

THE MIDREALM ARMORED COMBAT FIGHTER AND MARSHAL HANDBOKE



A handbook for learning the rules and culture of heavy weapon combat in the Middle Kingdom of the Society for Creative Anachronism, Inc.

“Society combat can should be regarded as not only the pursuit of individual excellence, but also the enterprise of all fighters to increase their mutual skill and honor. This high standard of behavior is not impossible; in fact, we have come even closer to it over the years. We owe it to ourselves to continue to match that standard. We do, to some degree, risk our lives on the field It is senseless to do so for petty or mean ends.” – Duke Finnvarr de Taahe, 1983

TABLE OF CONTENTS

INTRODUCTION AND ACKNOWLEDGEMENTS	4
HIGHLIGHTS OF CHANGES OR CLARIFICATIONS MADE SINCE THE VERSION 10 HANDBOOK	5
THE FIGHTERS HANDBOOK.....	6
MIDDLE KINGDOM ADDITIONS TO SCA ARMORED CONVENTIONS	6
A. <i>Combat Convention</i>	6
B. <i>Wounded Limbs</i>	6
C. <i>Acknowledging Blows</i>	6
D. <i>Using illegal target area to block a Blow</i>	6
E. <i>Helpless Opponent</i>	6
F. <i>Repeatedly "Helpless"</i>	6
G. <i>Grappling</i>	6
MIDDLE KINGDOM ADDITIONS TO SOCIETY WEAPON STANDARDS	7
A. <i>Prohibited Weapons</i>	7
B. <i>Mass weapons include maces, axes, and war hammers</i>	7
C. <i>Polearm and Great axes</i>	7
MIDDLE KINGDOM MELEE CONVENTIONS	8
A. <i>Four on One (4 on 1)</i>	8
B. <i>Unaware Opponent</i>	8
C. <i>Fouling</i>	8
D. <i>Rules of Engagement</i>	8
E. <i>Charges</i>	8
F. <i>Friendly fire</i>	8
G. <i>Dead Combatants</i>	8
THE MIDREALM MARSHALS HANDBOOK.....	9
GENERAL REQUIREMENTS AND RESTRICTIONS FOR ALL MARSHALS	9
TYPES OF WARRANTED MARSHALS (FULL)	10
RESTRICTED-WARRANT MARSHALS AND OTHER STAFF	12
MARSHAL FIELD DUTIES	13
A. <i>Setting up the Lists</i>	13
B. <i>Tournament Field Procedures</i>	14
C. <i>Marshalling Meles</i>	17
D. <i>Marshal Standards and Restrictions for Authorizations</i>	19
E. <i>General Authorization Procedures:</i>	20
F. <i>First-time Authorization Procedures:</i>	20
G. <i>Alternative Primary weapon Program</i>	21
H. <i>Advanced Authorization</i>	21
I. <i>Reauthorization</i>	21
J. <i>Weapon Requirements and Definitions</i>	22
K. <i>Inspections</i>	22
L. <i>Marshallate Authority to Halt an Event</i>	23
MARSHAL TRAINING.....	24
A. <i>General Requirements</i>	24
B. <i>Administrative Training</i>	24
C. <i>Field Operations Training</i>	24
D. <i>Testing and Warranting</i>	25
REPORTS	25
A. <i>Report Schedules</i>	26
REPORT FORMAT AND REQUIRED INFORMATION	27
AUTHORIZATION CARDS AND WAIVERS	28
APPENDIX A: COMBAT ARCHERY RULES.....	29

MIDDLE KINGDOM ADDITIONS TO SOCIETY MISSILE COMBAT RULES	29
A. Engagement.....	29
B. Target Area	29
C. Missile Weapons Construction	29
D. Out of Kingdom Events.....	29
E. Switching Weapons	29
F. List field set up and safety margin	29
G. Holds.....	29
H. Throwing Weapons (javelins, throwing axes, etc.).....	29
I. Combat Archery Authorization Requirements.....	29
J. Combat Archery Marshals.....	30
K. Combat Archery Bows / Crossbows.....	30
L. Alternative Siloflex Equivalents.....	30
APPENDIX B: MIDREALM SIEGE RULES.....	31
MIDREALM ADDITIONS TO THE SCA SIEGE RULES	31
A. Reduced Range for Ballistae.....	31
B. Authorizations.....	31
C. Siege Marshallate	31
D. Reporting	31
APPENDIX C: YOUTH COMBAT RULES FOR THE MIDDLE KINGDOM.....	32
GENERAL CONVENTIONS	32
A. Divisional Definitions.....	32
B. The Rules of the List.....	32
C. Responsibilities of Parents/Legal Guardians	32
D. Marshallate Guidelines	33
E. Authorization guidelines.....	34
F. Disciplinary Actions	34
H. Interdivision Combat.....	35
I. Division Transfer.....	35
J. Adult Training at Official SCA Activities.....	35
K. Divisional Standards.....	36
Division 1: Children's Boffer, Age 6-9 years old.....	36
Division 2: Youth Boffer, Age 10-13 Years.....	38
Division 3: Teen Boffer, Age 14-17 Years	40
Division 4: Youth Armored Combat, Ager 16-17 Years.....	42

"A knight may lose, but they will get back up. They will learn from failure more so than from success." - Captain Eckill Ullrson

INTRODUCTION AND ACKNOWLEDGEMENTS

This is the Eleventh Edition of the Middle Kingdom Marshal's Handbook. It must be read in combination with the Marshal's Handbook produced by the Society Marshal (published November 2008) which is available online. In particular, the Society Handbook provides SCA-wide definitions of material used for weapon and armor construction that are not reproduced in this handbook. Many marshals have helped contribute to this and past handbooks, and you are now reading the fruit of their efforts. Do not forget to check online and the Pale for updates!

The Midrealm has been a Kingdom for almost 40 years and boasts over 1,000 fighters. It is the purpose of this handbook to list the rules of the list and the conventions of combat for the Middle Kingdom as well as the standards for armor and weapons. It also spells out the duties and responsibilities of the various marshals. You will also find commentary on how to marshal tourneys and melees. It is NOT, however, the purpose of this handbook to articulate every situation or answer every question that may arise. At these times you must look beyond the written word. Society fighting is based on the subjective standard of HONOR and no amount of codifying will ever encompass all of the various ways in which honor may show itself on the lists of the Midrealm.

Trust between fighters is important. While our Kingdom has become smaller over the years, it is still difficult when combatants rarely see each other outside the lists. In order to increase that trust, fighters need to be aware of their actions and verbally communicate with their opponent, should any misunderstandings or hard feelings develop. In a martial art that has seen an increase in skill level in all areas, only through courteous, chivalrous, and honorable behavior can we participate with safety. Victory in the list – whether on the tourney or melee fields - should only come through chivalric conduct. If you have a problem with your opponent, it is your right and responsibility to discuss it with him or her in a courteous and timely manner. It is a primary concern of the marshallate to help ensure the safety of the combatants and this can often be most easily achieved by helping fighters to better communicate with each other. From Duke Sir Laurelen's Fourth Edition:

"I want to foster the ideals of Chivalry, Courtesie, and Knighthood not as rewards for courtly noblesse; not as awards for prowess at arms; but as a state of being. One does not ACT honorably and courteously -- one IS. We should strive to make "MidRealm fighter" synonymous with "safest, most courteous, and best trained". It is very easy to do this if we all treat each other fairly in both fighting and marshalling."

No matter your persona, if these rules are enforced with tact and discretion then the Midrealm lists will always be the "Field of Honor."

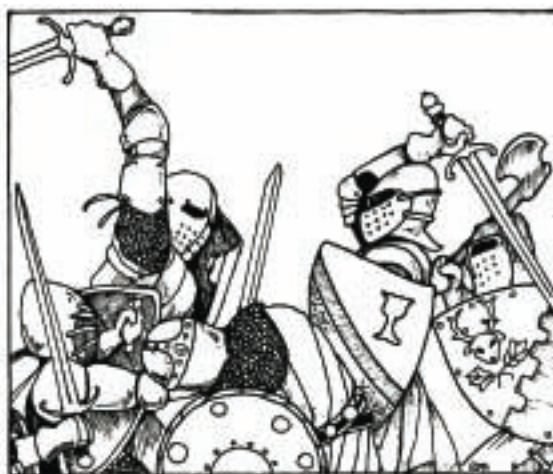
Count Sir Alaric Lefevre
May, 2009, A.S. XXXIX



Highlights of changes or clarifications made since the version 10 Handbook

Many of these took effect as policy clarifications, general rulings, changes to Society rules or modifications to the Midrealm handbook.

