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1 Accessibility

If it can be safely done, it should be done.

Marshals should recognize that not all disabilities are visible.

Medical documentation is not required.

Accessibility issues are to be handled with courtesy, respect, and confidentiality.

1.1 General

1. The SCA is committed to promoting inclusion and equity in our martial activities. Safe and approved variations to weapons, equipment, and conventions are allowed for enabling participation.
2. Upon request, marshals should make reasonable accommodations, within limits of safety, for adaptive equipment or conventions. Only a warranted marshal can make this determination.
3. Please reach out to your kingdom and local branch Diversity, Equity, Inclusion and Belonging (DEIB) officer and marshals to explore options.

1.2 Accommodation examples

To provide a starting place for discussion, the following examples are a partial list of approaches that have been used.

1. Authorization - requesting a verbal test rather than a written test, and vice versa.
2. Fighting from a seat or platform (must be safe for the type of combat)
3. Legged: stay standing, and the struck leg is planted/not moved
4. Hand signals or flags

1.3 Other best practices

1. Locations for practices and events should:
   (a) be in safe neighborhoods with safe routes to get there
   (b) include well-lit parking areas
   (c) have bathrooms large enough to change clothes in, for all genders.
2. Dedicated warm-up time at tournaments: Have 30-45 minutes of dedicated warm-up time before tournaments, with dedicated marshals and identified practice fighters to make it easy to find a sparring partner.

2 Authorization

2.1 General

1. This martial discipline requires you to officially demonstrate competence and the required level of safety before allowing you to participate in competitions or other activities outside of formal training. This process is called authorizing. You do not have to be good, but you do have to be safe - i.e. not be a danger to yourself or others.
2. Competence in one activity or discipline does not automatically mean competence in another martial activity, and you will have to authorize for each discipline. Each martial discipline can require separate authorizations for different types of activities or weapons.
3. Kingdoms can set their own additional requirements for what activities or weapons within this discipline require separate authorization, as long as they meet the minimum requirements of this handbook.
4. Kingdom Earl Marshals are required to ensure that a register of authorizations for the kingdom is maintained and that a way to prove valid authorization is available to marshals and lists officials.
5. Kingdoms can set their own authorization processes for conducting authorizations for this discipline, as long as the process tests the knowledge and competencies required in this handbook.
6. Authorization is not required to participate in classes or practice sessions while you learn to become competent, but you must complete any waivers, indemnities or other required documents beforehand.
7. The Society Marshal, Kingdom Earl Marshals, and their respective Deputies are responsible for ensuring processes are followed, all the checks and documentation were completed, and appropriate marshals and other people were included.

2.2 Out-of-kingdom authorizations

1. If you are visiting another kingdom, your equivalent authorizations will be recognized. You must follow the local kingdom's conventions and standards for armor, weapons, and equipment in order to participate in that kingdom's activities.
2. If you move to another kingdom, your equivalent authorizations may be recognized for up to 6 months. After 6 months, you will need to authorize under your new kingdom's processes.

3. Kingdoms are allowed to issue authorizations only to persons who reside within their established boundaries. The following exceptions are allowed:
   (a) If your kingdom does not have an active program in an approved martial discipline, you could be authorized for that program in another kingdom. This requires:
      - Approval of your Kingdom Earl Marshal, and
      - Approval of the Kingdom Earl Marshal of the sponsoring kingdom, and
      - Approval of the sponsoring Kingdom Deputy Marshal for that discipline (if applicable).
      - The sponsoring kingdom will issue the authorization, and maintain a record and administer it in the same manner as other resident authorizations.
   (b) If your kingdom does not have a category or weapons form within a martial discipline, you could be authorized for that category/weapons form in another kingdom. This requires:
      - Approval of your Kingdom Deputy Earl Marshal for that Discipline, and
      - Approval of the sponsoring Kingdom Deputy Earl Marshal for that Discipline. (If no Deputy, then the Kingdom Earl Marshal.)
      - The sponsoring kingdom will issue the authorization, and maintain a record and administer it in the same manner as other resident authorizations.
4. If you are formally recognized as a subject of a kingdom in which you do not reside, your authorizations are under the jurisdiction of that kingdom.
   (a) Formal recognition that you are a subject needs to be recorded as per the requirements of the SCA Governing Documents and kingdom law and custom.

2.3 Authorizing minors

1. The minimum age, required documentation, and participation requirements for each discipline is listed in each handbook under “When you are allowed to participate.”
2. If you are below the age of majority in your jurisdiction, your parent or legal guardian must watch the activity you want to authorize in, and discuss with a warranted marshal for that activity what your participation in the activity will mean so that they understand the risks to you.
3. The marshal who authorizes a minor person for any form of Society martial-related activity must be the Kingdom Earl Marshal or the Principality Earl Marshal Marshal, the Kingdom or Principality Deputy for that martial activity, or a deputy designated by the Kingdom Earl Marshal to conduct minor authorizations, and they must be an authorizing marshal for that discipline.

2.4 Authorization process requirements

2.4.1 General

1. An authorization process must include the following:
   (a) completion of any required paperwork (waivers, etc.)
   (b) passing a verbal (or written) theory test, and
   (c) passing a practical test.
2. The goal of this process is to ensure the authorizing participant understands the rules and is not a danger to themselves or others - it is **not** a test of the participant's skill level. They only need enough basic skills to demonstrate the ability to participate according to these rules without endangering themselves, their opponents, or anyone else.

2.4.2 Documentation

1. Before an authorization test, the authorizing participant must complete any waivers, indemnities, or other required documents for participation in SCA martial activities. The authorizing marshal must be satisfied that this has been done before they can begin the test. For more detailed information on waivers, see Corporate Policies of the SCA, Inc., section IV – VI.
2. Authorizations must be registered and tracked according to your kingdom's procedures.

2.4.3 Theory test

1. The authorizing participant must be able to demonstrate knowledge and understanding of the rules of the Society and kingdom that relate to martial activities:
   (a) Rules of the Lists of the SCA
   (b) Equipment standards for the discipline. Armor, weapons, and/or other equipment relevant to the specific activity being tested.
   (c) The conventions, expected behavior, and responsibilities of the discipline
   (d) Kingdom-of-residence specific conventions
   (e) Kingdom-of-residence specific equipment standards

2.4.4 Practical test

1. The authorizing participant must demonstrate the ability to participate according to these rules without endangering themselves, their opponents, or anyone else. This includes:

(a) demonstrating the ability to maintain their temper, control, calibration, and safety under stressful and difficult situations, as well as normal competition or activity conditions

(b) demonstrating appropriate technique (such as calibration of blows) and acceptable behavior on the field, range, or arena.

(c) listening to and responding to the direction of the marshals.

2.4.5 Marshals

1. Only a marshal who is warranted for authorizing participants in this discipline is allowed to perform the authorization.
2. The authorizing marshal must conduct or review the theory test and confirm that they have passed, witness the practical test, and confirm they meet the required competencies before approving the authorization.

2.4.6 Two person integrity rule

1. All new or significantly lapsed authorizations require 2 people in that activity to be part of the authorization process:
   (a) One must be a warranted marshal who can authorize participants in the activity/discipline.
   (b) The other must be a warranted marshal or an authorized participant in that weapon form/activity/discipline.
2. For areas with limited access to marshals who can authorize, video (live or recorded) is allowed to be used to satisfy these requirements.
   (a) Recorded video must include enough time, visual angles, lighting, and sound to enable the remote marshal to make an informed decision.

2.5 Proof of valid authorization

1. You must show proof of valid authorization for the activity to any marshal or list official who requests it before participating in any martial activity that requires authorization, outside of formal training (e.g. practice or classes).
2. Proof of valid authorization could include a physical card, a list or an entry in an electronic database, depending on your kingdom's processes.
3. If your jurisdiction requires waivers, your authorization is not valid if you do not also have a current waiver on file.

2.6 Expiry and renewal

1. Kingdoms may determine the authorization period, but not exceed 4 years.

2. You must demonstrate your competence in the practical components, and be re-tested for your theory knowledge at least every 4 years to maintain your authorization.
3. Renewing an existing or recently expired authorization only requires one warranted marshal who can authorize participants in order to complete the process.

3 Expected behavior and responsibilities

1. You are responsible for, and must have control over your behavior, actions, and techniques at all times.
2. You must follow the rules in this handbook, and the instructions and decisions of the marshals. If you do not, you can be removed from the field, excluded from the activity, or face further actions. (See Managing misconduct.)
3. If you have a disagreement with the marshals, leave the field or wait until after the activity, then use the appeals process described in this handbook. (See Managing misconduct.) Do not let your disagreement get in the way of the activity continuing.
4. You are expected to behave in a courteous and chivalrous manner to everyone else.
5. You must not take deliberate unfair advantage during an activity, including:
   (a) taking advantage of an opponent's chivalry or safety-consciousness
   (b) breaking or misusing rules to gain advantage
   (c) ignoring well-struck blows
   (d) calling “Hold!” when you are at a disadvantage
   (e) engaging in other forms of cheating.
6. You must not take part in any Society martial activity with intent to harm a person or deliberately damage equipment.
7. Since fighting with real weapons is forbidden at Society events, threatening the use of such weapons is also expressly forbidden.
8. If you do something that leads to actual injury of another participant, it must be reported to the marshals, and you could face further action.

4 Experimentation

4.1 General

1. Experiments with new weapons, materials, and martial formats can be conducted to advance martial activities in the Society. Experiments that modify existing rules and standards can also be conducted.
2. These must be well documented and monitored, with quarterly updates.
3. Before any experiment can be used at Society events or practices, a test plan must be submitted to and approved by the Society Marshal or a designated deputy.
4. Kingdom Earls Marshal can allow limited testing of experiments within a kingdom after they have received approval from the Society Marshal.
   (a) Affiliate kingdoms will also need approval from their governing body.
5. Once per quarter throughout the test period, the Kingdom Earl Marshal or Deputy in charge of the program must update the Society Marshal on the progress and results of the testing.
6. At the end of the test period, the Kingdom Earl Marshal or Deputy in charge of the program must provide the Society Marshal with a test summary.
7. The Society Marshal, after consultation with the appropriate Deputy and Kingdom Earls Marshal, must determine if the experiment is suitable for regular inclusion in SCA martial activities.

