The Society for Creative Anachronism Inc.



Rapier Handbook

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1 Introduction to SCA martial activities

1.1 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.

1.2 Handbooks

1.2.1 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 your kingdom's website.

1.2.2 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.

1.2.3 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.

1.3 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/

1.4 Inter-kingdom activity

1.4.1 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.

1.4.2 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.

1.5 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.

2 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.

3 Overview of rapier combat

3.1 Introduction to rapier combat

SCA rapier combat recreates the style of unarmored and civilian combat that took place from the medieval period to 1600 A.D., using clothing, protective gear, and simulated weapons meeting SCA standards.

Combatants face each other in single combat in tournaments, and can also participate in melees and battles with multiple combatants on each side. There is something for everyone, from one-on-one duels, to town battles and tavern brawls or even civilized wartime skirmishes with spears and missile weapons.

Combatants wear protective gear, which is covered by or made to resemble clothing or armor of the time period, and use blunted steel practice swords and daggers that closely match the actions and dynamics of real weapons of the era. These are heavier and more authentic than modern fencing foils, epees, and sabers. Combatants also use shields, cloaks, walking canes and other items - including their hands - to assist in their defense. SCA rapier combat is also fought “in the round” - you may move in any direction within the boundaries of the combat area.

Participants often study and use techniques from the historical manuals of fencing masters in London, Italy and Spain, such as Salvator Fabris, Camillo Agrippa, and Joachim Meyer. Others have adopted techniques and weapons found in regions far from Europe such as katanas from Japan and shamshirs from Persia.

Everyone fighting is presumed to be wearing thin clothing, and that a sharp weapon would have penetrated skin regardless of the protective gear or armor you are wearing. Both thrusts and draw cuts are valid blows. The techniques of push and tip cuts are optional depending on your kingdom. (Percussive cuts are not allowed in rapier combat, but are allowed in cut and thrust combat.)

3.2 Classes of participant

1. The term “combatant” or “fighter” is used in these rules to refer to people who are actually fighting.
2. The term “marshal” is used to refer to people who are supervising the fighting and fighting area.
3. Non-combatants are people such as marshals, heralds or fighter support, who provide a supporting role to combat or are present on the field during combat without being part of the combat or fighting itself.
4. Spectators are anyone present in the general area where combat activities are taking place, but not on the field.

The differences between rapier and cut and thrust rules

Rule	Rapier combat	Cut and thrust combat
Allowed blows - Percussive cuts	Not allowed	Allowed in all kingdoms
Armor - Head	Rigid material on your face and sides	Rigid material on your entire head (face, sides, and back)
Armor - Hands and wrists	Not required to be covered	Back of the hands and wrists required to be covered with padding and/or rigid material
Armor - Elbows	Not required to be protected	Must be protected by a minimum of resilient padding of 1/8 inch
Blades	Single sword and two-handed sword blades must flex at least 1 inch (25 mm). Dagger blades must flex at least 1/2 inch (12.5 mm)	All metal bladed weapons must flex at least 1/2 inch (12.5 mm)

3.3 Rapier combat activities

Rapier combat includes:

1. Single combat - between two individual combatants.
2. Melee combat - multiple combatants, which may or may not include ranged weapons.
3. Combat with ranged weapons, such as combat archery (for rapier combat and cut and thrust) and rubber band guns.

3.4 Authorization categories

1. The minimum authorization categories which require separate authorizations are:
   (a) Rapier combat
   (b) Spears
   (c) Combat archery (for both rapier combat and cut and thrust combat)
2. Rapier combat weapons typically fall into 6 forms:
   (a) Dagger

(b) Single-handed sword

(c) Two-handed sword

(d) Spear

(e) Ranged weapons and missiles

(f) Defensive equipment (also referred to as defensive secondaries)

3. Kingdoms are allowed to define additional types of authorizations and requirements, such as authorizations in specific weapon forms, categories, or multiple groupings.

4 When you are allowed to participate

4.1 Age requirements

1. To be authorized as a combatant in this discipline, you must be at least 14 years old.
2. To be a marshal in this discipline, you must be at least 16 years old.
3.
4. If you are a minor (under the age of majority in the jurisdiction where the event is held):
   (a) Before you can participate at any event (including practices), your parent or legal guardian will need to execute a waiver, indemnity, or other required document. Minor waiver forms are available in the sca.org document library
   (b) You must have a parent or legal guardian present, or have a properly executed document in your possession that designates an adult person present at the event as able to authorize medical treatment for you in the case of any emergency. Minor medical forms are available in the sca.org document library
   (c) Your parent or your designated adult must remain on site of any practice or event and be able to be reached easily and immediately.
5. No minors (under the age of majority in the jurisdiction where the event is held) may be warranted as a group marshal, the marshal-in-charge of an event, or be an authorizing marshal.
6. Kingdoms are allowed to establish additional limitations on the participation of minors.

4.2 Sign-in requirements

1. To participate in any SCA martial activities at events, including SCA practices, you must complete any sign-in requirements. These include:
   - Signing a general waiver, or showing proof that you have one on file (for example, proof of current membership).
   - For minors, additional documents may be required.
   - For kingdoms outside of the United States, waiver requirements vary.

4.3 Authorization and inspection requirements

1. You must be properly authorized under Society and your kingdom-of-residence requirements and processes prior to participating in this discipline's activities at SCA events and demos.
   (a) If you are not authorized, you are allowed to participate in formal training sessions. These include classes and practice sessions at events and SCA practices, under the supervision of a marshal.
2. Before engaging in any combat at an SCA event or practice, your weapons, equipment and protective gear must be inspected and approved by a marshal warranted for this purpose and activity. This includes training and pick-ups.
   (a) For multi-day events, you must be inspected before each day's combat.
3. Even though a marshal inspected your weapons, equipment and protective gear, you accept full responsibility for the condition of your own equipment. You have the obligation to yourself, the marshals, and all opponents, to see that your equipment meets all Society and kingdom requirements.

4.4 Real weapons

1. If you are a combatant, you must not carry any live (sharp) weapons in the designated combat area.
2. If you are marshal or other non-combatant, you may carry a sharp knife in the designated combat area as long as it is secured so that the blade cannot be accidentally exposed.

4.5 Injury and impairment

1. You are not allowed to participate with impaired judgment, which includes:
   (a) Being impaired by an injury such as a concussion.
   (b) Being impaired by alcohol, prescription or over-the-counter medication, or illegal or controlled substances.
2. You are not allowed to participate with an injury with free-flowing blood.
3. Refer to Injury procedures for more information.

4.6 Right to refuse

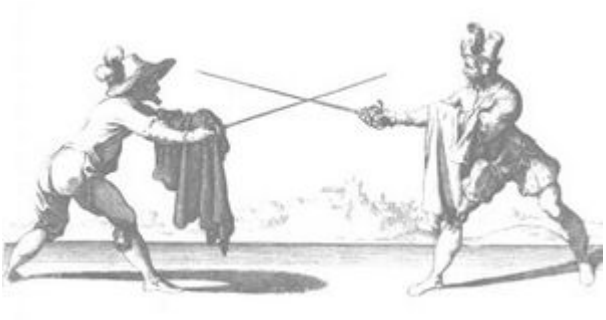
1. You do not have to take part in any Society martial activity if you don't want to.
2. You can refuse a challenge, decide not to take part in a bout or round, or decide to withdraw from a bout or round.
3. If you are in a competition, refusing a challenge might result in you forfeiting the bout or round.

4.

5. If you believe that your opponent's weapon or armor is unsafe, you can ask a marshal to reinspect the item.

5 Activity guidelines

5.1 Single combat



1. Single combat recreates various dueling scenarios throughout history. There were prize fights sponsored by London's “Company of Maisters of the Science of Defence”, a guild of sword-fighting instructors and students in Elizabethan England. In Shakespeare's “Romeo and Juliet”, Mercutio and Tybalt duel with rapiers and daggers. In many cultures, sword contests were used as a means to settle interpersonal conflicts or decide judicial rulings. In some cases, the goal was not to kill one's opponent but to cause a superficial injury in order to win or score a point.
2. It involves two combatants within a list field or other designated area.
3. Tournament single combat doesn't have to include an actual tournament or competition, and covers all one-on-one fighting that is not part of a melee or battle.

5.2 Melee combat

1. “Melee combat” includes all fighting with more than two combatants at the same time.
2. Melee combat is a recreation of group conflict throughout history, from a tavern brawl of unruly patrons to an alley skirmish between rival gangs.
3. Large-scale melee combat is a recreation of military and civilian conflicts using steel weapons, which occurred throughout the SCA time period.
4. Melee scenarios may include rubber-band guns and combat archery. These battles recreate later period conflicts where rapiers were carried as close-combat weapons to use once the artillery was expended.

6 Expected behavior and responsibilities

6.1 General

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.

6.2 Rapier-specific

1. Striking an opponent with excessive force is forbidden.
2. You must not deliberately strike a helpless opponent.
3. You must not deliberately strike your opponent with defensive equipment, or non-bladed parts of your weapon such as the pommel, guard, quillons, or haft.
4. Grappling, tripping, throwing, punching, kicking, and wrestling is not allowed.

5. You must not strike your opponent with any part of your body. Fleeting contact (accidental, brief contact between opponents' bodies) is allowed.
6. Incidental contact between you and your opponent's bodies, defensive equipment, and weapons is possible and acceptable.
7. Intentionally striking a combat archer's bow/crossbow is prohibited.
8. Intentionally blocking a strike or projectile with a bow/crossbow is prohibited.

7 Conventions - Holds

7.1 General

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.

7.2 Holds in rapier combat

1. When a hold is called:
    (a) If you are a combatant, move your weapons to a non-threatening position, such as pointing loaded rubber band guns at the ground, or resting the point of your weapon on your foot to keep it out of the dirt. The marshal may require you to discharge your rubber band into the ground.

(b) If you are a combat archer, you must unload your weapon (crossbows are allowed to remain cocked, but unloaded).

(c) If you have a long weapon, it should be lowered so that the marshals' staffs can be seen.

2. During a hold:
   (a) You are not allowed to talk about the battle/melee (eg. tactics).

   (b) You are not allowed to change position/location, unless the marshal tells you to.

   (c) If you are told to move away from a boundary or a hazard, maintain your relative position and distances to other combatants.

   (d) Masks and other protective equipment must remain on during a hold until a marshal calls, “Masks off”.

   (e) If you are a marshal, you must ensure that rubber band guns have been safely discharged and bows unloaded before calling, “Masks off” after a hold is called.

3. At the end of a hold:
   (a) The marshal will call “Make ready”“ or ”Take your guard“ (or some other equivalent statement). When the combatants have resumed their guard, the marshal-in-charge will call ”Lay on¡‘ to signal the resumption of the fight.

   (b) If you are a combat archer, you can nock an arrow or load your crossbow at ”make ready“ (or equivalent) and can fire as soon as ”Lay on“ is called.

4. You do not need to call a hold for a dropped weapon unless it is likely to be a tripping hazard.

5. You do not need to call a hold for incidental gapping in abrasion resistant armor.

8 Conventions - Rules of engagement

8.1 Engagement

1. In SCA martial disciplines, when and how combatants are allowed to strike each other is determined by the type of engagement.
2. To be ”engaged“ with an opponent means that you and your opponent have a reasonable expectation that you are aware of each other's presence and should expect to be struck.
3. You are ”disengaged“ when you and your opponent(s) are both out of hand-held weapons range and are unaware of each other.
4. You are only allowed to strike at an opponent you are engaged with.
5. Scenario or tournaments rules can alter these standards of engagement, as long as they are clearly explained to all participants before combat begins.
6. Unless otherwise specified, the types of engagement listed below are the considered the standard.

8.2 Types of engagement

8.2.1 Single combat engagement

1. In single combat, you and your opponent are engaged immediately when lay on is called. This means you may be struck from behind.
2. If you are disarmed of all weapons, your opponent can choose to allow you to regain your weapon/weapons, or require you to yield.

8.2.2 Melee engagement

1. In melees, combatants are engaged with all opponents immediately upon the call to lay on.
2. If you have a handheld weapon, you are engaged with your opponent when:
   (a) You are within a 180-degree arc of your opponent's front as defined by your opponent's shoulders, and at an angle you can be reasonably seen by your opponent, and can reach them safely with your weapon.
   (b) They are part of a line, and you deliver an attack within a 180-degree arc relative to the local line your opponent is a part of.
3. You can also engage your opponent by making them aware of you. (e.g. moving into their line of sight, ”tapping“ their weapon with your weapon/off-hand, shouting, or other means)

4. You are not allowed to deliberately ignore an attacker behind you, or repeatedly maneuver to keep your back to an attacker so that they cannot attack you.

8.2.3 Ranged weapon engagement

1. If you have a ranged weapon, you are engaged with all other combatants on the field of combat, and are allowed to fire at any combatant immediately on the call of lay on.
2. Missile blows can strike from any angle and regardless of your awareness.
3. If a missile strikes you in the back, it is still valid.

8.3 Death from behind

8.3.1 General

1. Death from behind is only allowed in melee scenarios where it has been announced beforehand.
2. ”Death from behind“ is defined as killing an opponent when you are behind the area of engagement (the 180-degree arc of your opponent's front as defined by your opponent's shoulders).
3. If you are not allowed to use the ”death from behind“ maneuver, or you cannot safely execute the ”death from behind“ maneuver, you must move to engage them as an individual or unit.

8.3.2 Death from behind maneuver

1. Death from behind is achieved by laying your weapon over your opponent's shoulder, so that the tip is visible to them, while calling out clearly, ”You are dead from behind“ or other short clear phrase.
2. You must take care not to strike your opponent with the quillons, guard, or other part of your weapon.
3. You must take the time to speak the phrase clearly before attacking another opponent or attempting another death from behind maneuver.
4. If you are killed from behind, you are considered dead as soon as the weapon touches your shoulder. You cannot spin or turn to engage your opponent.

9 Conventions of combat - Use of weapons and defensive equipment

9.1 Definitions of weapons

There are five standard types of weapons:

1. **Dagger:** A bladed weapon with overall length up to 28 inches (710 mm).
2. **Single-handed sword:** A bladed weapon used with one hand with an overall weapon length of up to 58 inches (1470 mm).
3. **Two-handed sword:** A bladed weapon that can be used with one or two hands, with an overall weapon length of up to 60 inches (1520 mm).
4. **Spear:** A weapon with a rattan shaft and rubber head with a maximum length of 9 feet (2750 mm).
   (a) For single tournament combat, you are allowed to decline to face all spears in that tournament without forfeiting those bouts.
5. **Ranged weapons and missiles:** Weapons that are thrown or weapons that propel missiles through the air, including combat archery, throwing weapons such as foam axes or knives, and/or mock-gunnery gear (such as rubber band guns).
   (a) You are only allowed to use ranged weapons in scenarios where the marshal has announced that they can be used before the scenario begins.

9.2 Definitions of types of blows

1. **Thrust:** The front (i.e. head-on cross section) of the point of your blade makes contact with your opponent.
2. **Draw cut:** The edge of your blade is placed upon your opponent and you draw the blade back toward you while maintaining contact.
3. **Push cut:** The edge of your blade is placed upon your opponent and you push the blade away from you while maintaining contact.
4. **Tip cut:** The point of your blade is placed upon your opponent and moves across their body by dragging along the line of the edge of the sword.
5. **Percussive cuts (not allowed in rapier combat):** The edge of your blade makes contact with your opponent in a chopping motion.
   (a) Placing a blade on your opponent and then drawing or pushing, is not considered percussive.

6. **Ranged weapon/missile strike:** A strike from a ranged weapon or missile is taken as a thrust from a bladed weapon.

9.3 Allowed blows

9.3.1 Swords and daggers

1. Valid blows with a dagger, single-handed sword, or two-handed sword are:
   (a) Thrust - Required for all kingdoms
   (b) Draw cut - Required for all kingdoms
   (c) Tip cut - Optional. Kingdoms can choose to allow tip cuts.
   (d) Push cut - Optional. Kingdoms can choose to allow push cuts.
2. Percussive cuts are not allowed in rapier combat.