1. Non-SCA members must sign a waiver BEFORE entering the list to train in armored combat at practices
2. Face thrust is now required as a part of all authorizations, particularly the primary authorization.
3. Tennis ball heads for combat archery arrows are now prohibited.
4. Combat archery ammunition using a rubber stopper must have a 1/4 inch hole in the center. Any existing ammo made with solid rubber stoppers can be reworked and have a 1/4 inch hold drilled into it to meet the new standard.
5. Great axes are limited to 6 feet in length.
6. Unpadded Rathbone axe heads are now legal on weapons 6 feet and under.
7. Authorizations may only occur at SCA events (a practice is an event).
8. Spurs that project more than 1/2 inch are prohibited on the field.
9. Polearms over 6 feet must be unpadded.
10. Center boss fighters need to make sure the thumb on their shield hand is adequately protected.
11. The silver duct tape that contains metal may not be used to construct weapons.
12. The striking surface of a weapon is to be considered throughout the entire striking portion, blade, or head, of the weapon, not only the outside "skin" or layer. This includes all interior construction materials and parts no matter how "deep" inside.
13. With the exception of the hilts, guards and pommels, no metal or non-approved rigid, granular, or liquid material may be used in the construction of single or two-handed weapons including spears.
14. Midrealm youth rattan fighters (age 16-17) are NOT authorized to participate in adult heavy combat in Kingdoms whose minimum fighting age is 16. Similarly, youth fighters aged 16-17 are not authorized to fight in the heavy lists of the Midrealm.
15. Low profile thrusting tips are legal within the Midrealm. See the Society or Midrealm weapon construction for more detail.
16. To become a marshal in training, authorizations in TWO weapons forms is required.
17. To become a fully warranted marshal, training is required at only three events.



“If I am afraid to be beaten, then where is the pride when I win?” – from Marion of Heatherdale’s song “I followed my King”

The Fighters Handbook

MIDDLE KINGDOM ADDITIONS TO SCA ARMORED CONVENTIONS

The basic rules for SCA combat are contained in the Society Rules of the Lists, available at <http://www.sca.org/officers/marshal/index.html>. The following rules are Middle Kingdom additions to the Society combat rules. This rule guide does not specifically cover non-tourney field activities such as wars, war archery, and period fencing. In practice, the Rules have been extended to cover these activities, with the observance of honor and chivalry being the overriding element, along with the safety of the combatants.

A. COMBAT CONVENTION

All Combat in the Middle Kingdom is to be conducted as tournament or Grand Melee. As such, all areas of the head except the face and neck are proof against thrust. Any combat that deviates from this standard must have prior Earl Marshal approval.

B. WOUNDED LIMBS

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

C. ACKNOWLEDGING BLOWS

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

D. USING ILLEGAL TARGET AREA TO BLOCK A BLOW

No combatant may deliberately cause an opponent to strike an illegal target area. Any combatant who does so (for example, lifting a leg) will be required to accept the blow as good. NOTE: Turning the head or deliberately putting the top of the head forward to avoid a face thrust or missile contact – otherwise known as “target substitution” by Midrealm standards - is not considered the same as ducking or dodging a blow. This inherently dangerous and generally unchivalrous technique is prohibited.

E. HELPLESS OPPONENT

A fighter lying on the ground may not strike an opponent.

An opponent who is empty-handed but still bearing a shield is not considered helpless.

A combatant in the act of acknowledging the effects of an earlier blow is not considered helpless.

F. REPEATEDLY "HELPLESS"

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

G. GRAPPLING

Grappling is difficult to define in our martial art. If you find that, rather than fighting against someone, you find yourself struggling against them with body-to-body, weapon/shield-to-body contact occurring, or if you are both trying to fight for control over one weapon (such as a polearm), that's grappling. For example, using a shield to restrict movement is a grey area, and can easily be construed as grappling. The important point is how you got to that point - bashing someone in the face/body/arm to then be able to restrict movement is illegal. Simply put, you cannot strike with a shield to restrict movement. Moving your shield into position so that it is touching your opponent is ok - until it gets to the point that the "pinned" opponent is struggling against the shield. Then it is grappling and it becomes illegal. Aggressively moving your shield against a body part to move the body part out of the way is also grappling and is illegal. Similarly, using a polearm to “check” a person is illegal if the haft is striking a body part.

“Compassion requires that one know the character, hopes and desires of others, yet to stride forward on the right path without also causing harm.” - Baron Sir Garrahan

MIDDLE KINGDOM ADDITIONS TO SOCIETY WEAPON STANDARDS

A. PROHIBITED WEAPONS

1. Thrusting shields and Punch Daggers are prohibited in the Lists of the Middle Kingdom.
2. Axe heads are prohibited on weapons over 72 inches in the Lists of the Middle Kingdom.

B. MASS WEAPONS INCLUDE MACES, AXES, AND WAR HAMMERS.

1. Padding: Mass weapons must be padded with at least ½ inch of flexible closed-cell foam, or its equivalent, along any striking surface. EXCEPTION #1: Pre-molded "Rathbone" or other similarly approved axe heads do not require padding along the striking surface. EXCEPTION #2: 7.5 foot polearms may be unpadded.

2. Clicker mace and axe

Clicker mace and axe striking surfaces may use split rattan, heater hose, or strips of rubber or leather as clickers. A minimum of ½ inch of closed cell foam must separate the haft rattan and the clicker. The clicker must start at least 1 inch below the head of the weapon, and stop 1 inch above the bottom of the head, and constructed such that the edges of the piece of clicker cannot come in contact with the opponent being struck. A clicker must be 1¼ inches wide, with a minimum space of 1 inch between clickers. A clicker must not extend more than ½ inch into a legal faceplate opening.

3. All maces are strictly single-handed weapons. **Under no circumstances may any sort of clicker be introduced into a two handed weapons.**

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

C. POLEARM AND GREAT AXES

1. BUTT SPIKES: To employ a butt spike the user must be authorized in polearm. Butt spikes may only be used on weapons over 48 inches.
2. The use of padded and unpadded striking surfaces are not permitted on the same weapon.
3. A Great Axe may be up to 72 inches in length.
4. Polearms over 6 feet must be unpadded.



“When I first started fighting, I was told my most important responsibility was to my opponent, and it is still true today. You need to trust that your opponent will hold your safety in high regard.” – Duke Palymar of the Two Baronies

MIDDLE KINGDOM MELEE CONVENTIONS

A. FOUR ON ONE (4 ON 1)

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

B. UNAWARE OPPONENT

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

C. FOULING

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

D. RULES OF ENGAGEMENT

1. You are engaged during a melee when you are part of a group or line that attacks the front of another group or line that is not currently fighting anyone until the situation changes significantly to mix the lines.
2. If you or a group that you are with comes up to a fight already in progress, you may NOT just join the people on your side and start swinging at the other side. You MUST GET engagement before striking a killing force blow.
3. An alternative to getting engagement - if you or a group that you are with comes up to a fight, rather than try and get engagement, which can be time consuming and often counter productive, try to foul weapons. If you can foul their weapons, your allies that are doing the fighting have a much better change of defeating their opponents. If, after hitting a person, they say they did not know you were there and they did not think they were engaged with you, it is the polite and proper thing to treat this situation just like you would if someone called your blow light or glance.
4. You may strike a person in the back when they, while fighting you and thus engaged with you, turn and flee. You have until they get out of weapons range to strike them. You may pursue your opponent and as long as they never get out of your weapon range, you may strike them. Once they do get outside your weapon range, you must re-engage them if you catch back up to them.
5. You may strike a person in the back when they pass thru your group or line at the initial point of engagement. You may use a back hand or wrap as they pass. You may also turn and strike them. You only get one shot and you may NOT pursue them.

If you have a problem on the field, walk through what happened and see how it applies to the above rules. Try to see the other person's point of view and keep in mind that neither of you knows what really happened. It would take instant replay and 4 camera angles to know for sure. Remember, if your opponent feels that they were struck improperly, the chivalrous thing to do is give your opponent the benefit of the doubt.

E. CHARGES

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

F. FRIENDLY FIRE

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

G. DEAD COMBATANTS

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

The Midrealm Marshals Handbook

GENERAL REQUIREMENTS AND RESTRICTIONS FOR ALL MARSHALS

Authorized participant

All marshals and marshals-in-training must be authorized participants of the specific martial activity for which they wish to become a Marshal within the Middle Kingdom. The Kingdom Earl Marshal may waive this rule on a case by case basis.

Membership

All marshals, for all martial activities, must currently be an Associate, Subscribing, Contributing, or Patron member of the SCA., Inc. when they are serving in the capacity as a marshal.

Middle Kingdom Marshals Handbook

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

Allowed Forms

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

Group Marshals-in-Training

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

Tabard or Baldric

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

Equipment

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

Eye and Head protection

For melee activities eye protection and some form of head protection are strongly recommended. For melee activities that involve combat archery and siege weaponry, eye protection (as defined by Society standards) is mandatory. A gorget and groin protection are strongly recommended.



*“ Will you wear the Belt and Chain -
That this dream may yet live again
Swear your heart to Chivalry's art
Swear your sword to our gain?”*

*- from the song “Belt and Chain”,
© Wm Ritchie*

TYPES OF WARRANTED MARSHALS (FULL)

The Kingdom Earl Marshal (KEM)

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

1. Communicate with and forward information from the Society Marshal.
2. Maintain a full complement of warranted marshals at all levels throughout the Kingdom.
3. Keep an accurate list of authorized participants in the Midrealm and make this list available to the Marshallate.
4. Supervise the offices of the:
 - a. Kingdom Archer General,
 - b. Kingdom Rapier Combat Marshal,
 - c. Dean of the Equestrian College,
 - d. Kingdom Thrown Weapons General
 - e. Kingdom Youth Marshal
 - f. Kingdom Chief of Artillery (siege)
 - g. Kingdom Combat Archery Marshal
 - e. All other assigned or special duty Deputy Marshals
5. Determine and enforce the Rules of the Lists and Conventions of Combat of the Middle Kingdom.
6. Determine and enforce the armor and weapons standards of the Middle Kingdom.
7. Determine and enforce the qualifications necessary for warranting as a Marshal.
8. Find and train people suitable for his office. Recommend to the crown a suitable replacement.
9. Grant authorizations in the Middle Kingdom.
10. Revoke authorizations and warrants and to ban persons from martial participation, subject to appeal to the Crown.
11. Be the Marshal-in-Charge of the Middle Kingdom Crown Tournaments, or to designate an alternate.

