The Society for Creative Anachronism Inc.



Thrown Weapons 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 Thrown Weapons:Kingdom 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 thrown weapons

3.1 Introduction to thrown weapons

1. SCA thrown weapons involves using, making, and knowing about pre-17th century throwing weapons. This includes throwing axes, knives, spears, plumbatae, slings and other weapons at targets. It is an activity that youth and adults can do side by side or separately.

3.2 Classes of participant

1. The term “thrower” is used in these rules to refer to people who are actually throwing weapons.
2. The term “marshal” is used to refer to people who are supervising the range.
3. There may also be other people supporting the activity who are present on the range (e.g. heralds, scorekeepers)
4. Spectators are anyone present in the general area where thrown weapon activities are taking place, but not on the range or taking an active part.

3.3 Thrown weapons activities

There are a broad range of thrown weapons activities, including:

- Throwing for fun
- Throwing for practice to build skills
- Skill tests - A standard series of throws that measures your skill to be able to compare to others (e.g. Royal Rounds)
- Skill level competitions - These range from Novice to Champion throws
- Novelty throws - These use creative targets rather than the standard bullseye, such as fruit or playing cards.

3.4 Authorization categories

1. There is no requirement at the Society level for authorization in throwing weapons.
2. 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. There are no age requirements at the Society level for taking part in thrown weapons.
2. To be a marshal in thrown weapons, you must be at least 16 years old.

1.

2. 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.
3. 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.
4. Kingdoms are allowed to establish additional limitations on the participation of minors.

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2. The marshal-in-charge of the activity is allowed to set age restrictions on their activity, such as youth only, or have separate scoring based on age.

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. There is no requirement at the Society level for authorization in throwing weapons (i.e. throwers do not need to be authorized).
2. An authorized and warranted thrown weapons marshal must be present, and will provide instructions on range procedures.
3. Before taking part in any thrown weapons activities, your weapons and equipment must be inspected and approved by a marshal warranted for this purpose and activity. This includes lessons and practices.
4. Even though a marshal inspected your weapons and equipment, you accept full responsibility for the condition of your own equipment. You have the obligation to yourself, the marshals, and all participants, to see that your equipment meets all Society and kingdom requirements.

4.4 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.

4.5 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.

5 Expected behavior and responsibilities

5.1 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.

5.2 Thrown weapons-specific rules of the line

5.2.1 At all times

1. You must explicitly follow the instructions of the marshal while on the thrown weapons range. If you do not follow the marshal's instructions, you may be removed from the range.
2. Do not stand or walk behind throwers who are actively throwing

3. Do not enter or exit the range without the marshal's permission. In the event of an emergency, the thrower, a marshal, or a spectator can call a hold so that a thrower may safely leave the range.
4. Be aware that throwing weapons have sharp points and sharp edges.
5. Do not throw weapons that have not been inspected.
6. Do not handle other peoples' weapons without their express permission.
7. When a hold is called, put your weapons on the ground or in another safe position, stop moving, and put your hands up or otherwise indicate to the marshal that you are aware of the hold.
8. Keep alert. Weapons can and will bounce back from the target.

5.2.2 Before you throw

1. Just before each throw, look down range and behind you to ensure that it is clear.
2. You must wait until the thrown weapons marshal says you can throw before you throw a weapon.

5.2.3 When throwing

1. You are only allowed to throw at designated targets.
2. Do not throw at a target containing other person's weapons without their express permission.
3. Do not swing weapons or toss aimlessly or in a careless manner. You must always be aware of what may be in the path of your weapon when it is swung.
4. Indicate you are done once you have completed throwing.

5.2.4 When retrieving

1. You must not go forward of the throwing line while others are throwing, and you must wait until the marshal instructs you to go and collect your weapons.
2. Remove weapons from the target by moving them back and forth in the plane of impact (i.e. “worrying” them out). Do not yank them out.
3. If your weapon strikes another, or is struck by another weapon, you must inspect it before throwing it again.

6 Activity guidelines

6.1 Weapons

Thrown weapons activities include throwing different weapons, such as axes, knives, spears, and plumbatae, and using slings.

Atlatls are covered in the Target Archery Handbook.

6.2 Skill tests

Many kingdoms have standard series of throws to measure your skills and growth and see how you compare to others, such as Thrown Weapons Royal Rounds, Universal Thrown Weapons Royal Rounds, and the Thrown Weapons Inter-kingdom Challenge (http://sca-scores.dev/twic).