4.2 Plans

1. Experiment plans must include:

   Header Program name, point of contact, type of program, and approval signatures (with dates) of the Society Marshal and applicable Deputy Society Marshal

   Overview What, why, and historical context.

   Administration approach Society level, Society plus kingdom level, or Kingdom level. Includes how the program will be managed and by whom, how participants will be approved, and reporting.

   For materials Specifics on construction (e.g. materials used, how it is assembled, etc.).

   Samples should be submitted to the Society Marshal or designated deputy.

   If requested, samples will be returned to the submitting party at the end of the test period, unless otherwise specified.

For martial formats Initial proposed equipment, armor, weapons, and conventions, plus participation and marshal requirements.

For modifications Existing rule/standard, and proposed wording for modified rule/standard.

Restrictions All restrictions that will be imposed on the experiment.

Risk and mitigation plans What risks have been identified and what plans do you have to mitigate them.

Goals, metrics, schedule How will you measure success? How will you measure progress and capture potential issues? What is the timeline (including phases, if applicable).

2. Details in each of these elements could evolve over the course of the experiment, and should be noted in the quarterly reports.
3. Significant changes will need to be re-approved by the Society Marshal or designated deputy.

4.3 Allowed limited testing

1. For experimental martial formats, restrictions on participation must be identified in the plan.
2. For weapons and materials, limited testing means the weapon or material is allowed to be used at an SCA practice, tourneys, and in small melees, but only after all participants and marshals have been informed of the weapon or material being tested and that it is not approved for general SCA use.
3. All participants and marshals must consent to the use of experimental weapons or material before combat/activities begin.
   (a) If any of the marshals or participants object to the use of the material or weapon, the material or weapon cannot be used in that fight or battle or activity.
4. All experimental weapons and materials must be marked with alternating bands of red and green tape totaling 6 inches (152 mm) in length. These bands must be visible while it is being used.

4.4 Test summary

The summary must include a recommendation, data and analysis, including participation, injuries or incidences, and any concerns from participants and marshals recorded during the testing.

4.5 Administrative controls

Experimental programs can be managed at one of three levels, depending on risk and participation levels. All programs require the approval of the Society Marshal.

- Society level
- Society plus kingdom level
- Kingdom-only level

4.5.1 Society level

1. Used to mitigate higher risks, and to ensure consistency of training and conventions across kingdoms.
2. The Society Marshal (or delegated Deputy Society Marshal) will appoint a Program Deputy in charge of the experiment.
3. Marshals are approved and warranted by the Program Deputy in conjunction with the Society Marshal (or delegated Deputy Society Marshal).
4. Participants are approved by the Program Deputy in conjunction with the Program Marshals.
5. The Society Marshal can veto a marshal/participant (with documented cause).
6. The Program Deputy maintains a roster of marshals and participants, and is responsible for data collection and reporting.

4.5.2 Society plus kingdom level

1. Used to mitigate moderate risks, and/or to ensure consistency of training and conventions across kingdoms.
2. The Society Marshal (or delegated Deputy Society Marshal) will appoint a Program Deputy in charge of the experiment, and works with the kingdom marshalate for administration.
3. Marshals are approved and warranted by the Program Deputy in conjunction with the Kingdom Earl Marshal (or designated deputy).
4. Participants are approved by the Program Deputy in conjunction with the Kingdom Earl Marshal (or designated deputy).
5. The Program Deputy maintains a roster of marshals and participants, and is responsible for data collection and reporting.

4.5.3 Kingdom-only level

1. Used for programs with low risk.
2. The Kingdom Earl Marshal will appoint a deputy or point of contact to oversee the experiment.

3. Marshals are approved and warranted by the Kingdom Earl Marshal or designated deputy.
4. The kingdom maintains a roster of marshals and participants, and is responsible for data collection and reporting.

5 Handbook updates

5.1 Overview

These rules are designed to ensure updates and synchronization of Society and kingdom handbooks within reasonable timelines, minimize effort and duplication, and allow for local kingdom customization.

5.1.1 Applicable policies

1. Changes to the Society Marshal's Handbooks must be approved by the Board of SCA Inc. as the handbooks are Society Officer Policies under Corpora.
2. As per Corpora, kingdoms are allowed to define additional requirements, standards, conventions, marshals, or types of authorization (such as weapons forms) as they deem necessary.
   (a) Kingdoms are not allowed to reduce or disregard the requirements and standards delineated in the Society Marshal's Handbooks without a variance from the Society Marshal that is approved by the Board of SCA Inc.
   (b) All kingdom additions and changes must be submitted to the Society Marshal or the appropriate Deputy Society Marshal to check for conflict.

5.1.2 Wiki instances and access

1. The handbooks contain content that is and needs to continue to be consistent between all disciplines. Editing of this global content is restricted to the Society Marshal and their Deputies.
2. SCA Inc. kingdoms will have edit access to their kingdom-specific pages and sections. The Kingdom Earl Marshal must designate people to receive editing access.
3. Affiliates can have separate wiki instances to ensure handbooks and changes are approved according to the processes required by their governing body, and meet the requirements of local real-world laws. The Kingdom Earl Marshal must designate people who receive editing access.
4. Alternatively, kingdoms may submit changes to the Society Marshal's office or designated deputy for kingdom changes if they do not wish to edit it themselves.

5.2 SCA Inc. (United States and Canada) process

1. Updates to the Society Marshal's Handbooks should be submitted to the Kingdom Earl Marshals at least one month before submission to the Board.

2. Updates to the Society Marshal's Handbooks must be submitted by the Society Marshal to the Board of SCA Inc. for approval.
3. Once approved, the following changes are effective immediately:
    - Increases in requirements and standards
    - Removal or prohibition of weapons/armor/equipment
4. Once approved, the following changes are phased in and automatically effective in 60 days:
    - Reductions/removal of requirements or standards
    - Changes to conventions
    - The 60-day window provides kingdoms the opportunity to evaluate and update any related kingdom-specific rules. Kingdoms may opt to adopt the changes immediately.
5. Updates to the official Society Marshal's Handbooks and the SCA Inc. Wiki(s) will be done automatically based on the above criteria. Longer timelines may be granted by the Society Marshal.
6. Kingdom-specific content will not be changed automatically, but should be reviewed by the kingdom for potential changes or compliance.

5.3 Affiliate / Country-specific provisions and process

1. Updates to the Society Marshal's Handbooks must be discussed with affiliates before submission to the Board of Directors. This is to support and be in compliance with Society rules and operating agreements. For situational awareness, these may include:
    (a) The Kingdom Earl Marshal must ensure that their governing body has opportunity to provide feedback.
    (b) The Board of Directors must confirm that the affiliate has been consulted before approving any updates to Society Officer policies.
2. If a provision of the Society Marshal's Handbooks proves inapplicable in the affiliate's territory due to differences between local and U.S. law, the affiliate's governing body must bring that provision to the attention of the Board of SCA Inc. so that an exception can be duly noted or a change to the handbooks made, as appropriate.
3. If the change or addition negatively impacts the culture or societal norms of the affiliate(s), or is significantly impractical to implement, the affiliate can make a request to SCA Inc. that implementation be deferred. The request should be made to the Society Marshal and the affiliate's ombudsman.
    (a) SCA Inc. must not unreasonably withhold a deferral. A deferral will be valid from the date that SCA Inc. receives the request from the affiliate until the final outcome is determined, after a good faith discussion between the parties.

(b) After a good faith discussion between the parties, SCA Inc. must publish a final determination as to whether or not the changes are required to be enacted by the kingdom in the affiliate(s) jurisdiction.

(c) Affiliates must update or modify their kingdom handbooks according to the determination, following their rules and procedures.

6 Holds

1. The call of “Hold!” is used to stop the activity because of a safety issue. Safety issues might include (but are not limited to):
    - a problem with someone's weapons or protective equipment, such as weapons that break, or fail in any other way that they feel is unsafe;
    - an injury;
    - someone about to cross a boundary;
    - an unexpected hazard on or near the martial activity's field.
2. The call of “Hold!” can also be used to announce the end of a bout/combat, e.g., when victory conditions have been met.
3. Anyone can call a hold, including you, your opponent, the marshal or a spectator, if that person believes someone's safety has been or will imminently be at risk due to the martial activity.
4. When you hear “Hold!”, everyone on the field should:
    - stop what you are doing, look around to ensure you are not in danger or placing others in danger; and
    - either stay in place or move to a safe location as appropriate
    - repeat the call of “Hold!”; then
    - secure your weapons safely, in a non-threatening position.
    - Follow the instructions of the marshals.
5. The marshal (or the person supervising the field) will announce when the activity can start again.
6. If a hold was caused by your equipment failing, you must correct this failure before you can return to the activity.

7 Injury procedures

7.1 General

1. When an injury occurs in a designated martial area (e.g. field, range, or arena), it should always be remembered that the primary concern is getting to and assisting the injured party.
2. Secondary to this objective, but no less important, is the safety of persons entering the area to help, and the well-being of anyone already in area.
3. The SCA does not officially render treatment. It is not the responsibility of the marshal to render treatment.

7.2 On the field

1. If you, or someone near you on the field is injured or you think they might have been injured, call a hold to stop all activity in the area and then the marshal will determine the proper course of action.
   (a) If it is practical, the activity can resume in other areas of the field, if the safety of the injured person and responders can be maintained.
2. The safety of Responders is a priority. They must wait until the marshal has stopped the activity and given the go-ahead, so that they can safely enter the field.
3. In the event of an emergency, everyone must cooperate with personnel responding to the emergency and keep the area clear of would-be spectators.
4. It is an extremely serious matter to delay the application of first aid when it is needed. Marshals who ignore injuries, or participants who intentionally interfere, may be subject to SCA sanctions.