Regional Deputy Marshal (RDM)

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

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

Deputy Earl Marshals (DEM)

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

1. Kingdom Archer General
2. Dean of the Equestrian College
3. Kingdom Rapier Combat Marshal
4. Kingdom Combat Archer General
5. Kingdom Chief of Artillery (Siege weaponry)
6. Kingdom Youth Marshal
7. Kingdom Thrown Weapons General

The responsibilities and prerogatives of the Deputy Earl Marshals include:

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

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

Special Deputy Earl Marshals (SDEM)

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

Local Marshals

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

1. **Group Knight Marshals** foster and encourage local participation in armored combat, and where interest and participants create the demand, secure for the group the services of an Archery Marshal if those activities are to take place in armored combat. The responsibilities and prerogatives of the Group Knight Marshal include:
 - a. Report on a quarterly basis and as otherwise required to the Regional Deputy Marshal concerning local activities.
 - b. Maintain accurate records of local authorized and training armored combatants.
 - c. Communicate armored combat and marshallate information within the local group, and between the group and the Regional Deputy Marshal and Kingdom Earl Marshal.

- d. Train new combatants, and/or insure that a qualified, experienced individual is found to support this duty.
- e. Ensure observance of the rules and conventions for armored combat.
- f. Supervise all events with armored combat participation hosted by their group and submit all required reports to the appropriate superior officers. The Group Knight Marshal is strongly encouraged to coordinate with autocrats to insure that there is a warranted Chirurgeon at their group's events where martial activities are taking place. The Group Knight Marshal is still responsible for coordination and reporting even if they are not acting as the Marshal-in-Charge of the event.

2 **Knight Marshals of the Field** are fully warranted Marshals who are not responsible for a specific group, but perform all the field duties of a Marshal. They do not submit group reports unless they act as Marshal-in-Charge at a tournament or other fighting event, but are responsible for reporting as individuals annually at Domesday to their Regional Deputy Marshal.

RESTRICTED-WARRANT MARSHALS AND OTHER STAFF

The following Marshals and staff are restricted as described and may NOT authorize combatants to participate in SCA, Inc armored combat in the Midrealm.

Group Knight Marshals-in-Training (GKMIT)

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

Marshal-in-Training (MIT)

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

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

Out-of-Kingdom Marshals

Out-of-Kingdom Marshals may not authorize combatants to participate in combat in the Middle Kingdom. Marshals with warrants from other kingdoms may be warranted in the Middle Kingdom upon demonstrated familiarity with Middle Kingdom Rules of the Lists and Conventions of Combat, successful completion of the Marshals Test and found acceptable by the RDM of the region of residence and/or Earl Marshal.

Constables

Constables are Society members who informally help supervise the list boundaries, and who may perform other Marshal related duties at the direction of the MIC. Constables must sign waivers before entering the Lists.

MARSHAL FIELD DUTIES

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

A. SETTING UP THE LISTS

1. General

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

2. Barriers and protecting the spectators

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

3. Surface conditions and combatant safety

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

B. TOURNAMENT FIELD PROCEDURES

1. General

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

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

2. Marshal Requirements

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

3. Starting the Tournament Bout

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

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

4. During the Bout

- a. As the bouts continue, the Marshals should look for and immediately respond to any condition dangerous to the combatants or the spectators. When it occurs the Marshal must:
- b. Call "HOLD" to stop the action
- c. Correct the condition or situation
 1. If the situation requires repositioning the combatants, make sure they remain in the same relative positions and at the same distance relative to one another as when the Hold was called.
 2. Continue the bout with the commands, "EN GARDE -- CONTINUE."

5. Conduct in the Lists and Judging Blow Acceptance

- a. Judging blows is the primary responsibility of the combatants, but there are exceptions to this rule. When the blow is not good for reasons the combatants cannot see -- i.e., it is flat or struck with the shaft -- the Marshal must inform the combatants. Also, if the combatants ask for an opinion, the Marshal should clearly give it as to the "cleanness" of the blow and what was hit, or state that an opinion can not be given (due to blocked vision, etc.). It must be strongly emphasized that the combatant who wants an opinion on a blow should ask the opponent involved first. To do otherwise is discourteous. If at all possible, the struck combatant should make the decision.
- b. The effectiveness of blows struck in the course of Society combat are judged by each combatant on the honor system, based on the Universal Armor Standard. The honor system creates a complex environment because of the many factors involved; even if two identical blows could be delivered to two different combatants, they may feel them differently. Judging primarily by the force of the blows has led in the past to rapid escalation of force, particularly among long-time or heavily armored combatants.
 1. It is the policy of the Middle Kingdom Marshallate that the first consideration in judging the effectiveness of blows should be cleanness, i.e., whether or not the weapon struck with the weapon's effective area without being impeded, glancing, or being partially blocked by the defender's shield or weapon. Blows must, of course, be struck with reasonable force, but a clean blow by definition should be taken unless it is indeed exceptionally light or inherently ineffective. (NOTE: An inherently ineffective blow, for example, is a saber-style wrist flick, which is very fast but could not penetrate armor. A well-delivered blow that is unblocked should be taken. If an accurate sense of judgment as prescribed by the Rules of the List seems to be lacking in a fight, the Presiding Marshal should recall three things)
 - a. The Marshal has the informal power to persuade the combatants to correct intentional or unintentional misconduct, and the formal power to enforce the rules through the powers delegated by the Crown.
 - b. The use of informal persuasion is preferable, whenever possible.
 - c. The Marshal can formally, in extreme cases, award victory in a fight, eject a combatant from the Lists and/or require reauthorization, or even disassociate the SCA., Inc from an event where the Rules of the List are being ignored.

6. Marshallate Intervention

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

- a. Call Hold, preferably as soon as there is a natural break in the action. Wait a second to see if the "break" occurred because one of the combatants is waiting to see if his opponent will register the blow. This may be all it takes to start the dialogue. If not, call the Hold and advance when it is safe to do so.
- b. Ask the question in a non-confrontational way and not directed to any combatant in particular. "Gentles, is there anything you need to discuss?" Pause to see if the dialogue starts.

- c. If no one speaks up, address the combatant who threw the blow in question. Ask them if they thought the blow was good. Pantomime the blow while asking, using the recipient as a model. This identifies which blow you mean and it might serve to jog the memory of the recipient. If the combatant who threw the blow indicates that the blow was not good this should pretty much be the end of it. **Only in the most extreme of circumstances should a marshal pursue the matter past this point.** Resume the bout with a brief apology for interrupting the action.
- d. If the combatant who threw the blow indicates that they thought the blow was good, direct your question to the recipient. Avoid sounding accusatory but repeat the comments from the combatant who threw the blow. Encourage the combatants to talk to each other.
- e. If the receiver indicates that they did not feel the blow was good, do a quick inspection of the armor in the area of impact to see if there is a physical explanation. If you find something, point out the problem and offer to give them a reasonable amount of time to correct it. Ask the recipient, given what you have found, if they'd like to reconsider accepting the blow.
- f. If nothing is found to explain the discrepancies or the recipient is unwilling to accept the blow, the marshals must make a decision. The marshals present in the lists should quickly confer.
- g. The senior marshal will then approach the combatants and offer a brief summary of what has happened to that point, ending with the consensus opinion of the marshals. Pause and let the combatants consider some more and try to come to a resolution.
- h. If none is forthcoming, the senior marshal must make a quick decision based on their own observations of the blow, the subtleties of interaction between the combatants, and the consensus of the marshals. If the senior marshal feels there is sufficient cause, then they should inform the recipient that the blow is to be counted as good. If not, let the bout continue.
- i. *After the combatants have worked through these discussions (with or without input from the marshals), the presiding marshal should indicate to the populace watching the bout in a loud and clear voice what was discussed and the result, keeping in mind the sensitive nature of such discussions and mindful of the honor of both combatants and their consorts.*

There are several “themes” running through this process that marshals should keep in mind as a guide in this situation. First, the marshals should make every effort to let the combatants resolve the bout themselves, and encourage the dialogue. Second, the marshals should stay professional, courteous, and impartial. Third, the process should not be lengthy or drawn out. None of these steps takes more than a few seconds. Last, while the marshals have the authority to arbitrate blows it should be an *absolute* last resort.

7. Dealing with Unacceptable Technique Issues

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

1. Warning at the first offense.
2. Banning of the technique being abused at the second offense.
3. Forfeiting the fight at the third offense.

