

THE MIDDLE KINGDOM ARMORED COMBAT MARSHAL'S HANDBOOK

Version 9.0



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**All Italics is Society rules and should be check for newest updates*

Introduction

SOCIETY RULES OF THE LISTS

The basic rules for the SCA combat are contained in the Rules of the Lists. These Rules, however, do not specifically cover non-tourney field activities such as wars, war archery, and period fencing. In practice, the Rules have been extended to cover these activities, with the observance of honor and chivalry being the overriding element, along with the safety of the combatants. The following is intended to bring together the appropriate rules for conducting both tourney field combat and other SCA combat activities.

A. The Rules of the Lists are reprinted from section IX.B. of the Corpora of the SCA.

- 1. Each fighter, recognizing the possibilities of physical injury to him or herself in such combat, shall assume unto him or herself all risk and liability for harm suffered by means of such combat. No fighter shall engage in combat unless and until he or she has inspected the field of combat and satisfied him or herself that it is suitable for combat. Other participants shall likewise recognize the risks involved in their presence on or near the field of combat, and shall assume unto themselves the liabilities thereof.*
- 2. No person shall participate in Combat-Related Activities (including armored combat, period fencing, combat archery, scouting, and banner bearing in combat) outside of formal training sessions unless he or she shall have been properly authorized under Society and Kingdom procedures.*
- 3. All combatants must be presented to, and be acceptable to, the Sovereign or his or her representative.*
- 4. All combatants shall adhere to the appropriate armor and weapons standards of the Society, and to any additional standards of the Kingdom in which the event takes place. The Sovereign may waive the additional Kingdom standards.*
- 5. The Sovereign or the Marshallate may bar any weapon or armor from use upon the field of combat. Should a warranted Marshal bar any weapon or armor, an appeal may be made to the Sovereign to allow the weapon or armor.*
- 6. Combatants shall behave in a knightly and chivalrous manner, and shall fight according to the appropriate Society and Kingdom Conventions of Combat.*
- 7. No one may be required to participate in Combat-Related Activities. Any combatant may, without dishonor or penalty, reject any challenge without specifying a reason. A fight in a tournament lists is not to be considered a challenge, and therefore may not be declined or rejected without forfeiting the bout.*
- 8. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry which meets the Society and Kingdom standards for traditional Society combat and/ or Society period rapier combat, used in the context of mutual sport, to be real weaponry.*
- 9. No projectile weapons shall be allowed and no weapons shall be thrown within the Lists of a tournament. The use of approved projectile weapons for melee, war, or combat archery shall conform to the appropriate Society and Kingdom Conventions of Combat.*

END SOCIETY RULES OF THE LISTS

SOCIETY CONVENTIONS OF COMBAT

Introduction: All traditional SCA armored combat at SCA tourneys, wars and other events shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., these Conventions of Combat, and such weapons and equipment standards, and event rules, as are established by the Marshallate of the SCA, Inc., and individual Kingdom Marshallate.

A. General Information

1. All Kingdoms shall have as their minimum Armor and Weapons standards those criteria established as Society Minimum Armor and Weapons Standards. Each Kingdom may require additional, more extensive, and/ or stricter standards.

a. All fighters, prior to combat at each and every SCA sponsored event or fighting practice, shall insure that their Armor and Weapons are inspected by a warranted member of the Kingdom Marshallate.

b. Even though a warranted member of the Kingdom Marshallate has inspected the armor and weapons used by a fighter, each fighter shall accept full responsibility for the condition of his or her own equipment. Each fighter has the obligation to himself or herself, the marshals, and all opponents, to see that his or her equipment meets all Society and Kingdom requirements.

2. When not otherwise directed by the Crown, the Crown's representative upon the field and in all matters dealing with Society Combat is the [Earl Marshal](#), and, by delegation, warranted members of the Kingdom Marshallate.

B. Behavior on the field

1. Striking an opponent with excessive force is forbidden and considered an unchivalrous act.

2. All fighters shall obey the commands of the marshals on the field, or shall be removed from the field and subject to disciplinary action.

a. Disagreements with the marshals on the field shall be resolved through the established mechanisms outlined in the Procedures for Grievances and Sanctions of the Marshallate Procedures of the SCA, Inc.

3. Each fighter shall maintain control over his or her temper at all times.

4. Upon hearing the call of "HOLD" all fighting shall IMMEDIATELY stop.

5. A fighter shall not enter the lists or participate in any form of SCA combat activity while impaired by alcohol or drugs (including, but not limited to: drugs prescribed by a licensed health care provider, over the counter medications, and illegal controlled substances.)

6. Any behavior that takes deliberate advantage of an opponent's chivalry or safety-consciousness, or that takes deliberate unfair advantage of an opponent, is prohibited.

7. A fighter shall not deliberately strike a helpless opponent.

8. Any fighter who obtains an unfair advantage by repeatedly becoming "helpless" (e. g. by falling down or losing his or her weapon) may, after being duly warned by the marshals on the field, be forced to yield the fight at the next occurrence of such behavior. The onus of this is on the marshals, not on the opponent. However, the opponent may ask the marshals to let the fight continue

C. Target Area

1. Torso: All of the body (excluding the head and arms) above the points of the hips including the groin, shoulder blades and the area between the neck and the shoulders will be considered part of the torso.

2. Face: the area between the chin and the middle of the forehead and between the ear openings all other areas of the head are proof against thrust.

3. Head: The whole head and neck except the face as defined above.

4. Thighs: The leg from one inch above the top of the knee to a line even with the bottom of the hip socket.

5. Hips: Area between the bottoms of the hip socket to the point of the hip (iliac crest).

6. Shoulder: From the point of the shoulder down to a line even with the top of the underarm.

7. Arms: From the shoulder to one inch above the wrist.

8. Blows that land outside the legal target areas shall not be counted. Fighters may not intentionally strike areas outside the legal target areas.

D. THE USE OF WEAPONS AND SHIELDS

1. Weapons shall be used in accordance with their design (i. e. spears may only be used for thrusting, axes for striking along the edge of the blade, et cetera).

a. Only weapons approved for thrusting may be used for that purpose. Feinting as if to thrust with a weapon not approved for that purpose is prohibited. Before any bout where a thrusting weapon is used the opponent

and marshals shall be informed that such a weapon is on the field, and the thrusting tip shall be shown to the opponent.

b. The blade of a weapon may not be grasped at any time, nor may it be trapped in contact with the fighter's body as a means of preventing the opponent's use of the weapon. Neither may the blade of a fighter's own weapon be grasped to enhance the block.

c. Wrestling with or grappling the opponent, to include grasping the opponent's torso, limbs, shield, or weapon's striking surface, blade, or head is prohibited.

2. The striking surface of a weapon in motion may not be grasped or blocked by the hands or limbs as a means of impeding a blow. Inadvertently bringing the hands in contact with the striking surface of such a weapon when attempting to block a blow with another weapon shall not be considered to be in violation of this convention.

3. Blows repeatedly blocked by a weapon in contact with a fighter's helm, body or shield at the moment of impact may, at the Crown's or Marshallate's discretion, be considered to have broken the blocking weapon. This will force a fighter to forfeit the fight, unless a secondary weapon is carried or the opponent chooses to allow the fighter to rearm with another weapon.

4. A shield may be used to displace, deflect, or immobilize an opponent's shield or weapon, so long as such use does not endanger the safety of the combatants.

Deliberately striking an opponent's head, limbs, or body with a shield is forbidden, unless that shield is designed for use as a weapon, and is approved by the Kingdom Marshallate

E. ACKNOWLEDGMENT OF BLOWS

1. When judging the effect of blows, all fighters are presumed to be fully armored. Special tournaments or combat may be held which may redefine what areas of the body are armored, and to what extent, so long as all the participants are made aware of the special conditions prior to the start of combat.

a. All "fully armored" fighters are presumed to be wearing a hauberk over a padded gambeson, with boiled leather arm and leg defenses and an open-faced iron helm with a nasal. The helm may be presumed by Kingdom convention to include a very light chain mail drape, permitting vision and resisting cuts by the mere touch of a bladed weapon.

1. Under this standard, an acceptable cutting blow to the face would be lighter than to other portions of the head or body. Areas deemed illegal for attack (the wrists from 1 inch or 25.4 mm above the hands, from 1 inch or 25.4 mm above the knees and below) shall be considered safe from all attack.

b. An acceptable thrusting blow to the face shall be a directed touch and shall be substantially lighter than to other parts of the body.

2. Blows must be delivered with effective technique for the particular type of weapon used, and must strike properly oriented and with sufficient force, to be considered an effective, or good, blow.

a. An effective blow to the head, neck, or torso shall be judged fatal or totally disabling, rendering the fighter incapable of further combat.

b. An effective blow from an axe, mace, polearm, greatsword, or other mass weapon which lands on the hip above the hip socket, or strikes the shoulder inside the shoulder socket, shall be judged fatal or totally disabling.

c. An effective blow to the arm above the wrist will disable the arm. The arm shall then be considered useless to the fighter, and may not be used for either offense or defense.

d. An effective blow to the leg above the knee will disable the leg. The fighter must then fight kneeling, sitting, or standing upon the foot of the uninjured leg. Kingdoms may place limitations upon the mobility of such injured fighters.

e. If a wounded limb blocks an otherwise acceptable blow, the blow shall be counted as though the limb were not there.

f. Kingdoms may institute a "bleed rule" that would render a fighter who has suffered an effective wound to a limb incapable of further combat after a specified time.

3. Pas d'Arms Dispensation

a. Fighters participating in a Pas d'Arms tourney may deviate from the above rules in favor of the "blows received" (or counted-blows) method of determining a bout.

4. All fighters are expected to take into account the nature of the weapon being used by their opponent and the location of the point of impact of that weapon when judging the outcome of a blow delivered. Fighters are also expected to take into account the timing of the blow and the collision of the weapon with any other object other than the fighter's presumed armor.

a. The fact that a blow struck a shield or another weapon before striking the combatant may be a reason why the blow was not effective. However, a blow that strikes with sufficient force and proper orientation shall be considered effective, regardless of what it hits prior to striking the combatant

5. Sometimes a blow which would normally be accepted occurs at almost the same moment as an event that would cause the fight to be stopped (a "HOLD" being called, the fighter throwing the blow being killed, etc.). If the blow was begun before the occurrence of the event that would cause the bout to be halted, it shall be deemed a legal blow and acceptable if of sufficient force and not blocked or deflected. If the blow was begun after the occurrence of the event that would cause the bout to be halted, it shall be deemed not legal, and need not be accepted.

6. A blow that includes the dropping of a weapon at the moment of impact need not be counted. (Note: If the force of the blow causes the weapon to be dropped, the rule shall be suspended.)

End Society conventions of combat

MIDDLE KINGDOM ARMORED COMBAT CONVENTIONS

EXCESSIVE FORCE

THE USE OF EXCESSIVE FORCE IS PROHIBITED.

USING ILLEGAL TARGET AREA TO BLOCK A BLOW

No combatant may deliberately cause an opponent to strike an illegal target area. Any combatant who does so (for example, lifting a leg) will be required to accept the blow as good. NOTE: Turning the head to avoid a face thrust or missile contact is considered the same as ducking or dodging a blow. This action does not cause the blow to fall on an "illegal" target area.

GRAPPLING

Combatants may not grapple with their opponents, nor may they kick or grasp an opponent or their opponent's shield. "Grasp" is defined as held securely with a closed hand for any length of time.

ACKNOWLEDGING BLOWS

Combatants must acknowledge blows according to the standards of the Middle Kingdom despite the actual armor worn. This includes armor that is ill fitting, or tabards and auxiliary weapons that may entangle legitimate blows. Marshals may require combatants to remove the offending weapons or clothes and/or accept the marshal's decision of the effect of blows delivered to it.

BROKEN WEAPONS

A blow which includes the releasing or breaking of a weapon is not to be counted unless, the receiving combatant wishes to take it or in the opinion of the marshal, a properly constructed and maintained weapon was clearly broken on the body of the combatant being hit, without any other contact.

HELPLESS OPPONENT

Do not strike a helpless opponent. An example of an helpless opponent include, but not limited to, someone who has lost their balance and/or fallen over. Conversely, a fighter lying on the ground may not strike an opponent. An opponent who is empty-handed but still bearing a shield is not considered helpless. A combatant in the act of acknowledging the effects of an earlier blow is not considered helpless. A blow to a limb does not stop the progress of combat and may be followed instantly by any legal blow. In a tourney situation, when an opponent is disarmed the bout stops. Opponents may not purposely make themselves helpless.

REPEATEDLY "HELPLESS"

A combatant who makes himself "helpless" by repeatedly overrunning the borders of the List, falling over or repeatedly dropping their weapon may, at the discretion of the marshals and the opponent, be deemed to have been defeated. This shall not apply to combatants who were in physical contact with their opponents at the time they overran the Lists or fell.

"DOUBLE KILL"

When a combatant is struck by a killing blow but has already begun a blow that is killing to their opponent, both blows are considered good. This results in a "Double-Kill" in which both combatants are defeated. In tourney combat, double-kills are generally re-fought. In wars and melees, both are defeated.

MASS OR TWO-HANDED WEAPON KILLS

Any mass or two-handed weapon that strikes the hip or shoulder socket is scored as a kill, per S.C.A. Conventions of Combat subsection 1.2.4.C.2 (above). A two-handed THRUST to the hip or shoulder socket is NOT scored as a kill, but is still a crippling wound.