9.3.2 Spears

1. The only valid blow with a spear is a thrust.
2. You must not ”set“ this weapon by bracing the base in the ground or against your foot or body, or locking your back arm.
3. Spears can be used with one or two hands.

9.4 Defending yourself

1. You are allowed to use defensive objects like bucklers, cloaks, sticks, and other objects that adhere to the rules of defensive equipment to parry, deflect, or immobilize your opponent's weapon.
2. You must not strike your opponent with a defensive object.
3. You are allowed to throw a cloak or other similar, soft object onto your opponents' weapons, body, hands and arms, but are not allowed to deliberately try to cover your opponent's face or to cause them to trip.
4. You must not use a defensive object to bind your opponent's weapon to their body, even temporarily.
5. You are allowed to use your sword, dagger, spear, defensive objects, and any body part to parry and deflect. If your movement causes your opponent's weapon to make contact with you that is equivalent to a valid blow, you must take the blow the same as if you had been struck.
6. You are allowed to grasp your opponent's blade with an empty hand, so long as you do not exert pressure to bend the blade. If the blade moves or twists in your hand, your hand has been cut and disabled.
7. You are allowed to briefly grasp your opponent's spear haft with an empty hand.

9.5 Ranged weapons and missiles

1. Using ranged weapons is forbidden in any situation where spectators and non-involved combatants cannot be separated from the potential line of fire by more than the effective range of the weapons.
2. Ranged weapons designed to be thrown must be thrown in such a way as to not injure your opponent.

10 Conventions - Target areas

10.1 Legal target areas

All areas of the body are legal targets in this discipline.

Head and neck Includes the head and entire mask or helmet, and the neck.

Body The body includes the torso (chest, abdomen, back and groin, but not buttocks), and the inner part of the upper arm and the inner thigh extending 4 inches (100 mm) down from the armpit and the groin, respectively.

Arms The arm, not including the hand or the part included with the body.

Hands The hand, including all fingers, up to and including the wrist.

Upper leg The upper leg, down to and including the top of the kneecap and the crease at the back of the knee, and including the buttocks. It does not include the parts included with the body.

Lower leg The foot, lower leg, and knee below the upper leg.

10.2 Illegal target areas

There are no illegal target areas in this discipline.

11 Conventions - Acknowledgement of blows

11.1 What is a valid blow?

1. A valid blow (also known as ”a good blow“) is defined as a cut or thrust which was delivered with effective technique for the particular type of weapon used, with proper orientation of the edge or point.
2. In judging blows, you are presumed to be wearing thin clothing, such as unpadded linen, and your opponent's weapon is extremely sharp on point and edge. Any blow that would have penetrated the skin, in your judgment, is valid. Kingdoms are not allowed to alter this standard.
3. Your mask or helm represents your unprotected face and head. A blow that strikes your mask or helm must be treated as though it struck your unprotected head.
4. Tournaments that change the effects of a valid blow are allowed, such as:
   (a) ”Armor as worn“ tournaments, in which certain types of armor can be considered to be resistant to specific types of blows for the purposes of scoring.
   (b) Tournaments with differing victory conditions (for example, ”only head shots count“).

11.2 Calibration

1. Calibration means ”how hard do we hit each other¿‘
2. You must deliver all blows in combat with control, with the aim of delivering the lightest blow that your opponent judges to have penetrated the skin (a ”valid blow“).
3. While you are encouraged to recreate the technique and style of period fencing, you must not recreate the force required for an actual wounding or killing blow. SCA combat does not aim to recreate the force intended to deliver harm. Such force is beyond that which our protective standards are intended.
4. Blows intended to deliver force more than is necessary for acknowledgement are not allowed. Continued infractions of this rule will lead to disciplinary actions by the marshalate.
   (a) Combat is an active sport and the difference between a blow that is hard enough and too hard might be less than an inch between two rapidly moving fighters, and hard hits will occasionally happen through no fault of the combatants.

(b) Fighters and marshals are required to resolve such incidents on a case-by-case basis and recommend corrective actions as necessary. No pre-judgment or rule shall be made which defines who was at fault.

11.3 Calling blows

1. Responsibility for acknowledging a blow as ”good“ is with the person receiving the blow, not the person delivering the blow.
   (a) If you believe a blow you have delivered is not valid (e.g. you know you struck your opponent with the flat side of your weapon, or haft of your weapon, or an arrow or bolt striking with anything other than the point), you should tell your opponent that the blow should not be taken.
   (b) If you are uncertain, you can ask for information from your opponent or the marshal, but the decision to accept the blow is yours.
   (c) Marshals and fighters can offer opinions based on what they witnessed during the bout, but the decision is ultimately up to the combatant who was struck.
2. If you are hit with a valid blow, you must indicate it clearly with words and/or motions. Examples: saying ”Good arm¡‘ and putting your arm behind your back to show it is disabled, or saying ”Dead¡‘ and falling to the ground or otherwise indicating that you have been defeated.
3. You should not wear accessories that make it difficult to feel a valid blow.
   (a) This includes, but is not limited to, loose clothing designed to hang out from your body, such as bulbous sleeves or hoop skirts, or rigid cuffs on gauntlets.
   (b) You must take care to acknowledge blows that strike these accessories if a sharp blade would have penetrated and struck the body part underneath.
   (c) You must know whether any necessary equipment (such as mask, helm and other safety equipment) renders the acknowledgement of blows in certain areas difficult, and make every effort to account for this deficit.
4. If an effective blow is thrown before or at the same moment as an event that would stop a fight (e.g. a hold being called, the fighter being ”killed“ themselves, etc.), the blow will count. If the blow is thrown after the hold, killing blow, or other event, it does not count.

11.4 What happens when you are hit?

1. A valid blow to your head or neck is taken as a kill.
2. A valid blow to your body is taken as a kill.
3. A valid blow to your arm disables that arm, including the hand on that arm.
4. A valid blow to your hand or wrist disables that hand.

(a) Your hand can be balled into a fist and used to parry with, as a rigid extension of your forearm.

(b) If both hands are disabled, you must yield in tournament single combat.

5. A blow to your foot or leg disables that leg.
   (a) You must then fight kneeling, sitting, or standing with your feet together.

   (b) If your lower leg is struck, you can fight from the ground and are allowed to move about on your knees.

   (c) If your upper leg (including buttock) was struck, you can move about but are not allowed to rise up during combat.

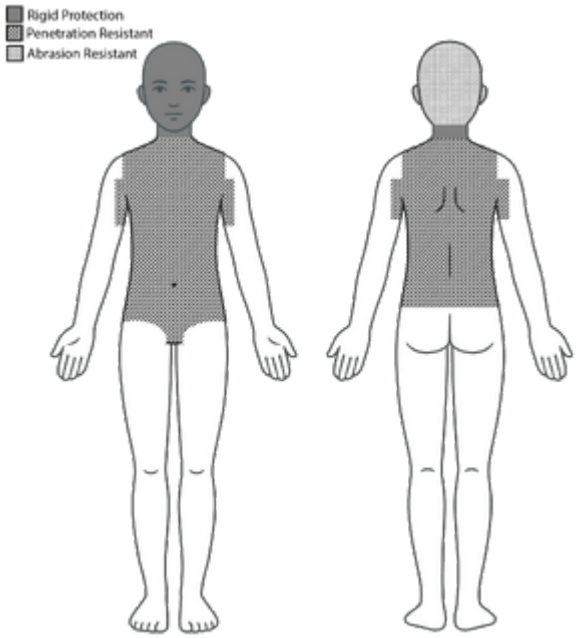
6. A strike from a ranged weapon or missile is taken the same as a thrust from a bladed weapon.

12 Equipment standards - Armor

12.1 General

1. If you are a combatant on the field during combat activities, you must wear armor that meets or exceeds the minimum standards set in this handbook, and any additional armor requirements of the kingdom you are in.
2. It is your responsibility to decide if you want to wear any additional armor beyond the minimum standards required, to reduce the risk of combat to an acceptable level to you.
3. The areas required to be armored must stay protected during typical movements that you will make during combat.
4. Your armor must be fastened in a way that prevents it from being dislodged in normal use.
5. All metal must be free of sharp edges.
6. You should disguise, cover, or remove modern corporate logos and sport gear unless the gear is necessary for medical reasons. We are trying to maintain the historical atmosphere.
7. If you have any body-worn medical equipment, you must cover it in such a way that it is protected against blows or the possibility of you falling on it if such an impact could damage it or cause injury.

12.2 Summary of areas to be armored



Areas of your body which must be armored are:

1. Your head (face and sides), and your neck (throat and cervical vertebrae) - rigid material.
2. The back of your head - abrasion resistant.
3. Your torso, including the inner arm down to 4 inches (100 mm) below the armpit and your groin area - penetration resistant.
4. If you have testicles - rigid material.

12.3 Types of armor

There are four types of armor providing different levels of protection:

- Rigid
- Penetration resistant
- Abrasion resistant
- Resilient padding

12.3.1 Rigid

1. Material that will not significantly flex, spread apart, or deform under pressure of 12 kg applied by a standard mask tester, repeatedly to any single point.
2. Examples of rigid material are:
   (a) 22 gauge stainless steel (0.8 mm)
   (b) 20 gauge mild steel (1.0 mm)
   (c) 16 gauge aluminum, copper, or brass (1.6 mm)
   (d) One layer of hardened heavy leather (8 ounce, 3.2 mm)
   (e) 12 kg fencing mask mesh
   (f) High-impact-resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above (e.g. modern HEMA style synthetic back of head protection)
   (g) Modern rigid athletic cup
3. Perforated material that meets this requirement must have holes no larger than 1/8 inch (3 mm) in any direction, and a spacing of at least 3/16 inch (5 mm) center-to-center. In using these measurements, the perforated material must meet all the requirements of either the imperial or the metric units (or both).

12.3.2 Penetration resistant

1. Material that will predictably withstand puncture as demonstrated by passing a penetration test.

2. The following materials are known to pass these tests when new, but may be tested at the marshal's discretion;
   (a) 4 ounce (1.6 mm) leather
   (b) Four layers of heavy poplin cloth (35% cotton, 65% polyester; ”trigger“ cloth)
   (c) Ballistic nylon rated to at least 550 Newtons
   (d) Commercial fencing clothing rated to at least 550 Newtons
   (e) Chain mail made of welded or riveted steel rings that will not admit a 5/32 inch (4 mm) diameter probe. Rings no greater than 5/32 inch (4 mm) in internal diameter made of wire no less than 2/100 inch (0.5 mm) thick meets this requirement.
3. All other materials must be tested the first time new gear is used, or if no marshal on the field knows a given piece of gear to have been tested.
4. Penetration resistant armor (except chain mail) must be drop-tested at least every two years (see Inspecting equipment)
5. Penetration resistant armor may be tested at any time at the marshal's discretion using the drop tester. (see Inspecting equipment)
6. Chain mail armor meeting the definition of penetration resistant must not have more than one adjacent missing link. Missing links must be replaced before the armor is worn. Split rings with at least two full turns are acceptable replacement links.
7. Excessively stretchy materials (e.g. UnderArmour, Spandex) are not suitable as puncture resistant materials and must not be included in the armor being testing.

12.3.3 Abrasion resistant

1. Material that will withstand normal combat stresses (such as being snagged by a burr on a metal blade) without tearing.
2. Examples include, but are not limited to:
   (a) Broadcloth
   (b) A single layer of heavy poplin cloth (35% cotton, 65% polyester; ”trigger“ cloth)
   (c) Sweat pants
   (d) Opaque cotton, poly-cotton or lycra/spandex mix tights
3. Nylon pantyhose and cotton gauze shirts are examples of unacceptable materials.

12.3.4 Resilient padding

1. Material which compresses under pressure from a thumb but returns to its shape within three seconds once pressure is removed.

12.4 Armor requirements for each area of the body

12.4.1 Head

12.4.1.1 Face and sides

1. Your face and sides of your head up to and including a vertical line drawn at the back of your external ear are to be covered by a 12kg fencing mask or equivalent head protection.

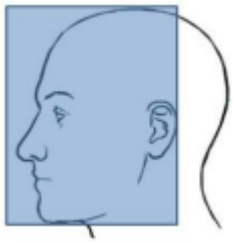


   Figure 12.2 illustrates the portion of your face and head that must be protected by rigid material.

2. Your mask or helm must extend down past your chin so that your mask or helm and neck armor together do not leave a significant gap in the rigid protection that protects against typical thrusts coming from the front.
3. Your mask or helm must be secured, so that it cannot be easily removed or dislodged during combat.
4. All parts of your fencing mask or helm that might cause injurious contact with your head must be padded or be suspended in such a way as to prevent contact during combat.
5. There must be no major internal projections
6. Minor projections of necessary structural components must be padded.
7. All metal must be free of sharp edges.

12.4.1.2 Back of head

1. The rest of your head, aside from your face as defined above, must be covered by abrasion resistant material.

12.4.1.3 Fencing masks

1. The interior of your fencing mask must have at least 1/4 inch (6 mm) open-cell foam or equivalent resilient padding to create separation between the mask and your face. Modern fencing masks (e.g. FIE and USFA type masks) in good working order meet this requirement without additional padding.

2. Your mask must be secured by a combination of the tongue/spring and the elastic back strap in good repair, or by the tongue/spring and other means such as a tie strap.

12.4.1.4 Helms

1. The metals listed under rigid armor are considered equivalent to a 12 kg fencing mask mesh.
2. If your helm uses a suspension system, it must prevent any rigid parts of your helm from contacting your head. At least 1/4 inch (6 mm) of open cell foam or equivalent resilient material may be used to meet this requirement.
3. If your helm does not have a suspension system and relies on foam, it must have at least 1/4 inch (6 mm) of closed-cell foam or equivalent resilient padding which provides progressive resistance to create separation between you and the hard outer shell of the helm.
4. If you have a movable visor, it must be attached and secured in such a way that there is minimal chance that it will become detached or come open in normal combat use.

12.4.2 Neck



1. The entire front 180 degrees of your neck, and at least 5 inches (125 mm) centered on your cervical vertebrae, must be covered by rigid material.
2. Gaps in rigid material at the sides beyond the front 180 degrees are allowed, but must be covered by puncture resistant material.

12.4.3 Body and groin armor

1. Your torso, including the abdomen down to and including the groin in front, and the inner arm down to 4 inches (100 mm) below the armpit, must be covered by penetration resistant material.
2. The inner thigh extending 4 inches (100 mm) down from the groin is not required to be covered by penetration resistant material.
3. If you have testicles, they must be protected by groin protection equivalent to that provided by an athletic cup, secured by straps, or worn in a supporter or garment designed to hold the protection in place.

12.4.4 Hand and wrist armor

1. Hands and wrists are not required to be covered.

12.4.5 Arm armor

1. The inner arm down to 4 inches (100 mm) below the armpit must be covered by penetration resistant material. The rest of the arm is not required to be covered.

12.4.6 Leg armor

1. Legs and feet are not required to be covered.
2. Footwear that provides adequate protection and support for the terrain and activity of combat is recommended.

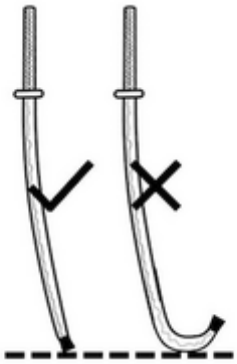
12.5 Protective gear for marshals

1. If you are on the field, such as supervising combat, heralding etc., when missile weapons are present (e.g. combat archery, rubber band guns) you must wear eye protection which is sufficient to protect against the missiles in use. Examples include:
   (a) Industrial or sports safety glasses or goggles meeting the ANSI Z87.1 standard or better,
   (b) A fencing mask,
   (c) A helm that meets the standards for this form of combat.