8. Equipment Failures

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

9. Responses to Behavioral Issues

Since our system depends heavily on personal honor and integrity, certain expectations and behaviors take on higher values than normal. Marshals may bar participation in martial activities if a participant is obviously impaired by drugs, alcohol, or a medical condition. This falls under the Rules of the Lists of the SCA., Inc #3 (Section II.B.3) which states in part that all combatants must be ... “acceptable to the Sovereign or their representatives”.

Marshals are cautioned that the exhibited behavior or condition must be such that a prudent person without specialized behavioral or medical training would have concern about the safety of the participant, their opponents or spectators. In the absence of such behavior but where the marshal suspects that such a condition exists, the marshals may question the participant about the situation and offer advice on the safety and chivalry of their actions and try to persuade them to voluntarily excuse themselves. If that fails, the marshals may take it upon themselves to advise other participants of the marshal's concerns and let the participants decide for themselves whether or not they will compete with the affected party. Finally, marshals are reminded that they are not obliged to marshal any activity and may excuse themselves without penalty.

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

C. MARSHALLING MELEES

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

1. General

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

2. Melee Marshalling Requirements

Have as many Marshals as possible. The melee is a dynamic environment covering a wide area.

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

3. Crowd Control

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

4. Missile Weapons

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

5. Gaffing

- a. Gaffing the fallen is an effective way to clear the field without stopping the run of the tactical scenario. Marshals should use their best judgment as to when the time is right to attempt to gaff fallen combatants out of the melee. Leaving fallen combatants on the field presents a safety hazard in and of itself. Evaluate your situation:
 1. Is it safe for me to approach? Or is the fighting still too close?
 2. Is the combatant in any immediate danger or distress?
 3. Will my presence adversely affect the tactical scenario?
- b. If the Marshal decides it is safe to act, tap the combatant gently with the staff, announce "DEAD, OUT!", cover the combatant with the staff and indicate a safe direction to head away from the melee. If the fallen have piled up too fast creating a potentially dangerous situation, Marshals should call Hold and clear the field.

6. Holds

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

- a. The fighting is about to overflow the boundaries.
- b. There is an injury that might require the surgeons to intervene.
- c. A potentially dangerous pile-up (see above) is about to develop.
- d. A critical piece of armor (like a helm) has come off a combatant that cannot be otherwise safely removed from the fighting. NOTE: a dropped weapon is not a reason to call a Hold in a melee.
- e. It is impossible to create a rule for every conceivable situation. The Marshals should, however, try to allow the fighting to continue when possible, erring only on the side of safety. During a Hold, Marshals

should attempt to resolve the situation as soon as possible so that the fighting can continue. (NOTE: Marshals will frequently have to courteously remind combatants to go to their knees, ground great weapons, and refrain from discussions on the tactical situation.)

7. Rules of Engagement

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

- a. The lines have broken and units are intermixed.
- b. One unit has flanked or is in the rear of another.
- c. Elements of one unit are breaking through the lines of another.
- d. Individuals are rejoining the fight from another part of the battlefield.
- e. All participants are engaged with all missile and siege weapons regardless of the direction they are facing.

Marshals will frequently be called on to render judgments about engagement issues and should be constantly aware of the heightened emotions that can build during a melee. Marshals must remember to remain absolutely impartial (and diplomatic) and serve the interests of safety first, the rules of the game second, and the tactical concerns of the participants last, if at all.

8. Authorizations

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

9. Age Requirements

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

10. Planning

Organizing for authorizations becomes more important the larger your event and the wider your draw from the combatant community. Emphasis should always be on getting new authorizations and authorizations for combatants traveling long distances from remote groups handled first. Have the following resources ready and available to keep the process running smoothly:

- a. List Table: your staff at the List table should have enough of the correct forms and be familiar with completing authorization forms. The Group Marshal and/or MIC is responsible to make sure the paperwork (with enough copies of each form) is there and the List staff comfortable with the forms and procedures.
Lists: plan to have enough room to be able to run more than one set of authorizations at a time, whenever space allows.
- b. Marshals: more is better. Try to arrange for Marshals from outside your immediate area to meet the familiarity requirement (see below) with the combatants authorizing.
- c. Experienced Combatants: more is better here too, especially from outside the local area, but familiar to the Marshals. Make sure the combatant has the required authorization.

D. MARSHAL STANDARDS AND RESTRICTIONS FOR AUTHORIZATIONS

1. A copy of the Rules of the List and the Combat Conventions of the Middle Kingdom must be available at the List table, at any official event at which authorizations are conducted. Note that this includes a group practice if an authorization is to be attempted there.

2. No less than two warranted Marshals and preferably, three are required to authorize a combatant. At least one should be relatively unfamiliar with the combatant authorizing. A single warranted Marshal at an event may not authorize combatants.
3. Authorizations at practices are allowed as long as there is at least one warranted Marshal from outside the group participating as a marshal in the authorizations and with the permission of the REM or KEM.
4. A Marshal cannot authorize someone in a weapons style in which they are not authorized.
5. All combatants must authorize first in single-handed weapon and shield. In cases where there is good and sufficient reason the Regional Deputy Marshal or above in the marshallate chain of authority can grant an exception. See Alternative Primary Weapon section.
6. Authorization is by the use of the weapon or technique. Whatever style the combatant is authorizing in, the combatant is responsible to be competent with the weapon actually used.
7. All members of the Chivalry are assumed to be responsible to use only weapons they are competent in, and so are authorized in all forms except Combat Archery and Siege.

E. GENERAL AUTHORIZATION PROCEDURES:

Authorization procedures (for all weapon forms) will follow a set pattern of bouts:

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

F. FIRST-TIME AUTHORIZATION PROCEDURES:

1. The default first authorization is weapon and shield. If a participant wishes to authorize in a different style first, they may do so with the permission of a Regional Marshal or Kingdom Earl Marshal. Permission will be given only in special circumstances unless it is through the Alternative Primary Weapon Program.
2. The new combatant must have his/her arms thoroughly inspected prior to the authorization bouts.
3. Following the inspection the Marshal should confirm that the new combatant has had some practice and is using at least a helm, shield and weapon used in practice before. This does not require ownership of the equipment, only familiarity. A person who performs poorly and uses equipment problems as a reason should not be authorized.
4. When authorization bouts are announced, the candidate should be directed to the List table to fill out and sign a waiver and an authorization form. The combatant will then present him/herself armed with a single-handed weapon and shield to the presiding Marshal when called. The Marshal will ask the candidate if s/he has read and understood the Rules of the List and the Conventions of Combat of the Society and the Middle Kingdom. If the candidate has not read them (which should not happen) s/he will be directed to the List table copy, and told to return when s/he has done so. Once they have reviewed the information, they may continue to the bouts.
5. The first bout in a single-handed weapon and shield (first) authorization is required to contain four parts:
 - a. The combatant and opponent are fully armed and on their feet.

- b. The combatant is on their knees fully armed and the opponent is on their feet fully armed.
- c. The combatant is on their feet fully armed and the opponent is on their knees fully armed.
- e. The combatant is off-hand single-sword on their feet and the opponent is on their feet fully armed.

6. First Authorization Standards:

- a. Exhibits safe and courteous behavior on the field.
- b. Begins in and maintains a proper stance and uses the shield or weapon properly to maintain defense.
- c. Delivers blows from a proper range and at a proper strength and sustains an adequate offense.
- d. Reacts correctly to pressure, with the ability to "fight back" without becoming confused or losing control.
- e. Feels and judges blows correctly, both those received and those given.
- f. Single hand weapon and shield authorizations are to include face and body thrusts as part of the authorization procedure. Safety is considered the primary factor in determining whether a combatant meets these criteria.

G. ALTERNATIVE PRIMARY WEAPON PROGRAM

In certain circumstances, and in an effort to promote the fighting arts, individuals may obtain permission to attempt a "bypass authorization". The two cases for which permission will be given are:

- 1. An authorized Rapier combatant wishes to authorize in spear;
- 2. Combat archery is desired as the primary weapon authorization.

In both cases, an individual must:

- 1. Enlist the aid of a member of the Order of Chivalry as a sponsor to teach them the conventions of combat and rules of the list.

Any member of the Chivalry that agrees to take on such gentles also agrees to become responsible not only for their training, but also the agree to be responsible for their training in the culture of the Heavy combat as practiced within the Midrealm. The Chivalry sponsor must be present during the authorization as they must ALSO sign the authorization form! The actual authorization must still take place at an SCA event during a melee as per the rules in the Marshal's handbook. In order to gain any further weapon styles, the combatant who went through a bypass authorization MUST undergo a weapon and shield authorization first.

The purpose of this program is not to see how many new authorizations can be generated, but rather to increase combat awareness and to offer continued guidance in the Rules and Cultural Expectations for combat archery among the Heavy Weapons Fighters.