7.3 Treatment

1. If the injured person is an adult, they must be asked if they would like assistance. You cannot make a conscious person accept treatment without their consent.
2. In most countries, if the injured person is a minor, emergency treatment has implied consent that doesn't require the parent's or legal guardian's permission, though if they are present they should be asked.
3. Parents or legal guardians must be asked for their consent for non-emergency treatment for their minor, though the minor might be old enough to provide their own consent (varies between country and state).

(a) If the parent or legal guardian is not present, the designated adult named on the minor's “Medical Authorization Form for Minors”, or equivalent document, should be asked for consent.

4. If a person is unconscious and there is no immediate safety issue, only medical responders should attempt to move the person. Otherwise, the marshal-in-charge should be informed and consent to their being moved.

7.4 Return to the field

1. If your injury involves free flowing blood, you must leave the field immediately and you are not allowed to return until the flow of blood has been stopped.
   (a) Any weapons or equipment that have visible blood on them must be cleaned before they can be used again.
2. If your injury includes any level of suspected concussion (even without loss of consciousness), we strongly recommend you follow international sporting guidance on managing your return to the activity. I.e. Be symptom free for 14 days before return to any contact training, and wait at least 21 days (and have been symptom free for 14 days) before return to competitive contact activities.
3. If your injury includes a period of unconsciousness, you will not be allowed back onto the field for remainder of the event (including multi-day events) and you are encouraged to seek immediate medical attention as loss of consciousness due to injury is a medical emergency.

7.5 Reporting

Injury reporting information is found in Reporting requirements.

8 Inter-kingdom events

8.1 Overview

1. Martial activities at large events that are jointly operated by two or more kingdoms (usually through a written agreement, such as a charter or treaty) must meet the minimum standards defined in the Society Marshal's Handbooks.
2. These events can define additional requirements, standards, conventions, or marshals, as they deem necessary, but cannot reduce or disregard the requirements and standards delineated in the Society Marshal's Handbooks. These can typically be found on the event's website or gatebook.

8.2 Before the war

1. The general rules under which the war will be conducted, compromises between conflicting kingdoms' standards, and the scenario limits for any planned battles must be negotiated and agreed to in writing in advance by the authorized representatives of all belligerent groups involved.
   (a) The differences between the attending kingdoms must be discussed, and compromises and clarity in the rules and scenarios regarding those differences must be worked out.
2. Equipment, armor and weapons standards, and conventions will default to Society minimum standards unless changed by agreement and specified in the event rules and scenario limits.
3. The rules and scenario limits must be published in the appropriate SCA channels.
   (a) For inter-kingdom wars, notices must be published according to SCA publication policy by the groups involved.
   (b) These should be published at least 30 days before the event.

8.3 At the war

8.3.1 General

1. The rules and agreements must be available on-site.
2. Each side in a war must provide a reasonable number of trained and experienced marshals. If not enough marshals are available, the sides must source marshals from within their armies.

8.3.2 Before battles

1. All marshals must be separately briefed before the meetings of all participants. Marshals should also attend the participant briefing.
   (a) Emphasis at this briefing should be on:
      - confirming the rules and scenario limits for each battle,
      - identifying hazards related to inter-kingdom differences, the scenario limits and to the actual terrain.
   (b) There must be an understanding among the marshals regarding the rules and scenario specifics, and any possible safety issues that may arise.
2. All participants must gather to have the rules and the scenario limits explained to them, and any questions should be answered.
   (a) Emphasize any inter-kingdom differences, explaining which rules will apply at this event.
   (b) Explain any changes from publicized rules and scenarios.
   (c) If the scenario limits vary radically from battle to battle, you may need to brief everyone before each battle.
3. Equipment inspection must take place before combat starts, with particular emphasis on any modifications due to conflicting kingdom standards.

8.4 Marshal-in-charge of a war

1. A marshal-in-charge of the war must be chosen for each war.
2. The marshal-in-charge of the war should endeavor to be available to respond to issues with other activities and disciplines. If they are engaging in a martial activity or otherwise unavailable, they should designate a deputy to handle issues while they are not available.
3. The marshal-in-charge of the war is responsible for the activities of the marshals in their charge.
4. The marshal-in-charge of the war should work with the stewarding team to connect to notification services in case there is a need to inform the event of a safety or schedule change. The Crowns of the assembled kingdoms are also an excellent resource to notify their populace.

9 Introduction

9.1 Overview

SCA martial activities provide participants the chance to recreate the skills, techniques, and exploits of martial endeavors that occurred pre-17th century.

These include:

- Armored combat (rattan) - fighting in armor with weapon simulators made of rattan (a springy bamboo-type of wood). Battles also include siege engines, and combat safe versions of archery and thrown weapons.
- Armored combat (rebated blades) - fighting in armor with blunted steel weapons, with percussive but no thrusting attacks.
- Rapier combat - “unarmored” combat with blunted steel blades, which includes thrusting and cutting attacks.
- Cut and thrust combat - “unarmored” combat with blunted steel blades, which includes thrusting, cutting, and percussive cut attacks.
- Combat archery - specially constructed blunted arrows are used in battles and melee scenarios. These are included in armored combat (rattan), rapier combat and cut and thrust combat.
- Target archery - Competitions of various targets and scenarios, including clout shoots, moving targets and more. Includes handbows, crossbows, and atlatls. Mounted archery is included in equestrian activities.
- Thrown weapons - knives, axes, spears, javelins, slings, and plumbatae are used in competitions of various targets and scenarios. Several of these are also used in equestrian. Safe versions and simulators are also used in armored combat (rattan), rapier and cut and thrust.
- Siege engines - trebuchet, ballista (giant mounted crossbows), and catapults. Includes both target competitions and use in armored combat (rattan) battles.
- Equestrian - Includes mounted versions of the martial activities (armored combat, rapier/cut and thrust, archery, thrown weapons), plus jousting, skill-at-arms, historical games, and historical maneuvers.
- Youth combat - child-friendly versions of adult armored combat (rattan) and rapier combat.

Other activities clearly falling within the scope above are also considered martial-related activities.

9.2 Handbooks

9.2.1 General

1. Each martial activity must follow the Rules of the List, the relevant Society Marshal's Handbook, the SCA Governing Documents (relevant to and operating under local and country laws), and additional rules established by the kingdoms.
   (a) The Society Marshal's Handbooks define the SCA minimum requirements and standards for participants, marshals, administrators, including allowed activities, conventions, weapons, armor, equipment, and authorizations.
   (b) Kingdoms can define additional requirements, standards, conventions, marshals, or types of authorization (such as weapons forms) if they decide those are necessary. However, they cannot reduce or disregard the requirements and standards delineated in the Society handbooks without a variance from the Society Marshal and approved by the Board of SCA Inc. (Corpora IX.A.2)
2. These handbooks are laid out in the following order of information relevant to:
   - **Participants** - How to participate, types of activities and their requirements, conventions (competition guidelines), equipment standards, authorizations, accessibility.
   - **Participants and marshals** - Authorizations, and other safety related information (heat, concussions) and procedures (injuries, misconduct).
   - **Marshals** - Requirements, types of marshals, roles and responsibilities/chain of command, how to do inspections and marshaling. Marshals ensure participants and equipment comply with SCA rules, conventions and established standards.
   - **Administration** - Reporting, insurance, inter-kingdom events, and experimental programs.
3. These rules are subject to change or clarifications.
4. The official versions of the Society Marshal's Handbooks can be found at `https://www.sca.org/resources/document-library/#marshal`.
5. Kingdom-specific rules are denoted by the kingdom's name and shading (online format) or with **blue text** (PDF).
6. Additional kingdom-specific information can be found on each kingdom's website.

9.2.2 Use of particular words

Throughout these handbooks, particular words have specific meanings.

1. When we say “we” and “our”, we mean the marshalate.
2. When we say “you”, we mean the person who needs to follow this rule.

3. When we say “shall” or “must”, we mean that it's compulsory, it's an absolute requirement.
4. When we say “shall not” or “must not”, we mean it is absolutely not allowed or prohibited.
5. When we say “should” or “recommended”, there may be valid reasons in particular circumstances to ignore it, but the full implications must be understood and carefully weighed before choosing a different course.
6. When we say “should not” or “not recommended”, there may be valid reasons in particular circumstances when the action is acceptable, but the full implications must be understood and carefully weighed before doing so.
7. When we say “may”, we mean that it is optional. You can choose to do it, or you can choose not to.

9.2.3 Application of the rules

1. These handbooks contain vital and required information, rules, standards, conventions, and procedures meant to promote safe and effective participation in SCA martial activities. However, they cannot cover every situation or scenario, or replace common sense, good judgment, and empathy.
2. If there is a question when applying these rules, marshals should choose the answer that promotes the greatest degree of safety for everyone, while being flexible and creative to enable participation to the maximum extent possible.
3. When not otherwise directed by the Crown, the Crown's representative upon the field and in all matters dealing with Society martial activities is the Kingdom Earl Marshal and, by delegation, warranted members of the kingdom marshalate.
   (a) Unless otherwise directed by Kingdom Law, the Crown's representative upon the field and in all matters dealing with martial activities within a discipline is the Kingdom Earl Marshal, the Kingdom Deputy Earl Marshal for the discipline, and, by delegation, warranted members of the kingdom marshalate.
   (b) The discipline marshalate has jurisdiction over all SCA martial activities for that discipline.