13 Equipment standards - Metal bladed weapons

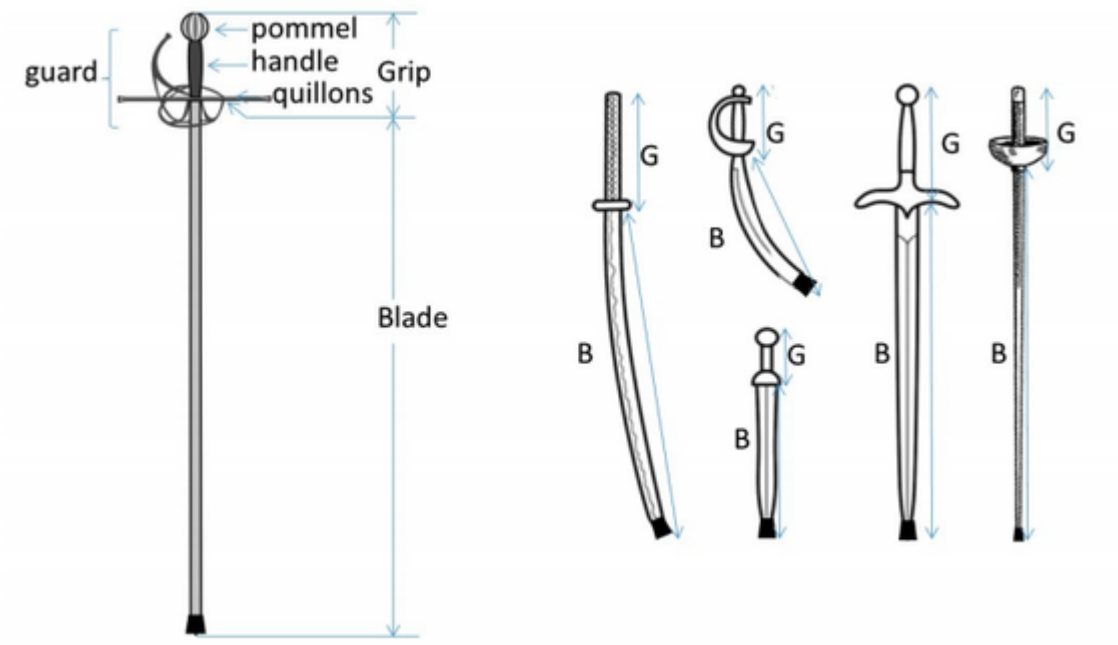
13.1 General

1. Metal bladed weapons include daggers, single-handed swords, and two-handed swords.
2. Weapons must be maintained in good order, with no loose pieces, excessive rust, and no burrs on metal or wooden edges that can snag body or clothing.
3. Bladed weapons must not have more than one blade.
4. Blades can only have at most one substantial curve.
   (a) If the blade of a weapon is so curved that the tip does not contact the ground when the grip is perpendicular to the ground (i.e. pointed vertically), it is not allowed. Although examples of blades with extreme curves can be found in period, these swords require highly different mechanics than the swords intended for use by these rules. (See Figure 13.1)



      i. You are allowed to use a non-metal version as a defensive object.

   (b) If a weapon has multiple small waves about a singular axis, such as a flamberge, it is considered based on its main axis; i.e. each wave is not necessarily a ”substantial curve“.
5. The length of a blade and grip define the type of weapon. (See Table 13.1 and Figure 13.2.)



(a) Blade length is measured from the base of the blade (i.e. the front face of the guard, or the front end of the quillons for open guard) to the end of the tip. See Figure 13.2.

i. Curved blade length is measured as a straight line from the tip to the base of the blade. (Length is specified by the reach of the weapon).

ii. Highly curved blades that skirt the spirit of the length-reach rules pose potential issues with an exceedingly long aspect ratio, and at the marshal's discretion it may not be allowed.

(b) Grip length (measured from the bottom of the pommel to the base of the blade) makes up the remainder of the overall weapon length.

6. A weapon must not be longer than the total weapon length specified in Table 13.1 and in reference to Figure 13.2.

7. The Kingdom Deputy for this discipline is allowed to make exceptions to the blade length and grip length ratios on a case-by-case basis.

(a) For example, a weapon with a grip of 11 inches (280 mm) could be allowed. If the total length is between 28 inches (710 mmm) and 60 inches (1520 mm), that weapon counts as a sword, if it is shorter, it counts as a dagger.

(b) A weapon must not be longer than the total length allowed for a weapon of its type.

(c) No marshal can allow weapons longer than 60 inches (1520 mm).

13.2 Blades

1. The blade must be made of steel and must be produced by a commercial entity and crafted for the purpose of competitive sword fighting.

Weapon length requirements

	Overall weapon length (W)	Blade length (B)	Grip length (G)
Dagger	$\leq$ 28 inches ($\leq$ 710 mm)	$\leq$ 18 inches ($\leq$450 mm)	$\leq$ 10 inches ($\leq$ 250 mm)
Single-handed sword	$\leq$ 58 inches ($\leq$ 1470 mm)	$>$18 inches (450 mm) and $\leq$ 48 inches (1220 mm)	$\leq$ 10 inches ($\leq$ 250 mm)
Two-handed sword	$\leq$ 60 inches ($\leq$ 1520 mm)	$>$30 inches (760 mm) and $\leq$ 48 inches (1220 mm)	$>$ 10 inches (250 mm) $\leq$ 24 inches (610 mm)

2. No foils, epees, flexi-daggers, or similar blades are allowed.
3. Any blade with kinks or cracks must not be used.
   (a) If a blade develops these defects and cannot be repaired, it must be retired.
   (b) If a blade develops a sharp bend that can be re-curved and not redevelop for at least a day's use, it can continue to be used.
4. A blade must not be altered by grinding, cutting, heating, hammering, or other actions that could significantly alter the blade's temper, flexibility or durability.
   (a) Normal combat stresses and blade care do not violate this rule.
   (b) The following alterations are allowed:
      i. Altering the tang of the weapon
      ii. Shortening a blade as long as it still meets the required flexibility
      iii. Welding a nut or other blunt metal object designed to spread impact to the tip of a blade, so long as care is taken to prevent damage to the temper of the blade
      iv. Filing the end of a blade to blunt the tip, or filing other parts of the blade to remove burrs
5. A blade must meet or exceed the required flexibility.
   (a) The marshal will test flexibility by securing the hilt so the blade is horizonal, placing a 6 oz (170 g) weight at the tip, and then measuring how far the tip of the blade has moved downward.
   (b) Any flexing due to the blade's weight itself is not counted in the flexibility standard.
   (c) The blade must meet this standard in each of two directions (i.e. testing the flexibility of the blade along its flatter dimension, then turn the sword over, 180 degrees, and testing it again.)

(d) Dagger blades must flex at least 1/2 inch (12.5 mm).

(e) Single sword and two-handed sword blades must flex at least 1 inch (25 mm).

13.3 Hilts, handles, pommels, and other parts

1. Hilts, handles, pommels, and other parts of a weapon not meant to strike an opponent can be made of metal, wood, leather, or a reasonable facsimile.
2. Handles must be substantially straight, and substantially in line with the main axis of the blade.
3. The ends of quillons must be blunt (no sharp edges, corners, or points).

13.4 Tips

1. The end of a blade must be blunt (no sharp edges, corners, or points).
2. A blade must have a tip cover of rubber, shatter-resistant polymer, or leather with a minimum size in any direction that strikes your opponent of 3/8 inch (10 mm). Shatter-resistant polymer includes many flexible 3-D printed materials.
   (a) A rubber or polymer tip must have a minimum of 1/8 inch (3 mm) between the striking surface and the tip or edge of the sword.

   (b) Leather must be at least 1.6 mm / 1/16 inch / 4 oz thick
3. The tip cover must be secured to prevent it from being dislodged in typical combat.
4. The tip cover must be taped (or equivalent) in a contrasting color to the tip and blade that extends both onto the tip and onto the blade. The purpose of the contrast is to provide a visual indicator if the tip cover is lost during combat.
   (a) For tips built in a period style, a period alternate to tape may be used, so long as it provides a contrasting color to the blade and the tip and the combination is secured on the sword so that it will not come off under reasonable fighting conditions.
5. Tape used to secure the tip cover or for contrasting color should be somewhat resistant to impact with metal, and its adhesive must adhere to rubber and metal.
   (a) Fabric hockey tape, fiber-reinforced duct tape, electrical tape, and colored strapping tape are examples of good tapes for this application. Painters tape, masking tape, and other paper based tapes are not.

   (b) Tapes must be of good quality and able to withstand the local climate. Kingdoms should consider specific requirements due to climate and commonly available types of tape in their area.

   (c) If you travel to an area with a different climate than you usually participate in, be aware that your tip tape may behave differently.

6. The front surface of the tip cover must not be covered to enable inspection.
7. The tip cover must be replaced if it shows evidence of punch through, cracking or bulging or, in the case of polymer tips, discoloration.

14 Equipment standards - Spears

14.1 General

1. The maximum length for spears, including the spear head, is 9 feet (2750 mm).
2. Only rubber headed spears are allowed.
3. Rubber headed spears are to be made of a rattan haft and a flexible rubber head.

14.2 Spear heads

1. The spear head must be made of flexible rubber.
2. The head must be at least 6 inches (150 mm) long and have maximum length of 20 inches (510 mm).
3. The rubber at the tip must be at least 1/4 inch (6 mm) thick.
4. The spear head must flex to 90 degrees with hand pressure, and must substantially return to its original shape within 3 seconds.
5. The flexible tip must extend at least 4 inches past the end of the of the rigid haft.
6. The head must be friction fitted to the haft and taped to the haft with reinforced tape such as strapping tape, fiber tape, or duct tape to prevent it from being dislodged during normal combat use. I.e. glue/epoxy/etc. may not be used to affix the head to the haft.
7. A bright band of colored tape or well-affixed ribbon that contrasts with the spear head and the haft must be wrapped around the base of the spear head so that it adds visual contrast should the spear head come off the weapon.

14.3 Hafts

1. The haft must be made of rattan with a diameter between 1 1/8 inch (28 mm) to 1 3/8 inch (35 mm).
2. The haft must have a flat end at the head end of at least 1/2 inch (12 mm) diameter. The haft is allowed to be rounded on the butt end.
3. The haft must be inserted into the spear head at least 2 inches (50 mm).
4. Tape may be added to the haft to help prolong the life of the haft; paint and other decorations can be added so long as they do not degrade the structure of the haft or pose a safety risk to the opponent.

15 Equipment standards - Defensive equipment

15.1 General

1. Defensive objects can be used to parry, deflect or immobilize your opponent's weapon. Examples include bucklers, cloaks, sticks, and other objects that are safe for both the user and the opponent.
2. A defensive object must be controlled by the hand.
3. There are two main categories of defensive objects: Rigid and non-rigid.
4. Defensive objects which combine both rigid and non-rigid components must meet the requirements for both types.
5. Objects which even temporarily bind the opponent's weapon to their person, or other weapon, or defensive object, whether by design or repeated mishap, are not allowed.
   (a) This may include ropes or whips used in this manner.
   (b) Ropes or whips used in such a way as to deflect and not bind are allowed.

15.2 Rigid defensive objects

1. Rigid defensive objects must be made of sturdy materials, resistant to breakage and splintering. Examples include bucklers made of wood with leather edging, bucklers made of metal, walking canes, batons, rigid sword sheaths.

15.3 Non-rigid defensive objects

1. Soft, non-rigid defensive objects can be made of cloth, leather and similar yielding materials. Examples include cloaks, half-cloaks, flexible leather scabbards, hats.
2. They are allowed to be weighted with soft material such as rope or rolled cloth.
   (a) They must not be weighted with any rigid material nor with materials which are heavy enough to turn the device into a flail or impact weapon.

16 Equipment standards - Ranged weapons

16.1 General

1. Ranged weapons include handbows and crossbows used for combat archery, throwing weapons, and mock gunnery gear (such as rubber band guns).
2. The maximum propulsive force is measured using the weapon's primary means of creating propulsive force to the projectile.
3. Bows, mock gunnery gear and the like must have a mechanism where the propulsive force can be easily measured by a marshal on the field, using equipment that is readily available in the Society (e.g., a bow poundage gauge).

16.2 Handbows

1. Handbows must have a draw strength of 20 lb (9 kg) or less at 28 inches (71 cm) of draw.
2. A handbow's draw strength is measured at 28 inches (71 cm) of draw.
3. If a handbow is not designed to be drawn to at least 28 inches (71 cm), then it cannot be used in combat.
4. Compound bows or non-period aids (e.g. non-period sights, spring/flipper rests, plunger buttons, clickers, modern string release aids) are not allowed.

16.3 Crossbows

1. Crossbows must have a draw weight of 450 inch-pounds (518 kg-cm) or less.
2. A crossbow's draw weight is calculated by taking the poundage of the bow measured at the lock, multiplied by the distance (in inches) from the front of the string at rest, to the front of the string when it is in the cocked position. In the SCA, we refer to this measurement as ”inch-pounds“, which is not to be confused with units of torque. A metric measurement of kilogram-centimeters (kg-cm) is allowed.
3. Modern pistol grips are not allowed.

16.4 Mock gunnery gear

1. A rubber band gun, or similar device that fires flexible projectiles which use the elasticity of the missiles to propel the missiles, must have a draw strength of 30 lbs (13.6 kg) or less per missile at its draw length.

16.5 Other ranged weapons

1. A ranged weapon that falls outside or between these categories can only be used with the permission of the Kingdom Deputy Marshal for this discipline or their designated representative.

17 Equipment standards - Missiles

17.1 General

1. All projectiles (rubber bands, thrown weapons, arrows, or bolts) must have a mass no greater than 1 lb (460 g).
2. Projectiles (other than combat archery ammunition) must have a minimum diameter of 1/4 inch (6 mm) in any direction during flight.
3. The striking surface of a projectile must be made of a material with at least 1/4 inch (6 mm) give.
4. No part of the projectile, including the support material underneath the padding, can be sharp.
5. Certain types of projectiles can be disallowed from specific scenarios at the marshals' discretion. For example, ball type projectiles, such as small rubber balls thrown by hand or from a sling, may be unsafe on rigid flooring as they may pose a slip hazard to combatants, but may be safe for use on grass and soft dirt.
6. Material that could flake off when hitting an opponent must not be used on striking surfaces.

17.2 Combat archery ammunition (arrows, bolts)

17.2.1 General requirements

1. All ammunition must be marked in a way that clearly identifies the owner, their branch, and kingdom in a language identifiable in the region where the event is taking place.
2. You must not use any metal in the construction of any ammunition.
3. All ammunition has a maximum length of 28 inches (711 mm) from the back of the head/blunt, to where the string rests on the nock.
4. Your ammunition is allowed to have fletches as long as they are securely attached and made of a soft material.
   (a) Fletches must not project more than 1/2 inch (12 mm) from the shaft.

17.2.2 Ultra-high molecular weight (UHMW) ammunition

17.2.2.1 General requirements

1. Ammunition must have a fiberglass shaft and a blunt of ultra-high molecular weight polyethylene (UHMW).

2. Ammunition may have an anti-penetration device (APD), either commercially manufactured or of high-density polyethylene (HDPE).
3. Armored combat - rattan light ammunition with UHMW polyethylene blunts meet the requirements for combat archery ammunition for rapier and cut and thrust.

17.2.2.2 Fiberglass ammunition shafts

1. Fiberglass used in ammunition must be:
   (a) Solid pultruded fiberglass of between 1/4 inch (6.4 mm) and 3/8 inch (9.5 mm) diameter.
   (b) Able to withstand significant ”bending“ pressure without breaking.
2. The shaft must be covered with a sturdy tear-resistant tape, such as strapping, electrical, or duct tape, from behind the blunt to the nock or to the front of the anti-penetration device (APD).

17.2.2.3 Blunts

1. General requirements
   (a) All arrows and bolts must have a blunt.
   (b) All blunts must be securely attached using tape, glue, cable ties, etc. The method does not matter as long as it is securely attached.
   (c) One piece of sturdy tear-resistant tape, such as strapping, electrical, or duct tape, must extend over the blunt and be securely attached to the shaft on both sides.
   (d) Attachment of the blunt is tested by grabbing and pulling on the blunt with moderate force while twisting it slightly. If it detaches or moves lengthwise along the shaft, then it fails. (Twisting around the shaft is okay.)

