



HMBIA Rules for Full Plate Harness German Duel category Ver.1.0

1. General Provisions

1.1 Fights are held with three types of weapons (spear, sword, dagger) replaceable (without stopping the fight and outside help) at the request of the fighters during the battle.

1.2 During the fights of the German Duel category, the number of deliberate thrusts* by the combat (striking) part of the weapon (edge of a spear, sword, dagger) into the permitted strike zone is counted**.

*A thrust is carried out in any grip, both with one and with two hands, provided that one of the hands holds the weapon by the handle - the shaft.

** permitted strike zones include armpits, shoulder blades, elbow bends, the inner side of the biceps not covered with a plate (protected with chainmail)

Important!

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

1.3 Fights are held in the age category from 18 years old separately for men and women without taking into account the weight categories of fighters.

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

1.5 Fights of the HMBIA Full Plate Harness German Duel 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.

1.6 A fight consists of one (1) main round which lasts 2 minutes. The victory in the round is awarded to the fighter who made the most accented thrusts on the opponent.

Important!

The organizers can alter the length of the fights/number of rounds/orders of the rounds (one category, duathlon, triathlon, four fights type of competition) provided this decision is coordinated with the HMBIA and is registered in the Tournament Regulations.

1.7 For each accented, amplitude thrust with a preliminary hauling off the edge of at least 15 cm (palm length) from the target point into the permitted strike zones, the fighter is awarded 1 point.

1.7 A hit is counted if it is accented, made precisely to the part of the body protected by the chain mail, and not to the inner surface of the armor and if the opponent did not reflect it with the defensive action of the weapon - parry.

1.8 If the round ends at a draw, an extra 30 seconds round is fought to determine the winner.

1.9 "Technical victory" with a score of 10-0 is awarded to one of the fighters in the following cases:

1.9.1 If the opponent withdrew from the fight before it started; failed to report to the list upon the Knight Marshal'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;

1.9.2 If the opponent cannot continue fighting because of an "accidental injury";

1.9.3 If an opponent gets two (2) Yellow cards (warnings) or Red card (disqualification);

1.9.4 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. Authorized equipment

2.1 All items of equipment, armor and weapons must comply with the Technical Requirements and Regulations of the HMBIA Authenticity Committee.

Important!

Due to the fact that thrusts are used in the category, additional requirements will be presented to the equipment.

2.2. In the German Duel Category shields of the reverse-curved type (hand tartsche) are used, with a height of at least 35 cm and no more than 45 cm, a width of at least 30 cm and no more than 40 cm preferably (but not necessarily) having a shoulder fixation (freeing the left hand for two-handed control of a spear, sword) and a 'neck strap' allowing better fixation of the shield.

2.3 A fighter is not allowed in the list:

2.3.1 Without passing the technical * and a separate authentic check **;

* To pass the technical commission, a fighter must have:

- All zones not covered with plate armor must be completely covered with chain mail: armpits, shoulder blades, elbow bends, throat, inner sides of the biceps and all other zones (above the waist) that are not protected by a plate due to the peculiarities of the armor. The chain mail should be riveted or riveted-cut, dense, with a ring diameter of at least 8mm.
- A helmet that provides lamellar protection of the throat, both from straight and from upward thrusts (bicock, armé, grand bascinet, close helm, etc.) having only a thin articulation with the cuirass, closed with a dense chainmail collar, or not having it (articulation) at all.
- A visor consisting of viewing holes no more than 15mm by 8mm (or 13mm by 15mm), or of another design, made to prevent breaking into the helmet of an existing HMBIA approved blade weapon (with a 20mm rounded tip).

** To pass a separate authenticity check, a passport of the kit is required (with links to historical sources).

2.3.2 if they are using low quality, dirty, rusty, dented or equipment that is not historically plausible;

2.3.3 for the use of modern boots or shoes with explicitly modern outsoles with deep lug;

2.3.4 if they are using modern adhesive tape, plastic ties, and other modern materials for repair if clearly visible;

2.3.5 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 the shield, weapon, tabard etc).;

2.3.6 if they are using any other modern equipment, or decoration, that is clearly visible.

3. Authorized fighting techniques

3.1 Strikes with a blade of a weapon into the permitted strike zone are permitted, but do not score

3.2 Thrusts with the edge of a weapon in a one-handed and two-handed grip (both with both hands on the handle and with one hand for the blade of one's own weapon)

3.2 Parrying enemy strikes with a blade, a handle, and a weapon shaft.

3.3 Pushes to the opponent with the shaft of the weapon or hands, torso.

3.4 Pushes with hands to the opponent's hands

3.5 Thrusts to the opponent who has lost the weapon, to the grounded, or rising to standing opponent.

3.6 Strikes with the head, legs, hands

3.7 Hand grips for the body, head and limbs of the opponent.

3.8 Back heels, wrestling throws are allowed, but do not score.

3.9 Strikes with a crosshair and a hilt are allowed, but do not score.

4. Prohibited fighting techniques

4.1 Any strikes with a weapon, arms, legs, shield (flat part or rim) with the head, shoulder, body to the non-hit illegal area. The illegal area includes: feet, popliteal region, groin, back of the neck.

4.2 Grabbing weapons of the opponent.

4.3 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 fighters have to stop fighting in a clinch immediately and step aside 2 steps from each other. An additional command “Fight”, given by the marshal who has stopped the clinch, serves as an additional signal that the battle is still in progress, both in general, and for the fighters who were in clinch in particular.

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

4.5 Deliberate injury to the opponent after he loses a part of his equipment or the equipment element cannot perform its protective function.

5. Management of the fights

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