9.3 General rules

1. All participants, marshals, and administrators of martial activities in the SCA are responsible for knowing these rules, as well as any additional rules of:
   (a) their kingdom (i.e. your local chapter),
   (b) out-of-kingdom rules - if you are visiting or moving to another kingdom
   (c) inter-kingdom events you are attending.
2. Many of our martial disciplines require you to officially demonstrate that you have the basic competence to not be a danger to yourself or others. This must

be done before allowing you to participate in competitions or other activities outside of formal training. The demonstration and the accompanying documentation to record it is called “authorizing”. Once completed, you are “authorized” for a period of time determined by your kingdom.

3. Marshals have the authority to regulate the movement of non-combatants on and near the field and to control the location of spectators.
4. Additional policies and requirements of the SCA in general can be found at www.sca.org/resources/

9.4 Inter-kingdom activity

9.4.1 Out of kingdom

1. If you are visiting another kingdom, you must meet that kingdom's standards for protective gear, weapons, equipment, and conventions set out in their rules in order to participate in that kingdom's activities.
2. If you move to another kingdom, your equivalent authorizations will be recognized for up to 6 months. After that time, you will need to authorize under your new kingdom's processes.

9.4.2 Inter-kingdom events

1. Martial activities at large events that are jointly operated by two or more kingdoms (usually through a written agreement, such as a charter or treaty) must meet the minimum standards defined in the Society Marshal's Handbooks.
2. These events can define additional requirements, standards, conventions, or marshals, as they deem necessary, but cannot reduce or disregard the requirements and standards delineated in the Society Marshal's Handbooks. These can typically be found on the event's website or gatebook.

9.5 For newcomers - How do I participate in martial activities at an SCA event?

1. When you arrive on site, you will need to find the “Gate”. This is where you complete any sign-in requirements to attend. This typically includes:
    - Signing a general waiver, or showing proof that you have one on file (for example, proof of current membership).
    - If there are SCA equestrian activities, everyone will need to sign the equestrian waiver regardless of membership, and whether or not they are participating in any equestrian activities.
    - For people under the legal age of majority, additional documents may be required.

    - For events in kingdoms outside of the United States, waiver requirements vary.
2. For most tournaments, you will need to register to compete. This is commonly referred to as “signing in at the Lists table”.
3. If you have questions about martial activities, including the format of the practice or competition, ask to talk to the marshal-in-charge.
4. Before engaging in any martial activity, your weapons, equipment and protective gear must be inspected and approved by a marshal warranted for this purpose and activity. This is commonly referred to “armor and weapons inspection”.
5. Some martial activities require an “authorization” to enter a competition or other organized activities at events. *(Note: authorizations are not required to participate at official practices or classes.)* You will need to show proof of your authorization before being allowed to compete or participate in those activities. This proof could be a physical card or provided electronically, depending on your kingdom's process.
6. For all activities, follow the marshals' instructions. They will direct the combat and other martial activities. For competitions, heralds will often announce the order of competition and introduce people on the tournament field. Lists officers are people who record and track the results.

10 Managing misconduct

10.1 Concepts

1. Many sports include a mechanism for removing and excluding a player (being sent-off) for misconduct for a period of time, or a game or two, such as football/soccer's red cards, or ejection from a gridiron football game or baseball, benching a player, etc.
2. If there is unacceptable behavior, whether as a participant or a marshal, a warranted marshal can decide that you are no longer acceptable to be on the field, and exclude you from taking part for a period of time.
3. The exclusion could be as simple as sitting out a round to regain your temper, rehydrate and have some food, or could be longer, such as exclusion from the rest of the competition, the remainder of the activity for a day, or the rest of a multi-day event.
4. In addition to removing an unsafe combatant from the field at the time, long term sanctions are also available.
5. As you go up through the chain of command, the marshallate has the ability to exclude you from a larger scope of activities.
6. If you are in the chain of command, you can and should recuse yourself from the decision-making process any time you don't feel comfortable making the decision, or are not sure you can make a decision fairly. If you are involved in the incident or have a conflict of interest, you should consider if you need to recuse yourself to maintain the integrity of the office. Conflicts of interest must be included in the incident reporting.
7. Any marshal can resign from a position at any time, without dishonor or penalty. (As per the Rule of the Lists - "No one may be required to participate in martial activities.") You are not required to marshal if you are not comfortable with the responsibilities.

10.2 Sanctions

1. Possible sanctions include but are not limited to:
    - Excluding or limiting the ability of an individual to participate in an activity, tournament, or scenario,
    - Revoking the authorization of an individual to fight with a particular weapon,
    - Revoking the authorization of an individual to fight in a discipline or multiple disciplines,

- Revoke the ability of an individual to participate in activities that don't require authorization, such as training, pick-ups, or practices,
- Recommendation to the Crown to banish the individual from participation in events,
- Recommendation to the Board to banish the individual from the Society and its activities.

2. A removal or exclusion from a martial activity at an event does not automatically revoke or suspend a person's authorization.
3. Sanctions which revoke or limit the ability of a person to participate (e.g. removal or exclusion) for no longer than a single event (even if the event is a multi-day event or war) are not “administrative sanctions” as discussed in the Society Sanction Guide, and do not follow procedures for administrative sanctions.
4. Sanctions which revoke or limit the ability of a person to participate for longer than one event are Administrative Sanctions, and must follow the processes in the Society Sanctions Procedures and Policies Manual.
5. Procedures outlined in kingdom law or kingdom marshal policies shall be adhered to when sanctioning any person.

10.3 When there is an incident

10.3.1 General

1. This section is meant to read from the perspective of your role in marshaling an activity. Read the part that applies to your role to understand what you need to do. You can read the other roles to get an understanding of what happens after you have done your part.
2. Usually, participants are more than willing to correct any problems or breaches of the rules pointed out by a marshal. The desired solution is to get the problem fixed.
3. You should enforce the rules regardless of the rank, title, or office of the participants.
4. If you are in need of support, you can call on (in order of escalation)
   - Any other marshals who are present (especially the marshal-in-charge).
   - A regional, deputy, or principality Earl or Knight Marshal.
   - The kingdom Earl Marshal
   - The local Seneschal
   - The principality or kingdom seneschal
   - The Crown

5. If the violation cannot be stopped, convince the marshal-in-charge and the local seneschal to end the event.

{In the unhappy event that you find it necessary, follow the escalations below to take appropriate action. If you are...

10.3.2 Anyone

1. Anyone, whether adult or child, authorized or not, spectator or field marshal, or otherwise taking part in any martial activity who sees something unsafe, or potentially unsafe, can call “Hold!”.
2. Once the activity has paused, find the nearest marshal to explain what you saw / why you called hold.
3. If you believe that there needs to be further action taken, you can make this recommendation to the marshal.

10.3.3 A warranted marshal

1. If there is an issue before the activity:
   (a) Point out the violation and ask the participant to correct it.
   (b) In the case of missing or inadequate armor or equipment, do not allow the participant onto the field until it has been fixed.
2. If there is an issue during an activity, you are allowed to stop the bout/round, and point out any violations and give an opportunity to correct the issue, and if necessary, remove the offending person/people for the remainder of that bout/round.
3. Cautions or warnings can given for grappling during combat, moving out of bounds etc.
4. Brief “time outs” can be given to participants exhibiting signs of distress (heat, fatigue, dizziness, etc), or loss of temper, who should be asked to leave the field until they have recovered or cooled off.
5. Removal or exclusion can be used for violation of the rules. This includes, but is not limited to:
   - not accepting blows
   - excessive blows
   - ignoring the rules of engagement
   - discourteous behavior
   - behavior that is dangerous to participants,
   - an action which forces their opponent to retire from the field due to an injury.
6. If the issue is resolved with discussion, this could be the end of the matter.

7. If you are removing or excluding someone, you must explain why, including being able to point to the rule or standard that has been violated.
8. They cannot appeal this, as the bout/round is over at that point.
9. You must report that you have sent someone off to the marshal-in-charge of the activity, who will report it up the chain of command. Include information about:
   (a) What happened
   (b) What you did
   (c) Whether you believe further action is required.
10. If the marshal-in-charge of the activity determines that you have made an incorrect decision, you can accept that your decision was incorrect, appeal to the next in the chain of command, change your decision, or remove yourself from further marshaling in this activity.

10.3.4 Marshal-in-charge of the activity

1. An incident can come to your attention in a number of ways:
   (a) You see it happen
   (b) You hear about it happening
   (c) It's officially reported to you
   (d) Someone appeals a decision to you
2. Investigate what happened and determine whether the marshals have so far made the right decision. Gather enough information to be able to make an informed decision and be able to explain why you made that decision. Take into account previous known incidents involving the participant(s).
3. You could decide that:
   (a) No further action is required.
   (b) One or more people should be removed or excluded from the remainder of the activity.
   (c) The marshal has made an incorrect decision.
4. If you believe that there needs to be further action taken, you can make this recommendation to the marshal-in-charge of the discipline for the event.
5. Inform them that they are allowed to appeal to the next in the chain of command, change their decision, or remove themselves from further marshaling in this activity.
6. If necessary, you can remove or exclude the marshal from the remainder of the activity.
7. If you are removing or excluding someone, you must explain why, including being able to point to the rule or standard that has been violated.

8. You must explain that they can appeal this decision to the marshal-in-charge of the discipline for the event, or higher, but the exclusion is in effect until a determination is made to uphold or reverse the decision.
9. You must pass the information to the marshal-in-charge of the discipline for the event, who will report it up the chain of command. Include information about:
   (a) What happened
   (b) What you did
   (c) Whether you believe further action is required.
10. If the marshal-in-charge of the discipline determines that you have made an incorrect decision, you can accept that your decision was incorrect, appeal to the next in the chain of command, change your decision, or remove yourself from being marshal-in-charge of the activity.
11. You must include any incidents in your activity reporting.