17.2.2.4 UHMW polyethylene blunts

1. UHMW polyethylene cores are constructed of at least 1 1/4 inch (31.8 mm) diameter UHMW polyethylene rod with a hole drilled in it to accept the shaft.
2. The shaft hole must be at least 1/2 inch (12.7 mm) deep, and there must be at least 1/2 inch (12.7 mm) of polyethylene in front of the shaft.
3. At least 1/2 inch (12.7 mm) and at most 1 1/4 inch (31.8 mm) of foam padding must be added in front of the UHMW core. This padding must have progressively resistant give and be at least the same diameter as the blunt after taping.
   - Progressively resistant give - as pressure is applied directly to the material, it will compress gradually and without bottoming-out or bending to the side to expose the face or side of the blunt.
4. The side of the head must also have foam padding that provides progressively resistant give that extends from the tip of the padding to at least 1/2 inch (12.7

mm) over the UHMW core that brings the total diameter of the head to at least 1 1/2 inch (38.1 mm) after taping.

5. The front edges of the blunt must be rounded over.
6. All sharp edges must be eased.
7. As long as all other requirements are met, the blunt is allowed to have material removed for aerodynamic or weight-reducing purposes.

17.2.2.5 Anti-penetration devices (APDs)

If APDs are used, they must comply with the requirements listed in the Armored Combat (Rattan) handbook.

17.2.3 Other arrow or bolt designs

All other designs or manufacturing techniques for arrows or bolts must be approved in writing by the Society Marshal's office before use. Contact the Deputy Society Marshal for Combat Archery Rapier for technical details for submission and testing of experimental missiles.

18 Designated areas for combat

18.1 General

1. The marshal-in-charge of this discipline will designate the areas where combat activities are allowed to occur, in coordination with the event steward and event marshal-in-change.
2. Combat must only occur in an area that has been designated for combat.
3. There must be at least one warranted marshal responsible for monitoring (watch, or keep track of, or check periodically) the martial activity occurring in a designated area.

18.2 List field

1. The area should have access and space to support marshals.
2. The area should be clearly marked or have natural boundaries to exclude non-participants.
3. Check that the area can be safely fought upon (i.e. can someone in armor, with restricted vision and possibly moving backwards/sideways, cross it safely).
4. Check for holes, soft spots, rocks, etc. If possible, these should be marked or cordoned off. If a serious hazard cannot be worked around, move the fighting location.

18.3 Battlefield

1. A buffer zone must be provided between the edges of the battlefield and spectators at all times. This will need to be increased when ranged weapons are included.
2. The marshal-in-charge must set this distance and ensure that it is safe (it should not be possible to hit a spectator, either with direct fire or with a bounced missile), taking into account the type of scenario, to minimize the chances of deflected shots traveling into the spectators.
3. Physical barriers may eliminate the need for a buffer zone or lessen the distance needed.

19 Authorization

19.1 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 discipline does not automatically mean competence in another martial discipline, and you will have to authorize for each discipline. Each martial discipline can require separate authorizations for different categories, types of activities, or weapons.
3. Kingdoms can set their own additional requirements for which categories, activities, or weapons within this discipline require separate authorization, as long as they meet the minimum requirements of this handbook.
4. Kingdom Earls Marshal 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 Earls Marshal, 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.

19.2 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
   (b) If you reside in country or location not formally claimed by any kingdom, a kingdom may choose to authorize you according to their rules and processes.
5. Kingdoms are allowed to use warranted marshals from other kingdoms to conduct an authorization. The final decision to issue an authorization resides with the marshalate of the kingdom responsible for the authorization (e.g. kingdom of residence or sponsoring kingdom).

19.3 Authorizing minors

1. The minimum age, required documentation, and participation requirements for each discipline is listed in 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, 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 a warranted marshal for that activity.

19.4 Authorization process requirements

19.4.1 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 candidate understands the rules and is not a danger to themselves or others - it is **not** a test of the candidate'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.

19.4.2 Documentation

1. Before an authorization test, the candidate 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 the Organizational Handbook (aka SCA Governing Documents) Corporate Policies of the SCA, Inc., section IV – VI.
2. Authorizations must be registered and tracked according to your kingdom's procedures.

19.4.3 Theory test

1. The candidate must be able to demonstrate knowledge and understanding of the rules of the Society and kingdom that relate to martial activities, applicable to the authorization being conducted:
   (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.

19.4.4 Practical test

1. The candidate 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.

19.4.5 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 the candidate has passed, witness the practical test, and confirm they meet the required competencies before approving the authorization.

19.4.6 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.

19.5 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.

19.6 Expiry and renewal

1. Authorizations must not exceed 4 years. Kingdoms are allowed to set a shorter duration.
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.
4. If you have been sanctioned (e.g. had your authorization or marshal warrant removed or suspended, or your participation in martial activities were formally limited for longer than one event), the authorizing marshal must confirm that the issues related to the sanction have been addressed before re-authorizing you. Confirmation must be obtained from the office that issued the sanction.

20 Authorization process example

Unless they create their own process, kingdoms will use the following:

20.1 Authorization procedures

20.1.1 Requirements

1. This authorization procedure is for new authorizations and significantly lapsed authorizations.
2. This authorization procedure requires:
   (a) The candidate, who has experience or trained enough to be ready to authorize,
   (b) A marshal, who is warranted to conduct authorizations for this martial discipline.
   (c) An opponent, for the practical test. This should be an experienced authorized fighter.
   (d) The two person integrity rule must be met requiring the presence of:
      i. The warranted marshal conducting the authorization
      ii. Witnessing fighter/marshal - a warranted marshal or an authorized participant in that weapon form/activity/discipline to act as a witness and provide a second opinion. They can also be the opponent used for the practical test.

20.1.2 Documentation

1. The candidate must show the authorizing marshal any required documentation, such as waivers, and fill out any relevant paperwork/forms.

20.1.3 Theory test

1. This can be a written or verbal test. The marshal will assess the candidate on:
   (a) The Rules of the Lists,
   (b) Kingdom-specific rules,
   (c) Expected behavior and responsibilities,
   (d) The conventions of combat for the discipline / activity / weapon form they are authorizing for:
      i. What to do during holds
      ii. Rules of engagement

iii. Use of weapons and defensive equipment

iv. Target areas

v. Acknowledgement of blows

(e) Equipment requirements (such as weapon and armor standards) for the activity or weapon form they are authorizing for.

i. Does the candidate know and understand the rules for what armor they should wear, and what makes it allowed?

ii. Does the candidate know and understand what armor or items are not allowed under our rules?

iii. Does the candidate understand what weapon(s) they may use, and what weapons they may face in combat?

(f) Does the candidate know where and when to ask their questions if they have any questions regarding an aspect of SCA combat?

20.1.4 Armor and weapons check

1. The marshal will inspect the candidate's armor, weapons, and equipment.
2. If any armor, weapon, or equipment fails the inspection, it will need to be fixed or replaced before continuing.

20.1.5 Practical test

Please note that special considerations may be made for candidates with unique needs. All candidates must be safe to themselves and others, but this can take different forms for different candidates. For example, a candidate in a wheelchair might not be able to move laterally but could demonstrate the ability to curl defensively rather than stepping out of the way when necessary.

20.1.5.1 Sparring

1. The candidate and their opponent must calibrate before sparring, so they have a mutual understanding of valid blows.
2. For the first few minutes, the candidate and their opponent can either fight at 1/2 to 3/4 speed and verbally acknowledge all blows landed, or alternate between defensive only and offensive only.
3. The candidate will be assessed for safety including:
   (a) Basic technique - can they deliver and receive a variety of blows without the risk of injuring themselves or their opponent? (Note - they don't need to be good, just safe.)

   (b) Ability to defend themselves safely.

   (c) Ability to follow the marshal's instructions.

(d) Ability to call blows when hit - including ”good“ and the appropriate location, and identifying blows that are ”too hard“ or ”harder than necessary“.

(e) Safe movement. Can the candidate move without tripping on uneven ground, or slipping on a smooth surface? While it is not usually possible or practical to test the candidate on multiple ground types, the marshals should rely on their experience to assess the candidate based on what they see during the authorization.

(f) Safety during combat. Does the candidate remain safe (both their own safety and in terms of not posing a hazard to their opponent or others) in various combat conditions, including an opponent who is retreating, rapidly advancing, or who stops during a retreat?

4. If this portion of the authorization is not satisfactorily completed, the authorization procedure will be stopped. The participant will be told of the problems observed and given instructions on how to correct the problems.

20.1.5.2 Formal combat

1. If the sparring portion was completed satisfactorily, the candidate will then fight an opponent in one or more tournament-type bouts, acknowledging the effects of blows appropriately until one of them is defeated.
2. The candidate will be assessed for safety including:
   (a) The same things they were looking for during the sparring portion.

   (b) Whether they can apply the conventions of combat.

   (c) How they react to full speed blows.

   (d) Whether they react appropriately under pressure.

   (e) Whether they can maintain control and their temper.
3. The marshal and the witnessing fighter/marshal will discuss the candidate's performance. They may ask for further bouts or demonstration of technique.

20.1.6 Passing the test

1. If the authorizing marshal and witnessing fighter/marshal agree that the candidate has met the requirements, the marshal will notify the candidate that they are now authorized.
   (a) The marshal conducting the authorization will ensure all documentation required by the kingdom is properly completed.

   (b) The properly completed forms need to be sent to the kingdom official responsible for issuing and tracking authorization. When these properly completed forms are received by the official, proof of authorization will be issued (this may be a physical card, or a digital database). The newly-authorized participant should receive proof of authorization within one month. If not, they should contact the kingdom official.

2. If the marshal decides not to authorize a candidate, they will explain why, and what the candidate needs to work on to succeed next time.

20.2 Re-authorization procedure

1. This re-authorization procedure is for renewing an existing or recently expired authorization.
2. This re-authorization procedure requires:
   (a) The candidate, who has enough experience or training to be ready to authorize.
   (b) A marshal, who is warranted to conduct authorizations for this martial discipline in the kingdom.
3. Regardless of how recently the fighter's authorization has lapsed, the authorizing marshal must test the fighter on their knowledge of the rules, particularly any rules that have changed within the last 4 years.
4. If the authorizing marshal has not seen the participant fight recently enough to confirm that they still meet the required competencies, observe them during combat and confirm that they are still competent, or run through the practical test.
5. If a fighter has been sanctioned (e.g. had their authorization removed or suspended), the authorizing marshal must confirm that the issues relating to the sanction have been addressed. Confirmation must be obtained from the office that issued the sanction.

21 Accessibility

21.1 General

1. The SCA is committed to promoting and supporting inclusion, equity and accessibility in our martial activities.
2. Marshals are encouraged to be flexible and creative in finding ways to enable participants of diverse abilities to learn and participate in SCA martial activities with utmost regard to the safety of all.
3. Upon request, marshals should make reasonable accommodations, within limits of safety, for adaptive equipment or conventions.
   (a) Safe and approved variations to weapons, equipment, and conventions are allowed for enabling participation.
   (b) Only a warranted marshal can make this determination.
4. Marshals should recognize that not all disabilities are visible.
5. Accessibility issues are to be handled with courtesy, respect, and confidentiality.
6. Medical documentation is not required.
7. Please reach out to your kingdom and local branch Diversity, Equity, Inclusion and Belonging (DEIB) officer and marshals to explore options.

21.2 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.

21.3 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 or private spaces 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.

21.4 Rapier specific

1. The grip of a sword may be modified. The combatant must still be able to wield it safely and deliver blows of appropriate calibration.
2. Use of youth combat rapiers by adults may be approved by the Kingdom Rapier Marshal.
   (a) As a non-standard weapon, anyone is allowed to decline to face it without forfeiting the bout.
   (b) All combatants involved must meet the appropriate youth combat armor requirements for the weapons used.
   (c) Youth combat rapiers may not be used against adult rapiers.
   (d) The Kingdom Rapier Marshal will identify or delegate marshals that can perform the weapon and armor inspections.

22 Safety resources

These safety resources are provided as informational only.

22.1 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.

22.2 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 the 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 whether martial activities should continue or be postponed or canceled. If continued, marshals should also evaluate whether additional mitigation measures are needed.
3. During high heat, participants should act with caution and always in the interest of their own health.
4. As always, local marshals are allowed to cancel official activities based on their reading of the environment.

22.2.1 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

22.3 Air quality guidelines

1. Kingdoms are highly recommended to develop air quality policies for their environment and activities.
2. 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.
   (a) When the local AQI is over 150, marshals must evaluate whether outside martial activities should continue or be postponed or canceled. If continued, marshals should also evaluate whether additional mitigation measures are needed.
   (b) At increased levels, participants should act with caution and in the interest of their health.
3. As always, local marshals are allowed to cancel official activities based on their reading of the environment.

22.3.1 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/`

23 Injury procedures

23.1 General

1. When an injury occurs in a designated martial area (e.g. field, range, or arena), it should always be remembered that the two primary concerns are:
   (a) The safety of persons entering the area to help, and the well-being of anyone already in the area.
   (b) Getting to and assisting the injured party.
2. SCA Inc does not officially render treatment, so it is not the responsibility of the marshal to render treatment. Other affiliates may have different requirements.

23.2 On the field

1. If you, or someone near you on the field is injured or you think they might have been injured,
   (a) Call a hold to stop all activity in the area,
   (b) A marshal will then determine the proper course of action.
   (c) If it is practical, and the safety of the injured person, responders and participants can be maintained, the activity can resume in other areas of the field.
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. Marshals who ignore injuries, or participants who intentionally interfere, may be subject to SCA sanctions.

23.3 Treatment

1. If the injured person is an adult, they must be asked whether 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.

23.4 Return to the field

1. If your injury involves free flowing blood,
   (a) You must leave the field immediately
   (b) The bleeding must be stopped and the wound dressed before you return to combat.
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.

23.5 Reporting

Injury reporting information is found in Reporting requirements.

24 Managing misconduct

24.1 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 the red card in football/soccer, or ejection from a gridiron football or baseball game, benching a player, etc.
2. If someone behaves unacceptably or violates the rules/standards, whether as a participant or a marshal, a warranted marshal can decide that they are no longer allowed to be on the field and exclude them from taking part for a period of time.
3. The exclusion could be as simple as sitting out a round to regain their 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 immediately removing an unsafe combatant from the field, long term sanctions can also be applied.
5. Marshals higher in the chain of command have the ability to exclude participants from a larger scope of activities or for a longer time.
6. If you are a marshal in the chain of command and don't feel comfortable making the decision, or are not sure you can make a decision fairly, you can and should recuse yourself (i.e. voluntarily excuse yourself and ask another marshal of the same or a higher rank to make the decision). If you are involved in the incident or have a conflict of interest, 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, even if that means an activity cannot happen because there is no marshal.

24.2 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,

- Revoking 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 (or equivalent body for affiliates).

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 Sanctions Procedures and Policies Manual, 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 must be adhered to when sanctioning any person.

24.3 When there is an incident

24.3.1 General

Usually, participants are more than willing to correct any problems or breaches of the rules pointed out by a marshal. This is the desired solution: get the problem fixed. However, occasionally a marshal must take action. In the unhappy event that you find it necessary, here is how to proceed. In order of preference:

1. Point out the violation (missing armor, grappling during combat, etc.) and ask the participant to correct it.
   (a) In the case of missing or inadequate armor or equipment, do not allow the participant onto the field until it has been fixed.
   (b) In the case of violation of the rules during combat or the activity, ask the participant to leave the field. This particularly includes removing from the field anyone who has lost their temper - do not allow them to resume until they have cooled off.
2. If you need support, call on: (in order)
   - 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

3. If the violation cannot be stopped, convince the marshal-in-charge and the local seneschal to end the event.
4. Marshals should enforce the rules regardless of the rank, title, or office of the participants.
5. In any case where voluntary correction is not made after the problem has been pointed out, a detailed written report must be made to the Earl Marshal as soon as possible after the event. In cases where the participant has made corrections voluntarily, a report should be sent to the Earl Marshal if a pattern of problems, even minor ones, from the same participant is occurring.

24.4 Roles and responsibilities for incidents

If you see a problem, you can take appropriate action by following the steps below, depending on your current role.

24.4.1 Anyone

1. Anyone can call hold. This includes whether you are an adult or child, authorized or not, spectator, participant, or field marshal, or taking part in any martial activity. Anyone 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 discuss this with the marshal.