BROKEN AND AUXILIARY WEAPONS

If a weapon is broken on the field, it may only be replaced with a weapon of the same type, or by a worn auxiliary weapon. An auxiliary weapon that interferes with a combatant's ability to feel blows must be removed and given into the keeping of the marshal until it is needed. If a weapon is deliberately discarded in favor of an auxiliary weapon during a fight, the combatant is allowed to resume the use of the discarded weapon if they can retrieve it during the course of the fight. A combatant attempting to retrieve such a discarded weapon during combat, while still armed, is considered "engaged". Likewise, a combatant using two weapons who drops or discards one is still engaged. A Hold is ONLY called if there is a clear danger caused by the dropped weapon.

WOUNDED LIMBS

A combatant who is attempting to keep a wounded limb out of the line of combat and has that limb struck, suffers no additional penalty.

"HOLDS"

A call of "HOLD!" stops all fighting until the marshal commands combat to continue.

OTHER MARTIAL ARTS

No kendo, karate, or other martial art shall be allowed in the Lists or anywhere in the Kingdom or wherever the S.C.A. may be held responsible for their supervision, without special permission from the Earl Marshal in writing. Boffers and other such sports must also be properly supervised and require waivers if these sports are a planned part of an official event.

MODIFICATIONS

The interpretations of the Rules of the List and Conventions of Combat may be modified for special events by obtaining advance written consent from the Earl Marshal. At ordinary tourneys, the Marshal-in-Charge may with the knowledge and consent of the other combatants, enact such sanctioned modifications as are desired.

END OF MIDDLE KINGDOM ARMORED COMBAT CONVENTIONS

MIDDLE KINGDOM MELEE CONVENTIONS

EXCESSIVE FORCE

THE USE OF EXCESSIVE FORCE IS PROHIBITED.

ACCEPTANCE OF RISK AND LIABILITY

Participants in a melee situation must recognize the possibility of being attacked by any number of opponents and any combination of weapons, recognize as well the dangers of their own weapons, and restrain themselves accordingly in the interests of chivalry and safety.

FOUR ON ONE (4 ON 1)

There may be no more than 4 attackers on 1 combatant, except when lines are engaged.

UNAWARE OPPONENT

An opponent in a melee who is unaware of one's presence is not struck. However, it is the responsibility of the combatant under attack to prevent the combatants legitimately engaged with him from gaining an advantage in position. When attacking an opponent, a combatant must take specific action to notify him of his presence (a light tap with the weapon, shield contact, verbal warning, etc.) and receive acknowledgment before making a serious attack. Combatants may not deliberately ignore attempts to engage them.

FOULING

Combatants may foul the weapons or make shield contact (as in when rolling a flank) with opponents they may not strike; in doing so they must show restraint in the interests of safety. Fouling does not include grappling as defined in Middle Kingdom Armored Combat Conventions subsection (see above). When reaching around an opponent, restraint must be used in the interests of safety to prevent a reaching-around fouling technique from becoming a grappling situation.

ENGAGED LINES

When two opposing lines engage, all combatants in each line are considered engaged with those in the other line facing them until the situation changes significantly enough to mix the lines.

CHARGES

A combatant, or group of combatants that deliberately charges into a group of opponents, may be struck from any angle by those opponents during the charge.

FRIENDLY FIRE

Combatants in melee killed or wounded by their teammates must acknowledge these blows in the normal manner.

DEAD COMBATANTS

Dead combatants should die defensively by hiding under their shields or weapons and then leave the field as soon and as safely as possible at the marshal's direction. Dead combatants may neither hand weapons nor shout advice to the living.

RESTRICTED FRONT

Marshals and combatants alike should be aware of the dangers of melees in restricted front or other crowded situations where a great deal of contact is likely, because proper acknowledgment of blows becomes difficult. Such situations should be avoided unless they can be very carefully marshaled.

HOLD

When "HOLD!" is called in melee, all combatants must drop to their knees (if physically able) and ground all great weapons until the marshals call "EN GARDE". Holds in melees are not to be used to regroup or make plans. If a melee must be moved to the center of the field, the same relative positions must be maintained to preserve the tactical situation.

LOST ARMOR

When a combatant loses any required piece of armor in a melee, that combatant may not take part in further combat until the situation that caused the armor to fail is remedied.

GRASPING HAFTS

Combatants may not attempt to grasp the hafts of spears or great weapons unless the hand is fully armored.

MISSILE WEAPONS

The target area for missile weapons is the same as for spears, to include "face-only" as regards to the head. Siege weapons have a full-body target area. All missile impacts should be calibrated as good if they land with enough force to be felt.

END OF MIDDLE KINGDOM MELEE CONVENTIONS

Society and Middle Kingdom Armor Standards

A. Helms

1. *Helms shall be constructed of steel of no less than 16-gauge, or of equivalent material. Be aware that steel of less than .0625 inch (1/ 16 inch or 1.6 mm) is too thin, even if it is sold as 16 gauge. Alternative materials such as stainless steel, brass, bronze, or like materials are permissible as long as the material is equivalent to 16-gauge steel. (Note also that the mass of the helm is an important part of the protection. No titanium fiberglass or other ultra-light materials may be used.) If a spun-metal top is to be used in the construction of the helm, it shall be a minimum of 14- gauge steel. The process of spinning the top thins the metal, thereby requiring a heavier gauge.*
2. *All joints or seams shall be constructed in one or a combination of the following ways:*
 - a. *Welded on the inside and outside.*
 - b. *Welded with a single bead that extends through both surfaces.*
 - c. *Lap joints welded or brazed at the edges of both pieces.*
 - d. *Helms will be riveted with iron or steel rivets no more than 2-1/ 2 inches (63.5 mm) apart, or with equivalent riveting techniques. Screw and or pop type rivets, along with other lightweight rivets, are not to be used.*
 - e. *Welds must be sound and rivets secure.*
3. *Face guards shall prevent a 1-inch (25.4 mm) diameter dowel from entering into any of the face guard openings.*
4. *The face guard shall extend at least 1 inch (25.4 mm) below the bottom of the chin and jaw line when the head is held erect.*
5. *Bars used in the face guard shall be steel of not less than 3/ 16 inch (4.8 mm) in diameter, or equivalent. If the span between crossbars is less than 2 inches, 1/ 8-inch diameter bars may be used.*
6. *All visors shall be attached and secured in such a way that there is minimal chance that they will become detached or come open in normal combat use.*
7. *There shall be NO major internal projections; minor projections of necessary structural components shall be padded. All metal shall be free of sharp edges. Face guard bars or mesh should not attach to the interior of the helm, unless of structurally superior design and workmanship.*
8. *All parts of the helm that might come into contact with the wearer's head shall be padded with a minimum of 1/ 2 inch (12.7 mm) of resilient or closed-cell foam, or shall be suspended in such a way as to prevent injurious contact with the wearer. Similarly, parts of the helm, which might come in contact with the wearer's neck or body, should be padded*
9. *All helms shall be equipped with a chinstrap or other means of preventing the helm from being dislodged during combat. An equivalent might be, for example, a strap from helm to breastplate or a chin cup suspension system.*
10. *A "snug fit" is NOT an equivalent. The chinstrap shall be at a minimum a 1/ 2 inch (12.7 mm) in width and shall not be placed in the helm in a manner that could strangle the wearer.*

B. Eye Wear

1. *The lens of all eyewear shall be shatterproof industrial safety glass or plastic.*
2. *Ordinary glass lenses are prohibited. The wearing of contact lenses or "sports glasses" is strongly recommended.*

C. Neck Armor

1. *The neck (larynx and cervical vertebrae) must be covered by either the helm, gorget of rigid material, mail or heavy leather camail or aventail, or by a collar of heavy leather lined with foam or other equivalent padding. The neck (larynx and cervical vertebrae) must stay covered during typical combat situations to include turning the head, lifting the chin, etc.*

D. Body, Shoulder, and Groin Armor

1. *The kidney area, the short ribs, and the lower spine shall be covered with a minimum of heavy leather worn over 1/ 4 inch (6 mm) of closed cell foam or equivalent padding.*
2. *For men, the groin must be covered by a minimum of a rigid athletic cup (e. g., a hockey, soccer, karate, or baseball cup), worn in a supporter or fighting garment designed to hold the cup in place, or equivalent armor.*

3. For women, groin protection of closed-cell foam or heavy leather or the equivalent is required to cover the pubic bone area. The wearing of a male style athletic cup by female fighters is prohibited.
4. Chest protection in the form of a gambeson is recommended, but not required, as a minimum for all fighters. Separate breast cups are prohibited unless connected by or mounted upon an interconnecting rigid piece, i. e., heavy leather or metal breastplate.
5. A minimum of heavy padding over the shoulders and shoulder points is recommended, but not required.

E. Hand and Wrist Armor

The outer surfaces of the hand and wrist of both arms must be covered by one or a combination of the following:

1. A metal basket hilt with enough bars or plates to prevent a blow from striking the fingers or the back of the hand. If a basket hilt is used, a vambrace or partial gauntlet shall cover the remaining portions of the hand and wrist.
2. A gauntlet made of rigid plates; either lined with padding or closed cell foam, or designed to transfer potentially injurious impact to the surfaces being grasped.
3. A gauntlet of heavy leather lined with closed cell foam or heavy padding. (Note: A hockey glove is considered to be the equivalent, but looks blatantly modern, and their use is discouraged.)
4. A shield with a shield basket or equivalent. (Note: A shield alone is NOT sufficient, since it covers only the back of the hand but not the fingers or thumb.)
5. Street hockey gloves are NOT equivalent. Street hockey gloves may be used in tandem with a demi-gauntlet and basket hilt. Street hockey gloves may also be used behind a shield in tandem with a shield basket

F. Arm Armor

1. The elbow point and bones at either side of the elbow joint must be covered by a rigid material underlain by at least 1/4 inch (6 mm) of resilient padding or closed-cell foam, by a shield, or by an approved equivalent.
2. This armor shall be attached in such a way that the elbow remains covered during combat.

G. Leg Armor

1. The kneecap and both sides of the knee joints must be covered by rigid material lined by at least 1/4 inch (6 mm) of resilient padding or closed cell foam or an approved equivalent. This armor shall be attached in such a way that the knee remains covered during combat.
2. A minimum of heavy padding over the thigh of the leading leg is strongly recommended, but not required. A minimum of heavy padding over both thighs is strongly recommended, but not required, for fighters fighting without a shield.
3. All individuals will wear sturdy footwear while engaged in combat activities.

H. Shields

1. Shields shall be edged with leather or other padding, or constructed in such a way as to minimize the damage to rattan weapons or other fighters.
2. No bolts, wires, or other objects may project more than 3/8 inch (9 mm) from any part of a shield without being padded. (Rounded shield bosses are not considered to be projections.)
3. Shields will not be made of materials such as Clear Lexan

End Society and Middle Kingdom Armor Standards

SOCIETY AND MIDDLE KINGDOM WEAPON STANDARDS

A. General

1. *NO METAL, PLASTIC, OR PVC MAY BE USED IN THE STRIKING SURFACE OR SURFACES OF ANY WEAPON.*
2. *Weapons used single-handed shall have a wrist strap (or equivalent restraint) which will keep the weapon from leaving the immediate area of the user.*
3. *Flails are expressly prohibited.*

Here follows additions to Society rules:

- a. The only materials currently permitted in the construction of swords are rattan and siloflex or its (Kingdom Earl Marshal-approved) equivalent, usually sold as a high-pressure irrigation piping material. Use of siloflex requires a solid rattan core for the entire length of the weapon, per Society standards. In all cases, no swords may be stiffened, fiberglassed, or constructed of laminations. Swords may be repaired with white glue or protected with leather or like material and any non-metallic tape. There may be no protruding splinters from any weapon. Rattan is the only shaft material permitted for all other non-missile weapons, except fiberglass spears, per Society standards.
- b. Lanyards: The use of lanyards on single-handed back-up weapons, or on two-handed weapons on the loss of an arm, is not required where spectators or property are not at risk. Trigger-style retaining devices are considered the equivalent of lanyards.
- c. Prohibited Weapons: Pike-mauls, thrusting shields, and flail style weapons are prohibited in the Lists of the Middle Kingdom.
- d. Striking Surfaces: The striking surfaces of all weapons must be clearly marked.
- e. Weapon Weights: Weapons must not exceed 1 lbs. per foot, up to 5 lbs. for single-handed weapons.