10.3.5 Marshal-in-charge of the discipline at the event

1. An incident can come to your attention in a number of ways:
   (a) You see it happen
   (b) You hear about it happening
   (c) It's officially reported to you
   (d) Someone appeals a decision to you
2. Investigate what happened and determine whether the marshals have so far made the right decision. Gather enough information to be able to make an informed decision and be able to explain why you made that decision. Take into account previous known incidents involving the participant(s).
3. You could decide that:
   (a) No further action is required.
   (b) One or more people should be removed or excluded from one or more of the activities of your discipline at the event.
      i. You must inform the marshals-in-charge of the activities, so that they know who has been excluded.
      ii. If you believe that there needs to be further action, such as removing them from other martial activities during the event, you can make this recommendation to the marshal-in-charge of the event.
      iii. If you believe that there needs to be further action taken beyond what you have already applied or supported, you can make this recommendation to the Kingdom Marshal for the discipline, or Principality Marshal for the discipline if part of your Kingdom marshalate structure.

(c) The marshal has made an incorrect decision.

i. Inform them that they are allowed to appeal to the next in the chain of command, change their decision, or remove themselves from their marshal role.

ii. If necessary, you can remove the marshal from the remainder of the activities of that discipline at the event.

iii. If you choose to override a marshalate decision made by another marshal who answers to you in the chain of command, you have taken on the responsibility for any incident that then occurs related to your decision.

4. If you are removing or excluding someone, you must explain why, including being able to point to the rule or standard that has been violated.
5. You must explain that they can appeal this decision to the marshal-in-charge of the event, or higher, but the exclusion is in effect until a determination is made to uphold or reverse the decision.
6. You must pass the information to the marshal-in-charge of the event, who will report it up the chain of command. Include information about:
   (a) What happened
   (b) What you did
   (c) Whether you believe further action is required.
7. If the marshal-in-charge of the event determines that you have made an incorrect decision, you can accept that your decision was incorrect, appeal to the next in the chain of command, change your decision, or remove yourself from being marshal-in-charge of the discipline.
8. You must include any incidents in your discipline in your event report.

10.3.6 Marshal-in-charge of the event

1. An incident can come to your attention in a number of ways:
   (a) You hear about it happening.
   (b) It's officially reported to you.
   (c) Someone appeals a decision to you.
2. Investigate what happened and determine whether the marshals have so far made the right decision. Gather enough information, including consulting with subject matter experts, to be able to make an informed decision and be able to explain why you made that decision. Take into account previous known incidents involving the participant(s). A mechanism to achieve this could be holding a marshal's court to gather information and expert advice, and hear about the incident directly from those involved.
3. You could decide that:

(a) No further action is required.

(b) One or more people should be excluded from one or more further martial activities at the event.

i. You must inform the marshals running any further activities at the event, so that they know who has been excluded.

ii. If you believe that there needs to be further action taken beyond what you have already applied or supported, you can make this recommendation to the Kingdom Earl Marshal, or Principality Earl Marshal if part of your Kingdom marshalate structure.

(c) The marshal has made an incorrect decision.

i. Inform them that they are allowed to appeal to the next in the chain of command, change their decision, or remove themselves from their marshal role.

ii. If necessary, you can remove the marshal from marshaling or participation in further martial activities at the event.

iii. If you choose to override a marshalate decision made by another marshal who answers to you in the chain of command, you have taken on the responsibility for any incident that then occurs related to your decision.

4. If you are removing or excluding someone, you must explain why, including being able to point to the rule or standard that has been violated.
5. You must explain that they can appeal this decision to the Kingdom/Principality Earl Marshal, or higher, but the exclusion is in effect until a decision is made to uphold or reverse the decision, or the event is over.
6. You must inform the Kingdom Earl Marshal, or Principality Earl Marshal if part of your Kingdom marshalate structure, and the relevant Earl Marshal for the offending person, if they are from another kingdom.
7. If you believe that there needs to be further action taken, you can make this recommendation to the relevant Earl Marshal for the offending person.
8. You must include the details of any incidents reported to you in your event report.

10.3.7 Kingdom or Principality Deputy for a discipline

1. An incident can come to your attention in a number of ways:
   (a) You hear about it happening.
   (b) It's officially reported to you.
   (c) Someone appeals a decision to you.
2. Investigate what happened and determine whether the marshals have so far made the right decision. Gather enough information to be able to make an

informed decision and be able to explain why you made that decision. Take into account previous known incidents involving the participant(s).

3. You could decide that:
   (a) No further action is required.
   (b) One or more people should have one or more of their authorizations in your discipline suspended or revoked.
      i. If the authorization is not issued by your kingdom, you should make a recommendation to suspend/revoke the authorization to the relevant kingdom/principality's deputy for the discipline.
      ii. If you believe that there needs to be further action taken beyond what you have already applied or supported, you can make this recommendation to the Kingdom Earl Marshal, or Principality Earl Marshal if part of your Kingdom marshalate structure.
   (c) The marshal has made an incorrect decision.
      i. Inform them that they are allowed to appeal to the next in the chain of command, change their decision, or remove themselves from their marshal role at the event.
      ii. If necessary, you can suspend the marshal's warrant for up to 90 days, or as a joint decision with the Crown, revoke the warrant entirely.
4. You must explain why you are suspending or revoking their authorization, which authorization is being suspended/revoked, the duration, and any conditions for how they can regain their authorization.
5. You must explain that they can appeal this decision to the Kingdom/Principality Earl Marshal, or higher, but the suspension/revocation remains in place until a determination is made to uphold or reverse the decision.
6. You must include the details of the suspension/revocation in your report to the Kingdom/Principality Earl Marshal.
7. You must inform the group marshals for your discipline within your kingdom and the Kingdom Deputy for your discipline of any neighboring kingdoms that the participant might visit.
8. If you believe that there needs to be further sanctions applied, follow the sanctions guidelines.

10.3.8 Kingdom or Principality Earl Marshal

1. An incident can come to your attention in a number of ways:
   (a) You hear about it happening.
   (b) It's officially reported to you.
   (c) Someone appeals a decision to you.

2. You must investigate what happened and determine whether the marshals have so far made the right decision. Gather enough information, including consulting with your deputies, to be able to make an informed decision and be able to explain why you made that decision. Take into account previous known incidents involving the participant(s).
3. You could decide that:
   (a) No further action is required.
   (b) One or more people should have one or more of their authorizations suspended or revoked.
      i. If the authorization is not issued by your kingdom, you should make a recommendation to suspend/revoke the authorization to the relevant kingdom/principality's Earl Marshal.
   (c) The marshal has made an incorrect decision.
      i. Reverse the decision.
      ii. If necessary, you can suspend the marshal's warrant for up to 90 days, or as a joint decision with the Crown, revoke the warrant entirely.
4. You must explain why you are suspending or revoking their authorizations/warrants, which authorizations/warrants are being suspended/revoked, the duration, and any conditions for how they can regain their authorizations/warrants.
5. You must explain that they can appeal this decision to the Society Marshal, or higher, but the suspension/revocation remains in place until a determination is made to uphold or reverse the decision.
6. You must include the details of the suspension/revocation in your report to the Society Marshal.
7. You must inform the group marshals within the kingdom, and the Kingdom Earl Marshal of any neighboring kingdoms that the participant might visit.
   - If the fighter is subsequently re-authorized, the group marshals within the kingdom and the Kingdom Earl Marshals shall again be notified.
8. If you believe that there need to be further sanctions applied, follow the sanctions guidelines.

10.4 Marshal's reviews and marshal's courts

10.4.1 Marshal's review

1. A marshal's review can be held at each event where martial activities occur to:
   (a) Identify issues from the day's activities.
   (b) Review potential infractions, and enable experienced marshals to help determine the appropriate actions.

2. The marshal-in-charge of the event should convene the review at the end of the day's martial activities. In the case of an event that spans several days (such as a war), a marshal's review should be held each day.

10.4.2 Marshal's court

1. The marshal-in-charge can choose to convene a marshal's court at any time during an event to deal with incidents or a serious situation as it occurs, as needed.
2. A marshal's court provides for:
   (a) investigation and resolution of incidents from martial activities at the event level
   (b) additional witnesses and expert advice if needed to evaluate a more complex situation.
3. If the marshal-in-charge of the event decides to hold a marshal's court over a matter, the defendant(s) and complainant(s) must be informed that a marshal's court will be convened at the event, and where and when it will be held.
4. The marshal-in-charge must then make the arrangements to hold the marshal's court.
5. The court must be composed of at a minimum:
   - the marshal-in-charge of the event
   - the marshal-in-charge of the discipline at the event in which the incident occurred
   - other warranted marshals that the marshal-in-charge of the event deems relevant to the incident.
6. If any member of the court feels that they have a conflict of interest, they must inform the marshal-in-charge of the event so the marshal-in-charge of the event can note the conflict or choose another warranted marshal.
7. The defendant(s) and complainant(s) are allowed to have a support person present, and be represented by another person.
8. The court must review the complaint, and should seek additional information from witnesses or involved parties.
9. The defendant(s) must be given an opportunity to present their side of the story, and are allowed to call witnesses or involved parties to speak on their behalf.
10. The marshal-in-charge of the event must reach a decision based on the advice of the court. The marshal-in-charge of the event could decide:
    (a) That the defendant was not guilty of any action which requires disciplinary action.
    (b) That there were mitigating circumstances which led to the complaint and that disciplinary action is not necessary.

(c) To warn the defendant that they could face disciplinary action if needed or should the problems which led to the complaint continue.

(d) To remove the defendant from martial event(s) for that day.

(e) To remove the defendant from all martial events for that event.

(f) To also recommend that there needs to be further action taken, beyond the scope of the event.

11. The marshal-in-charge of the event (or their representative) must ensure that a 'Marshal's Court Report' is included in the event report, forwarded to the Kingdom Earl Marshal, with a copy given to the defendant.

12. Any decision by the marshal-in-charge of the event remains in effect until reviewed by the next level in the chain of command.