24.4.2 A warranted marshal

1. If there is an issue before the activity:
   (a) Point out the problem 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 be 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 or others,
    - 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.
    (a) They cannot appeal this, as the bout/round is over at that point.
    (b) You must report this to the marshal-in-charge of the activity, who will report it up the chain of command. Include information about what happened, what you did, and whether you believe further action is required.
8. 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.

24.4.3 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.

24.4.4 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 to the Regional or Principality Marshal for the discipline if they are 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 the next appropriate person in the chain of command), but the sanction is in effect until a decision is made in the appeal process.
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.

24.4.5 Marshal-in-charge of the event

1. An incident can come to your attention in a number of ways:

(a) You see or 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 review 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 to the Regional or Principality Earl Marshal if they are 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 Deputy for the discipline, 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, and/or the Regional or Principality Earl Marshal if they are 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.

24.4.6 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 someone even higher, but the suspension/revocation is in effect until a decision is made in the appeal process.
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 need to be further sanctions applied, follow the sanctions guidelines.

24.4.7 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 is in effect until a decision is made in the appeal process.
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.

(a) If the fighter is subsequently re-authorized, or the marshal is re-warranted, the group marshals within the kingdom and the Kingdom Earls Marshal must again be notified.

8. If you believe that there need to be further sanctions applied, follow the sanctions guidelines.

24.5 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. Decisions made by the marshal-in-charge remain in effect until reviewed by the next level in the chain of command.
2. The marshal-in-charge of the event should convene a 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.

25 Marshalate - Overview

25.1 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).

25.2 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.

25.3 Marshal authorization requirements

1. A marshal may be authorized after demonstrating the ability to oversee combat, judge a fighter's authorization, inspect weapons and armor, and be knowledgeable about the safety and rules of rapier combat.
2. At a minimum, a marshal's authorization must include the following:
   (a) The candidate must have a good working knowledge of the Rules of the Lists, the conventions of rapier combat, and any additional kingdom rules or conventions.

   (b) The candidate must be willing to enforce the Rules of the Lists, the conventions of rapier combat, and any additional kingdom rules or conventions.

   (c) The candidate must have a good working knowledge of the Society minimum armor and weapons standards and any additional kingdom armor and weapons standards.

   (d) The candidate must demonstrate the ability to conduct an inspection of armor and weapons for use in combat.

   (e) The candidate must demonstrate the ability to conduct an inspection of combatants.

   (f) The candidate must demonstrate the ability to safely control rapier combat, whether this is single combat, melee combat, or battle environment.

   (g) The candidate must demonstrate the ability to observe and understand rapier combat.

25.4 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.

26 Marshalate - Responsibilities and chain of command

26.1 Chain of command

1. The basic chain of command *(people responsible or accountable for actions and decisions, ranked from lowest to highest)* for the marshalate is:
    - Any 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

26.1.1 Notes

1. If you are not a warranted marshal for a discipline, you cannot make decisions that require knowledge or expertise in that discipline.
2. For roles that include 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 Earls Marshal 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

26.2 Definitions

Discipline The martial form. Current SCA martial disciplines include:

- Armored combat - Rattan
- Armored combat - Steel
- Rapier combat
- Cut and thrust combat
- Combat archery
- Target archery
- Siege engines
- Thrown weapons
- Equestrian
- 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.

26.2.1 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.

26.3 Personnel

26.3.1 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.

26.3.2 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.

26.3.3 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.

26.3.4 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.

26.3.5 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 must be a warranted marshal (any discipline).
3. They can enlist the assistance of other warranted or non-warranted marshals in executing these duties.
4. They should be kept informed by the marshals, or by marshals-in-charge of disciplines they may have appointed for the event.
5. They are administratively accountable for all martial activities of all disciplines at an event, whether scheduled or unscheduled.
6. They are typically appointed by the event steward, but can be appointed in kingdom law, or treaty.
7. They are responsible for dealing with incidents or issues that span multiple disciplines.
8. They can exclude or remove a person from all martial activities at the event for stated reason.

9. They provide an event report, including any incidents/injuries, to the Principality or Kingdom Earl Marshal.
10. They ensure that reports from all activities are received by the event steward *(if required).*

26.3.6 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 must be a warranted marshal.
3. 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.
4. Some groups might have an additional layer above this that administers all martial disciplines within a group.
5. 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.

26.3.7 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 must be a warranted marshal for that discipline.
3. 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.
4. They are responsible for oversight and management of authorizations for participants and warranting marshals for their discipline in their kingdom.
5. They may authorize a minor participant for their discipline.
6. They are responsible for suspending/revoking authorizations or warrants of participants for their discipline, if required.
7. Other duties and responsibilities that their Kingdom Earl Marshal requires.
8. They may define and designate marshals with particular authorities in their discipline.
9. 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.
10. They are kept informed by the group marshals for that discipline.

11. 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.
12. They consult with the Society Deputy for that discipline on administrative and rule changes and experiments that affect their discipline.

26.3.8 Principality Earl Marshal

1. The principality officer administratively accountable for all martial disciplines within a principality.
2. They must be a warranted marshal (any discipline).
3. 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.
4. They are responsible for oversight and management of authorizations for participants and warranting marshals within their principality.
5. They may authorize a minor participant within their principality.
6. They are responsible for suspending/revoking authorizations or warrants of participants within their principality, if required.
7. Other duties and responsibilities that their Kingdom Earl Marshal requires.
8. They are kept informed by the marshals within their principality.
9. They report on the state of all martial disciplines, interpretations, experiments, and any issues within their principality to the Kingdom Earl Marshal.

26.3.9 Kingdom Earl Marshal

1. The kingdom officer administratively accountable for all martial disciplines within a kingdom and its principalities.
2. They must be a warranted marshal (any discipline).
3. 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.
4. They are responsible for promoting and enabling all martial activities in their kingdom and their principalities, including ensuring the rules and processes are implemented properly and in an unbiased manner.
5. The Kingdom Earl Marshal is responsible for oversight and management of authorizations for all participants and warranting marshals for their kingdom.
6. They may define and designate marshals with particular authorities.
7. They are responsible for suspending/revoking authorizations or warrants of participants in one or multiple disciplines, if required.

8. They are kept informed by and answer correspondence from their Deputies, Principality Earls Marshal, and group marshals.
9. They report on the state of all martial disciplines, interpretations, experiments, and any issues within their kingdom to the Society Marshal.
10. If in a kingdom that is part of an affiliate, they will also need to report to their organization.
11. They consult with the Society Marshal on administrative and rule changes and experiments that affect all disciplines.

26.3.10 The Crown/Coronet

1. The Crown approves and signs all marshal warrants and rosters, as one of the signature authorities for those documents.
2. As is in the Rules of the Lists:
   (a) All participants in martial activities must be presented to, and be acceptable to, the Crown or their representative(s).
   (b) The Crown may bar any weapon, armor, or equipment from use upon the field of combat or designated area for martial activities.
3. They provide support to marshals during incidents, as needed.
4. The Crown are not in the marshalate chain of command for appeals, marshalate-issued sanctions, or for decisions that require a warranted marshal. However, they may be consulted on decisions at their level and should be informed of outcomes.

26.3.11 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 must be a warranted marshal for that discipline.
3. 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.
4. They can suspend/revoke authorizations or warrants of participants in their discipline, if required.
5. They report on the state of their martial discipline, interpretations, experiments, and any issues within their martial discipline to the Society Marshal.
6. They are kept informed by the Kingdom Deputies for their discipline.
7. They consult with the Society Marshal on administrative and rule changes and experiments that affect their discipline.

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

26.3.13 Society Marshal

1. The Society officer accountable for all martial disciplines within the Society.
2. They must be a warranted marshal (any discipline).
3. The Society Marshal is appointed and warranted by the Board of Directors of SCA Inc.
4. They are responsible for:
    - Warranting and directing the Kingdom Earls Marshal 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.
5. They can suspend/revoke authorizations or warrants of participants in one or multiple disciplines, if required.

6. They report on the state of all martial disciplines, interpretations, experiments, and any issues within Society martial arts to the Board of Directors.
7. They are kept informed by and answer correspondence from the Earls Marshals, and the Society Deputies for the disciplines.

27 Kingdom marshalate

27.1 General

1. Kingdoms must document their marshalate structure and process for the authorization of marshals for this discipline.
2. The general Society requirements for marshals, authorities and responsibilities are found in:
   (a) Marshalate - Overview, and
   (b) Marshalate - Responsibilities and chain of command.

28 Inspecting equipment

28.1 General information

1. At each event, the marshal-in-charge must arrange for the inspection of all equipment to be used in combat (e.g., armor and weapons). This in no way relieves the individual combatants of their responsibility for following the equipment standards.
2. The purpose of our rules, standards and inspections is to reduce the chance of injury for those who participate. Even with those rules and standards, all of our combat activities can lead to injury.
3. Ultimately, the fighter is responsible for the condition and safety of the armor and weapons they use at all times.
    - This includes periods between bouts, between battles, and day to day periods between battles at a multi-day event.
    - Equipment that was perfectly serviceable at the beginning of the previous event or day could have broken since, and even the most experienced fighter can occasionally forget some piece of armor.
    - The marshal's inspection is intended to provide a second pair of experienced eyes and an outside point of view.
4. As a marshal, you are not guaranteeing or certifying that anything is completely safe, or that its use is without risk.
    (a) The primary responsibility for the safety of weapons and armor remains with the fighter.

    (b) You are inspecting to see whether the item (armor, weapon, how the armor sits on the fighter, etc.) complies with our published standards or not.

    (c) Weapons or armor that do not comply with our standards must not be used.
5. If you (as a warranted marshal) do not believe that the weapon or armor is safe, do not let it be used on the field regardless of whether it meets all other requirements.
6. When in doubt, ask for a second opinion from another warranted marshal. Only a warranted marshal is allowed to make final decisions about weapons and armor.
7. Properly carrying out your duties as an officer of the SCA and a marshal will indemnify you in case the corporation or its officers (of which you are one) are sued.

8. The sample inspections, listed below, are not meant to be comprehensive for every item in the rules. Marshals are encouraged to use their best judgement to conduct any aspect of an inspection more thoroughly.

28.2 Sample armor inspection

1. Armor inspection must be done with all of the armor on the body of the fighter who is going to wear it. It is not otherwise possible to get an accurate idea of what is covered and what is not, or where gaps could occur as the combatant moves.
2. Check that the combatant has the appropriate level of protection on the appropriate parts of the body.
3. When inspecting a combatant's armor, you might not be able to see every part of armor. In these cases, ask the combatant about their armor and to determine if they know the rules and are, per their assertion, armored accordingly.
4. It could be necessary to ask the combatant what their penetration resistant armor is – for example, it could be a combination of a doublet and underarm gussets sewn into their undershirt. If you cannot see the undershirt in this scenario, ask them if they're wearing it.
5. If there is concern about the penetration resistant armor, it should be tested using a standard drop tester. Marshals doing the testing must be trained in the use of the drop tester. The Kingdom Rapier Marshal can choose to designate certain deputies to administer such testing.
6. It might be necessary to ask the combatant to adopt a pose or move in a manner common to combat, for example a lunge or going into an ”en garde“ position, in order to see that there is sufficient coverage in their armor.
7. If a part of the inspection requires you to touch the combatant, for example to check for proper mask fit, ask for and receive their permission before you do so. If the combatant does not permit inspection, they do not pass inspection.
8. You can ask the combatant if they are wearing groin protection appropriate for them. It is up to the combatant to know what they need to wear.

28.3 Sample mask inspection

1. Check that the materials of the mask meet the rigid material standard, and are without excessive rust or dents that weaken the material.
2. If there is concern about the face mesh of a modern fencing mask, it should be tested using a standard commercial 12 kg mask punch. Marshals doing the testing must be trained in the use of the punch. The Kingdom Rapier Marshal can choose to designate certain deputies to administer such testing.
3. Check for a snug fit that is unlikely to result in the mask or a part of the mask contacting the combatant's head or face.

4. Check the mask off the head. Look inside for any substantial (i.e. greater than 1/8 inch (3 mm)) protrusion and check that there is sufficient padding or an adequate suspension system to keep the combatant's head from contacting any rigid surface.
5. Check the mask on the combatant. It is frequently necessary to push or pull on the mask to ensure it doesn't contact the combatant. Tell the combatant what you are going to do as you work through the inspection.

28.4 Sample glove inspection (if required by your kingdom)

1. Gloves are to be made of abrasion resistant material. Most gloves in practice are made of leather. Check for any significant openings, breaks, cuts, etc. that could permit a blade or abrasive cut. Note that when sewing leather together, small gaps can appear at the seams which are structurally sound.
2. Check that there is sufficient overlap between the gloves and the shirt that there are no gaps in reasonable arm/hand positions.

28.5 Sample inspection for bladed weapons

28.5.1 Overall inspection

1. Check that the overall length is within the acceptable range.
2. Check that the weapon is in good repair; i.e. doesn't seem like it will fall apart with a parry.

28.5.2 Blade

1. Check for nicks that can cut an opponent. You can do this visually or by running a gloved hand along the edges of the blade. Run your hand in both directions but do so lightly – by its very nature a potentially harmful nick can injure you. If the blade has substantial nicks, they will need to be filed or sanded before the weapon can be used.
2. Look down the length of the blade to look for kinks. Weapons with kinks consistent with fatigue cannot be used.
3. Check the flexibility of the blade. If in doubt, check the weapon for flexibility using a 6 oz (170 g) weight and a ruler.
   (a) You can create a 6 oz (170 g) weight of a variety of materials. One of the easiest is a collection of thick washers, pre-weighed to 6 oz (170 g). Tie the washers together with a piece of wire or string, and create a loop from that wire or string so that you can use it to hang the washers on a sword tip.
   (b) To test a sword, clamp or hold the sword on a rigid surface, such as a table, so that it doesn't move at the handle end. Place a ruler vertically behind the tip, and note where the tip is. Then hang the weight and note how far the tip deflected down. Turn the sword over and repeat.

28.5.3 Tip

1. Check the tip visually for cracks, bulging, or discoloration, or any other signs that the sword is starting to punch through the tip.
2. Frequently, it isn't possible to ascertain the internal components of the tip. For example, if the tip is made of leather, it might not be possible to tell that the leather is thick enough. Ask the combatant about the construction of the tip to check that they are familiar with the rules and that their tip construction is in compliance.
3. If the tip appears not to meet the requirements, it needs to be replaced before the weapon can be used.
4. Check that the tip is unlikely to come off during combat, by pulling on it.

28.5.4 Quillons and pommel

1. Check that the quillons and pommels do not have sharp or pointed ends.

28.6 Sample inspection for spears

28.6.1 Head

1. Check that the tip is flexible, and returns substantially to its original shape within three seconds.
2. Check that the head is well affixed to the haft.

28.6.2 Haft

1. Check that the haft is the appropriate diameter and material.
2. Check that the haft is free from dangerous burrs or protrusions.

28.7 Sample inspection for defensive equipment

1. Check for any major splinters, nicks, or features that can injure an opponent.

28.8 Sample inspection for ranged weapons

1. Check the striking surface of ammunition for size and yield.
2. The draw of a rubber band weapon can be checked with a scale such as a fish scale or luggage scale or an archer's tool.

28.9 Sample inspection for combat archery equipment

28.9.1 Bow

1. Ensure that the string is not showing excessive wear.
2. Measure the power of the bow with a calibrated scale to ensure it is within appropriate specs. There are two approved methods to measure a bow's poundage:
    - Using a measuring device calibrated to 28 inches of draw, use the bow scale to measure from the back of the bow at full draw.
    - Using a measuring device calibrated to 26 1/4 inches of draw, use the bow scale to measure from the pivot point of the bow at full draw. (This is sometimes referred to as True Draw Length.)
3. Check the bow itself for cracks or gouges, as well as for significant limb twist that could make the string leave the tips.

28.9.2 Crossbow

1. Ensure that the string is not showing excessive wear.
2. Measure the power of the crossbow with a calibrated scale and multiply that measurement by the length of the draw to ensure it is within appropriate specs.
3. Check that the lock mechanism releases smoothly under simulated pressure.
4. Check that the lock mechanism is solid and will not accidentally fire.
5. Ensure the stock has no failures between the bow/prod and lock.
6. Check that the prod is secure to the stock and free from any defects.

