



Ver. 0.5

Rules

Full Plate Harness

Bataille de Lions category



1. General Provisions

- 1.1** During the fights of the Bataille de Lions category, round victory is awarded to the fighter, who destroyed the opponent's badge or crest in the permitted strike zone with the blade of the weapon first.

Important!

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

- 1.2** There are no weight categories in the Bataille de Lions 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 Bataille de Lions 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 round 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 or crest 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;

An additional round is to be fought in the elimination poll.

- 1.6** Destroyed badge or crest brings a victory to the attacking fighter if the destructive action was performed with the upper 2/3 of the blade.

- 1.7** If the badge or crest was destructed against the para. 1.6, the round halts, the fighters are given 120 seconds to replace the badge, then the round resumes.
- 1.8** If both fighters destroy the opponent's badge or crest simultaneously, both are granted a round victory.
- 1.9** "Technical victory" with a score 2-0 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 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.
 - 1.9.2** 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. 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.

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.

2.1 Fights of the Sword & Dagger category are held with the use of the single-handed swords and longswords compliant with the Technical Requirements.

2.2 Crest and badges:

2.2.1 A lion head is a cylindrical hollow figurine made of brittle materials (ceramics, plaster, glass, etc.) measuring 100 mm in diameter and 120 mm tall.



2.2.2 Badges must be made of brittle materials (ceramics, plaster, glass, etc.) measuring 100x100 mm



2.2.3 A Lions head crest is secured on the top of the helmet.

Badges are secured on the belt on the left and right sides.

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

Badges are secured on the cuffs of the gauntlets.

2.3 Upper 2/3 of the blade of the sword and a protector of the point of the dagger are combat parts of the weapon.

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.

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** Strikes delivered with the pommel or the cross guard of the sword.
- 4.10** 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.