B. Swords

1. *Swords may be constructed of rattan or Siloflex and shall be not less than 1-1/4 inch (31.75 mm) in total diameter (including tape) along its entire length.*
2. *Rattan shall not be treated in any way that will substantially reduce its flexibility (i.e., treated with wax, resin, fiberglass, etc.)*
3. *The edges and tip of the blade shall be rounded and the blade itself shall be no less than 1- 1/4 inches (31.75 mm) in cross section.*
4. *The full length of the blade, including the tip, shall be wrapped with tape in a manner which allows no rattan splinters to protrude.*
5. *Low Profile Thrusting Tips are the same diameter as the sword they are mounted on. They must be constructed of at least 1-1/4 inch (31.75 mm) of closed-cell foam (although at least 1-1/2 inches (38.1 mm) are recommended). The thrusting tip will be securely attached with at least 1/2 inch (12.7 mm) of progressive give across the face of the thrusting tip without allowing contact with the rigid tip of the weapon. (Note: Pressing with the thumb into the center of the thrusting tip is not an adequate test. The give must be across the entire face of the tip.) This type of thrusting tip may be only used for single-handed weapons and it must be marked with contrasting tape.(e. g., red tape with a silver sword and yellow for a black sword*
6. *When other thrusting tips are used, they shall be no less than 2 inches (50.8 mm) in diameter or cross-section and shall provide progressively resistant "give" under pressure without allowing contact with the rigid tip of the weapon. It shall not be possible to force the thrusting tip more than 1/2 inch (12.7 mm) into a legal face guard.*
7. *Swords shall have a hand guard such as a basket hilt, quillons, or equivalent. The hand guards shall have no sharp edges, and anything, which protrudes more than 1/2 inch (12.7 mm), must be greater than 1-1/4 inches (30mm) in diameter. It shall not be possible to force the guard more than 1/2 inch (12.7 mm) into a legal face guard.*
8. *Edged weapons will have all cutting edges marked with contrasting tape.*

C. Siloflex

1. *Swords may be made using tubular materials meeting ASTM standard D-2239 or the international equivalent, having at least a 1-1/4 inch (31.75 mm) diameter on the outside and at least 1/8 inch (3.2 mm) walls.*

2. *This sword shall have an inner core of rattan that fills the interior of the tubular material entirely.*
3. *Siloflex may only be used for single-handed weapons. Periodic inspection shall be made to determine the condition of the inner core.*
4. *The edge of the tip shall be slightly beveled or rounded to help protect opponents.*

D. Mass Weapons (single-handed)

1. *Hafts shall be of rattan of no less than 1-1/4 inches (31.75 mm) in diameter.*
2. *The haft may not be treated in any way that significantly reduces its flexibility.*
3. *The head shall be firmly and securely attached to the haft. The head shall allow at least a 1/2 inch (12.7 mm) of progressive give between the striking surface and the weapon haft.*
4. *The striking surface of all mass weapons shall have no sharp edges or square corners.*
5. *If grips or guards are used, they shall have no sharp edges or protruding unpadded points with cross-sections of less than 1-1/4 inch (31.75 mm) in diameter. Guards and pommels shall be firmly and securely affixed to the haft.*
6. *When thrusting tips are used they shall be no less than 2 inches (50.8 mm) in diameter or cross section, and shall provide progressively resistant "give" under pressure without allowing contact with the rigid tip of the weapon. It shall not be possible to force the thrusting tip more than 1/2 inch (12.7 mm) into a legal face guard.*
7. *Maximum total weight of weapon shall not exceed 5 pounds (2.28 kg). Total mass weapon length shall not exceed 48 inches (122 cm).*

Here follows additions to Society rules:

A. Mass weapons include maces, axes, and war hammers.

1. *Padding: Mass weapons must be padded with at least ½ inch of flexible closed-cell foam, or its equivalent, along any striking surface. EXCEPTION: Pre-molded "Rathbone" or other similarly approved axe heads.*

2. Clicker mace and axe

Clicker mace and axe striking surfaces may use split rattan, heater hose, strips of rubber or leather as clickers. A minimum of ½ inch of closed cell foam must separate the haft rattan and the clicker. The clicker must start at least 1 inch below the head of the weapon, and stop 1 inch above the bottom of the head, and constructed such that the edges of the piece of clicker cannot come in contact with the opponent being struck. A clicker must be 1-¼ inches wide, with a minimum space of 1 inch between clickers. A clicker must not extend more than ½ inch into a legal faceplate opening.

Clicker maces and axes are strictly single-handed weapons. Under no circumstances may any sort of clicker be introduced into a two handed weapons.

Maximum Size

- a. *A single-handed mass weapon may not exceed 48 inches in length. Any mass weapon longer than 48 inches is considered to be a polearm and covered by those standards.*

E. Polearm and Great axes

1. *Shafts shall be of rattan and no less than 1-1/4 inches (31.75 mm) in diameter.*
2. *Pole weapons shall not be excessively flexible or whippy.*
3. *Unpadded glaives shall consist only of the rattan haft, with the weapon head clearly marked and the striking surface marked with contrasting tape. Any material attached to the striking surface is considered a head. Heads and thrusting tips must conform to the standards for pole weapon construction, as listed below.*
4. *The head shall not be constructed of solely rigid materials. The head shall be firmly and securely attached to the haft. The head shall allow at least 1/2 inch (12.7 mm) of progressive give between the striking surface and the weapon haft.*
5. *No polearm may have a cutting head and/or smashing head at both ends.*
6. *When thrusting tips are used they shall be no less than 2 inches (50.8 mm) in diameter or cross-section and shall provide progressively resistant "give" under pressure without allowing contact with the rigid tip of the weapon. It shall not be possible to force the thrusting tip more than 1/2 inch (12.7 mm) into a legal face guard.*
7. *Weight of the total weapon shall not exceed 6 pounds (2.73 kg).*
8. *Total polearm length shall not exceed 7-1/2 feet (213.4 cm).*

Here follows additions to Society rules:

- A. BUTT SPIKES: To employ a butt spike the user must be authorized in two-handed thrust. Butt spike construction is the same as the construction for spears (non-fiberglass, see below).
- B. Pre-molded "hard" rubber axe heads are NOT considered to comply with the above standard and will be limited to use on single handed weapons only.
- C. The use of padded and unpadded striking surfaces are not permitted on the same weapon.

F. Greatswords

1. Greatswords shall be constructed of rattan of not less than 1-1/4 inch (31.75 mm) in total diameter (including tape) along its entire length.
2. Rattan shall not be treated in any way that will substantially reduce its flexibility, i. e. treated with wax, resin, fiberglass, etc.
3. The edges and tip of the blade shall be rounded and the blade itself shall be no less than 1-1/4 inches (31.75 mm) in cross section.
4. The full length of the blade, including the tip, shall be wrapped with tape in a manner that allows no rattan splinters to protrude.
5. Quillions or cross guards shall have no sharp edges or protruding unpadded points with cross-sections of less than 1-1/4 inches (31.75 mm) in diameter.
Guards and pommels shall be firmly and securely affixed to the haft.
6. When thrusting tips are used they shall be no less than 2 inches (50.8 mm) in diameter or cross-section and shall provide progressively resistant "give" under pressure without allowing contact with the rigid tip of the weapon. It shall not be possible to force the thrusting tip more than 1/2 inch (12.7 mm) into a legal face guard.
7. Weight of the total weapon shall not exceed 6 pounds (2.73 kg).
8. Total weapon length shall not exceed 7-1/2 feet (213.4 cm).

Here follows additions to Society rules:

- A. Two-handed swords (Great sword/bastard sword)

The grip and ricasso together may not exceed one-half the total length of the weapon.

- B. BUTT SPIKES

To employ a butt spike on Great Swords, the user must be authorized in two-handed thrust. Butt spike construction is the same as the construction for spears (non-fiberglass, see below).

G. Spears

1. Spears shall not have a cutting or smashing head.
2. Shafts may be of rattan of no less than 1-1/4 inch (31.75 mm) in diameter.
3. Thrusting tips shall be no less than 2 inches (50.8 mm) in diameter or cross-section, and shall provide progressively resistant give, under pressure without allowing contact with the rigid tip of the weapon. It shall not be possible to force the thrusting tip more than 1/2 inch (12.7 mm) into a legal face guard. Total spear length shall not exceed 12 feet (365.8 cm).
4. Counterweights or any other addition that significantly increases the weight of the spear are not allowed. Lightweight "buttcap-type" handles are allowable at the discretion of the Kingdom Earl Marshal, provided they do not add significant weight to the spear.

H. Fiberglass Spears

1. Poltruded fiberglass piping only may be used. Substitutions are not allowed.
The piping must be 1-1/4 inch (31.75 mm) in diameter and have a sidewall of not less than 1/8 inch (3.2 mm) thickness. Hence it shall have an interior diameter of not to exceed 1 inch (25.4 mm).
2. The end of the shaft which will have the thrusting tip attached must be covered with a schedule-40 PVC cap with an interior diameter the same as the outside diameter of the shaft (1-1/4 inch, or 31.75 mm). The thrusting tip will then be attached over this cap, and shall meet the requirements for fiberglass spear thrusting tip
3. All fiberglass spears must have a thrusting tip with a minimum of 3 inches (76.2 mm) diameter or cross-section. Additionally, these thrusting tips must be constructed so that there is a minimum of 3 inches (76.2 mm) of resilient material in front of the PVC end cap and shall provide progressively resistant "give" under pressure without allowing contact with the PVC end cap. It shall not be possible to force the thrusting tip more than 1/2 inch (12.7 mm) into a legal face guard.

4. Shafts may be "spliced" using a solid fiberglass rod of the same or equivalent material, which has an outside diameter of 1 inch (25.4 mm) and is between 8 inches and 12 inches in length (20.3 cm to 30.4 cm). Only two splices will be allowed per spear shaft. Each end to be spliced shall be cut square and clean of cracks or frayed fibers. The rod shall extend at least 4 inches (10.16 cm) into each spliced end. One or both of these two methods shall secure the splice:

- a. Epoxying both ends of the fiberglass rod before insertion.
- b. Epoxying one end of the fiberglass rod before insertion, and thoroughly taping the splice over with fiber tape.

5. The butt end of the shaft shall be smooth and free of cracks or frayed fibers. The butt shall be taped over or otherwise sealed. It is recommended, but not required, that the entire length of the shaft be taped, because prolonged exposure to sunlight will shorten the life span of the shaft. If a weapon is completely taped, a marshal may require one section be untaped enough to determine that Poltruded Fiberglass has been used in the construction of the shaft.

6. Total spear length shall not exceed 12 feet (365.8 cm).

Here follows additions to Society rules:

I. THROWING AXES

1. Throwing axes are to be made from heater hose, garden hose, foam, or a similar non-rigid material with all dimensions being at least 1-1/4". There is no minimum length for the handle. Requires full hand protection for the thrower.

J. JAVELINS

1. Materials and Construction

a. Must be soundly constructed of a golf tube, schedule-40 PVC plastic pipe (minimum outer diameter 1-1/8 inches) or Siloflex brand or other Kingdom Earl Marshal-approved high pressure irrigation plastic piping material, no longer than 60" inches as measured from head to end. The brand label for the PVC and Siloflex must be visible for inspection.

2. Wrapping

a. The javelin shaft must be wrapped with fiber-reinforced tape.

3. End Caps

a. A schedule-40 PVC plastic pipe end-cap must be glued or taped to each end.

4. Internal Reinforcement

a. Must not be internally reinforced with expanding foam, paper, cloth, or built with any additional weights. Pipe-insulating foam or extruded polystyrene can be used as internal shaft reinforcement.

5. Maximum Weight

a. The constructed weight must not exceed 2 pounds.

6. Head

a. Can be constructed with a closed-cell foam style 2" diameter/deep head or a tennis ball head. The closed-cell foam head must have progressive give without bottoming out. The tennis ball head must be attached with 1/8 inch or less diameter strong cord in such a way that the ball will not slip out of the cord. The cord must be securely taped to the tennis ball, with the knots positioned away from contact surfaces.

K. THROWING JAVELINS (FRAMA)

1. SHAFTS:

- a. Shafts shall be constructed of two layers of Silo-flex with the outer piece having a minimum diameter of 1 1/4".
- b. The inner piece shall be one size smaller than the outer. The material markings must be clearly visible.

2. END CAPS:

- a. A schedule-40 PVC cap with an inner diameter the same as the outer diameter of the shaft shall be used.

- b. Each cap must be firmly glued or taped on.
- 3. THRUSTING TIPS:
 - a. Thrusting tips shall be used on one end only. Each tip shall have a minimum diameter of 2" and exhibit progressive give.
 - b. It shall not be possible to force the tip more than 1/2" into a legal face guard.
- 4. LENGTH:
 - a. The overall length of the shaft shall not exceed 5 feet. The thrusting tip shall not be included in this length.
- 5. TOTAL WEIGHT:
 - a. The total weight shall not exceed 2 pounds.
- 6. MARKINGS:
 - a. Each shaft shall be marked with 12" of Blue tape

END SOCIETY AND MIDDLE KINGDOM WEAPON STANDARDS

MIDDLE KINGDOM WEAPONS AND EQUIPMENT EXPERIMENTATION

GENERAL

Continuing experimentation with alternate materials and historical weaponry discovered in the course study has broadened the range of weaponry and armory available for combatants in the S.C.A., Inc and the Middle Kingdom. In all cases where a participant wants to try out something new, safety should be considered paramount. Any Marshal can restrict or refuse the use of experimental weapons, armor or construction materials in the Lists that are considered to be unsafe. Restrictions and refusals can be appealed to the next level in the Marshallate, up to the Kingdom [Earl Marshal](#) and Crown. The Kingdom [Earl Marshal](#) can also appoint special testing supervisors from among senior Marshallate staff to field test weapons and materials for general use. All weapons not classified in Section 2 - Combat Equipment Standards (see above) are considered experimental weapons and subject to Marshallate restriction in practices, tournaments, and melees. For weapons constructed of other than Section 2 accepted materials, the weapon must be inspected and approved by the Kingdom [Earl Marshal](#) or a designated representative. The primary concern of this section is to maintain safety in the Lists.