6.3 Competitions

Competition formats vary widely and are limited only by safety and the imagination of the marshal-in-charge of the competition. Competitions can be individual or in teams, including mixes of youth and adults. Some competitions are for score, and others use a head-to-head format.

- **Skill level competitions** - These range from Novice to Champions throws. Youth tournaments often have age divisions, or modified scoring by age (similar to a golf handicap). Other common variations include using unknown distances, unfamiliar weapons, or negative points if your throw does not stick where intended.
- **Novelty throws** - It is common to have creative things to throw at rather than a common bullseye pattern. Examples of creative targets include painting on the target, posters, fruit, pasta, arms, and playing cards. A two-handed weapons tournament is another common example.

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 thrown weapons

1. On a thrown weapons range, when a hold is called, you must put your weapons on the ground or in another safe position, stop moving, and indicate to the marshal that you are aware of the hold by acknowledging it physically, such as putting your hands up, or verbally.
2. Only the thrown weapons marshal may release a hold on a thrown weapons range.

8 Conventions - Range procedures and commands

8.1 Standard procedure

8.1.1 If you are a thrower:

1. When on the range, you must be aware of activity around you, whether or not you are actively throwing.
2. Wait to be called to the line
3. Check that all is clear down-range.
4. Check that no one is directly behind you, in the path of your swing, or in the arc traversed by the swing.
5. Wait for the instruction to “Throw when ready”.
6. Once you have completed throwing, indicate you are done and wait until the marshal instructs you to retrieve weapons.

8.1.2 If you are the thrown weapons marshal:

1. Using consistent commands is strongly recommended.
2. Call the throwers to the line.
3. Look to see that all is clear down-range.
4. Look to see that nobody is directly behind the throwers, in the path of their swing, or in the arc traversed by their swing.
5. Call out, “Range clear” or the equivalent, and wait momentarily for any responses.
6. If all is clear, give the order, “Throw when ready” or equivalent.
7. When all throwers are finished, call “Weapons down” or equivalent and wait for compliance.
8. When all weapons are down, give the command, “Retrieve weapons” or equivalent.
9. Assist with any scoring required.

9 Conventions - Scoring

1. The marshal-in-charge of the competition will explain the scoring, and/or it will be posted.
2. Unless the marshal-in-charge of a competition has stated otherwise for that competition, weapons that stick and cross the line between two different scoring zones will be given the higher score.

10 Equipment standards - All equipment

10.1 General standards and safety

1. You have the final responsibility for the proper care and safe use of your weapons and equipment, and for knowing and following Society and your kingdom's thrown weapons rules.
2. You must not knowingly use unsafe weapons or equipment.
3. Before taking part in any thrown weapons activities, your weapons and equipment must be inspected and approved by a marshal warranted for this purpose and activity. See Inspecting equipment
   (a) At any time, if you are unsure of the safety of your equipment, request the assistance of a thrown weapons marshal in inspecting your equipment.
   (b) The thrown weapons marshal can re-inspect your equipment at any time.
4. The thrown weapons marshal inspecting your weapons or equipment will make a reasonable attempt to locate any unsafe conditions or violations of kingdom rules and inform you of what is found and how to correct it.
5. The inspection by the thrown weapons marshal may not find all equipment faults and is conducted as a service to all the throwers on the line. It does not remove your primary responsibility for the safe condition of your own equipment.
6. If a thrown weapons marshal has said that your equipment is not safe, you must not use it until it is made safe and re-inspected by a thrown weapons marshal.

10.2 Axes

1. Axes must be of a size and weight that allows them to be thrown safely and easily by the person throwing it.
2. The handles of all axes should be firmly attached.
   (a) Some axes are designed to allow the head to slide up a tapered handle and pressure-fit on. The heads will come off if they are pushed toward the butt of the handle. When the axe is used, the head is forced into place and seats tightly. The inspecting marshal must make sure that the head actually seats tightly and will not slip over the taper.
3. The haft must not have any major cracks.
4. The haft must not have any burrs or rough surfaces that could cut or give splinters to an unprotected hand.

10.3 Knives

1. Knives must be of a size and weight that allows them to be thrown safely and easily.
2. If the knife has a handle, the handle of the knife must be firmly attached.
3. The throwing surface must be free of burrs or protrusions that could cut or injure an unprotected hand.

10.4 Spears (including javelins)

1. Spears must not be excessively long or heavy for the person throwing it.
2. Spear heads must be firmly attached to the shaft of the spear.
3. The shaft must not have any burrs or rough surfaces that could cut or give splinters to an unprotected hand.
4. The shaft must be sound and without major cracks.