28.9.3 Ammunition

1. Based upon the type of ammunition, check that all dimensions meet or exceed the minimum requirements.
2. With two fingers and a thumb, grab both head and tail and pull with moderate force while slightly twisting. If either end moves laterally, it fails.
3. Check that the blunt is in good repair.
4. Check the shaft and anti-penetration device (if applicable) for signs of cracking or other failure. If a marshal can place a fingernail in a defect, then it fails.
5. Check that it is properly labeled and taped.

29 Marshaling on the field

29.1 Guidelines for marshaling on the field

1. Many of the rules in this chapter are not rigid requirements, but are intended to help clarify and to provide examples of acceptable methods and procedures. Check which rules use ”must“, and which use ”should“.
2. There are three priorities in marshalling; safety, fair witness, and showmanship. While safety is the top priority, fair witness and showmanship are also key aspects. While these concerns apply to all marshaling, they are most detailed and balanced in single combat.
3. Marshals must be willing and able to enforce the rules for safety and fairness, and to mediate disputes between combatants.
4. If there is a situation not explicitly covered by Society or kingdom rules, the marshals should use their discretion and best judgement and not assume that the situation is forbidden or inappropriate.
5. No matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants and observers.

29.2 Preparing to marshal combat activities

As marshal-in-charge, you are responsible for organizing the marshaling. This does not mean that you have to do it all yourself.

Things that need to be done prior to all combat activities:

1. Check that the field can be safely fought upon, preferably before the site is reserved for the event. Can someone in armor, with restricted vision, cross it safely (i.e., without injury; simple tripping is an inherent hazard of combat in rough terrain)? At minimum, check before combat to see if there are holes, soft spots, rocks, etc. If they are serious and cannot be worked around, move the fighting somewhere else.
2. Arrange for equipment inspection. (See Inspecting equipment)
3. Arrange for marshals for all of the combat.
   (a) That means there should be at least one marshal per single combat (preferably two or three); enough marshals for group combat (melees and battles) to both surround the fighting (to keep an eye on the boundaries) and keep most of the fights under general surveillance for detached armor, broken weapons, etc.
   (b) It is relatively common for a marshal-in-charge to appoint those they feel are competent to serve as field marshals during an event. Whether these

individuals are warranted marshals is a matter of kingdom choice. The advantage of being a warranted marshal is that you are an official of the Society, which gives you certain legal protection from lawsuits (if any) arising from your actions as a marshal.

(c) If volunteers are in short supply, point out to the fighters that they do not get to start until sufficient marshals are available.

4. When it is all over, write up a report on the event. (See Reporting requirements)

29.3 Safety

1. The field itself can cause safety problems. Before you begin, look over the area where the fighting will take place. Look particularly for large holes, soft spots, and rocks as fighters will generally accept small holes, rocks, etc. as part of the terrain. Once the fight starts, try to keep it away from these areas. If the hazards are serious, move the fight.
2. As the fighters come onto the field, take a quick look to see if they have their full armor, especially neck, back of the head, and (for cut and thrust) hand and elbow armor. These are the likeliest to be removed and then forgotten. This should not take any time at all; it isn't a full inspection or an attempt to catch someone trying to play games with the rules - just a quick double-check to help someone who could have been distracted by the excitement of the day.
3. Once the fight has started, watch for lost tips, broken or bent blades, lost tempers, injuries, and intrusions into the field. Non-participants, especially small children and pets, do not always realize that they are supposed to stay off of the field during combat.
4. If there is a problem, shout ”Hold¡‘, several times if necessary. Most fighters will hear and respond to a cry of ”Hold¡‘ even when they won't notice their own names being called.
   (a) If the first cry of ”Hold¡‘ does not cause the fighters to stop, get in between the fighters, or between the fighters and whoever or whatever has wandered onto the field, and block the weapons with your staff until the fighting stops. Keep yelling ”Hold¡‘ while you do so that eventually they will notice. That is one reason why marshals routinely carry staffs on the field.
5. If a fighter throws blows which force their opponent to retire from the field, from a real injury (even one which only causes brief incapacitation), the marshal responsible for the field shall take such steps as are appropriate to stop the problem from recurring, and report the incident.
6. Kingdoms have different traditions as to how much marshals should intrude into a fight.
   (a) Some kingdoms expect marshals to keep their opinions to themselves, except in the case of clear and immediate safety hazards, and some kingdoms expect marshals to volunteer advice any time they think the fighters might possibly have a question about a blow.

(b) If you are new to marshaling, or new to the kingdom you are in, try to find out where in this spectrum your kingdom lies. It will make a difference in how you act and, perhaps more importantly, it will make a major difference in what the fighters expect of you.

(c) Blatant violations of the rules and safety concerns should always be brought up either immediately, with a ”Hold“ called if necessary for safety issues, or if they can wait, until an appropriate time for rules discussion after the bout or activity.

29.4 Marshaling single combat

29.4.1 General

1. There should be at least one marshal for single combat. Two or three will be able to see more of the fight. Four or more will get in each other's way and block the view from the sidelines without providing noticeably better marshaling.

29.4.2 Witness

1. You are expected to be an impartial witness to exactly what happens during a fight. Ideally, you should be able to describe the last 3-4 blows on your side of the fight: where they started, their angle of approach, how they were blocked or where they landed. Do not be afraid to say, ”I don't know“ if you were looking at one part of the fight when something (allegedly) happened in another part.
2. Do not try to impose your view unless you see what appears to be major and repeated problems. Leave the blow counting to the participants unless you see clear reason to intervene; usually, they have a much clearer perspective than the marshals do.
3. If the fighters do ask you what happened (or you feel compelled to volunteer), try to do so tactfully. Prefacing your statements with ”It looked to me like...“, ”It appeared...“, or ”to the crowd it looked like...“ is preferable to a dogmatic assertion of what happened. Similarly, it is preferable to ask ”Did that blade land on edge, or was it flat¿‘ rather than saying, ”You missed a good draw cut.“

29.4.3 How to observe combat

1. In order to be a good witness and answer as accurately as possible, you need as clear a view as possible.
2. You need to strike a balance between getting closer to see better and staying back out of range of the blows.
   (a) Just what the appropriate distance is for you will depend on your level of experience with fighting (e.g., how well you can judge what the range of the weapons is and whether you are in or near it).

(b) In general, for single combat, 20 yards is too far and 2 yards is too close. In the absence of a better idea, consider 5 yards for weapons less than 3 feet in length and 8 yards if either combatant has a longer weapon.

3. Try to keep moving so that the combatants are roughly centered between you and the other marshals for the fight.

29.4.4 Showmanship

1. Keep an eye on the audience. SCA combat is a spectator sport, just as medieval tournaments were. Your part of the show is to keep things moving and avoid blocking the view from the sidelines except where unavoidable.
2. This means fast pre-fight checks and announcements, a minimum of holds and discussions during the fight, and a strenuous effort to stay out of the way and keep moving.
3. If it's cold, wear several layers of clothing and move even more, as one person in a cloak can interfere with the view of many.
4. In some kingdoms, and/or specific tournaments, the marshal may be asked to guide combatants through salutes. This is commonly done in an early round in a tournament. This is also good opportunity to ask whether the combatants are satisfied with their opponent's arms and armor. The salutes are usually:
   (a) Salute to the Crown
   (b) Salute to their inspiration
   (c) Salute to the crowd
   (d) Salute to their opponent
   (e) When the combatants are ready, call "lay on" (or its equivalent) loudly and clearly.

29.5 Marshaling melees and battles

1. There must be a marshal-in-charge for each battle.
2. The marshal-in-charge for a particular battle is not allowed to participate in the battle as a combatant.
3. All marshals should be separately briefed prior to the meeting 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, and identifying hazards to prevent accidents that could arise from hazards related to 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.

4. All participants must gather to have the rules and the scenario limits explained to them, and any questions should be answered.
    (a) If the scenario limits vary radically from battle to battle, you may need to brief everyone before each battle.
    (b) Let the participants know if you are using an alternative means to signal ”Hold“ or ”Lay on,“ such as whistles, air horns, or other such devices.
5. Equipment inspection must take place before combat starts, with particular emphasis on any modifications that have been made for that event, battle, or scenario.
6. Guidelines for number of marshals. (These may vary due to terrain and scenarios.)
    (a) You should have at least 3 marshals for the first 20 fighters.
    (b) For 20 to 500 fighters, add 1 additional marshal for each 15 fighters.
    (c) For more than 500 fighters, you should have an experienced marshal-in-charge and a sizable number of experienced marshals. It is better to have more marshals for free-for-all combat.
7. If not enough marshals are available, remind the fighters that combat cannot begin until there are enough. They may need to take turns marshaling to ensure that those who have to marshal can get some fighting in.
8. Marshals should station themselves around the edges of the fight. This allows them to control the borders while keeping as much of the fighting as possible in view. It also prevents fighters from running into them from behind. As always, keep moving and stay close enough to spot safety problems.
9. In very large melees, it's a good idea to have some marshals in the middle of the field, as well as those around the edge. If you are mid-field, be careful that you do not get so interested in the fight in front of you that you back into other combat or forget to watch another bout moving around behind you.
10. When marshaling melees and battles, the witness function becomes a very low priority. It is not unimportant, but it is impossible for a handful of marshals to be accurate witnesses to the details of dozens of separate combats.

30 Inter-kingdom events

30.1 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.

30.2 Before the event

1. The general rules under which the event will be conducted, compromises between conflicting kingdoms' standards, and the scenario limits for any planned battles or activities 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 events, 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.

30.3 At the event

30.3.1 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.

30.3.2 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.
4. As calibration varies between kingdoms, a calibration check should be carried out between fighters from different kingdoms before starting any combat. The standard should be agreed and communicated in advance by the marshals.

30.4 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.

31 Reporting requirements

31.1 Injuries, incidents and adverse events

31.1.1 General

1. There is a range of issues that can occur at events or practices that must be reported. These include:
    - Significant 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, even briefly
    - Anything involving calling emergency services to the site
    - 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 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 marshalate 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.

31.1.2 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.

31.2 Event reporting

31.2.1 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.

31.2.2 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.

31.2.3 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.

31.2.4 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.

31.2.5 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.

31.2.6 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.

31.3 Officer reporting

31.3.1 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.

31.3.2 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.

31.3.3 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 discipline 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.

31.3.4 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.

31.3.5 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 happened, who was involved, and what actions have been taken as a result.
3. Provide any other reports your Kingdom Earl Marshal requires.

31.3.6 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 happened, who was involved, and what actions have been taken as a result. 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.

31.3.7 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 happened, who was involved, and what actions have been taken as a result.

31.3.8 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.

32 Experimentation

32.1 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.

32.2 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.

32.3 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.

32.4 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.

32.5 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

32.5.1 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.

32.5.2 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.

32.5.3 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.

33 Handbook updates

33.1 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.

33.1.1 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.

33.1.2 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.

33.2 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.

33.3 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.

34 Appendix - Drop tester

34.1 Overview

1. A drop tester is used to ascertain that materials meet the penetration resistance standard of the Society, and is required every two years for penetration resistant armor, with the exceptions noted under the definition of penetration resistant armor. Sweating and washing can wear out fabric, thinning it out and making it susceptible to penetration.
2. The only acceptable alternate to the use of the test described here is a commercial 550N garment punch test devices, manufactured by sources acceptable to the Deputy to the Society Marshal for this discipline. These devices must be used according to the manufacturer's instructions.
3. The drop test was created to help ensure that a broken blade, with the typical types of breaks seen, or an untipped blade, is less likely to pierce the opponent. However, no amount of armor will ever be perfect protection and is not meant as a replacement for comportment, training, and control.

34.2 Procedures for creating a drop tester

It is important not to deviate from the construction specifications given below without approval, as seemingly minor changes can affect the test results.

There are three major parts to the tester, the drop probe (the weighted piece), the guide tube, and the round frame (3-inch flange, below) over which the fabric to be tested is clamped. The actual test method is detailed below but here is a brief overview:

Clamp the fabric over the 3-inch flange, balance the guide tube over the center of the fabric, and drop the weighted drop probe down the middle of the guide tube, as shown in Figure 34.1, below. If the rod on the end of the falling drop probe punches through, the fabric fails, if it doesn't punch through the fabric passes.



These instructions describe how to build a drop tester for carrying out these tests. It won't take very long to build, and will not be very expensive, but does need one special part.

34.2.1 Parts list

- 1 inch (25 mm) nominal diameter and 18 inches (450 mm) long Black Pipe stub from any do-it-yourself/hardware store, plumbing supply house, etc.. Black Pipe is heavy, iron pipe used for natural gas.
- 1 inch (25 mm) nominal plastic cap for the Black Pipe (screws onto end of pipe)
- 0.156 inch (5/32 inch (4 mm)) ”plus tolerance“ diameter gage pin, 2-inch length, Class Z (0.0001 inch or 0.003 mm tolerance) or ZZ (0.0002 inch or 0.005 mm tolerance).

A gage pin was found to have a more consistent edge, or shoulder, than other types of bar stock. If the edge is too sharp or too rounded, the results of the drop test will be affected.

- drill bit stop or collar (piece that goes on to a drill bit to set the depth of a hole)
- epoxy (the solid grey type such as JB Weld works well, clear epoxies do not hold up as well)
- 2-inch (50 mm) nominal diameter PVC or equivalent (material doesn't matter for this), at least 23.6 inches (600 mm)
- 3-inch by 3-inch Male Adapter PVC DWV (short section of PVC, has *external* threads on one end)



- 2 hose clamps, 2.5-inch to 4-inch range (large enough to fit over 3-inch adapter above)

34.2.2 Construction tools

- Power drill with 5/32-inch (4 mm) drill bit
- scale capable of measuring to about 1/2 oz or 10 g (can go to post office and use theirs)
- (optional) saw (some way to cut the PVC pipe above, or can have it done at hardware store)
- (optional) file, sandpaper, to smooth PVC

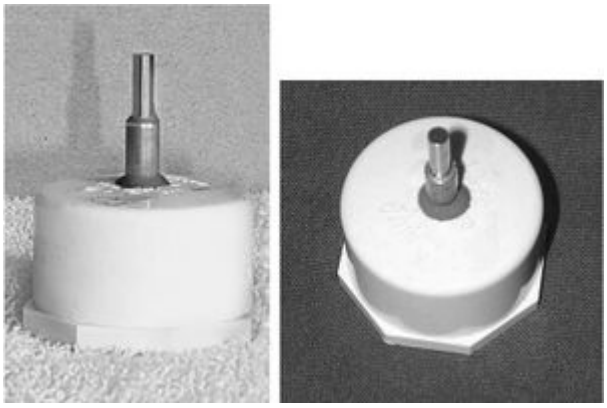
34.2.3 Construction

34.2.3.1 Step 1: Make the guide tube

1. Cut the 2-inch nominal diameter PVC tube to 23.6 inches (60 cm) in length. Try to make the ends square (so when it is placed on a flat surface on either end, it stands up straight). A wood saw is fastest for this, a hack saw will work as well, or get it cut at the store you buy it at.
2. Drill three holes with the 5/32-inch drill bit near the bottom end of it for air release when the probe drops, the location doesn't matter as long as they are within a couple of inches of the bottom.

34.2.3.2 Step 2: Make the drop probe

1. First get a gage pin. Do not modify the end, these pins are used because they are consistently manufactured. Make sure that the pin is clean of any oil or other chemicals that would keep the glue from sticking properly.
2. Drill a hole in the center of the 1-inch plastic cap with the 5/32-inch drill bit.
3. Now put the drill collar on the gage pin with about half of the gage pin sticking out of one side, and apply epoxy. Before it dries, put more epoxy on the gage pin, and shove it into the hole in the cap, with the drill collar on the outside, curved side of the cap. The exact type of drill collar isn't important, it is just to provide some extra grip to keep the gage pin from breaking loose and sliding up into the drop probe with repeated impacts, since the PVC hole alone isn't a great glue surface.
4. When you have it put together and the epoxy is still wet, put it on a flat surface and slide the gage pin down until it bottoms out where the plastic cap sits on the flat surface. It will look something like Figure 34.3 (below), when done. Make sure the gage pin doesn't dry at an angle (it should be parallel to the iron pipe, keep checking visually as it dries). If the pin isn't sticking straight out of the cap, your drop tester will not work properly.