STANDARDS AND RESTRICTIONS

Use of experimental weapons, armor and materials

- a. Marshals can restrict or refuse the use of any experimental weapon or armor found by the Marshal to be unsafe or dangerous to the user or other participants.
- b. The decision to refuse or restrict an experimental item can be appealed up the Marshallate chain of authority, until final a decision is made by the Kingdom [Earl Marshal](#) or the Crown.
- c. Anyone producing an experimental weapon or armor must show the item first to the Marshal-in-Charge, explain the experimental nature of the item, and request a thorough inspection and test before the weapon or armor can be used. This is meant to include any weapon configuration from outside the European area and its nominal contacts during the recognized period of historical recreation in the S.C.A..
- d. Any armored combat participant can refuse the use of an experimental weapon by an opponent without forfeiting the bout.
- e. Unauthorized use of an experimental weapon, that is, without the express permission of the Marshal-in-Charge and without the knowledge and consent of an opponent is grounds for being removed from the Lists. The combatant will be reported to the Principality Earl Marshal/Regional Deputy Marshal, the Kingdom [Earl Marshal](#) and subject to other restrictions including Marshals Court and any other action deemed appropriate by the Kingdom [Earl Marshal](#).
- f. Any S.C.A.-legal weapon owned and used by a visitor from out of kingdom that does not comply with Middle Kingdom standards may, at the discretion of the Marshal-in-Charge, be classified as "experimental" for the duration of the event. It must be explained to the visitor that any participant has the option to refuse to face the weapon without forfeit, as required in sub-section 2.5.2.A.4. above.

Construction and Materials

- a. Construction of experimental weapons and armor will follow the guidelines as prescribed in Section 2 - Combat Equipment Standards (see above).
- b. Materials other than those described in Section 2 will be subject to testing to ensure safety in use and failure, and are subject to restriction based on testing as specified by the Kingdom [Earl Marshal](#) or a designated representative.

EXPERIMENTATION PROCEDURES

Experimental procedures will be determined on a case-by-case basis by the Kingdom [Earl Marshal](#), Marshal at Arms or designated Deputy Earl Marshal.

END OF MIDDLE KINGDOM WEAPONS AND EQUIPMENT EXPERIMENTATION

MARSHAL RESPONSIBILITIES AND CHAIN OF AUTHORITY

Marshals are recognized as officers of the S.C.A., Inc. The fundamental distinction between types of marshals in the Middle Kingdom is between those fully warranted and those under restricted warrants: Marshals who may authorize new combatants and those who may not. Fully warranted Marshals are officers of the S.C.A., the personal representatives of the Kingdom [Earl Marshal](#) and, ultimately, the Crown. Only fully warranted marshals and the Crown (see S.C.A., Inc Rules of the List 1.1.4) may authorize participants to compete in S.C.A., Inc martial activities in the Middle Kingdom. All but the Crown must be under full warrants, the Crown being the final authority of the marshallate within a kingdom.

Marshals are the final authority for the martial activity under their control. They decide if, when, and how the activity takes place. No other officers or nobles of the S.C.A., Inc can interfere with or overrule a marshal in the performance of their duties. This authority is subject to guidance from the Event Steward or Seneschal (who temporarily represent the modern legal owners of the site), the by-laws and regulations of the S.C.A., Inc and the kingdom in which the activity takes place (particularly those applicable to their martial activity), the senior officer in the marshallate, and ultimately the Crown.

As a practical matter, this is most commonly applied to when to start and stop an activity, when non-participants (including Chirurgeons, Water-bearers and spectators) are permitted in the activity area, if conditions are safe for the activity to continue, banning equipment, conventions of the day and other operational responsibilities. This authority places considerable responsibility on the Marshal-in-Charge and should not be taken lightly, since interference or non-compliance can result in S.C.A., Inc sanction being removed from the event (see section 3.3.6 Marshallate Authority to Halt an Event). It should also be noted that the Marshal's authority, while nearly absolute within the boundaries of the martial activity area does not carry beyond the bounds of the activity or the grounds allocated to the S.C.A., Inc for the duration of that activity.

The chain of authority for the marshallate is not only for reporting but also for participants and marshals to seek guidance or appeal on marshallate issues. Under normal situations, the Marshal in Charge of an event is the final authority on issues that come up at that event and their decisions will stand until a senior marshal reviews the decision according to the same general chain that reports are sent in. If no senior marshal is present, the formal appeals process must be followed. (See Section 3.4 - Arbitration & Grievance Procedures.)

NOTE: Members of the Chivalry and Royal Peers are not "senior marshals" unless they happen to hold a senior office. However, given the expertise possessed by these peers, their input should be given due consideration but the Marshal in Charge has authority over participants regardless of rank.

Marshals of the Field and Group Marshals report to Regional Deputy Marshal. Canton Marshals also report to their Baronial Marshal. Marshals of the Field residing in a barony are not required to report to the Baronial Marshal but it is courteous to do so, since the Baronial Marshal is responsible for reporting on their status.

Regional Deputy Marshals report to the Kingdom Deputy in charge of their activity (Rapier Combat Marshal, Archer General and the Dean of the Equestrian College).

Principality Earl Marshals are in a unique position. On the one hand, they function like any other Regional Deputy Marshal and report directly to the Marshal of Arms. However, they are also traditionally expected to function within their principality much like the [Earl Marshal](#) of a kingdom. As such, they also report to the Coronet and serve on their principality council. The Principality Earl Marshal will also function as a sort of "chief of staff" for the senior marshals of the other martial activity areas but with the important difference that this is a "dotted line" relationship. The *direct* superior of a senior principality activity marshals is the kingdom deputy for that activity.

The Kingdom Deputies report to the [Earl Marshal](#), as do all Special Deputies. Special Deputies are not part of the formal appeals chain but they should be consulted when an issue arises that touches on their area of expertise. The Deputy Earl Marshal ("Designated Deputy") becomes part of the chain of authority in the absence of the [Earl Marshal](#).

The [Earl Marshal](#) reports to both the Crown and to the Society Marshal. While the Crown and [Earl Marshal](#) are the final authorities on all martial matters within the kingdom, they cannot overrule Society regulations and policies. It should be noted, however, that the Crown and the [Earl Marshal](#) are given some latitude in interpreting and applying those policies.

GENERAL REQUIREMENTS AND RESTRICTIONS FOR ALL MARSHALS

Authorized participant

Must be an authorized participant of the specific martial activity for which they wish to become a Marshal within the Middle Kingdom. The Kingdom [Earl Marshal](#) may waive this rule on a case by case basis.

Membership

Currently an Associate, Subscribing, Contributing, or Patron member of the S.C.A., Inc.

Middle Kingdom Marshals Handbook

Must own or have immediate access to a Middle Kingdom Marshals Handbook as required for each activity.

Allowed Forms

May only authorize combatants in forms for which they themselves hold an authorization.

Group Marshals-in-Training

Group Marshals-in-Training are a special case. These individuals are restricted-warrant officers of the marshallate and may supervise local fighting practices. However, they may not authorize new combatants or conduct armored combat events.

Tabard or Baldric

Should have a marshal's tabard or baldric bearing armory that has been approved for that activity. The tabard is worn only when on duty, and some form of the badge of office identifying the wearer as a Marshal must be worn while on duty.

Equipment

Should also have and use standard calibrated measuring devices (e.g. gages) for checking equipment, and as applicable, a whistle and marshal staff (usually black with gold spiral stripe).

Eye and Head protection

For melee activities eye protection and some form of head protection are strongly recommended.

WARRANTED MARSHALS (FULL)

The Kingdom Earl Marshal (KEM)

The Kingdom Earl Marshal holds the final authority, under the Crown and the Society Marshal, to regulate Society martial activities within the Middle Kingdom. The Kingdom Earl Marshal and the Crowns sign warrants for all marshals in the Kingdom. The Earl Marshal is under no obligation to sign the warrant of any individual that the Earl Marshal feels will not work in the best interests of the Kingdom and/or the Marshallate. The Crown may delegate the privilege of issuing warrants to the Coronet and Principality officers. Decisions of marshals may be appealed to him or her. Decisions made by the Kingdom Earl Marshal are limited by the necessity of obtaining consent from the Crown of the Middle Kingdom and the requirement that the decisions be consistent with the decisions of the Society Marshal and the Board of Directors of the S.C.A., Inc. The term of service includes a probationary period of six months; after that period is over it is customary to extend the warrant for a total of two years. The Kingdom Earl Marshal may not serve more than three consecutive calendar years. Kingdom Earl Marshal responsibilities and prerogatives include:

1. Communicate with, and forward information from the Society Marshal,
2. Maintain a full complement of warranted marshals at all levels throughout the Kingdom,
3. Keep an accurate list of authorized participants in the MidRealm and make this list available to the Marshallate.
4. Supervise the offices of the:
 - a. Kingdom Archer General,
 - b. Kingdom Rapier Combat Marshal,
 - c. Dean of the Equestrian College,

- d. Kingdom Thrown Weapons General
- e. All other assigned or special duty Deputy Marshals
- 5. Determine and enforce the Rules of the Lists and Conventions of Combat of the Middle Kingdom.
- 6. Determine and enforce the armor and weapons standards of the Middle Kingdom.
- 7. Determine and enforce the qualifications necessary for warranting as a Marshal.
- 8. Find and train people suitable for his office. Recommend to the crown a suitable replacement at the end of tenure.
- 9. Grant authorizations in the Middle Kingdom.
- 10. Revoke authorizations and warrants and to ban persons from martial participation, subject to appeal to the Crown.
- 11. Be the Marshal-in-Charge of the Middle Kingdom Crown Tournaments, or to designate an alternate Marshal-in-Charge.

Principality Earl Marshal (PEM)

The **Principality Earl Marshal (PEM)** has all of the duties, rights, and prerogatives primarily of a Regional Armored Combat Marshal (see below), and any other warranted marshallate requirements for the other martial activities, but may be given other duties, rights, and prerogatives as the Principality develops. The Principality Earl Marshal has a developmental role: In the inception of a principality, the Principality Earl Marshal serves effectively as a Regional Armored Combat Marshal. If and when the Principality becomes a Kingdom, the Principality Earl Marshal assumes the prerogatives of a Kingdom Earl Marshal. As the Principality develops and takes on an increasingly unique character, the Kingdom Earl Marshal may delegate further responsibilities and authority to the Principality Earl Marshal (with the consent of the Crown and the Coronet). The method of warranting a Principality Earl Marshal is defined in the laws of the Principality. The Principality Earl Marshal is also responsible for being the Marshal-in-Charge of the Principality Coronet Tournaments, or to designate an acceptable alternate Marshal-in-Charge.

Regional Deputy Marshal (RDM)

The **Regional Deputy Marshal (RDM)** is an important link between the Earl Marshal and the local Knight Marshals. Each Regional Deputy Marshal is responsible for an extended geographical area; within that area the Regional Deputy Marshal has primary responsibility for the day-to-day supervision of S.C.A., Inc armored combat and the supervision and development of the marshallate. A Regional Deputy Marshal must first serve a probationary period of six months after which the warrant may be extended for a total of two years. A second warrant may then follow the first, extending the Regional Deputy Marshal's tenure to a maximum total of three years. The responsibilities and prerogatives of the Regional Deputy Marshal include:

1. Report quarterly to the Marshal at Arms on the status of S.C.A., Inc armored combat in the region, the status of the marshallate, any actions of Marshal's Court, and any questions of special importance.
2. Be familiar with all the local Marshals within the region.
3. Train and supervise the marshallate in the region, and has the right to veto the warranting of a candidate for advancement from Marshal-in-Training status. NOTE: The Regional Deputy Marshal or Principality Earl Marshal can be overruled by Kingdom Earl Marshal or Crown, and that ruling cannot be appealed to a Quarter Court.
4. Ensure observance of the rules and conventions for armored combat.
5. Discretionary power to act for the Kingdom Earl Marshal and the Crown: the Regional Deputy Marshal may make decisions judged as warranted to insure safety at an official event. Such discretionary actions must be immediately reported to the Marshal at Arms, Kingdom Earl Marshal and the Crown.
6. May suspend authorizations for up to six months. Such suspensions must be immediately reviewed by the Kingdom Earl Marshal and may be appealed to the Regional Marshal's Court.

Deputy Earl Marshals (DEM)

The **Deputy Earl Marshal's (DEM)** are primarily responsible for their own offices and deputies, each covering a clearly defined martial activity. They have a primary obligation to advise the Kingdom Earl Marshal and the Crown on matters concerning their area of expertise. Each ranks as a Deputy Earl Marshal but may not act as a fully warranted Marshal for any other S.C.A., Inc martial activities unless they have been specifically warranted for that purpose under the standards set for that activity. The currently recognized offices include:

1. Kingdom Archer General
2. Dean of the Equestrian College

3. Kingdom Rapier Combat Marshal

The responsibilities and prerogatives of the Deputy Earl Marshals include:

- a. Supervise the development of their martial art.
- b. Enforcement of the rules governing participation in their martial activity.
- c. Report quarterly to the Kingdom Earl Marshal concerning their activities.
- d. Train, select, and supervise their Marshals (including the creation and maintenance of a Marshals handbook according to Marshallate guidelines);
- e. Create and revise the participation rules for their respective activities within the limitations set out by the S.C.A., Inc and such other duties as the Kingdom Earl Marshal shall direct them to perform.

The Archer General, Rapier Combat Marshal, Thrown Weapons General and Dean of the Equestrian College must be warranted as Marshals within their domains before assuming the office.