10.5 Plumbatae

1. A plumbata must not be too long for the person throwing it.
2. Tips and weights must be firmly affixed to the shaft of the plumbata.
3. The shaft must be smooth enough not to give splinters to an unprotected hand.

10.6 Slings

1. Slings must be made of natural material. These include leather, cloth or other fibers.
2. The sling must have a restraining method for the hand, such that the sling cannot easily fly out of the hand. A loop that goes around a finger or wrist is best. A disc or toggle that is held in the hand is also allowed.
3. Slings must not have any rips, tears or fraying in the material.
4. Payloads thrown with a sling must be of “soft” material. Cloth balls stuffed with rags, and bean bags are examples of “soft” payloads. These are allowed to be thrown at normal thrown weapons distances using normal safety zones.

10.7 Other thrown weapons

1. Other thrown weapons are any weapons or items other than the weapons forms listed above that have been approved by the thrown weapons marshal as safe for use based on the marshal's discretion.

2. Weapons or items for throwing which require non-standard safety considerations may require an official experimental program.

10.8 Targets

1. Targets must be made of a material or materials that are unlikely to cause dangerous bounce backs or damage weapons.
2. There are no target size requirements for thrown weapons, though specific sizes may be required in competitions or Royal Rounds.
3. Some common types of targets are “rounds” (slices of tree), constructed targets, and hay bales.
4. Rounds should not cause weapons to become sticky with sap and may need to be dried out and aged depending on what is locally available.

11 Designated areas - Range set-up

11.1 General

1. The thrown weapons marshal-in-charge will designate the areas where thrown weapons activities are allowed to occur, in coordination with the event steward and event marshal-in-charge.
2. Throwing weapons must only occur in an area that has been designated for thrown weapons.

11.2 Range set-up

1. The range must be identifiable at all times. Rope, tape, poles, etc., may be used to mark off the range and the safety area.
2. The thrown weapons marshal must be easily identified.
3. The range must be set up to include safety zones behind the target, behind the thrower, and to both sides of the thrower.
   (a) The safety zone behind the target should be at least 20 feet (6 m) beyond the furthest target from the throwing line. More space may be needed depending on the weapons in use. The marshal-in-charge can approve less space, if conditions at the range support that decision.
   (b) The safety zone behind the thrower must be at least 10 feet (3 m) behind the back of the furthest thrower from the throwing line. A safety zone of 15 feet (4.5 m) or more is recommended.
   (c) The safety zone to the left and right sides of the thrower must extend a minimum of 6 feet (1.8 m) from the thrower to the next thrower or to the side of the range. 8 feet (2.5 m) is recommended.
4. The throwing line is the line throwers stand on or behind to throw while allowing for safety zones. Note: Throwers do not have to stand at the exact same distance from the target.
   (a) For spear throwers, the throwing line must be no closer than 15 feet (4.5 m) from the target.
   (b) For other weapons, the throwing line must be no closer than 10 feet (3 m) from the target.
   (c) Kingdoms can make rules about release point and foot placement, otherwise it is at the marshal's discretion.

12 Authorization

1. There is no requirement at the Society level for authorization in throwing weapons (i.e. throwers do not need to be authorized).
2. Kingdoms can set their own additional requirements for which categories, activities, or weapons within this discipline require separate authorization.

13 Accessibility

13.1 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.

13.2 Thrown weapons specific

Throwing is a martial activity that can be made accessible to most people with simple modifications to equipment and processes.

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

13.2.1 Vision and hearing related

- Targets designed with color blindness in mind.
- Clearing the range when practical for visually impaired or blind throwers to have the opportunity to throw.
- Sign herald/ interpreter/ hand signals/ flags

13.2.2 Physical or stamina related

- Throwing underhand, off-hand, or other non-traditional but safe styles.
- Designated person to retrieve weapons. Or magnet on a string for retrieval.

- Seated throwing (wheelchair or a stable chair)
- Allowing breaks as needed, or completing a Royal Round over several days or events.
- Skipping certain throws (i.e. weapons types or longer distances.)
- Flexibility in setting target heights.
- Adjustments to weapon weight/ size.
- Separate range with a different rate of throwing and retrieving.
- Marking hazards on the range (holes in the ground, hills, etc.)