11 Marshalate - Overview

11.1 General

1. Society events that include martial activities must have at least one warranted marshal, designated by the marshal of the sponsoring branch, in attendance and responsible for those activities. *(Corpora II.D)*
2. For a martial discipline to be included at a Society event, there must be a warranted marshal for that discipline.
3. Marshals support martial activities through ensuring our participants' equipment meets any required safety or game play standards, ensuring that participants are following the rules of the activity, keeping an eye out for safety issues for participants and spectators, and managing the conduct of the activity so that everyone involved can have a good time.
4. There are two categories of marshals:

   Warranted marshals

   - Have been authorized as a marshal and warranted as an officer of the SCA.
   - Can monitor and make decisions about their martial discipline, with designated authorities defined by their kingdom and/or society.

   Unwarranted marshals (aka “field marshals”)

   - Appointed by the marshal-in-charge during an event to assist in tasks that don't require decision making, such as ensuring that boundaries are maintained, or looking for immediate issues of safety.
5. Marshals can be warranted or designated with particular authorities as defined by the Kingdom Earl Marshal, the Society Marshal, and the Society Marshal's Handbooks.
   (a) This can be by discipline (e.g., armored combat vs. rapier combat), by role (e.g., field marshal or authorizing marshal), or other defined roles in the chain of command (e.g., Deputy Earl Marshal).
6. Kingdoms must publish clear procedures outlining authorizing of marshals, types and designated authorities of marshals (e.g. marshal-in-training, authorized marshal, authorizing marshal, etc.
7. Only the Kingdom Earl Marshal, the Kingdom Deputy for the discipline, or their designated deputies are allowed to conduct the authorization of a marshal for a discipline.
   (a) They must witness your authorization process and execute the appropriate paperwork to ensure that the authorization is registered.
8. Once authorized, you must also be be warranted by the Earl Marshal, following the procedures in Corpora, to become a warranted marshal.

(a) Roster warrants are acceptable, and must be updated and signed a minimum of once per reign.

9. All warranted authorized marshals (including Kingdom and Principality Earls Marshal, Society, and their Deputies) must meet Society and kingdom requirements before they can be authorized and warranted in that martial form.
   (a) You are not, and cannot be, automatically authorized and warranted in any martial form solely because you hold an office or an award.
   (b) Rank or bestowed award must not replace formal training and kingdom procedures for training and assessing competency of marshals.
10. You do not need to be an authorized participant in order to be a marshal. (e.g. you can be a non-fighting marshal).

11.2 Warranted marshals

1. A marshal that is warranted (or roster warranted) is an officer of the kingdom or Society.
2. Only warranted marshals that have passed a marshal's authorization are allowed to perform the following duties:
   - Authorize people
   - Perform armor and weapons inspections
   - Give final approval of the suitability of weapons, armor, or equipment
   - Serve as the marshal-in-charge of an event
   - Serve as a marshal-at-large
   - Serve as a local group marshal (e.g. “Knight Marshals”)
   - Serve as Kingdom Great or Lesser Officers (Earl Marshal, Principality Earl Marshal, or a Deputy Marshal for a specific discipline).
3. To be a warranted marshal:
   (a) You must be at least 16 years old.
      i. You must be at least the age of majority to be warranted as a group marshal, authorizing marshal or marshal-in-charge of an event.
   (b) You must be a current paid member of the SCA Inc, or its affiliates.
   (c) You must be an authorized marshal in the discipline you are being warranted for.
   (d) You must show proof of being an authorized marshal to the lists officer or responsible marshal or marshal-in-charge, if requested.

11.3 Expiry and renewal

1. Kingdoms may determine the authorization period of marshals, but not exceed 4 years.
2. You must demonstrate your competence in the practical components, and be re-tested for your theory knowledge at least every 4 years to maintain your authorization.

12 Marshalate - Responsibilities and chain of command

12.1 Chain of command

1. The basic chain of command *(people responsible or accountable for actions and decisions)* for the marshalate is :
    - a warranted marshal
    - the marshal-in-charge of the activity
    - the marshal-in-charge of the discipline for the event *(if position exists)*
    - the marshal-in-charge of the event - see notes
    - the Principality Deputy for the discipline *(if position exists)*
    - the Principality Earl Marshal *(if position exists)* - see notes
    - the Kingdom Deputy for the discipline
    - the Kingdom Earl Marshal - see notes
    - the Society Deputy Marshal for the discipline
    - the Society Marshal
    - the Board of Directors
2. A warranted marshal of that discipline (i.e. subject matter expertise) is required for decisions on:
    - armor, weapons and equipment for that discipline
    - conventions for that discipline, including rules of engagement, use of weapons and equipment, acknowledgement of blows, expected behavior
    - granting authorizations (i.e. assessing competency) for the discipline
    - categories within the discipline
    - types of activities within the discipline

12.1.1 Notes

1. If you are not a warranted marshal for a discipline, you cannot make decisions that requires subject-matter expertise (SME).
2. For roles that includes multi-discipline responsibility and accountability (e.g. marshal-in-charge of the event, Principality Earl Marshal, Kingdom Earl Marshal, Society Marshal):

(a) You should consult a subject-matter expert (SME). You can support the SME recommendation, or, if you disagree with the SME, document the reason.

(b) You should verify and document whether the correct procedures have been followed to manage any issues, that the appropriate subject matter experts were involved and actions are justified, and direct any further appeal (if applicable) to the next person in the chain of command.

3. Kingdom Earl Marshals in affiliate organizations will need to consult with their local organization(s) to choose the most appropriate escalation path.
4. The Society Marshal level has a unique role (see Society Marshal job description), that includes decisions on existing or new martial activities or weapons in which there might not be official subject-matter expertise within the SCA.

12.2 Definitions

Discipline The martial form. Current SCA martial disciplines: armored combat - rattan, armored combat - steel, equestrian, fencing, siege, target archery, thrown weapons, youth combat

Activity E.g. a tournament, a competition, a practice, a battle scenario, a morning of melee combat, etc.

Field Designated area used for martial activities. E.g., list field, battle field, range, arena, etc.

Incident Misconduct (a participant or marshal needs to be disciplined), accident, near miss or mishap, broken equipment, etc.

Injury Damage to the body of a person or equine.

12.2.1 RACI definitions

Responsible Those who do the work to complete the task.

Accountable The one answerable for the correct and thorough completion of the task, the one who ensures the prerequisites of the task are met and who delegates the work to those responsible.

For any martial activity, there must be someone who is accountable for it.

Consulted Those whose opinions are sought, typically subject-matter experts, and with whom there is two-way communication.

Informed Those who are kept up-to-date on progress and decisions.

12.3 Personnel

12.3.1 Non-warranted marshals

1. Appointed to assist in a martial activity by the marshal-in-charge of the activity during an event.
2. Often assist in ensuring that boundaries are maintained, and/or look for immediate issues of safety or behavior.
3. They are not in the chain of appeals.

12.3.2 Warranted marshal

1. A person authorized as a marshal and warranted as an officer of the SCA.
2. They can monitor and make decisions about their martial discipline, with designated authorities defined by their kingdom and/or Society.
3. They are appointed to assist in an activity by the marshal-in-charge of the event or activity.
4. They are responsible for inspecting equipment, monitoring the conduct of the activity and responding to incidents during that activity.
5. They can exclude or remove a person from a bout/round of the activity for stated reason.
6. They may authorize an adult participant for their discipline.

12.3.3 Marshal-in-charge of the activity (“Marshal of the field”)

1. The marshal who is responsible for oversight and management of the marshaling of an activity.
2. They must be a warranted marshal for that discipline.
3. They are appointed by the marshal of the discipline at the event, or the marshal-in-charge of the event, or the event steward.
4. They are responsible for ensuring that the activity can be undertaken, reporting on the activity, and responding to incidents during activities.
5. They are accountable for the activity as a whole.
6. They can exclude or remove a person from the activity for stated reason.
7. They are kept informed by those they have appointed as marshals and non-warranted marshals for the activity.

12.3.4 Marshal-in-charge of the discipline at event

1. The marshal accountable for all of a discipline's activities at an event, whether scheduled or unscheduled. They are not accountable for other disciplines' activities.
2. They must be a warranted marshal for that discipline.
3. They are typically appointed by the event steward or the marshal-in-charge of the event.
4. They are responsible for oversight and management of the marshaling of all activities for that discipline at the event.
5. They are responsible for dealing with incidents within their discipline at the event.
6. They can exclude or remove a person from all of that discipline’s activities at the event for stated reason.
7. They report on all activities of that discipline at an event to the marshal-in-charge of the event (if there is one) and the event steward, and the group marshal for the discipline of the hosting group.
8. They are kept informed by the marshals-in-charge of activities of their discipline at the event.

12.3.5 Marshal-in-charge of the event

1. The person responsible for oversight and management of all martial activities of all disciplines at an event.
2. They can enlist the assistance of other warranted or non-warranted marshals in executing these duties.
3. They should be kept informed by the marshals, or by marshals-in-charge of disciplines they may have appointed for the event.
4. They are administratively accountable for all martial activities of all disciplines at an event, whether scheduled or unscheduled.
5. They are typically appointed by the event steward, but can be appointed in kingdom law, or treaty.
6. They are responsible for dealing with incidents or issues that span multiple disciplines.
7. They can exclude or remove a person from all martial activities at the event for stated reason.
8. They provide an event report, including any incidents/injuries, to the Principality or Kingdom Earl Marshal.
9. They ensure that reports from all activities are received by the event steward *(if required).*

12.3.6 Other marshals (e.g. local group marshals, knight marshals, regional marshals, etc.)

1. An officer who administers a martial discipline(s) within a group or region.
2. They are responsible for ensuring that activities for their group or region are able to occur, collecting reports from those activities and reporting to their group and higher level officer.
3. Some groups might have an additional layer above this that administers all martial disciplines within a group.
4. These marshals are not in the line of appeals. However, they should be informed or consulted if the person is from their group or region.