Special Deputy Earl Marshals (SDEM)

Special Deputy Earl Marshals (SDEM): are appointed by the Kingdom Earl Marshal with the same prerogatives as the Deputy Earl Marshals except that Special Deputy Earl Marshals are responsible primarily for their specific area in marshallate activities, unless otherwise directed by the Kingdom Earl Marshal. Special Deputy Earl Marshals are equal in rank but subordinate to a Principality Earl Marshal or Deputy Earl Marshal in decisions regarding the Principality or activity where the other officer has primary jurisdiction. This appointment can be for special projects or applied to the Kingdom Earl Marshal's designated successor and/or emergency deputy. However, the Kingdom Earl Marshal may designate the Earl Marshal of another Kingdom or Principality as a deputy Earl Marshal of the Middle Kingdom. The warranting of a Deputy who resides in another Kingdom must be approved in writing by the Crown of that kingdom. It is customary to warrant the Earl Marshal of the East and the Earl Marshal of Aethelmearc as Deputy Earl Marshals for the period of Pennsic War.

Local Marshals

Local Marshals: Local Marshals at the group and baronial level are the backbone of the marshallate. **Group Knight Marshals (GKM)** and **Knight Marshals of the Field (KMF)** are warranted for a period of two years and serve at the pleasure of the Earl Marshal. All Group Knight Marshals or Knight Marshals of the Fields acting as Marshal-in-Charge of an event may suspend an authorization or warrant for the period of the event. If such action is taken the Principality Earl Marshal/Regional Deputy Marshal and Kingdom Earl Marshal must be notified immediately.

1. Group Knight Marshals foster and encourage local participation in armored combat, and where interest and participants create the demand, secure for the group the services of an Archery Marshal if those activities are to take place in armored combat. The responsibilities and prerogatives of the Group Knight Marshal include:
 - a. Report on a quarterly basis and as otherwise required to the Regional Deputy Marshal concerning local activities.
 - b. Maintain accurate records of local authorized and training armored combatants.
 - c. Communicate armored combat and marshallate information within the local group, and between the group and the Regional Deputy Marshal and Kingdom Earl Marshal.
 - d. Train new combatants, and/or insure that a qualified, experienced individual is found to support this duty.
 - e. Ensure observance of the rules and conventions for armored combat.
 - f. Supervise all events with armored combat participation hosted by their group and submit all required reports to the appropriate superior officers. The Group Knight Marshal is strongly encouraged to coordinate with autocrats to insure that there is a warranted Chirurgeon at their group's events where martial activities are taking place. The Group Knight Marshal is still responsible for coordination and reporting even if they are not acting as the Marshal-in-Charge of the event.
- 2 Knight Marshals of the Field are fully warranted Marshals who are not responsible for a specific group, but perform all the field duties of a Marshal. They do not submit group reports unless they act as Marshal-in-Charge at a tournament or other fighting event, but are responsible for reporting as individuals annually at Domesday to their Regional Deputy Marshal.

RESTRICTED-WARRANT MARSHALS AND OTHER STAFF

The following Marshals and staff are restricted as described and may NOT authorize combatants to participate in S.C.A., Inc armored combat in the MidRealm.

1. Group Knight Marshals-in-Training (GKMIT)

These officers are Marshals of Baronies, Cantons, Marches, and Shires who are learning by gaining experience and training to fulfill marshallate duties. Group Knight Marshals-in-Training must take responsibility for training their groups combatants and running events advertised in the *Pale* as de facto Marshal-in-Charge (though a fully warranted Marshal must supervise the Group Knight Marshal-in-Training and must sign the Tourney report). In other words, Group Knight Marshals-in-Training do all the work of a fully warranted Marshal except authorizing combatants to participate in armored combat, and must be supervised by a warranted Marshal when conducting events advertised in the *Pale*. Group Knight Marshals-in-Training are warranted by the Kingdom Earl Marshal as officers of the local group. These warrants are subject to a probationary period to be determined by the Principality Earl Marshal/Regional Deputy Marshal.

2. Marshal-in-Training (MIT)

Upon receiving their third authorization, an authorized combatant who wishes to become a Knight Marshal of the Field may apply for Marshal-in-Training status. Unlike the Group Knight's Marshal, the Marshal-in-Training has no duty to report and does not perform the functions of de facto Marshal-in-Charge. An Marshal-in-Training must learn through example; by directly assisting warranted Marshals at events during weapons inspections, watching authorizations, acting as a constable, and through the classes given at various sites (especially the RUM sessions). See Appendix E, Marshal Training. An appointment as a Marshal-in-Training is made by the Kingdom Earl Marshal or by one of the Regional Deputy Marshal/Principality Earl Marshals or Deputy Earl Marshals. The Marshal-in-Training must accomplish the following within a year from the start of the appointment to Marshal-in-Training status before the Marshal-in-Training is eligible:

- a. Assist the Marshal-in-Charge of four official events in all the duties of a Marshal-in-Charge including weapons inspection, Marshaling, authorizations, and reporting. Attendance in at least one of the training sessions offered by the Earl Marshal or an instructor designated by the Earl Marshal at a RUM session or other event may count as one event signature.
- b. Pass a qualification test administered by a Regional Deputy Marshal or their designate.
- c. Be acceptable to the Regional Deputy Marshal of the region in which the Marshal-in-Training resides, the Kingdom Earl Marshal, and to the Crown of the Middle Kingdom.

3. Special Youth Trainer

No marshal may spar with a minor other than the minor's parent or legal guardian unless they have been specially warranted to do so by the Earl Marshal or his representative. Other marshals may still conduct useful training of minors subject to kingdom law which prohibits any training technique which may result in bruises or worse injury to the minor.

To be eligible for a Special Youth Trainer Warrant, a marshal must:

- a. Provide vouchers of their experience and competence as marshals.
- b. Provide vouchers for their expertise and control as participants.
- c. Show proof of experience working with youth.
- d. Provide a police background check from their local municipality or county.
- e. Undergo any additional training as required by the Earl Marshal or designate.

4. Youth Marshals

Upon receiving their third authorization, a minor may apply to become a Youth Marshal. The Youth Marshal program will exactly parallel the adult marshal-training program. Upon successful completion of the training program, the minor will receive a special warrant as a Youth Marshal. This warrant grants authority to the minor to function as a marshal in youth activities and as a sort of "perpetual MIT" in adult activities. In both environments, the Youth Marshal must be under the supervision of a fully warranted marshal. The warrant

carries the privilege of automatic transference to full marshal status when the minor becomes an adult, upon the approval of the Earl Marshal or designate.

5. Out-of-Kingdom Marshals

Out-of-Kingdom Marshals may not authorize combatants to participate in combat in the Middle Kingdom. Marshals with warrants from other kingdoms may be warranted in the Middle Kingdom upon demonstrated familiarity with Middle Kingdom Rules of the Lists and Conventions of Combat. Successful completion of the Marshals Test is a preferred demonstration.

6. Constables

Constables are Society members who informally help supervise the list boundaries, and who may perform other Marshal related duties at the direction of the Marshal-in-Charge. Constables must sign waivers and must possess at least a non-combat participation authorization card before entering the Lists.

END OF MARSHAL RESPONSIBILITIES AND CHAIN OF AUTHORITY

MARSHAL FIELD DUTIES

The Marshal-in-Charge of an official event must be a fully warranted marshal. The Marshal-in-Charge (MIC) is responsible for all Marshaling activities at an official S.C.A., Inc event where there are combat or combat-related activities, and for preparing (or having prepared) all required reports and forms. The Group Knight Marshal is frequently the MIC, but if they are still in training another warranted Marshal must be chosen. The Group Knight Marshal-in-Training should assist in weapons inspections and in the conduct of the Lists, but the warranted MIC is the person considered responsible by the Kingdom Earl Marshal. The Group Knight Marshal-in-Training must prepare the tourney reports but must also have the warranted MIC check and sign the report. The MIC should ensure that there are enough Marshals and constables to control the combat and keep it from spilling into the spectators.

A. Setting up the Lists

1. General

The size, shape, and condition of the list field have much to do with the safety and enjoyment of the combatants and the spectators. A highly visible, safe barrier reinforced by constables, is the best boundary. If the Lists must be set up in the middle of a field or in a large room without such boundaries, great care must be taken. It is often best to take one end of a room for the list field and use the walls for three of the boundaries, leaving only one rope barrier between the combatants and the audience. Or in the case of an outdoor area, take advantage of available logical boundary items like trees and bushes. The Marshals should also look at "traffic flow" as a consideration in laying out the fighting area, but safety factors are foremost. Make sure that mixing combatant and general spectator traffic is kept to a minimum. Take into account the spectator mix: more non-S.C.A., children or a lot of traffic means increased vigilance and tighter control.

2. Barriers and protecting the spectators

- a. Rope barriers should be waist height (36 to 40 inches from the ground), outer rope barriers should be a little lower (30 to 36 inches from the ground) to help small children to recognize the boundary. Flags or pendants hung on the rope every six feet or so will help everyone keep track of the bounds. Marshals should adjust the ropes between bouts to keep them at the recommended height.
- b. Single rope barriers can be used where there is a minimum of spectator traffic around the Lists, few small children present, and a primarily S.C.A., Inc audience. Floor or ground markings out six feet or so from the ropes provide a good visual cue to spectators. Make the combatants aware that they have only the one barrier between them and the spectators. Encourage the spectators to honor the outer bound markings.
- c. Double rope barriers are generally preferred and should be used wherever practical. The distance between the inner and outer barriers should be the length of the longest weapon on the field, usually 6-12 feet. HOLD is called when the combatants reach the inner boundary, while spectators are not permitted closer than the outer line.
- d. Barriers and boundary markings at sites where large melees or wars are to be held depend on the number of combatants, the size of the audience, and the number of Marshals available. A well defined double line is also highly desirable, but in this case the distance between inner and outer boundaries should be fifteen feet or greater. Corners and boundaries should be highly visible. Straw bales are usually employed. Spectators and combatants should be discouraged from using the bales for sitting or resting. The setup at large wars can dramatically effect the outcome of a battle and should be discussed with the leaders of the armies well in advance.

3. Surface conditions and combatant safety

The conditions of the surface of the list should be checked as well. The Marshals should walk the fighting area well before fighting begins to look for and try to remedy or mark potential hazards. When a site requires addition or protective floor covering, care should be taken to avoid creating tripping or sliding hazards.

B. TOURNAMENT FIELD PROCEDURES

1. General

Promoting safety and awareness helps to ease running tournaments. Checking on the following items will ensure that your tournament runs well:

- a. Everyone in the Lists should have visited the List table and signed waivers or/and showed their blue membership cards.
- b. Keep the Lists cleared of nonessential people. This includes any tourney officers (Marshals or constables) who are not paying attention to the proceedings. No one should ever stand near the Lists with his/her back to the fighting.
- c. Check the fighting surface between bouts for potential problems.
- d. Check combatants as they enter for general repair of their equipment. They may have had something damaged in the previous bout.
- e. Keep a good sight line between the List table and the Lists.
- f. The Marshals should be wearing the designated marshals tabard, baldric or badge of office for their activity while on duty.

2. Marshal Requirements

- a. Ideally, have a minimum three Marshals, or if more, then always an odd number observing the combatants.
- b. The Marshals should maintain the best clear view of the action, moving as necessary.
- c. One Marshal should be designated as the "Presiding Marshal", who is responsible for signaling the commencement of the fight, arbitration and its continuance after any Hold. The role of presiding Marshal can be rotated among the Marshals as necessary.
- d. Marshals are strongly encouraged to withdraw and appoint a replacement in tournaments where their affiliations to a combatant may cause their judgment to be questioned. This is very important in Crown and Coronet Lists, and should not be treated lightly. It is better to voluntarily remove yourself than to have a senior Marshal request you to do so.
- e. Marshals are expected to maintain their own tempers, remain objective and encourage calm discourse in the Lists. A cooling down period can be called if necessary to restore order and calmness.

3. Starting the Tournament Bout

As a bout begins, several preliminaries, practical and symbolic must be performed:

- a. The Marshals must check the combatants to insure that they are wearing all required armor. If they are not, then the bout cannot proceed. Combatants should be encouraged to identify their own, and inspect each other's weapons closely so that each is aware of what they are facing.
- b. Prior to the start of the bout all combatants must be asked if they have read and understand the Rules of the List and Conventions of Combat, and if they have signed a waiver. All must have done so before entering the Lists.
- c. The formal ceremony of commencing a bout is generally split between the Presiding Marshal and the Field Herald:
 1. The Herald tells the combatants to salute the Crown, those that "inspire them," and their opponents, then to heed the Marshals.
 2. The presiding Marshal then asks the combatants if they bear any offensive steel on the field, and if they are wearing all of their armor. The presiding Marshal, and only the presiding Marshal, asks if they are prepared and then commences the fight with "EN GARDE, LAY ON" or the equivalent.
- d. Once the tournament is underway, and at the Presiding Marshal's discretion, acknowledging all honors as previously given may shorten the preliminaries, or to do such honors as they desire, and then begin the bout.

4. During the Bout

- a. As the bouts continue, the Marshals should look for and immediately respond to any condition dangerous to the combatants or the spectators. When it occurs the Marshal must:
- b. Call "HOLD" to stop the action
- c. Correct the condition or situation

1. If the situation requires repositioning the combatants, make sure they remain in the same positions and at the same distance relative to one another as when the Hold was called.
2. Continue the bout with the commands, "EN GARDE -- CONTINUE."