13.2.3 Processes that support neurodiversity

- Awareness of sensory overload
- Separate range with a different rate of throwing and retrieving
- Using consistent language (i.e. not varying terms) when issuing marshal commands
- Allowed to repeat a throw if startled.

14 Safety resources

14.1 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.

14.1.1 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

14.2 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.

14.2.1 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/`

15 Injury procedures

15.1 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.

15.2 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.

15.3 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.

15.4 Reporting

Injury reporting information is found in Reporting requirements.

16 Managing misconduct

16.1 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.

16.2 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.

16.3 When there is an incident

16.3.1 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.

16.4 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.

16.4.1 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.

16.4.2 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.

16.4.3 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.

16.4.4 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.

16.4.5 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.

16.4.6 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.

16.4.7 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.

16.5 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.

17 Marshalate - Overview

17.1 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).

17.2 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.

17.3 Marshal authorization requirements

1. A marshal may be authorized after demonstrating the ability to oversee thrown weapons activities, inspect weapons and equipment, set up and run a range safely, and show that they are knowledgeable about the safety and rules of thrown weapons.
2. At a minimum, a marshal's authorization must include the following:
   (a) The candidate must demonstrate a good working knowledge of the Rules of the Lists, range procedures, conventions of thrown weapons, and any additional kingdom rules or conventions.
   (b) The candidate must be willing to enforce the Rules of the Lists, range procedures, conventions of thrown weapons, and any additional kingdom rules or conventions.
   (c) The candidate must demonstrate a good working knowledge of the Society minimum weapons and equipment standards used in your kingdom and any additional kingdom weapons and equipment standards.
   (d) The candidate must demonstrate the ability to conduct an inspection of weapons and equipment for use in thrown weapons.
   (e) The candidate must demonstrate the ability to conduct an inspection of the range.
   (f) The candidate must demonstrate the ability to safely control thrown weapons activities and participants.

17.4 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.

18 Marshalate - Responsibilities and chain of command

18.1 Thrown weapons marshals - specific responsibilities

1. Marshals must be knowledgeable about thrown weapons, range safety, and Society and kingdom thrown weapon rules.
2. A marshal must maintain current knowledge of the Rules of the Lists, the conventions of thrown weapons, and any additional kingdom rules or conventions as they change or are updated.
3. Thrown weapons marshals are responsible for taking all reasonable steps for ensuring that all throwers are familiar with and comply with the SCA and kingdom thrown weapons rules.
4. Marshals must be aware of all modern laws that are relevant to thrown weapons in the area where they are marshaling. Marshals should consult with their group seneschal or Kingdom Seneschal if they have questions.
5. The marshal-in-charge of the activity may request the assistance of other marshals in running the line and inspecting equipment. However, the responsibility for safely setting up and running the range remains with the marshal-in-charge of the activity.
6. Should a situation arise not explicitly covered by Society or kingdom rules, the marshals should be prepared to use their discretion and best judgement and not assume that the situation is forbidden or inappropriate.
7. No matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants and observers.

18.2 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

18.2.1 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

18.3 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.

18.3.1 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.

18.4 Personnel

18.4.1 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.

18.4.2 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.

18.4.3 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.

18.4.4 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.

18.4.5 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).*

18.4.6 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.

18.4.7 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.

18.4.8 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.

18.4.9 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.

18.4.10 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.

18.4.11 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.

18.4.12 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.

18.4.13 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.

19 Kingdom marshalate

19.1 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.

20 Inspecting equipment

The equipment and safety standards vary greatly depending upon the type of thrown weapon and the techniques that are used to throw the weapon. All inspections and decisions should be made with the following considerations:

1. How will the user be throwing the weapon? For example, will a knife be thrown by the handle or the blade?
2. Can the weapon be thrown safely?
3. Is the weapon sturdy enough to be thrown?
4. How sharp is the blade? Is it dangerously sharp? Is it sharp enough to stick in the target?
5. How balanced is the weapon? If the weapon is so unbalanced that it would be awkward to swing, the thrower should demonstrate that it can be thrown safely.
6. Is the weapon either excessively light or heavy in weight for the person throwing it?
7. Is the weapon either excessively short or long for the person throwing it?
8. Does the weapon have any major cracks?
9. Is the handle taped? If a weapon's handle has been taped or reinforced, it must have been done for a reason. Ask the owner about it.
   (a) Give it extra attention; make sure that it is structurally sound and safe.
   (b) Duct tape is not an acceptable fix for a handle with a major crack. If it cannot be inspected due to coverings, it should be failed.
10. Is the distance this weapon will travel appropriate for the range where it is being used?