H. ADVANCED AUTHORIZATION

- 1. The combatant must demonstrate competence, as well as safe use of the advanced weapon style. Competence is a subjective standard but should include demonstrated familiarity with the unique characteristics of the weapon style, and awareness of the tactics for both offense and defense with the style.
- 2. Anyone who has not participated in SCA., Inc combat for a year or more may be required to re-authorize, at the discretion of the Marshal-in-Charge. Normally a successful authorization bout for sword and shield will reactivate all the previous authorizations held, but the person may attempt to re-authorize in another weapons style instead of single-handed weapon and shield if s/he prefers.
- 3. All out-of-kingdom authorizations except non-emancipated minors are considered valid while visiting the Middle Kingdom. Any member of the chivalry transferring residence does not need to reauthorize, and will receive authorization in all weapon styles except Combat Archery and Siege. They need to send a copy of their out-of-kingdom authorization card to the Clerk of the Roster for a Middle Kingdom authorization card.

I. REAUTHORIZATION

Reauthorization for lapsed Middle Kingdom combatants and combatants transferring residence into the Middle Kingdom:

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

J. WEAPON REQUIREMENTS AND DEFINITIONS

When thrusting tips on single handed weapons are used, they shall be at least the same diameter as the shaft of the weapon they are mounted on and have at least 3/4 inch (19.1 mm) of resilient material in front of the rigid tip of the weapon providing at least 3/8 inch (9.53 mm) of progressively resistant give across the face of the thrusting tip. (Note: Pressing with the thumb into the center of the thrusting tip is not an adequate test. The give must be across the entire face of the tip.)

When thrusting tips are used on rattan weapons with greater length than 7.5 feet, they shall be no less than 2 inches (50.8 mm) in diameter/cross-section and have 2 inches (50.8 mm) of resilient material in front of the rigid tip of the weapon, thereby providing progressively resistant give.

When thrusting tips are used on rattan weapons with length less than or equal to 7.5', they shall be at least the same diameter as the shaft of the weapon they are mounted on and have 1.5 inches (38.1 mm) of resilient material in front of the rigid tip of the weapon, thereby providing progressively resistant give.

1. Single Handed Weapon and Shield (W/SH): Single handed swords, maces, axes, hammers and shield. Must also demonstrate regular and face thrust ability.
2. Polearm (PA): Two handed mass weapons. Must also demonstrate regular and face thrust ability.
3. Two-handed Weapon (GW): Any two-handed sword style including ricasso and bastard sword. Must also demonstrate regular and face thrust ability.
4. Spear (SP): 9 to 12 ft spear in a melee situation. Must also demonstrate regular and face thrust ability.
5. Two-Weapon (TW): Any combination of previously authorized weapons styles. Must also demonstrate regular and face thrust ability.
6. Combat Archery (CA): Bows/crossbows using specially constructed armored combat arrows. See Appendix A
7. Siege Crew/Engineer. See Appendix B.

K. INSPECTIONS

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

Armor and Weapon Inspection Standards

- a. Leg Armor: Check that the front and sides of the knee are covered. Have the combatant flex his knees and see that the knee and side of the knees remain covered.
- b. Groin: Ask if the groin protection is in place.
- c. Kidneys: Check for kidney armor. Kidneys are in the back, at about the bottom of the ribs. Make sure that this does not pull the belt so low that the kidneys are exposed.
- d. Elbows: Check that the point and sides of each elbow are covered. Have the combatant flex his elbows and see that the points remains covered. Check for sharp edges, broken or missing rivets, or other signs that the equipment is not in good repair.
- e. Hands and Wrists: Check the gauntlet and/or basket hilt. Check for sharp edges, broken or missing rivets, or other signs that the equipment is not in good repair. If the combatant is using a basket hilt, have the weapon pointed toward the horizon to see if the wrist bones or hands are exposed. Then have the combatant drape the sword over the back to see if the undersides of the wrists are likewise exposed. NOTE: this check is for the wrists and hands, not the forearm.
- f. Neck and Head: Check that the neck is covered. Check the faceplate and eye slots both for size of openings and to be sure that it is firmly secured in place. Put your hand on the front of the helm, and have the combatant push against it. See that his face does not hit the faceplate. A gentle touch of the tip of the nose at maximum pressure may not be desirable but is not necessarily grounds for rejecting the

helm. Check for sharp edges, broken or missing rivets, or other signs that the equipment is not in good repair.

g. Shield: Check the rim for exposed sharp edges. Check the rest of the shield for sharp edges, broken or missing rivets, or other signs that it is not in good repair. If using a shield basket, check that the hand is properly protected by the basket. The wrist bones must also be protected by the shield basket or sufficiently thick leather padded with ¼ inch (6mm) of padding or equivalent. Hand protection behind center boss shields should be checked to ensure that the thumb is sufficiently protected.

h. Swords: Inspect to make sure basket hilt or quillions are firmly attached. Check for lanyard or trigger if single handed. Make sure that sword is in good repair, with little or no rattan pieces poking through tape. Check thrusting tip is attached, of required depth and does not bottom out.

i. Mass weapons. Ensure that head is properly attached and has padding if necessary (e.g. – non-Rathbone axe head requires ½ inch padding).

j. Spears: Check length, 3” tip diameter (fiberglass) or 2” tip diameter (rattan). Inspect shaft for cracks and butt for cap.

L. MARSHALLATE AUTHORITY TO HALT AN EVENT

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

1. Crown Request for Intervention

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

2. Seneschal Request for Intervention

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

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

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

“Remember this, too. With every other person at Pennsic, especially every fighter, you share something unique that you don't share with your family, your co-workers, in fact most every one you meet. It's a precious thing. You will understand feelings and motivations of that person you see through the bars of your helm better, probably, than his own siblings. Give each other a break.” – Duke Dag Thorgrimson

MARSHAL TRAINING

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

A. GENERAL REQUIREMENTS

1. Starting the Process

All Marshals-in-Training are expected to be authorized in several different styles of the activity skills. For example, a candidate must be authorized in two weapon styles for Armored Combat. The first step is to contact the Regional Deputy Marshal and receive the Training form. This usually occurs on the recommendation of the local Group Marshal. The Marshal-in-Training candidate should also arrange the local supervision and guidance of a Group or Field Marshal. In cases where the Marshal-in-Training candidate is from a group some distance from others, the support of the nearest and most often seen local Marshal should be arranged. Marshals are required as officers of the S.C.A., Inc to maintain membership in the organization for the duration of the term of office.

2. Tools of the Office

Marshals-in-Training are expected to obtain for personal use the tools required of a Marshal:

- a. A copy of the Marshals Handbook for the activity
- b. A tabard emblazoned with the markings of the Marshallate for the activity
- c. Any inspection and field operation tools like a staff, whistle, gauges and protective gear.

B. ADMINISTRATIVE TRAINING

1. Reports And Reporting

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

2. Training Participants

Marshals-in-Training are trained to help train and inform participants about armoured combat.

C. FIELD OPERATIONS TRAINING

1. General

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

2. Event and Activity Planning

The Marshal-in-Training is expected to learn how to plan for the activity at an event, including:

- a. Area and equipment needs
- b. Arranging Marshals and support staff
- c. Understanding special needs for tournaments, competitions, melees, and wars as applicable to the activity

3. Set-up

The Marshal-in-Training is trained to and learns how to do the actual set-up for the activity including:

AS 39

- a. Crowd control and restricting access to hazardous areas
- b. Assessment of the site for use
- c. Placement of the List table and other support tables.

4. Inspections

The Marshal-in-Training is trained in enforcing the equipment requirements for the activity including:

- a. Inspection of armor, weapons and equipment used in the activity
- b. How to respond to a failure and repair situation
- c. Using proper equipment inspection tools
- d. Dealing with experimental equipment, weapons or armor.

5. Authorizations

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

6. Running the Activity

The Marshal-in-Training is trained to run the activity, including, where applicable:

- a. Tournaments
- b. Melees
- c. Competitions
- d. Arbitration of disagreements
- e. Responses to violations of the rules

7. Rights and Responsibilities

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

D. TESTING AND WARRANTING

1. Prerequisite to Testing

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

2. Testing

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

3. Warrants

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

REPORTS

Writing reports is the most tedious and boring aspect of a Marshal's work. Nevertheless, reports are necessary because they give the Regional Deputy Marshals (and the Kingdom Earl Marshal) their chief indication of the affairs of the groups for which they are responsible. If reports are not submitted, the Regional Deputy Marshal has no idea whether the Marshal's job is being done properly. Non-reporting Marshals are removed promptly. Therefore, one of the first duties of the group or field Marshal is to find out the name and address of his/her superior officers (Kingdom Earl Marshal, Regional Deputy Marshal and Baronial Marshal, if any) and to know when reports are due. Marshals should keep file copies of all reports submitted. The standard report forms make this procedure easy if the basic instructions are followed in filling them out. It is not required to send these

reports by registered post, except in special situations as indicated by the officer receiving your report. Currently it is required that all participants who are going to be in the Lists to have the appropriate participation or authorization card, membership card and present these to the List Table prior to entering the Lists.