5. Conduct in the Lists and Judging Blow Acceptance

a. Judging blows is the primary responsibility of the combatants, but there are exceptions to this rule. When the blow is not good for reasons the combatants can not see -- i.e., it is flat or struck with the shaft -- the Marshal must inform the combatants. Also, if the combatants ask for an opinion, the Marshal should clearly give it as to the "cleanness" of the blow and what was hit, or state that an opinion can not be given (due to blocked vision, etc.). It must be strongly emphasized that the combatant who wants an opinion on a blow should ask the opponent involved first. To do otherwise is discourteous. If at all possible, the struck combatant should make the decision.

b. The effectiveness of blows struck in the course of Society combat are judged by each combatant on the honor system, based on the Universal Armor Standard. The honor system creates a complex environment because of the many factors involved; even if two identical blows could be delivered to two different combatants, they may feel them differently. Judging primarily by the force of the blows has led in the past to rapid escalation of force, particularly among long-time or heavily armored combatants.

1. It is the policy of the Middle Kingdom Marshallate that the first consideration in judging the effectiveness of blows should be cleanness, i.e., whether or not the weapon struck with the weapon's effective area without being impeded, glancing, or being partially blocked by the defender's shield or weapon. Blows must, of course, be struck with reasonable force, but a clean blow by definition should be taken unless it is indeed exceptionally light or inherently ineffective. (NOTE: An inherently ineffective blow, for example, is a saber-style wrist flick, which is very fast but could not penetrate armor. A well-delivered blow that is unblocked should be taken. If an accurate sense of judgment as prescribed by the Rules of the List seems to be lacking in a fight, the Presiding Marshal should recall three things)

- a. The Marshal has the informal power to persuade the combatants to correct intentional or unintentional misconduct, and the formal power to enforce the rules through the powers delegated by the Crown.
- b. The use of informal persuasion is preferable, whenever possible.
- c. The Marshal can formally, in extreme cases, award victory in a fight, eject a combatant from the Lists and/or require reauthorization, or even disassociate the S.C.A., Inc from an event where the Rules of the List are being ignored.

6. Marshallate Intervention

a. Marshals (because they are observers) are restricted in their ability to actually judge blows received by an opponent, but in some cases it becomes obvious that blows are not being acknowledged properly. Intervening in a bout when the participants have not requested assistance is one of the stickiest situations marshals can find themselves in. On the one hand, we want the combatants to be the first, best arbiters of the bout. On the other, we are charged with enforcing the Rules of the Lists and Conventions of Combat—to include calibration of blows and cannot in good conscience stand by when there is a concern that the blows are being missed by combatants. What follows is the preferred protocol for unrequested intervention:

- b. Call Hold, preferably as soon as there is a natural break in the action. Wait a second to see if the "break" occurred because one of the combatants is waiting to see if his opponent will register the blow. This may be all it takes to start the dialogue. If not, call the Hold and advance when it is safe to do so.
- c. Ask the question in a non-confrontational way and not directed to any combatant in particular. "Gentles, is there anything you need to say?" Pause to see if the dialogue starts.
- d. If no one speaks up, address the combatant who threw the blow in question. Ask them if they thought the blow was good. Pantomime the blow while asking, using the recipient as a model. This identifies which blow you mean and it might serve to jog the memory of the recipient. If the combatant who threw the blow indicates that the blow was not good this should pretty much be the end of it. **Only in the most extreme of circumstances should a marshal pursue the matter past this point.** Resume the bout with a brief apology for interrupting the action.

- e. If the combatant who threw the blow indicates that they thought the blow was good, direct your question to the recipient. Avoid sounding accusatory but repeat the comments from the combatant who threw the blow. Encourage the combatants to talk to each other.
- f. If the receiver indicates that they did not feel the blow was good, do a quick inspection of the armor in the area of impact to see if there is a physical explanation. If you find something, point out the problem and offer to give them a reasonable amount of time to correct it. Ask the recipient, given what you have found, if they'd like to reconsider accepting the blow.
- g. If nothing is found to explain the discrepancies or the recipient is unwilling to accept the blow, the marshals must make a decision. The marshals present in the lists should quickly confer.
- h. The senior marshal will then approach the combatants and offer a brief summary of what has happened to that point, ending with the consensus opinion of the marshals. Pause and let the combatants consider some more and try to come to a resolution.
- i. If none is forthcoming, the senior marshal must make a quick decision based on their own observations of the blow, the subtleties of interaction between the combatants, and the consensus of the marshals. If the senior marshal feels there is sufficient cause, then they should inform the recipient that the blow is to be counted as good. If not, let the bout continue.
- j. There are several "themes" running through this process that marshals should keep in mind as a guide in this situation. First, the marshals should make every effort to let the combatants resolve the bout themselves, and encourage the dialogue. Second, the marshals should stay professional, courteous, and impartial. Third, the process should not be lengthy or drawn out. None of these steps takes more than a few seconds. Last, while the marshals have the authority to arbitrate blows it should be an **absolute** last resort.

7. Dealing with Unacceptable Technique Issues

- a. Other problems that may require action by the Marshal include dangerous offensive techniques and illegal defensive techniques. The latter are covered fairly well by the conventions of combat. Dangerous offensive techniques are more serious and require prompt attention. Any combatant who purposely strikes repeatedly at an illegal target area, doesn't appear in control of the weapon or shield, or uses an obviously or patently dangerous technique should be dealt with in three steps:
 1. Warning at the first offense.
 2. Banning of the technique being abused at the second offense.
 3. Forfeiting the fight at the third offense.

8. Equipment Failures

- a. The most serious type is loss or failure of the helm. If a helmet comes off a combatant, or otherwise fails in the course of combat, the combatant is deemed immediately defeated. The reason for the occurrence must be carefully ascertained and steps taken to prevent reoccurrence. In the case of other armor failures, the Marshal should allow a reasonable amount of time to repair or replace the equipment.

9. Responses to Behavioral Issues

- a. Since our system depends heavily on personal honor and integrity, certain expectations and behaviors take on higher values than normal. Marshals may bar participation in martial activities if a participant is obviously impaired by drugs, alcohol, or a medical condition. This falls under the Rules of the Lists of the S.C.A., Inc #3 (Section 1.1.3) which states in part that all combatants must be ... "acceptable to the Crown or their representatives".
- b. Marshals are cautioned that the exhibited behavior or condition must be such that a prudent person without specialized behavioral or medical training would have concern about the safety of the participant, their opponents or spectators. In the absence of such behavior but where the marshal suspects that such a condition exists, the marshals may question the participant about the situation and offer advice on the safety and chivalry of their actions and try to persuade them to voluntarily excuse themselves. If that fails, the marshals may take it upon themselves to advise other participants of the marshal's concerns and let the participants decide for themselves whether or not they will compete with the affected party. Finally, marshals are reminded that they are not obliged to marshal any activity and may excuse themselves without penalty.

1. The above situations are fortunately few and uncommon. The personal safety and honor of the participants are our primary concern and the Marshals should reinforce this by example:
2. Address your concerns to the source: If a combatant has complaints about the behavior of an opponent, the first response of anyone hearing such, whether Marshal, combatant, or otherwise should be, "Have you talked to your opponent about this?" If the answer is no, the listener should insist that such a discussion take place before any other outsiders are involved.
3. Maintain objectivity and neutrality: Marshals brought into the matter when they did not witness or notice the action in question should refrain from taking sides. Instead they should get all parties face to face for a full discussion. If a tournament has been characterized by a high number of complaints, all the combatants should be brought together to bring problems into the open before they become permanent hard feelings.
4. Maintain Honor: There are many rules, conventions, and directives concerning fighting and Marshalling. No matter how much we codify, fighting will always be (and rightfully so) a matter of subjectivity we call HONOR. There are three "matters of honor" that, if adhered to by Marshals and combatants, will insure both safety and enjoyment:
 - A. Take care of each other on the field
 - B. If there's a discrepancy or problem on the field, talk right there and then and straighten it out. Don't ever be afraid to call HOLD and tactfully - "ASK THE QUESTION".
 - C. Give your opponent the benefit of the doubt. This means: If you're not sure of the blow that hit you -- ask. If you're not sure of the blow you threw -- let your opponent decide. These guiding principles overridingly serve both honor and prowess.

C. MARSHALLING MELEES

Melees are the potentially the most hazardous environment for both combatants and Marshals and, not coincidentally, the most difficult to Marshal. Marshals must not only keep in mind all of the considerations noted above in the Tournament section, but also contend with more spectators, missile weapons, gaffing, and rules of engagement - all while trying to not unduly affect the tactical scenario.

1. General

- a. Maintain a high level of safety and awareness as indicated above in the Tournament section. Additional considerations specific to the melee scenario include:
- b. Remind the Marshals to keep good clearance from the lines during rushes, charges and other mass movements that could cause the Marshal to be accidentally struck or overrun.
- c. Make sure the field of combat is clear of noncombatant staff and spectators before resuming after a Hold.
- d. Check the field surface before and between melees for problems.
- e. Check combatants and encourage them to check each other as they enter and during Holds for state of their equipment. They may have had something damaged in the previous engagement.
- f. When missile weapons are being used, Marshals are strongly encouraged to wear eye protection and ensure that spectators are reasonably outside of the effective range of these weapons.
- g. Marshals should always have a Marshal's staff, tabard, and whistle for safety and effectiveness. Armor is also recommended where reasonable, especially hand and groin protection. Some sort of distinctively marked protective headgear is also recommended.
- h. MICs are strongly encouraged to arrange adequate Chirurgeon and water-bearing support.

2. Melee Marshalling Requirements

- a. Have as many Marshals as possible. The melee is a dynamic environment covering a wide area. A ratio of one Marshal to every ten combatants in smaller scenarios is a good margin. Sometimes it's not possible to achieve that ratio, but every effort should be made to have enough Marshals and constables to protect spectators and ensure the safety of the combatants.
- b. The Marshals should maintain the best clear view of the action, moving with the combatants as necessary, but remaining effectively out of weapons range. The MIC is responsible for judging whether or not there are enough Marshals and constables, and requesting additional participation.
- c. One Marshal should be designated as the "Presiding Marshal", who is responsible for signaling the commencement of the melee, arbitration and its continuance after any Hold. The role of presiding Marshal can be rotated among the Marshals as necessary.

d. Marshals are expected to maintain their own tempers, remain objective and encourage calm discourse on the field.

3. Crowd Control

a. Larger melees tend to draw larger crowds of spectators than single combat. Not only does available space become a safety consideration, but also the combatants themselves are less likely to remain attentive to the boundaries as they follow the flow of the tactical scenario. The location and layout of the melee area must take these factors into consideration and the buffer zone between spectator and the action has to be firmly enforced. In some situations (such as woods battles) it is not uncommon for the MIC to forbid spectators entirely from the vicinity of the fighting area.

4. Missile Weapons

a. The careful planning and close enforcement of the safety buffer zone is especially important if missile weapons are included in the battle scenario. Although missile combatants are primarily responsible for ensuring that stray shots will not go into the spectator area, the Marshals must also watch for this closely. In missile scenarios, the Marshals must also pay attention to the minimum distance of engagement (as applicable), the gleaming of (or damage to) missiles on the ground, and on occasion, need to alert combatants that they have been struck unawares by a missile.

5. Gaffing

a. Gaffing the fallen is an effective way to clear the field without stopping the run of the tactical scenario. Marshals should use their best judgment as to when the time is right to attempt to gaff fallen combatants out of the melee. Leaving fallen combatants on the field presents a safety hazard in and of itself. Evaluate your situation:

1. Is it safe for me to approach? Or is the fighting still too close?
2. Is the combatant in any immediate danger or distress?
3. Will my presence adversely affect the tactical scenario?

b. If the Marshal decides it is safe to act, tap the combatant gently with the staff, announce "DEAD, OUT!", cover the combatant with the staff and indicate a safe direction to head away from the melee. If the fallen have piled up too fast and there is a danger of a pile-up developing, the Marshals should call Hold and clear the field.

6. Holds

a. There are few areas where Marshals and commanders come into more frequent conflict than when to call holds, because of the effect of interrupting the developing scenario. The first consideration must always be safety. The Marshals should call for a hold if:

- b. The fighting is about to overflow the boundaries.
- c. There is an injury that might require the surgeons to intervene.
- d. A potentially dangerous pile-up (see above) is about to develop.
- e. A critical piece of armor (like a helm) has come off a combatant that cannot be otherwise safely removed from the fighting. NOTE: a dropped weapon is not a reason to call hold in a melee.
- f. It is impossible to create a rule for every conceivable situation. The Marshals should, however, try to allow the fighting to continue when possible, erring only on the side of safety. During a Hold, Marshals should attempt to resolve the situation as soon as possible so that the fighting can continue. (NOTE: Marshals will frequently have to courteously remind combatants to go to their knees, ground great weapons, and refrain from discussions on the tactical situation.)

7. Rules of Engagement

a. All Marshals should make themselves thoroughly familiar with the melee conventions of combat as outlined in the Middle Kingdom Melee Conventions (Section 1.4). The issues of legal engagement in the confusion of melee combat can not only lead to dangerous physical situations but can cause rapidly escalating tempers as well. Marshals must be particularly attentive to potential problems in situations where:

- b. The lines have broken and units are intermixed.