21 Inter-kingdom events

21.1 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.

21.2 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.

21.3 At the event

21.3.1 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.

21.3.2 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.

21.4 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.

22 Reporting requirements

22.1 Injuries, incidents and adverse events

22.1.1 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.

22.1.2 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.

22.2 Event reporting

22.2.1 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.

22.2.2 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.

22.2.3 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.

22.2.4 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.

22.2.5 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.

22.2.6 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.

22.3 Officer reporting

22.3.1 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.

22.3.2 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.

22.3.3 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.

22.3.4 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.

22.3.5 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.

22.3.6 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.

22.3.7 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.

22.3.8 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.

23 Experimentation

23.1 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.

23.2 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.

23.3 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.

23.4 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.

23.5 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

23.5.1 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.

23.5.2 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.

23.5.3 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.

24 Handbook updates

24.1 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.

24.1.1 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.
3. The official and authoritative versions of these rules are the PDF versions held at www.SCA.org / Documents.
   (a) The online versions serve as a resource for easy online access for reference, and the wiki engine provides the content management system for PDF editing and cross-handbook version control. Updated versions of handbooks, once approved, are downloaded as a PDF for record keeping.
   (b) Change logs for each version are included with each update, and also archived online.

24.1.2 Online versions 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 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.

4. The Kingdom Earl Marshal must designate people who receive editing access.
5. 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.

24.2 SCA Inc. (United States and Canada) process

1. Updates to the Society Marshal's Handbooks should be submitted to the Kingdom Earls Marshal 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.

1. 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.
2. Kingdom-specific content will not be changed automatically, but should be reviewed by the kingdom for potential changes or compliance.

24.3 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.

25 Glossary

The definitions that follow apply throughout the handbook, unless specifically stated otherwise. They are intended to clarify usage and establish a frame of reference for commonly used terms in SCA thrown weapons.

Burr Damage to a piece of metal leaving rough edges that can cut an unprotected hand.

Experimental weapon A weapon whose safety concerns are or need to be formally evaluated.

Haft The handle of a thrown weapon. This term usually applies to spears and axes.

Hard target A target constructed of a material that is hard to penetrate, e.g. wood.

Major crack Any damage to a weapon that structurally weakens the weapon.

Marshal People who are supervising the range.

Plane of impact This is the direction taken by the blade or cutting surface of a thrown weapon when it strikes and sticks in a target.

Rotation The distance it takes for a thrown weapon to spin so the blade or point safely strikes target upon impact. Axes and knives can be thrown for multiple rotations.

Safety zone The distance required on all sides of throwers to make injury less likely.

Side arm throwing Throwing a weapon by swinging it to the side, away from the body. Side arm throwing has additional safety considerations.

Soft target A target constructed of a material that is easy to penetrate; e.g. hay bales. These are generally used with spears and plumbatae.

Target face The striking area of a target.

Target stand Used to hold up a target. Designs generally prioritize stability or portability but not both. Throwers and marshals should be aware of this.

Thrower People who are actually throwing weapons

Throwing line The line throwers stand at or behind to throw while allowing for safety zones. All throwers are not required to be at the same exact distance.

Thrown weapons line marshal A thrown weapons marshal who is calling the range commands and/ or inspecting weapons but is not in charge of the event or practice.

Thrown weapons marshal-in-charge The thrown weapons marshal-in-charge of all activities on the thrown weapon range at an event or practice. They must delegate responsibilities to another thrown weapons marshal if they leave the range without closing it.

Thrown weapons marshal-in-training An individual in training to be a thrown weapons marshal.

Throwing zone(s) A method of dividing up the throwing area and maintaining safety zones. Such as 10-20 feet (3-6 m) range, 20-30 feet (6-9 m) range, etc. This is typically done in 10 foot (3 m) increments, though it does not have to be as long as safety zones are maintained.

Underhand throwing The arc of the throw is below the shoulder, similar to an underhand softball pitch.

Worrying To move a weapon stuck in a target back and forth in the plane of impact.

