- 3.8** Using the buckler to cover the opponent's shield.

4. Prohibited fighting techniques

- 4.1** Any thrusting actions with the blade of the weapon.
- 4.2** Any strikes to the illegal zones.
- 4.3** Any strikes to the grounded, or rising to standing, opponent.
- 4.4** Any strikes to the opponent who has lost their sword.
- 4.5** Strikes delivered with the edge of the buckler in the lower body (below the waistline), head or neck of the opponent.
- 4.6** Strikes with head.
- 4.7** Kicks and strikes with knees.
- 4.8** Back heels, wrestling throws and clinches.
- 4.9** Punches and elbow strikes.
- 4.10** Strikes delivered with the pommel or the cross guard of the sword.
- 4.11** Grapple with hands, arms, or shield, to the opponent's torso, head, and limbs. Handholds of the opponent's equipment including sword and shield.

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.