



HMBIA Rules for Full Plate Harness Longsword, Poleaxe categories Ver.1.0

1. General Provisions

1.1 During the fights of the Longsword and Poleaxe categories, the number of deliberate strikes and thrusts by the combat (striking) part of the weapon is counted.

Combat (striking) part of the weapon includes the first and second third of the blade, the edge of the blade, the blade of the ax, the hammer of the steel part of the polearm, the thorn of the steel part of the polearm, the thorn of the opposite end of the shaft.

Important!

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

1.2 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.

1.3 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).

1.4 Fights of the HMBIA Full Plate Harness Longsword and Poleaxe categories 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 consists of one (1) main round which lasts 1.5 minute. The victory in the round is awarded to the fighter who made the most accented strikes and 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.

1.6 For each deliberate strike or thrust into the permitted strike zone, the fighter who struck the blow is awarded 1 point.

Important!

In case of 'Sudden Death' the fighter is granted with an immediate victory. 'Sudden Death' is the situation when one of the fighters makes an accented, amplitude strike with a preliminary hauling

off the edge of at least 15 cm (palm length) from the target point into the following zones: armpits, shoulder blades, elbow bends, the inner side of the biceps not covered with a plate.

The thrust is counted if it hits the part of the body protected by the chain mail, and not the inner surface of the armor.

1.7 A hit is counted if it is accented and if the opponent did not reflect it with the defensive action of the weapon - parry.

1.8. Provided that no fighter implements 'Sudden Death', hits are counted throughout the round, and the winner is the fighter with the most points.

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

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

1.10.1 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.

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

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

1.10.4 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 A fighter is not allowed in the list:

2.2.1 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).

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

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

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

2.2.5 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 their shield, weapon, tabard etc).;

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

3. Authorized fighting techniques

3.1 Strikes with a combat (striking) part of the weapon and a shaft into the permitted strike zone

3.2 Thrusts with the edge of the blade, thorn, the opposite end of the shaft (with the thorn of the opposite end of the shaft).

3.2 Parrying enemy strikes with a blade, a guard, an ax, a hammer, a thorn, and a weapon shaft.

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

3.4 Pushes with hands to the opponent's hands

3.5 Thrusts and strikes with a weapon held with one hand are permitted, but do not score.

4. Prohibited fighting techniques

4.1 Any strikes to the illegal zones.

4.2 Any strikes to the grounded, or rising to standing, opponent.

4.3 Any strikes to the opponent who has lost the weapon.

4.4 Strikes with head.

4.5 Kicking and knee strikes.

4.6 Back heels, wrestling throws and grabs.

4.7 Punches and elbow strikes.

4.8 Strikes delivered with the pommel of the cross guard of the weapon.

4.9 Grapple with hands and arms to the opponent's torso, head, and limbs. Handholds of the opponent's weapon.

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.