26 Change log

26.1 Completely new version - Approved by the Board of Directors - July 19, 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 2020 handbook to 2026 version

26.2 Summary of changes from 2020 edition to the 2026 edition

1. **Handbooks**
    - Handbooks are self-contained. Prior references to rules and processes in the Marshals Handbook are now included here. Many of these are **global** sections.
    - Kingdom handbooks will be developed and formatted with the new online format, which enables kingdom specific rules and policies to be added to the Society rules.
2. **Weapons and equipment**
    - Weapons and equipment must be inspected by a warranted thrown weapons marshal prior to use in activities. In the previous handbook, marshals had the authority to inspect but it was not required.
    - Several size, weight, and other safety considerations changed from “should” to “must”.
    - A section for targets was added, with general guidelines.
3. **Participation and Marshaling**
    - The Rules of the Line added two common practices: not throwing other person's weapons without their permission, and removing weapons by “worrying” them vs yanking.
    - A section on scoring conventions was added.
    - Range set-up: Specifics and recommendations to the safety zone were added.
    - For spears, there is now one minimum distance (15 feet) for both soft and hard targets.
    - Range procedures and commands restructured into two sections (marshal and thrower), and clarifying language added.
    - Inspecting equipment added “Is the distance this weapon will travel appropriate for the range where it is being used?”
4. **Administrative**
    - The Chain of command for handling disagreements is now consistent with the overall marshalate.
    - Injury reporting now follows the same reporting chain and timeline as all SCA martial activities.
    - A glossary has been added for commonly used terms in SCA Thrown Weapons.

26.3 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 thrown weapons**

   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.

4. **When you are allowed to participate**

   This chapter provides age requirements, sign-in requirements, authorization and inspection requirements, reminds you that you can't use real weapons, includes key injury and impairment rules, and reminds you 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.
   - 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.
   - Weapons and equipment must be inspected by a warranted marshal before engaging in any thrown weapons activities.
   - Added concussions to the prior list of when you cannot participate with impaired judgment.

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 variously scattered through the old handbooks, and have been gathered together and reworded. The “Rules of the Line” can be found here.

   Changes:

   - Added - do not throw at a target containing other person's weapons without their express permission.
   - Added - Remove weapons by “worrying” them out. Do not yank them out.

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, and also includes thrown weapons specific.

8. **Conventions - Range procedures and commands**

   This chapter includes provides the standard default procedures and commands.

   Changes:

   - Added clarifying language and additional considerations.
   - Restructured into two sections - “If you are the marshal” and “If you are a thrower”.
   - Added - “When on the range, you must be aware of activity around you, whether or not you are actively throwing.”

9. **Conventions - Scoring**

   This chapter includes the general guidelines on scoring.

10. **Equipment standards - All equipment**

    All of the standards for weapons are in this chapter: axes, knives, spears, plumbata, slings, and other. It also includes a new section on targets.

    Changes:

    - Guidelines on targets were added.
    - Spear” is now “Spears *(including javelins)“* to be consistent with AC, rapier and equestrian terminiology.

11. **Designated areas: Range set-up**

Each handbook will have a section on the requirements and considerations for the areas set aside for the activity.

Changes:

- Hard and soft targets now have the same distance safety requirement of 15 feet. This was the result of the experimental program conducted in 2025.
- Additional guidelines on safety zones were added.

12. **Authorization** ***(global)***

    There is no requirement at the Society level for throwing weapons. i.e. throwers do not need to be authorized.

    This chapter is included for clarity and consistency, as many of our martial disciplines require you to authorize. i.e. officially demonstrate competence and the required level of safety before allowing you to participate in competitions or other activities outside of formal training.

13. **Accessibility** ***(partial global)***

    This is a new chapter in all our handbooks, to support inclusion and equity in our martial activities. It provides a starting place for discussion about what is possible, with examples of approaches that have been widely used.

14. **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.

15. **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 - 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.
- 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.

16. **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 (e.g. a tournament) can remove someone from that activity.

  - 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 Thrown Weapons. If another kingdom marshalate thinks action is needed, they will make that recommendation to your kingdom's marshalate.
- We added Marshal reviews as a best practice recommendation.

17. **Marshalate - Overview**

    This **global** and thrown weapons 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 thrown weapons.

    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 armored 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.

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

    This chapter includes *global* content that is common to all disciplines, and content specific to thrown weapons. It also lays out the chain of command from a warranted marshal to the Society Marshal and the Board of Directors.

    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

19. **Kingdom marshalate**

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

20. **Inspecting equipment**

    This chapter provides sample processes for inspecting weapons and other equipment.

21. **Inter-kingdom 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 new to the thrown weapons handbook, previously referenced to the Marshals Handbook.

22. **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

23. **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.

24. **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.

25. **Glossary**

26. **Change log**

    This edition of the change log will be a different from future editions, due to the complete re-formating. In future, the changes should be in the form 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.