12.3.7 Kingdom Deputy Earl Marshal for a Discipline

1. The Kingdom Deputy Earl Marshal for a Discipline is responsible for the activities of that discipline within the kingdom.
2. They are appointed by the Kingdom Earl Marshal, are warranted according to Society procedures for warranting officers, and must meet requirements set in the Society Marshal's Handbooks.
3. They are responsible for oversight and management of authorizations for participants and warranting marshals for their discipline in their kingdom.
4. They may authorize a minor participant for their discipline.
5. They are responsible for suspending/revoking authorizations or warrants of participants for their discipline, if required.
6. Other duties and responsibilities that their Kingdom Earl Marshal requires.
7. They may define and designate marshals with particular authorities in their discipline.
8. They may warrant deputies and delegate defined authorities to assist in conducting activities in their discipline. When a new Kingdom Deputy Earl Marshal for that discipline is appointed, all existing deputy warrants will be terminated.
9. They are kept informed by the group marshals for that discipline.
10. They report on the state of the discipline, including any issues and experiments within the kingdom to the Kingdom Earl Marshal and to the Society Deputy for that discipline.
11. They consult with the Society Deputy for that discipline on administrative and rule changes and experiments that affect their discipline.

12.3.8 Principality Earl Marshal

1. The principality officer administratively accountable for all martial disciplines within a principality.
2. The Principality Earl Marshal is appointed and warranted according to Society procedures laid down for warranting officers and must meet requirements delineated by the Society Marshal's Handbooks.
3. They are responsible for oversight and management of authorizations for participants and warranting marshals within their principality.
4. They may authorize a minor participant within their principality.
5. They are responsible for suspending/revoking authorizations or warrants of participants within their principality, if required.
6. Other duties and responsibilities that their Kingdom Earl Marshal requires.
7. They are kept informed by the marshals within their principality.
8. They report on the state of all martial disciplines, interpretations, experiments, and any issues within their principality to the Kingdom Earl Marshal.

12.3.9 Kingdom Earl Marshal

1. The kingdom officer administratively accountable for all martial disciplines within a kingdom/principality.
2. The Kingdom Earl Marshal is appointed and warranted according to Society procedures laid down for warranting officers and must meet requirements delineated by the Society Marshal's Handbooks.
3. They are responsible for promoting and enabling all martial activities in their Kingdom/Principality, including ensuring the rules and processes are implemented properly and in an unbiased manner.
4. The Kingdom Earl Marshal is responsible for oversight and management of authorizations for all participants and warranting marshals for their kingdom.
5. They may define and designate marshals with particular authorities.
6. They are responsible for suspending/revoking authorizations or warrants of participants in one or multiple disciplines, if required.
7. They are kept informed by and answer correspondence from their Deputies, Principality Earl Marshals, and Group Marshals.
8. They report on the state of all martial disciplines, interpretations, experiments, and any issues within their kingdom to the Society Marshal.
9. If in a kingdom that is part of an affiliate, they will also need to report to their organization.
10. They consult with the Society Marshal on administrative and rule changes and experiments that affect all disciplines.

12.3.10 The Crown/Coronet

1. The Sovereign and Consort are not in the marshalate chain of command or appeals, but may be consulted on decisions at their level, and should be informed of outcomes.

12.3.11 Society Deputy Marshal for a discipline

1. A deputy of the Society Marshal appointed to be accountable for a martial discipline within the Society.
2. They are appointed by the Society Marshal and warranted according to Society procedures laid down for warranting officers and must meet requirements delineated by the Society Marshal's Handbooks.
3. They are responsible for suspending/revoking authorizations or warrants of participants for their discipline, if required.
4. They report on the state of their martial discipline, interpretations, experiments, and any issues within their martial discipline to the Society Marshal.
5. They are kept informed by the Kingdom Deputies for their discipline.
6. They consult with the Society Marshal on administrative and rule changes and experiments that affect their discipline.

12.3.12 Society Deputy Marshal for a Program

1. A deputy of the Society Marshal appointed to be accountable for a martial program that is managed at the Society level.
2. They are appointed by the Society Marshal and warranted according to Society procedures laid down for warranting officers.
3. They are responsible for oversight and management of all activities, authorizations of participants, and warranting marshals for their program.
4. They are responsible for suspending/revoking authorizations or warrants of participants in the program, if required.
5. They are kept informed by their Program marshals.
6. They report on the state of the program and any issues within their program to the Society Marshal.
7. They consult with the Society Marshal on administrative and rule changes and experiments that affect their program.

12.3.13 Society Marshal

1. The Society officer accountable for all martial disciplines within the Society.
2. The Society Marshal is appointed and warranted by the Board of Directors of SCA Inc.

3. They are responsible for:
    - warranting and directing the Kingdom Earl Marshals in matters concerning the supervision of the martial and related activities at Society events
    - overseeing the manner and conduct of duties of all marshals throughout the Society
    - working to promote and improve the safety of the Society's martial activities
    - working with the Minister of Arts and Sciences to encourage research in armor, weapons, and the practice of historical martial arts
    - establishing standards for being issued an authorization
    - making interpretations and clarifications regarding the Rules of the Lists
    - conducting well documented and monitored experiments with new weapons, armor materials and martial formats in order to advance martial activities in the Society.
4. They are responsible for suspending/revoking authorizations or warrants of participants in one or multiple disciplines, if required.
5. They report on the state of all martial disciplines, interpretations, experiments, and any issues within Society martial arts to the Board of Directors.
6. They are kept informed by and answer correspondence from the Earls Marshals, and the Society Deputies for the disciplines.

13 Reporting requirements

13.1 Injuries, incidents and adverse events

13.1.1 General

1. There are a range of issues that can occur at events or practices that must be reported. This includes:
    - Injuries (examples include, but are not limited to: loss of consciousness, major bleed, injury to head, major joint or bone injury)
    - An incident or injury which required a combatant to retire from the field
    - Anything involving calling emergency services to the site
    - Significant or unusual weapons, armor, or equipment failure
    - A serious safety issue that could have caused injury (a near miss)
    - Conduct/behavior issues.
2. Marshals involved in the response to one or more of these issues that occurred at an event or practice will need to assist with reporting.
3. Serious injuries:
    - Includes all injuries which require hospitalization or similar care, may require future or complex medical care, or include a period of unconsciousness.
    - Must be reported immediately to the marshal-in-charge of the event.
    - Must be reported within 24 hours to the Kingdom Earl Marshal, and the Kingdom and Society Deputy for the relevant discipline.
4. All other injuries, incidents and adverse events:
    - Must be reported to the marshal-in-charge of the event and the marshal-in-charge of the activity.
    - Must be reported to the kingdom marshallate within 2 weeks and to the Society Marshal within 3 months of the incident.
5. If the incident or injury involves calling emergency services to the site, notify the Kingdom Seneschal immediately.

13.1.2 Documentation

1. Documentation of injuries, incidents, and adverse events should include:
    - Date
    - Discipline, category/type of martial activity

- Type of scenario ((practice / tournament / melee / woods battle, etc)
- Names and contact information of those involved, and relevant marshal(s)
- A description of the incident/injury
- The events leading to the incident/injury
- Weapons or equipment used
- If an injury, whether any professional opinion was sought and rendered. Note - No formal medical records will be requested, gathered, stored or transmitted as a part of this process unless required by law.
- If equipment failure (including broken or retired weapons, tip blow outs, armor failure) include age and approximate use history, type/manufacture, any modifications made to the equipment, images showing failure and underlaying materials.

13.2 Event reporting

13.2.1 General

1. This section identifies reporting responsibilities for positions/roles you may have at an event.
2. Reporting may be informal (eg. a verbal update) or formal (written/electronic), as determined by the marshal-in-charge.

13.2.2 Marshal

1. Your kingdom or the marshal-in-charge of the event may have specific reporting requirements.
2. You will provide a report on your activities to the marshal-in-charge of your discipline at the event, the marshal-in-charge of the event, the event steward, or the group marshal as appropriate.
3. If you sent someone off the field or were a witness to an incident or injury, report it to the marshal-in-charge of the activity:
   (a) What happened
   (b) What you did
   (c) Whether you believe further action is required.

13.2.3 Marshal-in-charge of an activity

1. Your kingdom or the marshal-in-charge of the event may have specific reporting requirements.

2. You will provide a report on your activities to the marshal-in-charge of your discipline at the event, the marshal-in-charge of the event, the event steward, or the group marshal as appropriate.
3. If there was an injury or incident reported to you during your activity, you must include it in your report:
   (a) What happened, including the reports from any marshals or other participants involved
   (b) What you did
   (c) Whether you believe further action is required.
4. If there was a serious injury, you must report it to the marshal-in-charge of the event immediately.

13.2.4 Marshal-in-charge of a discipline

1. Your kingdom or the marshal-in-charge of the event may have specific reporting requirements.
2. You will provide a report on activities in your discipline to the marshal-in-charge of the event, the event steward, or the group marshal as appropriate.
3. If there was an injury or incident reported to you during any of your discipline's activities, you must include it in your event report:
   (a) What happened, including the reports from any marshals or other participants involved
   (b) What you did
   (c) Whether you believe further action is required.

13.2.5 Marshal-in-charge of an event

1. Your Kingdom or the event may have specific reporting requirements.
2. You will need to provide an event report on all the martial activities to the Principality Earl Marshal or the Kingdom Earl Marshal. A copy should also be given to the event steward and the local group marshal (if applicable).
3. If there was an injury or incident reported to you during any martial activities, you must include it in your event report:
   (a) What happened, including the reports from any marshals or other participants involved
   (b) What you did
   (c) Whether you believe further action is required.
4. If there was a serious injury reported to you, you need to notify the Kingdom Earl Marshal and Kingdom Deputy for the relevant discipline within 24 hours.