- c. One unit has flanked or is in the rear of another.
- d. Elements of one unit are breaking through the lines of another.
- e. Individuals are rejoining the fight from another part of the battlefield.
- f. Marshals will frequently be called on to render judgments about engagement issues and should be constantly aware of the heightened emotions that can build during a melee. Marshals must remember to remain absolutely impartial (and diplomatic) and serve the interests of safety first, the rules of the game second, and the tactical concerns of the participants last, if at all.
- g. All participants are engaged with all missile and siege weapons regardless of facing.

8. Authorizations

a. The authorization process is one of the most important safeguards in S.C.A., Inc fighting. Authorizations must be taken seriously. Standards for authorizations are oriented first towards safety, and competency as well in advanced authorizations. A Marshal does a great disservice to the marshallate, combatants in general and the combatant in question by ignoring or overlooking a standard as a "favor" to help authorize a combatant. The Kingdom Earl Marshal has at various times revoked a warrant for such irresponsible conduct. Local Marshals and their trainers should give the new combatant a clear idea when they have reached the authorization threshold, and wherever possible be present at the first authorization attempt.

9. Age Requirements

- a. At age 16, participants may authorize in single armored combat and only engage in armored combat against other minors.
- b. Participants may authorize for general armored combat at age 18.
- c. Minors may authorize as non-contact participants at age 16.

10. Planning

- a. Organizing for authorizations becomes more important the larger your event and the wider your draw from the combatant community. Emphasis should always be on getting new authorizations and authorizations for combatants traveling long distances from remote groups handled first. Have the following resources ready and available to keep the process running smoothly:
 - b. List Table: your staff at the List table should have enough of the correct forms and be familiar with completing authorization forms. The Group Marshal and/or MIC is responsible to make sure the paperwork (with enough copies of each form) is there and the List staff comfortable with the forms and procedures.
 - Lists: plan to have enough room to be able to run more than one set of authorizations at a time, whenever space allows.
 - c. Marshals: more is better. Try to arrange for Marshals from outside your immediate area to meet the familiarity requirement (see below) with the combatants authorizing.
 - Experienced Combatants: more is better here too. Especially from outside the local area, but familiar to the Marshals. Make sure the combatant has the required authorization.

D. Marshal Standards and Restrictions

1. A copy of the Rules of the List and the Combat Conventions of the Middle Kingdom must be available at the List table, at any official event at which authorizations are conducted. Note that this includes a group practice if an authorization is to be attempted there.
2. No less than two warranted Marshals and preferably, three are required to authorize a combatant. At least one should be relatively unfamiliar with the combatant authorizing. A single warranted Marshal at an event may not authorize combatants.
3. Authorizations at practices are allowed as long as there are two warranted Marshals from outside the group holding the authorizations and with the permission of the REM or [KEM](#).
4. A Marshal cannot authorize someone in a weapons style in which they are not authorized.
5. All combatants must authorize first in single-handed weapon and shield. In cases where there is good and sufficient reason the Regional Deputy Marshal or above in the marshallate chain of authority can grant an exception.

6. Authorization is by the use of the weapon or technique. Whatever style the combatant is authorizing in, the combatant is responsible to be competent with the weapon actually used.
 - a. All members of the Chivalry are assumed to be responsible to use only weapons they are competent in, and so are authorized in all forms except Combat Archery.

E. General Authorization Procedures:

1. Authorization procedures (for all weapon forms) will follow a set pattern of bouts:
2. Sparring Bout: Combatants acknowledge blows verbally, calling out "good to the head", "good to the leg", etc., loud enough for the Marshals to hear, but not act out the blow's effect. The sparring bout should demonstrate the full range of the authorizing combatant's skill in both offense and defense. A skilled opponent will spend some of the time changing tactics: "pressing" the candidate and some of the time retreating from him/her to encourage a full display of skills. The sparring bout is to last no more than five minutes. A candidate who does not have the endurance to fight in a normal authorization can be failed for this reason alone. The Marshals should confirm the following from the candidate:
 - a. Has read and is familiar with the Rules of the List and the Conventions for Combat in the Middle Kingdom and the Society for Creative Anachronism and exhibits that knowledge on the field.
 - b. Must have attained the age of 18, or be able to provide proof of emancipation as a minor.
 - c. Must be a paid member of the Society for Creative Anachronism.
 - d. Must have signed a waiver.
7. Crown Bout: Combatants conduct themselves as if participating in a Crown Tournament. All blows are acted out. Victory in the bout is not a consideration for authorization; this bout is held to demonstrate the candidate's ability to properly and safely act out the effects of the blows received and given in a manner befitting combat in the Lists.
 - a. Following each bout the Marshals and the experienced opponent consult and discuss the performance of the combatant during the bout. Consensus should be reached as to whether the combatant continues to the second bout, should train more before attempting authorization or continues with advice, and ultimately if successfully authorized.

F. First-time Authorization Procedures:

1. The default first authorization is weapon and shield. If a participant wishes to authorize in a different style first, they may do so with the permission of a Regional Marshal.
2. The new combatant must have his/her arms thoroughly inspected prior to the authorization bouts.
3. Following the inspection the Marshal should confirm that the new combatant has had some practice and is using at least a helm, shield and weapon used in practice before. This does not require ownership of the equipment, only familiarity. A person who performs poorly and uses equipment problems as a reason should not be authorized.
4. When authorization bouts are announced, the candidate should be directed to the List table to fill out and sign a waiver and an authorization form. The combatant will then present him/herself armed with a single-handed weapon and shield to the presiding Marshal when called. The Marshal will ask the candidate if s/he has read and understood the Rules of the List and the Conventions of Combat of the Society and the Middle Kingdom. If the candidate has not read them (which should not happen) s/he will be directed to the List table copy, and told to return when s/he has done so. Once they have reviewed the information, they may continue to the bouts.
5. The first bout in a single-handed weapon and shield (first) authorization is required to contain four parts:
 - a. The combatant and opponent are fully armed and on their feet.
 - b. The combatant is on their knees fully armed and the opponent is on their feet fully armed.
 - c. The combatant is on their feet fully armed and the opponent is on their knees fully armed.
 - e. The combatant is off-hand single-sword on their feet and the opponent is on their feet fully armed.
6. First Authorization Standards:
 - a. Exhibits safe and courteous behavior on the field.
 - b. Begins in and maintains a proper stance and uses the shield or weapon properly to maintain defense.
 - c. Delivers blows from a proper range and at a proper strength and sustains an adequate offense.
 - d. Reacts correctly to pressure, with the ability to "fight back" without becoming confused or losing control.
 - e. Feels and judges blows correctly, both those received and those given.

G. Advanced Authorization

1. The combatant must demonstrate competence, as well as safe use of the advanced weapon style. Competence is a subjective standard but should include demonstrated familiarity with the unique characteristics of the weapon style, and awareness of the tactics for both offense and defense with the style.
2. Anyone who has not participated in S.C.A., Inc combat for a year or more may be required to re-authorize, at the discretion of the Marshal-in-Charge. Normally a successful authorization bout for sword and shield will reactivate all the previous authorizations held, but the person may attempt to re-authorize in another weapons style instead of single-handed weapon and shield if s/he prefers.
3. All out-of-kingdom authorizations except none-emancipated minors are considered valid while visiting the Middle Kingdom. Any member of the chivalry transferring residence does not need to reauthorize, and will receive authorization in all weapon styles except Combat Archery. They need to send a copy of their out-of-kingdom authorization card to the Clerk of the Roster for a Middle Kingdom authorization card.
4. The preferred procedures for Combat Archery authorizations are covered in Middle Kingdom Siege Weapons Manual.

H. Reauthorization

1. Reauthorization for lapsed Middle Kingdom combatants and combatants transferring residence into the Middle Kingdom
 - a. Can reauthorize in any previously authorized weapon style.
 - b. Successful reauthorization will reactivate all previous weapon style authorizations.
 - c. Transfers into the Middle Kingdom from another kingdom with no equivalent authorization will be reviewed by the Kingdom Earl Marshal or designate on a case-by-case basis.

I. Weapon Requirements and Definitions

1. Single Handed Weapon and Shield (S/SH): Single handed swords, maces, axes, hammers and shield (cuts only, no thrusting)
2. Singled Handed Thrust/Dagger (DGR): Must be performed with a singled-handed thrusting weapon in concert with the user's fighting style (No longer a separate authorization except for fighters with only s/sh auth. Must demonstrate regular and face thrust ability.)
3. Polearm (PA): Two handed mass weapons. Must also demonstrate regular and face thrust ability.
4. Two-handed Sword (GS): Any two-handed sword style including ricasso and bastard sword. Must also demonstrate regular and face thrust ability.
5. Spear (SP): 9 to 12 ft spear in a melee situation. Must also demonstrate regular and face thrust ability.
6. Two-Weapon (TW): Any combination of previously authorized weapons styles. Must also demonstrate regular and face thrust ability.
7. Combat Archery (CA): Bows/crossbows using specially constructed armored combat arrows, and siege weapon operation.

J. INSPECTIONS

Armor inspection must be done with all armor on the body of the combatant who is going to wear it. Before you start, remind yourself that armor is hot, not to mention heavy. If the weather is hot, try to find some shade in which to hold the inspection, or at least for the combatants to stand in while waiting to be inspected. Similar reasoning applies in case of rain, freezing cold, or other inclement weather. Just because it is possible to fight, does not mean that it is pleasant or desirable to stand around in it during inspections. Developing a set pattern for performing your inspections will help you maintain thoroughness and efficiency.

1. Armor Inspection Standards

- a. Leg Armor: Check that the front and sides of the knee are covered. Have the combatant flex his knees and see that the knee and side of the knees remain covered.
- b. Groin: Ask if the groin protection is in place.
- c. Kidneys: Check for kidney armor. Kidneys are in the back, at about the bottom of the ribs. Make sure that this does not pull the belt so low that the kidneys are exposed.

- d. Elbows: Check that the point and sides of each elbow are covered. Have the combatant flex his elbows and see that the points remains covered. Check for sharp edges, broken or missing rivets, or other signs that the equipment is not in good repair.
- e. Hands and Wrists: Check the gauntlet and/or basket hilt. Check for sharp edges, broken or missing rivets, or other signs that the equipment is not in good repair. If the combatant is using a basket hilt, have the weapon pointed toward the horizon to see if the wrist bones or hands are exposed. Then have the combatant drape the sword over the back to see if the undersides of the wrists are likewise exposed. NOTE: this check is for the wrists and hands, not the forearm.
- f. Neck and Head: Check that the neck is covered. Check the faceplate and eye slots both for size of openings and to be sure that it is firmly secured in place. Put your hand on the front of the helm, and have the combatant push against it. See that his face does not hit the faceplate. A gentle touch of the tip of the nose at maximum pressure may not be desirable but is not necessarily grounds for rejecting the helm. Check for sharp edges, broken or missing rivets, or other signs that the equipment is not in good repair.
- g. Shield: Check the rim for exposed sharp edges. Check the rest of the shield for sharp edges, broken or missing rivets, or other signs that it is not in good repair.
- h. Swords: Inspect to weapon standard starting on page 15.
- i. Thrusting Tips: Inspect to weapon standard starting on page 15.
- j. Mass Weapons: Inspect to weapon standard starting on page 15.
- k. Pole Weapons: Inspect to weapon standard starting on page 15.

J. MARSHALLATE AUTHORITY TO HALT AN EVENT

In the event of a serious violation of the Rules of the List, the Presiding Marshal shall use his/her authority to stop the fight and/or take such other action as is necessary to correct the situation. If that authority is questioned, or if s/he is unable to stop the activity which is in violation, s/he shall summon the Marshal-in-Charge who, if s/he is also unable to stop the violation will use the following emergency procedures:

1. Crown Request for Intervention

The Marshal-In-Charge will immediately go to the Crown or ruling noble in attendance and say, "Your Majesty/Highness, it is my duty to inform you of a violation of Rule number ____ and to advise you to use your authority to correct the situation. If this situation is allowed to continue, the S.C.A., Inc will be forced to withdraw its sanction from this event (tournament, revel, etc.) and you will be held legally responsible for any consequences."

2. Seneschal Request for Intervention

If the authority is unavailable, unable, or unwilling to act, the Marshal-In-Charge shall go to the Seneschal and say, "My Lord/Lady Seneschal, it is my duty to inform you of a violation of Rule number _____. In the name of the S.C.A., Inc I request that you aid me in correcting this situation, and if the situation cannot be corrected, I desire you to withdraw the Society sanction from this event."

3. Marshal-In-Charge Procedure for Halting the Event

If the previous prescribed procedures do not work, the Marshal-In-Charge is instructed to summon a herald and require the following announcement be made, "My Lords and Ladies, I regret to inform you that since the Rules of the Lists are not being obeyed, this event can no longer be considered an official event of the Society for Creative Anachronism, Inc., and is officially closed. Any activity taking place on this field from this time forward is a private affair, for which activity the individuals concerned will be totally and solely responsible." If no herald is available to make the announcement, the Marshal-In-Charge shall make it. The Marshal-In-Charge should then withdraw from the Lists, taking all S.C.A., Inc officers. The Marshal-In-Charge must immediately report the action to the Kingdom Earl Marshal by telephone, followed by a report in writing with copies to the entire Marshallate chain of authority, the Crown, the Marshal of the Society and the B.O.D. This has never happened in the Middle Kingdom as of this writing.