A. REPORT SCHEDULES

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

Quarter Report:

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

Domesday Report:

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

Tourney Report (includes authorizations summary) :

WHO	DEADLINE	TO	NOTES
MIC	1 week	RDM/ CR	

Incident Report:

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

Authorization Form:

WHO	DEADLINE	TO	NOTES
Combatant	45 days	CR	

KEY

Abbrev.	Definition
KEM	Kingdom Earl Marshal
KCH	Kingdom Chirurgion
RDM	Regional Deputy Marshal
BGKM	Baronial Group Knight Marshal
GKM	Group Knight Marshal
CR	Clerk of the Roster

Abbrev.	Definition
DEM	Deputy Earl Marshal
SEN	Seneschal
MIC	Marshal-in-Charge
KMF	Knight Marshal of the Field
MIT	Knight Marshal in Training
GKMIT	Group Knight Marshal in Training

“A knight's prowess should be fearsome, replete and consistent.” - Ulfr Forkbeard

REPORT FORMAT AND REQUIRED INFORMATION

1. General

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

2. Quarter report required information

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

3. Domesday report required information

Each Group Knight's Marshal is required to submit a copy of the Domesday report to the listed officers by the indicated deadline and to the local Seneschal no later than December 1. The acceptable Domesday Report will cover the entire year's activity. It need not be long, just complete. Include the following information:

- a. Correctly filled out Quarter/Domesday report form
- b. Complete and updated roster of combatants, including correct contact information
- c. Brief summary of group events
- d. Brief summary of net increase/decrease in combatant population
- e. Brief summary of issues and concerns

4. Tourney report required information

The Tournament report must be sent within a week of the event at which the tourney took place and shall be submitted using the standard forms for the appropriate information:

- a. Tourney Report
- b. Marshal's Sign Up Sheet
- c. Combat Authorization Report
- d. List of Participants
- e. Incident Report (if needed)

5. Incident report required information

A separate incident report must be filed for each instance of an incident involving significant injury, unusual equipment failure or sanctions on combatants, Marshals or other participants. These must be verbally reported within 48 hours and a written report included with the tourney report. Preferably, injury reports should include copies of reports generated by the presiding Chirurgeon. However, if that report is not available, the Marshal-in-Charge is responsible for describing the nature of the injury and the circumstances under which the injury occurred. The report should be short and concise.

6. Authorization forms and reports

- a. The forms and report should be completed by the Marshal-in-Charge of the event and the whole individual authorization form given to the combatant along with their waiver before the end of the tournament. It is the responsibility of the combatant to send the paperwork to the Minister of the Lists to get their authorization card.

b. Authorization reports should be completed on the separate Summary authorization form and shall include all information required on the form. All information must be legible. Authorization cards are issued when the Clerk of the Roster has received both an authorization form and a completed Combat Waiver from the combatant.

AUTHORIZATION CARDS AND WAIVERS

1. All authorized combatants must obtain an authorization card that must be presented to the List Table or inspecting Marshals at official events before they can enter the Lists. Anyone who will enter the Lists as a participant (fighting in a tourney, sparring, helping with authorizations, Marshalling, constabling, scouting, etc.) must go to the List Table and present their Authorization/Participation Card, their SCA., Inc membership card, and sign the appropriate participant's list and whatever other tourney Lists are requested. Persons other than combatants, Marshals, or scouts who must enter the Lists (e.g.: heralds, surgeons, water bearers) execute a waiver before participating at an official event.

2. While presenting paperwork at the Table is the best solution and strongly encouraged, participants frequently misplace their cards. In order to facilitate maximum participation, Marshals can verbally vouch for the authorization status of a participant, or the warrant of another Marshal who has misplaced their card. Any warranted officer of the SCA., Inc may vouch for the membership status of a participant except for participation in Crown List, which require formal proof of membership. Marshals and list officials are cautioned to report participants who appear to be taking advantage of this flexibility.

3. IF YOU DO NOT HAVE A CURRENT MEMBERSHIP AND AUTHORIZATION CARD, YOU CANNOT FIGHT - PER MIDDLE KINGDOM LAW.

4. The only exception is when you are authorizing or re-authorizing, which requires only a membership card.

5. Membership restriction per Article VII Authorization for Combat, Section 104 of Middle Kingdom Law:

VII-104

Only persons who are Members of the SCA, Inc. may be a Middle Kingdom Authorized fighter. Any person not in possession of a blue membership card must execute a waiver before participating in combat at an SCA function.

6. Out of Kingdom Authorizations

This law does not prohibit honoring out-of-kingdom authorizations, only that visitors who become permanent residents must become members if they wish to be authorized in the Middle Kingdom. Out-of-kingdom visitors may participate in Middle Kingdom martial activities upon showing proof of authorization, as applicable, and subject to the policies above. Again, Marshals and list officials are cautioned to report visitors who appear to be taking advantage of this flexibility. EXCEPTION: out of Kingdom fighters aged 16-17 are prohibited from fighting in the adult heavy combat lists of the Midrealm.

7. Out of kingdom authorization cards

Out of kingdom authorization cards will be honored until they expire in those situations where the participant has recently become a permanent resident of the Midrealm. The participant may then apply to the Regional Marshal for that activity for permission to directly transfer their authorizations to the closest Midrealm equivalents. The Regional Marshal will either approve the request on a case-by-case basis and forward to the Clerk of the Roster or direct the participant to re-authorize.



“We become comrades in arms, certainly, as MidRealm fighters, but we also become friends and brothers and sisters, for we strive against each other and ourselves for joy and exhilaration; for mutual skill; to share something unique. Perhaps it's not so odd, after all, that a field of mortal combat is a place where deep and lasting friendships can be born. This is the lifeblood of our Society. We should all do our best to insure that the field of combat never, under any circumstances, sees the shedding of any blood, either our own or the Society's. I urge you to carry on with courtesy and honor and have a wonderful time, for the SCA is magic and, above all, fun” – Duke Laurelen Darkbane

Appendix A: Middle Kingdom Combat Archery Rules

These rules went into effect **1 September 2013**. The new rules will likely be located in Appendix A, which has been the Combat Archery Rules section in previous Handbooks.

In the Middle Kingdom Marshal's Handbook, Ver 11.0, the Combat Archery segment of the handbook (Appendix A) is NOT up to date. These pages contain the most current approved rules for Combat Archery, and will be incorporated in the upcoming version of the Handbook.

Master Erik Erikson the Scout - Deputy Earl Marshal for Combat Archery - Middle Kingdom

Appendix A: Combat Archery Rules

Middle Kingdom Additions To Society Missile Combat Rules

The majority of the combat archery rules are found in Appendix A but there are additional combat archery rules scattered through the entire handbook. It is your responsibility to find and read all rules that apply to combat archery. Please note that Combat Archery is often referred to as CA throughout the rest of these rules.

Combat archers are encouraged to visit the following website for rule and convention updates as well as construction and inspection standards: <http://www.havenholde.net/35footspear/>

A. ENGAGEMENT All armored combatants on the field are considered engaged with any combat archer at all times whether facing towards or away from the archer.

B. TARGET AREA The valid target areas for missile weapons are the same valid target areas that thrusting tips have. Arrows and crossbow bolts can be blocked by shields and armored combat weapons. There is NO minimum distance at which a combat archer shooting a bow or crossbow may release their ammunition. Arrows or bolts must completely clear the limb or prod before they strike their target to be considered good.

C. MISSILE WEAPONS CONSTRUCTION All combat archery ammunition must have a printed label (not hand written) with the owner's name and Kingdom affixed to it. The label must be in English utilizing a legible/readable font and be completely covered with clear wrapping/shipping tape. If the combat archery ammunition is group ammunition, the group name can be used in place of the owner's name. If the group name is used, a point of contact for within the group is required. Specifying the Kingdom is mandatory on all labels.

1. Tubular Ammunition:

- Combat archery arrows and bolts must be made out of 100 PSI irrigation tubing (Sil-o-flex or equivalent).
- Tubular shafts are NOT permitted to have any slits cut into the shaft to insert any type of fin or fletching.
- The tail end may have a nock cut in up to ½ inch in depth.
- Wooden nocks are not legal to be used with tubular ammunition.
- The back end of the shaft must be open (to permit inspection of the inside of the tube).
- Round disks of foam are to be used instead of square pieces for the ½ inch of required foam on top of the rubber stopper. The square pieces create corners that can penetrate too far into a helmet's

grill.

- The tips are to be size 6.5 rubber stoppers (with a 1/4 or 3/8 inch hole in the center) or modified Baldar Blunts, and they must be secured according to approved construction techniques. After padding, the heads must be completely covered with red duct tape.

SILOFLEX EQUIVALENT TUBING If you decide to make or use combat arrows or bolts using Siloflex-equivalent materials, you will have to bring the following with you when you have your equipment inspected:

- a sample of the equivalent material that is marked on the outside of the tubing
- a copy of the manufacturing specifications.

Manufacture Specification Sheet for the product must demonstrate:

1. The name of the manufacturer or trademark
2. The material is manufactured to ASTM D2239 or ASTM D2737 Standards.
3. The material is sized as 1" ID (inside diameter) if D2239, or 1-1/4" OD (outside diameter) if D2737
4. The material is manufactured from PE 3408 or PE3608
5. The material must have a pressure rating of 100 psi if used for tubular ammo.

An example of a manufacturing specification sheet for a Siloflex-equivalent material can be found [HERE](#). Please note that inclusion of this sheet on this site does not remove any inspection requirements.