5. If the incident involves calling emergency services to the site, notify the Kingdom Seneschal immediately.

13.2.6 Kingdom Earl Marshal

1. If you receive a report of a serious injury from an event or practice, you must ensure that:
   (a) Your Kingdom Deputy for the relevant discipline has also been notified
   (b) The Society Deputy Marshal for the relevant discipline has been notified within 48 hours of the incident.
   (c) The incident is also included in your next quarterly report to the Society Marshal.

13.3 Officer reporting

13.3.1 General

1. This section identifies reporting responsibilities for officer positions that a kingdom may have.
2. Reporting may be informal (e.g. a verbal report) or formal (written/electronic), as determined by your Kingdom Earl Marshal.

13.3.2 Group marshal for a discipline

1. You will need to report regularly to your Seneschal and to the Kingdom Deputy for your discipline on the state of your discipline in your branch.
   - If there are subsidiary branches (e.g., cantons or ridings) within your area, this includes summarizing the reports that you get from them.
2. Reports of any injuries or incidents reported to you from any events or practices need to be sent to the Kingdom Deputy for your discipline within 2 weeks of the incident.
3. Provide any other reports your Kingdom Earl Marshal requires.

13.3.3 Principality Deputy for a discipline

1. You will need to report regularly to the Principality Earl Marshal and the Kingdom Deputy for your discipline on the state of your disciple in your principality or region.
   - This includes summarizing the reports that you get from branches within your area.
2. Provide any other reports your Kingdom Earl Marshal requires.

13.3.4 Principality Earl Marshal

1. You will need to report regularly to the Kingdom Earl Marshal on the state of all martial disciplines in your principality or region.
    - This includes summarizing the reports that you get from branches within your area.
2. Provide any other reports your Kingdom Earl Marshal requires.

13.3.5 Kingdom Deputy Earl Marshal for a discipline

1. You must report quarterly to the Kingdom Earl Marshal and to the relevant Society Deputy Marshal on the state of your discipline in your kingdom.
    - This includes summarizing the reports that you get from branches within your kingdom.
    - Your reports are due: March 1, June 1, Sept 1, Dec 1
2. If disciplinary action that extends beyond the bounds of a single event is taken against a participant in your discipline within your kingdom (e.g., authorizations suspended or revoked), include a brief account of what was done, to whom, and why.
3. Provide any other reports your Kingdom Earl Marshal requires.

13.3.6 Kingdom Earl Marshal

1. You must report quarterly to the Society Marshal regarding the state of all martial activities in your kingdom.
    - Your reports are due: March 15, June 15, Sept 15, Dec 15
2. If disciplinary action that extends beyond the bounds of a single event is being taken against a participant in your kingdom (e.g., authorizations suspended or revoked), include a brief account of what was done, to whom, and why. If more information is needed, for example because of an appeal of the action, the Society Marshal will let you know.
3. If your kingdom is part of an affiliate organization, provide any required reports to your relevant organizational body.
4. You must provide a copy of the report, or any other reports, as required by your kingdom.

13.3.7 Society Deputy for a discipline

1. You will need to report quarterly to the Society Marshal regarding the state of your discipline across all kingdoms.
    - Your reports are due: March 15, June 15, Sept 15, Dec 15

2. If you have had to be involved in any disciplinary action, such as authorizations suspended or revoked, or appeals, include a brief account of what was done, to whom, and why.

13.3.8 Society Marshal

1. You will need to report quarterly to the President and to the Board on the state of the marshalate.
    - Your reports are due: Apr 1, July 1, Oct 1, Jan 1
2. Provide any other reports that the President or Board requires.

14 Rules of the Lists

The SCA is not merely a sporting activity, but an inclusive community that pursues research and re-creation of pre-seventeenth century skills, arts, combat and culture through activities, demonstrations, and events.

The “Rules of the Lists”, found in the SCA governing documents, are the basic rules for all SCA martial activities. These rules cover all martial activities within the SCA including but not limited to tournaments, non-tourney martial field activities such as wars, formal training sessions, and experimental programs.

They include functional elements as well as key aspects of SCA culture, values, and behavior. The observance of honor and chivalry and the safety of the combatants are the overriding goals of these rules.

The following is intended to bring together the appropriate rules for conducting SCA martial activities.

1. Each participant, recognizing the possibilities of physical injury to themselves in SCA martial activities, shall assume unto themselves all risk and liability for harm suffered by means of such martial activities. Other participants shall likewise recognize the risks involved in their presence on or near the field of combat or designated areas and shall assume unto themselves the liabilities thereof.
2. No one may be required to participate in martial activities. Any participant may, without dishonor or penalty, reject any challenge without specifying a reason. A bout or round in a tournament list is not to be considered a challenge, and therefore may not be declined or rejected without forfeiting the bout or round.
3. Participants shall behave in a chivalrous and honorable manner and shall engage in martial activities according to the appropriate Society and Kingdom conventions and standards.
4. All participants in martial activities shall adhere to the appropriate armor, weapons, and equipment standards of the Society, and to any additional standards of the kingdom in which the event takes place or in the negotiated agreements for interkingdom events.
5. No person shall participate in martial activities requiring authorization unless and until they have been properly authorized under Society and Kingdom procedures. Formal training sessions, including classes and SCA practices, do not require authorization. Experimental programs may further restrict participation.
6. All participants in martial activities must be presented to, and be acceptable to, the Crown or their representative(s).
7. The Crown or the marshalate may bar any weapon, armor, or equipment from use upon the field of combat or designated area for martial activities. Should a warranted marshal bar any weapon, armor, or equipment, an appeal may be

made via the established marshalate chain of command to allow the weapon or armor.

8. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry that meets the Society and kingdom standards for martial activities, used in the context of mutual sport, to be real weaponry.

15 Safety resources

15.1 Concussion recognition resources

A concussion is an injury to the brain that results in temporary loss of normal brain function. It is the most common form of mild traumatic brain injury, often sustained from a blow to the head after a fall or an accident or during contact sports.

You don't have to be knocked out or even be hit on the head directly to be concussed, and symptoms can take time to appear (next day, or even days after). Only 10% of concussions result in a loss of consciousness. Most concussions are self-reported, and they often go undiagnosed. Even a mild concussion can have long-lasting effects.

Combatants will often try to hide signs of a concussion so they can keep fighting, so having advocates on the sidelines to reduce the stigma of saying you're hurt or experiencing symptoms like dizziness or lightheadedness can make a big difference in getting people to report and get treatment for a concussion.

Publicly available tools are available to help identify concussion in yourself and others.

- Concussion in Sport, particularly their Concussion Recognition Tool helps non-medically trained people to identify and manage concussions in children, adolescents and adults, and is supported by professional and amateur sports organizations. It's not designed to diagnose concussion, but will help identify when someone should go and get checked out by a medical professional.
- CDC Heads Up site will help you recognize, respond to, and minimize the risk of concussion or other serious brain injury.
- ImPACT (baseline and post-injury testing) is a FDA cleared medical device, is used by healthcare, educational, and sports organizations to help assess and manage concussions. (Testing now also available online.)

International sporting bodies **strongly recommend** that participants who have experienced a concussion be symptom free for 14 days before return to any contact training, and wait at least 21 days (and have been symptom free for 14 days) before return to competitive contact activities.

15.2 Heat guidelines

We **strongly recommend** that kingdoms develop Heat Conventions/Policies for their environment and activities.

1. Definitions/Measurement types
    - Heat index is the measure of the temperature that a person feels, which is different from the actual air temperature, as it factors in humidity as well as air temperature. It might also be called the apparent temperature.

- Wet bulb globe temperature (WBGT) is a measure of the heat stress in direct sunlight, which takes into account: temperature, humidity, wind speed, sun angle and cloud cover (solar radiation). This differs from the heat index, which takes into consideration temperature and humidity and is calculated for shady areas. It is used by industrial hygienists, athletes, sporting events and the military to determine appropriate exposure levels to high temperatures. While there are mobile apps, a handheld device will provide much more accurate local data.
- The flag system is used by US military and OSHA. It also provides work-rest cycles that can be adapted to provide adequate breaks between fights and rounds in addition to hydration.

2. If the Heat Index reaches 103 degrees Fahrenheit (39.4 degrees Celsius), OR the WBGT reaches 90 (Black Flag), marshals must evaluate if martial activities should continue or be postponed or canceled. If continued, marshals should also evaluate if additional mitigation measures are needed.
3. At increased levels, participants should act with caution and in the interest of their health.
4. As always, local marshals are allowed to cancel official activities based on their reading of the environment.

15.2.1 Helpful resources

The OSHA-NIOSH Heat Safety Tool App provides (note: this is only available in the USA):

- A visual indicator of the current heat index and associated risk levels specific to your current geographical location
- Precautionary recommendations specific to heat index-associated risk levels
- An interactive, hourly forecast of heat index values, risk levels, and recommendations for planning outdoor activities
- Location, temperature, and humidity controls, which you can edit to calculate for different conditions
- Signs and symptoms and first aid for heat-related illnesses

Download on the Apple App Store

Download from Google Play

15.3 Air quality guidelines

Kingdoms are highly recommended to develop Air Quality Policies for their environment and activities.

1. Definitions/Measurement

- The U.S. Air Quality Index (AQI) is EPA's index for reporting air quality and includes a combined scale for Ozone and particle pollution.

2. When the local AQI is over 200, marshals must evaluate if outside martial activities should continue or be postponed or canceled. If continued, marshals should also evaluate if additional mitigation measures are needed.
3. At increased levels, participants should act with caution and in the interest of their health.
4. As always, local marshals are allowed to cancel official activities based on their reading of the environment.

15.3.1 Helpful resources

1. Current measurements for the US and Canada can be found at:
   `https://fire.airnow.gov/`
2. Additional information can be found at:
   `https://www.airnow.gov/aqi/aqi-basics/`