END OF MARSHAL FIELD DUTIES

MARSHAL TRAINING

To become a fully warranted Marshal, for Armored Combat, Rapier Combat, Archery or Equestrian, an authorized participant must go through a period of training as an Marshal-in-Training, or Marshal-in-Training. There are several different sets of activities that are performed by Marshals, and the Marshal-in-Training is expected to diligently observe and participate in all activities to become familiar and comfortable with the processes. The Marshal-in-Training is also expected to be familiar with Marshallate information sources and the chain of authority for the activity in which a warrant is being sought.

A. GENERAL REQUIREMENTS

1. Starting the Process

All Marshals-in-Training are expected to be authorized in several different styles of the activity skills. For example, a candidate must be authorized in three weapon styles for Armored Combat, or be an advanced rider for Equestrian activities, unless the activity does not require authorization (Archery), or at the direction of the Kingdom Deputy for the activity. The first step is to contact the Regional Deputy Marshal for the activity and receive the Training form. This usually occurs on the recommendation of the local Group Marshal. The Marshal-in-Training candidate should also arrange the local supervision and guidance of a Group or Field Marshal. In cases where the Marshal-in-Training candidate is from a group some distance from others, the support of the nearest and most often seen local Marshal should be arranged. Marshals are required as officers of the S.C.A., Inc to maintain membership in the organization for the duration of the term of office.

2. Tools of the Office

- a. Marshals-in-Training are expected to obtain for personal use the tools required of a Marshal:
- b. A copy of the Marshals Handbook for the activity
- c. A tabard emblazoned with the markings of the Marshallate for the activity
- d. Any inspection and field operation tools like a staff, whistle, gauges and protective gear

B. ADMINISTRATIVE TRAINING

1. Reports And Reporting

- a. Marshals-in-Training are trained in and become familiar with the reporting process, including using the report forms, what information is required on a particular report, and the reporting schedule.

2. Training Participants

- a. Marshals-in-Training are trained to help train and inform participants in an activity

C. FIELD OPERATIONS TRAINING

1. General

The Marshal-in-Training is trained and actively participates in each area of Marshal operations to receive the corresponding signature. A minimum participation in four events is required and more is strongly recommended, including a training session with the Regional Deputy Marshal. The sponsoring Marshal or the Marshal supervising the Marshal-in-Training in each aspect of operations will review guidelines, expectations and requirements, and then oversee the Marshal-in-Training in executing the operation until the Marshal-in-Training shows a reasonable level proficiency. Participating in the day's activities while training is discouraged.

2. Event and Activity Planning

- a. The Marshal-in-Training is expected to learn how to plan for the activity at an event, including:
 - b. Area and equipment needs
 - c. Arranging Marshals and support staff
 - d. Understanding special needs for tournaments, competitions, melees, and wars as applicable to the activity

3. Set-up

- a. The Marshal-in-Training is trained to and learns how to do the actual set-up for the activity including:
- b. Crowd control and restricting access to hazardous areas
- c. Assessment of the site for use
- d. Placement of the List table and other support tables

4. Inspections

- a. The Marshal-in-Training is trained in enforcing the equipment requirements for the activity including:
- b. Inspection of armor, weapons and equipment used in the activity
- c. How to respond to a failure and repair situation
- d. Using proper equipment inspection tools
- e. Dealing with experimental equipment, weapons or armor

5. Authorizations

- a. The Marshal-in-Training is trained to run both first time and advanced authorizations

6. Running the Activity

- a. The Marshal-in-Training is trained to run the activity, including, where applicable:
- b. Tournaments
- c. Melees
- e. Competitions
- f. Arbitration of disagreements
- g. Responses to violations of the rules

7. Rights and Responsibilities

- a. The Marshal-in-Training will learn the limits and procedures of the authority of the office

D. TESTING AND WARRANTING**1. Prerequisite to Testing**

The Marshal-in-Training must complete training as a Marshal in the activity, obtain the signatures of the supervising Marshals in each category, and present the completed training form to the Regional Deputy Marshal.

2. Testing

The Regional Deputy Marshal or an appointed warranted Marshal will administer the test. The test will be graded by the Regional Deputy Marshal after the completed training form is presented by the Marshal-in-Training to the Regional Deputy Marshal. If the Marshal-in-Training passes the test, the Regional Deputy Marshal will review the Marshal-in-Training candidate and send the completed training form, test and recommendation to the Kingdom Deputy, who will confirm the candidate and award the warrant. If the Marshal-in-Training does not pass the test, the Regional Deputy Marshal or warranted Marshal should allow the Marshal-in-Training to review the test as taken to see where the problems occurred. A second test may be taken at a later date.

3. Warrants

The initial warrant is signed by the Crown and the Kingdom Earl Marshal, or by the Principality Earl Marshal and Coronet on behalf of and as directed by the Crown and Kingdom Earl Marshal. Subsequent warrants can be the roster type, depending on the needs of the Kingdom Deputy, Kingdom Earl Marshal and Crown.

END OF MARSHAL TRAINING

REPORTS

Writing reports is the most tedious and boring aspect of a Marshal's work. Nevertheless, reports are necessary because they give the Regional Deputy Marshal/Principality Earl Marshals (and the Kingdom Earl Marshal) their chief indication of the affairs of the groups for which they are responsible. If reports are not submitted, the Regional Deputy Marshal/Principality Earl Marshal has no idea whether the Marshal's job is being done properly. Non-reporting Marshals are removed promptly. Therefore, one of the first duties of the group or field Marshal is to find out the name and address of his/her superior officers (Kingdom Earl Marshal, Regional Deputy Marshal/Principality Earl Marshal, and Baronial Marshal, if any) and to know when reports are due. Marshals should keep file copies of all reports submitted. The standard report forms make this procedure easy if the basic instructions are followed in filling them out. It is not required to send these reports by registered post, except in special situations as indicated by the officer receiving your report. Currently it is required that all participants who are going to be in the Lists to have the appropriate participation or authorization card, membership card and present these to the List Table prior to entering the Lists.

A. REPORT SCHEDULES

The following is considered the default schedule for reporting. NOTE: The Kingdom Earl Marshal reserves the right to change the schedule to meet the requirements of the Society Marshal. All Marshals are required to check the Middle Kingdom newsletter, the *Pale*, for changes to rules and reporting schedules.

Quarter Report:

WHO	DEADLINE	TO	NOTES
GKMIT	Mar 1, Jun 1, Sep 1	PEM/RDM	Copy to CR for changes
Local GKM	Mar 1, Jun 1, Sep 1	BGKM/PEM/RDM	Copy to CR for changes
Baronial GKM	Mar 1, Jun 1, Sep 1	PEM/RDM	Copy to CR for changes
PEM/RDM	Mar 7 Jun 7, Sep 7	KEM	

Domesday Report:

WHO	DEADLINE	TO	NOTES
GKMIT	Dec 1	PEM/RDM/SEN/CR	Copy to CR for changes
KMF	Dec 1	BGKM/PEM/RDM	
Local GKM	Dec 1	GKM/PEM/RDM/SEN/CR	Copy to CR for changes
Baronial GKM	Dec 1	PEM/RDM/SEN/CR	Copy to CR for changes
PEM/RDM	Dec 7	KEM	PEM copy to PSEN
DEM	Dec 7	KEM	

Tourney Report (includes authorizations summary) :

WHO	DEADLINE	TO	NOTES
MIC	1 week	RDM/CR	

Incident Report:

WHO	DEADLINE	TO	NOTES
MIC and Chirurg.	48 hours	RDM/MA/KCH/KEM	

Authorization Form:

WHO	DEADLINE	TO	NOTES
Combatant	45 days	CR	

KEY

Abbrev.	Definition	Abbrev.	Definition
KEM	Kingdom Earl Marshal	DEM	Deputy Earl Marshal
KCH	Kingdom Chirurg	PSEN	Principality Seneschal
PEM	Principality Earl Marshal	SEN	Seneschal
RDM	Regional Deputy Marshal	MIC	Marshal-in-Charge

BGKM	Baronial Group Knight Marshal
GKM	Group Knight Marshal
CR	Clerk of the Roster

KMF	Knight Marshal of the Field
MIT	Knight Marshal in Training
GKMIT	Group Knight Marshal in Training

B REPORT FORMAT AND REQUIRED INFORMATION

1. General

- a. Name of reporting Marshal, (both mundane and S.C.A.)
- b. Address and phone number of reporting Marshal
- c. Name of S.C.A., Inc group and mundane location
- d. Names, (modern and S.C.A.), addresses, and phone numbers of all authorized and training to authorize combatants in the group.

2. Quarter report required information

- a. Correctly filled Quarterly report form
 1. All changes in the local list of authorized combatants that occur in the last quarter. This includes new additions and those who have moved or left the S.C.A., additional advanced authorizations, and any change in the Group Knight's Marshal. Any combatant who has not participated in an official S.C.A., Inc fighting event in the last calendar year, or who quits the Society should be reported as inactive. If a combatant moves away, the name of his/her new group, if any, should be reported.
- b. Other descriptive information concerning training, problems, and injuries should be included on a separate sheet.
- c. Incipient groups must report every quarter even if there are no changes. Full status groups need only to report the changes that have occurred since their last report.

3. Domesday report required information

- a. Each Group Knight's Marshal is required to submit a copy of the Domesday report to the listed officers by the indicated deadline and to the local Seneschal no later than December 15. The acceptable Domesday Report will cover the entire year's activity. It need not be long, just complete. Include the following information:
- b. Correctly filled out Quarter/Domesday report form
- c. Complete and updated roster of combatants, including correct contact information
- d. Brief summary of group events
- e. Brief summary of net increase/decrease in combatant population
- f. Brief summary of issues and concerns

4. Tourney report required information

- a. The Tournament report must be sent within a week of the event at which the tourney took place and shall be submitted using the standard forms for the appropriate information:
- b. Tourney Report
- c. Marshal's Sign Up Sheet
- d. Combat Authorization Report
- e. List of Participants
- f. Incident Report (if needed)

5. Incident report required information

- a. A separate incident report must be filed for each instance of an incident involving significant injury, unusual equipment failure or sanctions on combatants, Marshals or other participants. These must be verbally reported within 48 hours and a written report included with the tourney report. Preferably, injury reports should include copies of reports generated by the presiding Chirurgeon. However, if that

report is not available, the Marshal-in-Charge is responsible for describing the nature of the injury and the circumstances under which the injury occurred. The report should be short and concise.

6. Authorization forms and reports

- a. The forms and report should be completed by the Marshal-in-Charge of the event and the whole individual authorization form given to the combatant along with their waiver before the end of the tournament. It is the responsibility of the combatant to send the paperwork to the Minister of the Lists to get their authorization card.
- b. Authorization reports should be completed on the separate Summary authorization form and shall include all information required on the form. All information must be legible. Authorization cards are issued when the Clerk of the Roster has received both an authorization form and a completed Combat Waiver from the combatant.

7. Individual/field Marshal Status reports

- a. There is no standard form but the report should include items A, 1 - 3 of the general report information listing above.

C. AUTHORIZATION CARDS AND WAIVERS

1. All authorized combatants must obtain an authorization card that must be presented to the List Table or inspecting Marshals at official events. Anyone who will enter the Lists as a participant (fighting in a tourney, sparring, helping with authorizations, Marshalling, constabling, scouting, etc.) must go to the List Table and present their Authorization/Participation Card, their S.C.A., Inc membership card, and sign the appropriate participant's list and whatever other tourney Lists are requested. Persons other than combatants, Marshals, or scouts who must enter the Lists (e.g.: heralds, surgeons, water bearers) execute a waiver before participating at an official event.
2. While presenting paperwork at the Table is the best solution and strongly encouraged, participants frequently misplace their cards. In order to facilitate maximum participation, Marshals can verbally vouch for the authorization status of a participant, or the warrant of another Marshal who has misplaced their card. Any warranted officer of the S.C.A., Inc may vouch for the membership status of a participant except for participation in Crown and Coronet Lists, which require formal proof of membership. Marshals and list officials are cautioned to report participants who appear to be taking advantage of this flexibility.
3. IF YOU DO NOT HAVE A CURRENT MEMBERSHIP AND AUTHORIZATION CARD, YOU CANNOT FIGHT--PER MIDDLE KINGDOM LAW.
4. The only exception is when you are authorizing or re-authorizing, which requires only the membership card.
5. Membership restriction per Article VII Authorization for Combat, Section 104 of Middle Kingdom Law:

VII-104

Only persons who are current members of the Society for Creative Anachronism, Inc. are authorized or are allowed to be authorized to participate in combat activities within the Middle Kingdom. Persons who are not current members of the Society for Creative Anachronism, Inc. who may be authorized in other kingdoms are not authorized within the Middle Kingdom.

6. Out of Kingdom Authorizations
 - a. This law does not prohibit honoring out-of-kingdom authorizations, only that visitors who become permanent residents must become members if they wish to be authorized in the Middle Kingdom. Out-of-kingdom visitors may participate in Middle Kingdom martial activities upon showing proof of authorization, as applicable, and subject to the policies above. Again, Marshals and list officials are cautioned to report visitors who appear to be taking advantage of this flexibility.
7. Out of kingdom authorization cards
 - a. Out of kingdom authorization cards will be honored until they expire in those situations where the participant has recently become a permanent resident of the MidRealm. The participant may then apply to the Regional Marshal for that activity for permission to directly transfer their authorizations to the closest MidRealm equivalents. The Regional Marshal will either approve the request on a case-by-case basis and forward to the Clerk of the Roster or direct the participant to re-authorize.

End Reports