Marking on the shaft: ASTM, NSF, and AWWA standards provide that pipe and tubing must be marked at frequent intervals. The labeling must include:

1. The manufacturer's name or trademark
2. The standard to which it conforms
3. Pipe size
4. Material designation code (PE 3408 or PE 3608)
5. Pressure rating

2. Shafted (fiberglass) Ammunition: Only one style of fiberglass shaft combat archery ammunition has been approved for use in the Middle Kingdom.

- The **ONLY** fiberglass shaft size than can be used is 1/4 inch diameter.
- The **ONLY** type of tape than can be used to cover the shaft is fiberglass-reinforced tape (strapping tape).
- The **ONLY** type of head that can be used is the Baldar “Fathead” and the **ONLY** anti-penetration device that can be used is the Baldar “Asgard”.

- You **must** utilize the approved construction standards posted on “The 35-Foot Spear” site located at <http://www.havenholde.net/35footsppear/>
- No form of plastic or feather fletching will be permitted on fiberglass shaft ammo.
- **DO NOT** cover the entire head with tape. The condition of the head must be inspected by observation and to insure the proper head is being used.

D. SWITCHING WEAPONS Prior to picking up another weapon, a bow must be laid aside. A crossbow must be placed outside the combat area or in the keeping of a marshal or another combatant who will accept it before drawing a back up weapon. To use a backup weapon such as a sword, the hands must be appropriately armored. A combat archer may use thrown combat weapons with half-gauntlets for hand protection. Pavises shall be constricted follow the rules set forth in the current Society Marshal’s Handbook. A combat archer may carry and use a pavise; however, as long as they are carrying such, they cannot span (cock a crossbow or draw a hand bow) nor fire their weapons.

E. LIST FIELD SAFETY Combatants shall be reminded that when leaving the battlefield, they may not remove their helms or other armor until they are outside of the buffer zone. Despite there being a buffer zone, combat archers are responsible for their missiles and must avoid shooting towards unarmored people such as marshals and spectators unless there is sufficient distance between the archer and unarmored people. The goal is to avoid errant or deflected arrows from exiting the buffer zone.

F. HOLDS During a Hold, an archer must un-nock the arrow from their bow or remove the bolt from their crossbow. They may nock the arrow or replace the bolt again when the “ON YOUR GUARD” or equivalent, such as “make ready” command is given. A crossbow may remain cocked.

G. TYPES OF COMBAT ARCHERY AUTHORIZATIONS

- Combat Archery as an additional authorization for an Armored Combat fighter who already has a weapon and shield authorization. There is no special permission or trainer required.
- Chivalry sponsored Combat Archery as the first authorization. See details below.
- Bypass Combat Archery authorization as the first authorization. This does not require a Chivalry sponsor but does require permission from the Regional Armored Combat Marshal or the Kingdom Earl Marshal, and is only granted in special cases.

H. COMBAT ARCHERY AUTHORIZATIONS Authorization Procedure

- The primary authorizing marshal needs to be satisfied that the authorizee has a basic knowledge of the CA rules. This is demonstrated by answering questions derived from the Society/Midrealm rules for combat archery. A list of potential questions can be found under the authorization section of <http://www.havenholde.net/35footsppear/>
- The first round is to test safety, accuracy and appropriate response to return fire. This is to be an ongoing duel. An experienced fighter who is authorized in combat archery will stand 10 to 30 yards away from the authorizee. After the authorizee has fired several shots at the fighter, the fighter will start to move around and return heavy fire at the authorizee who is still shooting. The authorizee should be allowed to discharge up to 24 shots before a pass/fail determination is made, unless it is readily apparent that the authorizee is unsafe or inaccurate. During the shooting duel the authorizing fighter should position himself in such a way to see if the authorizee will avoid taking a shot towards the sidelines or bounds of the list area. If the authorizee passes, the second

round will be set up.

- The second round is a full melee combat scenario with four or more armored combatants per side in addition to the authorizee and the authorizing Marshals. One authorizing Marshal can either participate or observe from close by. The other authorizing Marshal should be observing from near the edge of the field to note how the authorizee behaves within the broader context of the melee. The authorizee shall demonstrate proper engagement of targets, acceptable responses to being pressed and charged, and situational awareness, to include recognition of the limitations imposed by boundaries and spectators on available targets.
- As with any Armored Combat authorizations, there must be two authorizing marshals. They may be two Combat Archery Marshals who have CA authorizations, or two Armored Combat Marshals who have CA authorizations, or one of each kind of marshal.

Program for Chivalry-Sponsored Combat Archery Authorization

Purpose:

- To expand the number of combat archers while providing a more "period" approach to the use of archery on the field of battle.
- To allow those who train directly under a member of the Chivalry, the opportunity to authorize in CA without authorizing in weapon and shield first.
- To offer continued guidance to combat archers in the Rules and Cultural Expectations for combat archery among the Armored Combat Fighters.

Execution:

- Any member of the Chivalry may undertake the training of Combat Archers.
- Anyone wishing to authorize CA as a first authorization may seek out a member of the Chivalry for training. Members of the Chivalry may also seek out gentles they feel would be interested in becoming combat archers.
- Any member of the Chivalry that agrees to take on such gentles agrees to become responsible not only for their training in CA, but also for their training in the culture of Armored Combat as practiced within the Midrealm.

Authorization:

- **The Chivalry sponsor must be present during the authorization!**
- The actual authorization must still take place at an SCA event during a melee.
- **Note:** The purpose of this program is not to see how many new CA authorizations can be generated, but rather to increase the awareness of Combat Archery and to offer continued guidance to combat archers in the Rules and Cultural Expectations for combat archery among the Armored Combat Fighters. It is hoped that members of the Chivalry that take part in this program will continue to oversee all of the combat archers they train.

I. COMBAT ARCHERY (CA) MARSHALSPlease note that Combat Archery is often referred to as CA throughout the rest of these rules.

Duties & Limitations

- A CA marshal is able to inspect all combat archery equipment and ammunition.
- If a CA marshal has a CA authorization, they may take part in CA authorizations.
- A person does not have to be authorized in Combat Archery to be a CA marshal.
- An Armored Combat Marshal must also be warranted as a CA Marshal to be able to inspect combat archery equipment and ammunition.
- If an Armored Combat Marshal has a CA authorization, they may take part in CA authorizations.
- NOTE- Only an Armored Combat marshal may inspect armor.

Inspections will include bows, crossbows, and all types of ammunition approved by the Middle Kingdom.

- The first part of the equipment inspection is to determine if the bow/crossbow is safe to use. These inspection standards are based on the most current Middle Kingdom Missile Weapons Marshal's Handbook and posted CA equipment inspection standards.
- The second part of the equipment inspection will be to determine the draw weight at 28 inches of the bow or the inch-pounds for the crossbow to ensure that the equipment meets the standards for the type of ammunition being used.
- All ammunition will be inspected to ensure it meets the current construction and safety standards of the Middle Kingdom. It may be marked with paint for some larger events.

All combat archery marshals must have the following with them while they are working as a CA Marshal:

- Bow gauge for measuring poundage
- Ruler or tape measure for determining draw length
- Inspection gauge to determine at least 1½ inch diameters for heads of ammo
- Three ring binder with the most current copy of both Society and Middle Kingdom rules involving combat archery.

Reporting Process A Combat Archery Marshal will be required to submit a Doomsday report each year that is due by December 1. The report will be sent to the Deputy Earl Marshal for Combat Archery who will use it for his report to the Kingdom Earl Marshal and the Society DEM for combat archery.

Process to become a Combat Archery Marshal

- Contact the Middle Kingdom DEM for Combat Archery expressing your desire to go into training. Send full contact information with your request.
- The Middle Kingdom DEM for Combat Archery will send you an MIT form to start the process.
- You will have one year to complete the process.
- A MIT will need to know how to inspect equipment and ammunition.
- The MIT will need a class and hands-on practice to demonstrate their knowledge on ammunition inspection and construction.

- The final step will be an open book test on general Middle Kingdom and Society Combat Archery rules.
- When the training is completed and the MIT form filled out, it will be sent to the DEM for the final approval.

NOTE- This is a new program, so there will be changes and refinements as needed.

J. COMBAT ARCHERY EQUIPMENT All equipment should be consistent with archery equipment used between 600-1600 AD in appearance and function.

BOWS

- Bow strings with loops made by compressed metal / plastic clips are NOT allowed.
- All handbows must be designed & constructed to draw at 28 inches length. Any other draw length is prohibited for SCA combat.
- The minimum poundage for all handbows is 20 pounds at 28-inch draw length.
- Light bows measure up to 30 pounds at 28-inch draw length. Light bows can shoot either tubular or fiberglass shaft ammo.
- Heavy bows measure 31-50 pounds at 28-inch draw length.
- Heavy bows must be marked with a 4-inch wide band of red material (tape, cloth, etc.) that goes completely around the upper limb of the bow to show marshals at a glance they are heavy bows and **may not** shoot fiberglass shafts.
- Heavy bows may only shoot tubular ammo.

CROSSBOWS

- Crossbow strings with loops made by compressed metal / plastic clips are NOT allowed.
- The minimum poundage for all crossbows is 400 inch-pounds.
- Light crossbows shall measure 400-600 inch-pounds and may shoot tubular or fiberglass ammo.
- Heavy crossbows shall measure 601 - 1,000 inch-pounds.
- Heavy crossbows must be marked with a 4-inch wide band of red material (tape, cloth, etc.) that goes completely around the right prod of the crossbow to show marshals at a glance they are heavy bows and **may not** shoot fiberglass shafts.
- Heavy crossbows may only shoot tubular ammo.