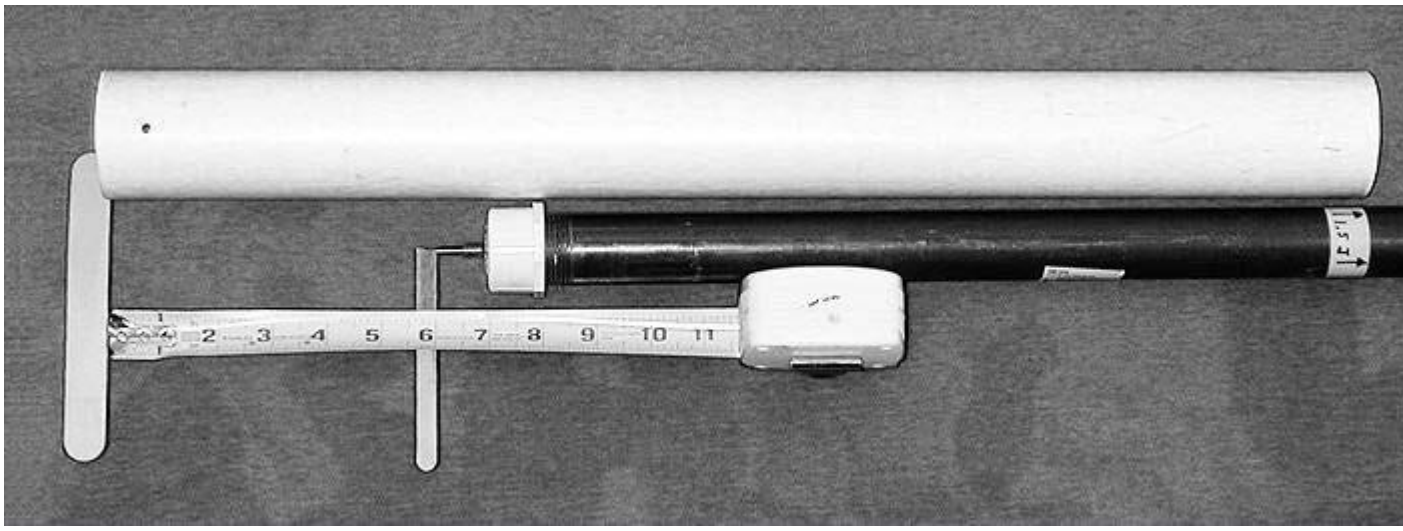
5. After the epoxy dries, screw the cap on to one end of the pipe (make sure not to get epoxy on the threads, you may want to remove it later!).
6. Weigh the drop probe assembly, using a good scale. It should be able to measure to half an ounce or 10 grams, a postal scale at the post office could work for example. If possible, try to use metric units - it will make calculations easier later on.
7. The height from which the probe will be dropped is directly dependent on the weight of the probe. Since not all cast iron pipe will weight the exact same amount, and the length of the pipe may be off by a small portion, calculate the exact drop height for the probe being constructed. Use the formula below for a 1.5 Joule drop energy to calculate the drop height for your tester.

   In Metric units: 15306 / (the probe weight in grams) = drop distance (in cm)

   or, in American units: 212.6 / (the probe weight in ounces) = drop distance (in inches)

Plug the measured drop probe weight into one of the formulas and calculate the drop distance. It should be between 10 and 20 cm (4 and 8 inches), if not, you found a really unusual pipe stub and should not proceed further.

8. Lay the probe next to the PVC tube from the first step, slide it ”up“ next to the PVC guide tube until you have that calculated drop distance from the bottom of the PVC tube to the gage pin sticking out of the drop probe, and mark the top end of the drop probe where it lies next to the top of the PVC guide tube (tape, etc.), as shown in Figure 34.4 . That is the mark you will want to line up with the top of the PVC tube when you drop the probe. Some of the probe will stick out of the top end of the tube when you have it all together vertically and give you a place to grab it. (The reason metric units are easier is that it's easier to measure fractions of a centimeter than it is fractions of an inch.)



34.2.3.3 Step 3: The clamps and frame

No modifications needed here, you just need the two hose clamps and the threaded flange, along with a screwdriver or nut driver to tighten the hose clamps. Do not substitute other parts for the flange with outside threads, as the grip on this surface has a big impact on fabric slippage, which has a big impact on whether the test passes or fails armor.

It is suggested that you get a nut driver (like a screw driver, but with a socket head) for tightening and loosening these hose clamps, it is much easier to use than a screw driver as well as being safer.

34.3 Procedures for using the drop tester

The basic idea behind this test is to drop a known weight a known distance to give a known impact, giving a pass/fail verdict to ”unknown“ fencing armor. This document will tell you how to use the tester to test armor. See above for how to choose and build these items. You should have all six pieces shown in Figure 34.5, below, including a guide tube, drop probe (unique to your tester), 3-inch threaded PVC flange, two hose clamps and a screw driver or nut clamp to tighten the hose clamps.

You should only use your probe with the guide tube it was designed for. Interchanging these items between testers may produce inaccurate results.



1. You need a hard surface to work on. Surfaces such as pavement, an extremely sturdy table, concrete, etc are good choices. Carpet or grass are bad choices; they absorb impact and make the test too easy for armor to pass.
2. Start by setting the threaded PVC flange thread side up and laying the test fabric over it, and loosen the first hose clamp so that it will fit easily over the fabric and flange but pull the fabric somewhat taut as it is pushed down. Tighten that hose clamp, put a second one on and slide it down to touch the first then tighten the second one. It should look something like Figure 34.6. You may want to invest in a 5/16-inch nut driver (like a screwdriver with a socket head). It will prevent gashes on your hand from slipped screwdrivers. Note that if you didn't push the first hose clamp far enough down (you may want to lean on it a bit with the screwdriver or nut driver), the second hose clamp won't stay on when you tighten it; it will just barely fit if you do everything right.



3. Then, place the guide tube on the center of the clamped fabric. Steady it with one hand, trying not to push downward on the fabric.
4. Put the drop probe into the guide tube, lowering it to roughly the mark that shows where to drop it from, and slowly tilt the guide tube back and forth until the drop probe seems to hang freely, not lying against a side. (You are using the drop probe like a plumb bob to get everything vertical.) Line up the mark exactly with the top of the guide tube, and drop the probe. It should look like Figure 34.1. just before you drop it.
5. Let go of the probe.
6. Now examine the fabric.

- If the pin punched through anything beyond the top layer of fabric, the material fails.
- If the pin did not punch through, recheck the top hose clamp with a gentle tug to be sure it is still tight.
- If there was slippage it will often get loose, so this is a good check to be sure the fabric didn't slip.
- If it's loose, you need to redo the test. If it's not loose, the fabric passes.

35 Change log

35.1 Completely new version - Approved by the Board of Directors June 23, 2026

In 2023, the Society Marshal's office embarked on an ambitious modernization project. The goal was to update all the Marshal handbooks, along with the marshal related sections in Corpora, to better reflect the current structure, culture, and safety best practices we use today in our SCA martial activities. We wanted to create online-focused, user-friendly handbooks to make it easier for newcomers and current members to find relevant information. The architecture of the online system was also developed to support consistency, easier and timely updates, while preserving Kingdom specific rules and culture.

User friendly The handbooks start with the information that new members need to know and provides context of SCA martial activities. The information you need to be able to participate is first, followed by the information for marshals and those who administer martial activities. We have used Plain English as per `https://www.plainlanguage.gov/` and other similar standards where we can, though there is room for improvement.

Same template and categories of information Each discipline's handbook will be structured the same way, so that you can easily find key differences between martial forms. You should find the same kind of information in the same chapters whether you are looking at armored combat, fencing, target archery, etc.

Consistency Some information should be the same for all martial forms. However, previous handbooks referenced other handbooks and version control created issues and unnecessary differences. Through the use of the wiki-engine, in places where handbooks should have the same content (eg how you report an injury), they now pull the same content from our **global** pages - rules that are global across all of our disciplines. If those global rules are changed, they will change consistently for all disciplines.

Kingdom handbooks Online kingdom handbooks will include the Society level information and their Kingdom specific rules and standards. The Kingdom specific information will be denoted in a different color, so differences are easier to identify and find.

Redline copy isn't available for this first online version Because we have rebuilt the rules from the ground up, a direct redline version of the rules from the old rules is not possible. However, all of the old rules have been accounted for and tracked in a separate document - many are just reworded for clarity and Plain English, many are now in a different (hopefully better) location. We will also point out the rules that functionally change the way that we play in the summaries below, and in the cross check document.

- Cross check document from 2024 handbook to 2026 versions

35.2 Major changes

1. Rapier and Cut & Thrust are now separate handbooks.
2. Light rapier was removed as a standard weapon for adult rapier combat. It is still a valid weapon for Youth Rapier combat. Variances for adults are also available with some restrictions (see Accessibility section).
3. Combat archery now requires a separate authorization category.
4. Footnotes and glossary items were removed, with the information being included in their relevant section.
5. Removed the Society level requirement of marking minors with a yellow diamond.
6. Added requirement to secure tip covers to prevent it from being dislodged in typical combat. Expanded guidance on appropriate tapes. This is part of an ongoing effort to reduce risks from lost tips during large melees, and to support expansion of reduced armor.
7. Handbooks are self-contained. Prior references to rules and processes in the Marshals Handbook are now included here. Many of these are **global** sections.

35.3 Chapter summaries

1. **Introduction to SCA martial activities *(global)***

   This chapter is one of our **global** ones that appears in every one of the new Society Marshal's Handbooks for each discipline.

   It contains an overview of all the martial forms, layout of the handbooks, general rules, in or out of kingdom guidelines, and a section for newcomers so they know what to expect when showing up for the first time.

2. **Rules of the Lists *(global)***

   The Rules of the Lists apply to all of our martial disciplines, so they are **global** and the same content appears in every handbook.

   Changes to the Rules of the Lists in Corpora were consulted on and approved by the Board of Directors in November 2024.

   The applications of the Rules of the Lists have all been incorporated into their relevant section of the rules.

   Change:

   - The Rules of the Lists were reordered, and the prohibition of missile in tournament lists has been removed. Whether missiles are allowed is now set at the tournament level, and events such as combat archery tournaments can now be held without bending the rules.

3. **Overview of rapier combat**

   This chapter is a brief description of the discipline, includes some definitions of key terms, a list of the types of activities, and authorization categories. Most of this content captures existing concepts.

   Change:

   - Combat archery is now a separate authorization category.

4. **When you are allowed to participate**This chapter is all about when you are allowed to participate, either as a marshal or fighter. It provides age requirements, sign-in requirements, authorization and inspection requirements, and general injury and impairment rules. It clarifies that you can't use real weapons, and that you can always refuse to participate.

   Many of these rules were scattered through Sections I-III of the Marshals Handbook, and have been reworded without functional change.

   Changes:

   - Marshals must be at least 16 years old.
   - Minors may not be authorizing marshals.
   - REMOVED yellow diamond marking for minors. Society will not require any marking of minors.
   - Added sign-in requirements for events or practices. These have been requirements from Corpora for a long time, now included in the handbooks for clarity.
   - Authorization and inspection requirements reworded from old handbook, to be consistent with other handbooks.
   - Clarified that inspections of weapons, equipment and protective gear are required only once a day for multi-day events. Additional inspections are at the marshals' discretion.
   - Added concussions to the list of when you cannot participate.

5. **Expected behavior and responsibilities *(partial global)***

   These are **global** rules of behavior that apply to all martial disciplines - follow the rules, behave in a chivalrous manner, etc. These rules were scattered through the old handbooks, and have been gathered together in this section and wording updated.

   Changes:

   - Included several rules originally from the Marshals Handbook that applied to all combat -striking with excessive force is forbidden, you must not deliberately strike a helpless opponent, no grappling etc, incidental contact allowed.
   - Added - Intentionally striking a combat archer's bow/crossbow is prohibited.

- Added - Intentionally blocking a strike or projectile with a bow/crossbow is prohibited.

6. **Activity guidelines**

   This chapter provides newcomers with descriptions of our activities and competitions. This topic was missing in most martial handbooks, making it hard for people to know what we actually did. It includes a brief historical reference for each activity.

7. **Conventions - Holds *(partial global)***

   This chapter includes what everyone needs to do when a hold is called, so some of this content is **global**, regardless of the discipline. Some of this content was gathered from other sections of the handbooks.

   Changes:

   - Specifics on securing weapons during holds was added.

8. **Conventions - Rules of engagement**

   This chapter includes rules and default standards that apply to when you are allowed to attempt to strike someone. Some were scattered throughout the old handbooks, and rules of engagement for major wars were often codified.

   Changes:

   - Definitions for engagement and disengagement added. These are consistent with the AC-Rattan definitions.
   - Clarified that in single combat, you may be struck from behind.
   - Melee engagement for ranged weapons added: If you have a ranged weapon, you are engaged with all other combatants on the field of combat, and are allowed to fire at any combatant immediately on the call of lay on. Missile blows can strike from any angle and regardless of your awareness. If a missile strikes you in the back, it is still valid.
   - Death from behind method expanded to include the common conventions of no running multiple kills or spinning.

9. **Conventions - Use of weapons and defensive equipment**

   This chapter gathers together all of the rules about what you can hit someone with, and how you can attempt to stop them from hitting you.

   Changes:

   - Clarified that placing a blade on your opponent and then drawing or pushing, is not considered a percussive cut.
   - Projectile weapons are now called ranged weapons, consistent with Corpora.
   - Updated rule about facing spears in tournaments.

  - Removed the term ”non-standard“, which is not a specific category or defined. This did not change anything functionally.
  - Clarified that you are allowed to decline to face all spears in that tournament without forfeiting. This removed a loophole that enabled refusal of individual person(s) rather than the weapon.
- Spears:
  - Clarified that spears can be used with one or two hands.
  - Added that you are allowed to briefly grasp your opponent's spear haft with an empty hand. This is similar to grasping your opponent's blade as a defense, while not allowing wrestling over the weapon.
- Removed rule of not allowing baseball or cricket type throws. The intent of this specific was not clear, and it is covered by the rule to not throw blows to cause injury.

10. **Conventions - Target areas**

    This chapter covers where you are allowed to hit someone. These rules have not functionally changed.

    Changes:

    - Updated body parts to be consistent with other martial activities.
    - Clarified that buttocks are part of the upper leg.
    - Clarified that there are no illegal target areas in rapier. All combat handbooks will identify both legal and illegal targets.

11. **Conventions - Acknowledgement of blows**

    This chapter covers what to do when you have been hit - what counts as a good blow, and what your response is to being struck.

    Changes:

    - Added a definition of a valid blow (i.e. ”a cut or thrust which was delivered with effective technique for the particular type of weapon used, with proper orientation of the edge or point“). The standard for delivering and judging blows is not changed.
    - Modified the rule on accessories to better reflect the intent. The responsibility to call blows even when wearing armor or accessories is the same.
    - Added common conventions of communication about determining if blows were valid or not.
    - Separated head and neck from ”body“ to be consistent with naming in other martial disciplines. Valid blows to those areas remain unchanged.
    - Clarified that ”buttocks“ are part of the upper leg.

12. **Equipment standards - Armor**

All of the standards for armor are in this chapter. This now includes the definitions that were footnotes or in the glossary.

Changes:

- Armor inspections standardized to be done daily.
- General section that includes fighter responsibilities to be inspected, wear armor that meet or exceeds minimum standards, disguise modern sports gear, and protect body worn medical equipment.
- Removed specific references to hemangiomas and raised red growths.
- Added a ”Summary of areas to be armored“, consistent with other fighting forms to help with cross-martial comparisons.
- Headings for armor requirements now consistent with other fighting martial forms, which will help people in finding rules and differences.
- Added several items to the definition of ”rigid materials“. These include: 12 kg fencing mask mesh, high-impact-resistant plastics such as ABS or polyethylene (e.g. modern HEMA style synthetic back of head protection), and modern rigid athletic cup.
- Modified fencing mask requirements to clarify 1/4 inch separation. Removed verbiage about aging padding as that is part of inspection and not a standard.
- For necks, clarified that gaps at the sides beyond the front 180 degrees are allowed, and that gaps must be covered by penetration resistant material.
- Clarified that marshals must wear eye protection when rubber band guns are used.
- Updated pictures of body and armor.

13. **Equipment standards - Metal bladed weapons**

    This chapter includes daggers, single-handed swords, and two-handed swords, definitions of the weapon types, and construction specifics.

    Changes:

    - Clarified grip definition - measured from the bottom of the pommel to the base of the blade
    - Tips - Added requirement to secure tip covers to prevent it from being dislodged in typical combat. Expanded guidance on appropriate tapes that can be used. This is part of an ongoing effort to reduce risks from lost tips during large melees, and to support expansion of reduced armor.

14. **Equipment standards - Spears**

    This chapter includes specifics for spears.

    Changes:

- The head must be friction fitted to the haft and taped to the haft with reinforced tape such as strapping tape, fiber tape, or duct tape to prevent it from being dislodged during normal combat use.
- Removed - ”spear head must be purchased from a commercial vendor“ and ”fit to hafts according to manufacturer’s instructions.“ Weapons must meet the standards, regardless of source.
- The head must be at least 6 inches (150 mm) long and have maximum length of 20 inches (510 mm). NOTE - Prior rules stated the head must be 4 inches long, and required 4 inches past the shaft and that the shaft must be fitted 2 inches into the spear. This equals 6 inches not 4 inches. This is not a functional change but correcting a math error.

15. **Equipment standards - Defensive equipment**

    This chapter includes specifics for defensive equipment.

    Changes:

    - Removed the verbiage about people being authorized for rigid and non-rigid. There is no society requirement for separate authorizations. This can be added by kingdoms if desired.
    - Added - ”a defensive object must be controlled by the hand,“ to distinguish these items from armor as worn.
    - Added examples - bucklers made of wood with leather edging, bucklers made of metal, walking canes, batons, rigid sword sheaths.
    - Added examples - cloaks, half-cloaks, flexible leather scabbards, hats.

16. **Equipment standards - Ranged weapons**

    This chapter includes specifics for ranged weapons, including handbows and crossbows used for combat archery, throwing weapons, and mock gunnery gear (such as rubber band guns). ”Projectiles“ are renamed ”Ranged Weapons“ to be consistent with Corpora. Rules and measurements related to handbows and crossbows were added, and are consistent with armored combat rattan - combat archery.

    Changes:

    - Added - a handbow's draw strength is measured at 28 inches (71 cm) of draw.
    - Added - if a handbow is not designed to be drawn to at least 28 inches (71 cm), then it cannot be used in rapier combat.
    - Added - compound bows or non-period aids (e.g. non-period sights, spring/flipper rests, plunger buttons, clickers, modern string release aids) are not allowed.
    - Added - a crossbow's draw weight is calculated by taking the poundage of the bow measured at the lock, multiplied by the distance (in inches) from the front of the string at rest, to the front of the string when it is in the

cocked position. In the SCA we refer to this measurement as ”inch-pounds“, which is not to be confused with units of torque. A metric measurement of kilogram-centimeters (kg-cm) is allowed.

- Added - Modern pistol grips are not allowed.

17. **Equipment standards - Missiles (Ammunition/Munitions)**

    This chapter includes specifics for ranged weapons ammunition and munitions.

    Changes:

    - Added general requirements for rapier combat archery, consistent with armored combat rattan - combat archery.
    - Identified which arrows from the AC-rattan handbook were legal by name and type. Prior handbook referenced ”SCA Marshal’s Handbook section VII.G“, which was incorrect due to version changes.

18. **Equipment standards - Drop Tester**

    This chapter includes specifics for building and using a drop tester. No functional changes. Metric units were added.

19. **Designated areas**

    Each handbook will have a section on the requirements and considerations for the areas set aside for the activity. Eg. in the Target Archery Handbook, this would be the range set-up information. This information was previously referenced (Marshals Handbook).

    Changes:

    - Included rules from AC-Rattan and adapted for rapier.

20. **Authorization *(global)***

    Many of our martial disciplines require 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. We have gathered the rules about authorizing that relate to all disciplines that require authorizations, so this content is **global**. There is a separate chapter for the detailed process to authorized someone.

    Changes:

    - Kingdoms were required to establish an authorization procedure, but now they have the option of using the provided example process or creating their own.
    - Rules updated to account for online systems.
    - If you move to another kingdom, your previous authorizations are only valid for 6 months. After that you must renew your authorizations under your new kingdom's processes. This makes sure that you are in their databases for administration, and that you have learned the differences in rules for your new kingdom.

- We have added a process that allows you to authorize in things that your kingdom does not do, through another kingdom, as long as both the Kingdom Earls Marshal and their relevant deputies agree.
- The Kingdom Earl Marshal, Principality Earl Marshal, and the Deputy Earl Marshal for rapier combat can conduct minor authorizations for rapier combat if they are an authorizing marshal.
- We have added a 2-person integrity rule for new or significantly lapsed authorizations. Two people need to sign off on your authorization. We have added a video option for if you don't have an authorizing marshal close to you.
- Authorizations expire, and have a maximum of 4 years. There was previously no limit at Society level if you continued to have a valid waiver on file.
- 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. The rules change every few years, and we need to know that you are aware of the changes.
- Although we require two people to sign off on new or significantly lapsed authorizations, renewing an existing or recently expired authorization only requires one warranted marshal in order to complete the process.

21. **Authorization process example**

    This chapter is an example of an authorization process that kingdoms can use for rapier combat. Unless a kingdom includes their own process that meets the required standards, this is the process that needs to be included in their rules.

    Changes:

    - The example reflects the ”2 person integrity“ rule. All authorizations require 2 people in that activity to sign off.
    - At least 1 person is a subject matter expert in both content and process (i.e. a warranted marshal in that activity)
    - The 2nd person must be currently qualified in that activity (ie. warranted marshal or authorized participant).
    - An award or title does not verify that a person is currently warranted or authorized.
    - As authorizations are now required to expire, we have included a process for fighters to renew their authorizations. It must include a theory test on the current rules, particularly any that have changed in the past 4 years. Your practical competency can be demonstrated through the course of normal combat that your authorizing marshal has personally seen recently, or by repeating the practical test. If there have been any issues since your last authorization, the marshal will review these and confirm that those issues have been addressed.

- The authorization process no longer implies a particular weapon or weapon combination must be the first category to authorize. People can and should authorize in the weapons forms they are safe in.

22. **Accessibility *(partial global)***

    This is a new chapter for our handbooks on ways to support inclusion and equity in our martial activities. If you have good examples for ways we can support accessibility in rapier combat or any of our other martial disciplines, please get in touch.

23. **Safety Resources *(global)***

    This entirely new **global** chapter will appear in all of our handbooks.

    It includes information about managing concussions, including a strong recommendation to follow international sporting body guidance 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.

    We recommend that kingdoms develop heat policies to help prevent heat injury, and air quality policies.

24. **Injury Procedures *(global)***

    How we manage injuries should be consistent across all of our disciplines, so this **global** chapter will appear in all of the handbooks.

    Changes:

    - The safety of responders has been prioritized. No one else should get hurt in the process of responding.
    - We remind you than anyone can call hold, it doesn't have to be the marshal.
    - We have removed the requirement to get the event marshal-in-charge's permission to remove an injured person from the field. Medical personnel dealing with an injured person must be able to respond as they need to. Requiring extra time to locate specific SCA personnel, especially at a large event, is problematic.
    - 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.
    - 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 - ie. 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.
    - 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.

- Injury reporting requirements are covered in the chapter on Reporting requirements.

25. **Managing misconduct *(global)***

    How we deal with issues in our activities should be consistent across all of our disciplines, so we have a **global** chapter in all of our handbooks about how to manage when there is unacceptable behavior or people break the rules.

    Changes:

    - 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.
    - If there is unacceptable behavior, whether as a participant or a marshal, a 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.
    - We have provided marshals with escalating levels of options for managing misconduct, articulated the processes and reporting required, and included the process for appealing if you think someone got it wrong.
    - Options for managing misconduct include examples ranging from someone losing their temper because they just need some water and a snack, through to ”you can't fight at this event,“ and up to revocation of authorization.
    - Revocation of authorization was a significant step that many marshals were unwilling to take. Smaller steps, with recommendations up the chain, have been included.
        - A marshal for a bout can stop the bout and send someone off.
        - The marshal-in-charge of the activity (eg a tournament) can remove someone from that activity.
        - The marshal-in-charge of rapier at the event can remove someone any further participation in rapier combat at the event.
        - The marshal-in-charge of the event can remove someone any further participation in any martial activity at the event (even a multi-day event).
        - Any disciplinary action that would last longer than an event will escalate to your Kingdom Earl Marshal, Principality Marshal, or Kingdom Deputy for Rapier Combat. They can suspend or revoke your authorization. If another kingdom marshalate thinks this need to happen, they will make that recommendation to your kingdom's marshalate.
    - We added Marshal reviews as a best practice recommendation.

26. **Marshalate - Overview**

This **global** and rapier specific chapter gathers the existing information about what marshals can do, depending on whether they have a warrant or not. It's consistent across all the handbooks. It also sets out the requirements for authorizing and warranting of marshals for rapier combat.

Changes:

- A reminder that roster warrants need to be signed every reign.
- Marshals must meet Society and kingdom requirements before they can be authorized and warranted. You cannot automatically be made a marshal due to awards or title (such as being a member of the Order of Chivalry, Defense, or Mark, or the Crown).
- You must maintain current knowledge of the Rules of the Lists, the conventions of rapier combat, and any additional kingdom rules or conventions, as they change or are updated.
- Marshal authorizations may not exceed 4 years.
- 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. This matches the requirements for other authorizations.
- You must be an authorized marshal in the discipline you are being warranted for.

27. **Marshalate - Responsibilities and chain of command *(global)***

    This **global** chapter is common to all disciplines, and lays out the chain of command from a warranted marshal at the bottom to the Society Marshal and the Board of Directors at the top.

    Changes:

    - The escalation paths require subject matter experts to be used to make decisions about a particular discipline. For example, if you are not a warranted and authorized marshal for rapier combat, you do not get to make decisions about rapier combat.
    - This is why the crown is not automatically in the basic chain of command of the marshalate, as they may not be qualified in other disciplines beyond the one that got them the throne.
    - For roles that include multi-discipline responsibility and accountability (e.g. marshal-in-charge of the event, Principality Earl Marshal, Kingdom Earl Marshal, Society Marshal etc):
        - You should consult a subject-matter expert (SME). You can support the SME recommendation, or, if you disagree with the SME, document the reason.
        - 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.

- We've use RACI definitions (responsible, accountable, consulted, informed) to help define what our marshals do. At each level we have included:
  - What the role is responsible for
  - Who appoints them
  - What they are held accountable for
  - Who they report to
  - Who keeps them informed
  - Who they consult with, if needed

28. **Kingdom Marshalate**

    In the Kingdom versions, this chapter includes information about how that kingdom manages training and authorization of marshals.

29. **Inspecting equipment**

    This chapter provides sample processes for inspecting armor, weapons, and other equipment. This includes general guidelines from the referenced Marshals Handbook (now AC-Rattan Handbook), and the processes from the former Rapier Handbook with very minor changes.

    Changes:

    - DELETED inspection of metal-bladed spears
    - Added an additional method to measure the poundage of a bow, using the True Draw Length as used by manufacturers.
    - Added General Information, included from AC-rattan and adapted for rapier.
    - Armor inspection combined existing rules with rules adapted from AC-rattan.
    - Added sample inspection for combat archery equipment, included from AC-rattan and adapted for rapier.

30. **Marshaling on the field**

    This chapter gathers all of the information about marshaling combat, including tournament single combat, melees and battles. Many of the rules in this chapter are not rigid requirements, but an attempt to help clarify and to provide examples of acceptable methods and procedures. Check which rules use ”must“, and which use ”should”. This includes general guidelines from the referenced Marshals Handbook, and the processes from the former Rapier Handbook with very minor changes.

    Changes:

- This section is mostly new, previously referenced to the Marshals Handbook. Included from AC-rattan and adapted for rapier. Details on marshaling single combat salutes carried over from the former fencing handbook.

31. **Interkingdom Events *(global)***

    This **global** chapter applies to wars, where multiple kingdoms need to negotiate how they will play together in all disciplines, where there would otherwise be conflicting rules between kingdoms. This includes general guidelines from the referenced Marshals Handbook.

    Changes:

    - This section is added to the rapier handbook. It was previously referenced to the Marshals Handbook.
    - Society rules are now the minimum at interkingdom events, instead of requiring a Kingdom hosted activity to require all participants adhere to their kingdom rules. Kingdoms may still opt to do so but are not required to.

32. **Reporting requirements *(global)***

    This **global** chapter occurs in all of the handbooks and includes injury and incident reporting, event reporting requirements, and officer reporting requirements.

    There were up to 5 different reporting processes and timelines for injuries, depending on the martial handbook, which caused confusion to multi-discipline marshals and participants.

    Changes:

    - 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, even briefly
        - Anything involving calling emergency services to the site
        - Weapons, armor, or equipment failure
        - A serious safety issue that could have caused injury (a near miss)
        - Conduct/behavior issues
    - 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.
    - 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.
- 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 marshalate within 2 weeks and to the Society Marshal within 3 months of the incident.
- If the incident or injury involves calling emergency services to the site, notify the Kingdom Seneschal immediately.
- We have included a list of the information that should be included in the incident report.
- We want to collect information about incidents of misconduct on the field as they help identify low-level but repeating problems. We remind marshals to report these, and how they dealt with them.
- For officers, we have included who your report needs to go to and what your report should cover. Your kingdom may have additional requirements.
- Reporting dates have been made consistent across all disciplines:
  - If you are a Kingdom Deputy for a discipline, your quarterly reports are due March 1, June 1, Sept 1, Dec 1.
  - If you are a Kingdom Earl Marshal, your quarterly reports are due March 15, June 15, Sept 15, Dec 15.
  - If you are a Society Deputy for a discipline, your quarterly reports are also due March 15, June 15, Sept 15, Dec 15.
  - These feed into the Society Marshal's reports which are due Apr 1, July 1, Oct 1, Jan 1

33. **Experimentation *(global)***

    This **global** chapter is included in all of the handbooks so that the way experiments are conducted is consistent.

    Changes:

    - We have created a standard template to capture necessary information to approve, track, and monitor programs.
    - There are now 3 levels of administration control, depending on risk and participation levels. Society and Society+Kingdom-level programs provide greater control and risk management, and provide a consistent approach. *This enables better management of activities that could have higher risk level through common controls and training. It also better supports activities that may have lower numbers of participation by reducing the burden on local kingdoms with shared marshals and a centralized authorization process/tracking. Kingdom-only is the traditional experimental program method.

34. **Handbook updates *(global)***

    This **global** chapter is new for all the handbooks. It includes the process for changing the Society Marshal's Handbooks and how that flows into kingdom handbooks, including their electronic versions held in the wiki.

    Changes:

    - All kingdom additions and changes must be submitted to the Society Marshal or the appropriate Deputy Society Marshal for review and comment. This ensures that kingdoms do not drift into incompatibility or inadvertently allow things that are not allowed at Society-level.
    - When Society rules are updated, kingdoms must update their handbooks within a specified timeframe, though kingdoms can ask for extensions if needed.
    - We have included the process for managing rule changes with affiliate organizations, recognizing that they have different needs and processes.

35. **Glossary**

    Terms from the Glossary are now directly included in the chapters they are relevant for. There should not be rules that affect the way we play hidden away in the glossary.

36. **Change Log**

    This edition of the change log will be different to how they look moving forward, due to the complete update. In future, they should be in the format of:

    - – **Rule identification:** Which rule is changing?
      – **Was**: the text of the old rule
      – **Now**: the text of the new rule
      – **Functional change**: What does this actually change about the way we do things? Sometimes there's none, we've just come up with an easier way to word it.
    - **Reason**: Why are we making this change?
    - Significant changes will also be noted in the Notes tab linked at the top of the Chapter. This information doesn't appear in the PDF of the rules, but is a record of what changed when and why. It helps future marshals understand why a rule change was made, just in case we ever think about changing it again.