PROHIBITIONS

The following are not allowed in a combat archery environment in the Middle Kingdom:

- Hand slings.
- Stone bows.
- Small pistol style crossbows
- Forward or rear style pistol grip/s
- Combat archery crossbows which utilize a mechanical advantage cocking lever (sometimes call a “Goat’s Foot”)
- Chinese repeating crossbows or repeating crossbows of any type
- Split prod design for crossbows utilizing a center shot system (an individual prod on each side instead of a solid one)

- PVC bows in heavy weapons combat.

More details can be found online at <http://www.havenholde.net/35footspear>

Appendix B: Midrealm Siege Rules

MIDREALM ADDITIONS TO THE SCA SIEGE RULES

A. REDUCED RANGE FOR BALLISTAE

The maximum allowed range for a ballista when shooting at a 45 degree elevation is 70 yards. During the siege engine inspection before an event, ballistae must be tested for their maximum range to make sure that they cannot fire farther than this.

B. AUTHORIZATIONS

1. Just like other armored combat authorizations in the Midrealm, authorizations for siege engineer must include proof of current membership in the SCA.
2. At least two marshals must be present for an authorization. One must be a siege marshal. The second can be another siege marshal or an armored combat marshal.
3. Fighters authorizing as siege engineers should shoot in combat if possible, but may shoot other targets if a suitable melee is not available. Either way, they should get plenty of practice shooting the siege engine. For an initial authorization through the knight sponsorship program, they must shoot in combat.

C. SIEGE MARSHALLATE

The Midrealm has three types of siege marshals.

1. Warranted Siege Marshal. This marshal can inspect siege engines, supervise siege combat in battle, and authorize new siege engineers.
2. Special Deputy Siege Marshals. In addition to being a warranted siege marshal, the special deputy siege marshals can warrant new siege marshals through the marshal in training program.
3. Kingdom Deputy Earl Marshal (KDEM) for siege. This office is known as the Chief of Artillery. In addition to being a warranted siege marshal, this officer can warrant new siege marshals and appoint special deputy siege marshals with concurrence from the Earl Marshal..

D. REPORTING

Any event that hosts siege activities will send a report to the Middle Kingdom Chief of Artillery within two weeks of the end of the event. The siege marshal in charge at that event is responsible for sending in this report. Any injuries resulting from siege activities that require medical attention will be reported to the Middle Kingdom Chief of Artillery and Kingdom Earl Marshal in addition to the regular reporting.

Event Reports will include the following information.

- 1) Siege marshal in charge (and contact info)
- 2) Numbers and types of siege engines
- 3) Authorizations attempted and completed
- 4) Problems and difficulties encountered

All siege marshals will also send a Domesday report to the Chief of Artillery before Dec. 1 to indicate whether they are still active. The Domesday report should include:

- 1) Contact information including membership number
- 2) Events attended that year where they acted as siege marshal.
- 3) Siege marshalling plans for next year.

Appendix C: YOUTH COMBAT RULES FOR THE MIDDLE KINGDOM

GENERAL CONVENTIONS

These rules and guidelines apply to all Youth Boffer Divisions, ages 6-17 and Youth Armored Combat, ages 16 and 17. Specific differences between the divisions are addressed in "Divisional Standards". The terms "Boffer Combat" or "Youth Combat" used in these rules apply to all three youth boffer divisions; the term "Youth Armored Combat" is used exclusively for rattan combat activities for those youth who are 16 and 17 years of age. Note: youth who participate in Youth Armored Combat can, and are encouraged to, participate in the Teen Boffer Division.

A. DIVISIONAL DEFINITIONS

1. Children's Boffer Division: Ages 6-9 (Division 1)
2. Youth Boffer Division: Ages 10-13 (Division 2)
3. Teen Boffer Division: Ages 14-17 (Division 3)
4. Youth Armored Combat Division: Ages 16-17 (Division 4)

B. THE RULES OF THE LIST

1. SCA, Inc. does not regulate youth combat activities at corporate level and leaves the regulation of these activities to the individual kingdoms. The Society Marshal Handbook states, "Youth combat programs are not supervised at the Society level, but participation in such programs requires authorization following Kingdom-of-residence procedures." The Society Marshal Handbook further defines youth combat as follows, "Youth combat is a program designed for minors ages 6-17. These programs require armor, require certain weapon construction techniques and materials, train young fighters in proper etiquette, the concepts of Chivalry, Honor and Courtesy, and teach teamwork and good sportsmanship, as well as effective fighting arts, in a definitely competitive environment that parallels Adult Armored Combat. The Marshallate is responsible for Youth Combat, and each Kingdom is allowed to develop and run its own program."
2. The Middle Kingdom Armored Combat conventions apply to boffer combat unless superseded by a rule in this document. Any Middle Kingdom Rapier Combat convention can be used instead of an Armored Combat convention at any tournament with the full explanation of the change given to the combatants.
3. The word "HOLD" is to be used by marshals, fighters and parents to stop the combat when they see a problem. Parents are allowed to call "HOLD" from the sideline if they notice a behavior, weapon or armor condition that they feel is either unacceptable or dangerous.

C. RESPONSIBILITIES OF PARENTS/LEGAL GUARDIANS

1. Parents/legal guardians are to understand this is a contact sport and that injuries may occur. Parents are ultimately responsible for the safety and well-being of their children. This modern era legal requirement cannot be delegated to the SCA or to the marshals on the list field.
2. At least one parent/legal guardian must be present at all times while the minor is engaged in Boffer activities for the 6-9 and 10-13 divisions. For 6-9 year olds this presence requires the parent to be with in visual and vocal range of the list area. For 10 to 14 year olds, the parent must be at the same site as the boffer combat. For 14-17 year olds, the parent or legal guardian need not be present at the event or practice provided that the parents have filed a medical release form with the Clerk of the Roster and ensure that the responsible adult taking the youth to the event or practice has a copy of said medical release form available for the marshal-in-charge.
3. The parent/legal guardian present is to have the minor's authorization card in his/her possession at all times when Boffer activities (official fighter practice, tournament, and melee) are occurring.
4. Parents/legal guardians are to behave in a courteous and responsible manner at all times.
5. Parents/legal guardians are urged to become authorized Adult Boffer Marshals so that they can work closely with their minor in this activity. Note: Parents/legal guardians who become Adult Boffer

Marshals do NOT need to be fighters in their own right. They do have to undergo the required Background Check and be paid members of the SCA.

6. Parents/legal guardians are responsible for their minor's safety, with the Adult Boffer Marshals guiding the armoring/safety process.
7. Parents/legal guardians are required to read and understand these rules and standards and are to make sure that their minor follows them.
8. At least one (1) Adult Boffer Marshal is required for any practice bout. Marshals-in-training are not permitted to run youth practices or events without a warranted youth marshal in attendance and in-charge of the youth combat activity. A second, unrelated adult to the marshal must be present at the list field. This unrelated adult does not have to be a warranted marshal.
9. At least two (2) Adult Boffer Marshals must be on the field for any tournament bout or melee.

D. MARSHALLATE GUIDELINES

1. Background Check Policy for Marshals Supervising Youth Combat Activities:
The conduct of any youth combat at a practice or an event must be under the continuous supervision of at least one background checked youth marshal and at least one additional, unrelated adult. In the youth combat program, we have boffer marshals, youth armored combat marshals, and youth approved marshals. All of these marshals are adults and must have background checks if they are going to be in charge of youth combat activities. Youths who serve as youth marshals do not require background checks as they must function under the direction of a background checked, adult youth marshal.
2. Marshals on the field are expected to take an active role in safety, sportsmanship and assistance in calibration. Marshals are encouraged to tell the youth combatant that a blow was struck.
3. There shall be three types of Marshals: the Adult Boffer Marshal, Youth Boffer Marshal, and Youth Approved Marshal.
 - a. A Warranted Adult Boffer Marshal is a person at least age 18 who can be a parent/legal guardian of a youth fighter. All Warranted Adult Boffer Marshals must be paid members of the SCA and must successfully undergo the required background check. These Marshals are warranted to:
 - i. Marshal combat on the boffer field
 - ii. Inspect boffer weapons and armor
 - iii. Teach the pre-authorization class
 - iv. Authorize youth combatants in all three boffer classes
 - v. Warn a combatant of dangerous actions
 - b. A Warranted Youth Boffer Marshal is a person in the 12-17-age bracket warranted to:
 - i. Marshal on the field of Boffer combat under supervision of an Adult Boffer Marshal.
 - ii. Inspect weapons and armor of boffer combat under supervision of an Adult Boffer Marshal.
 - c. A Warranted Youth Approved Marshal is an adult specifically authorized to spar with youth. Youth Approved Marshals are appointed only by the Kingdom Earl Marshal or the Deputy Kingdom Earl Marshal for Youth Armored Combat. To become a warranted boffer marshal you must complete the boffer marshal-training program. This program is identical to the armored or rapier marshal training program with the following additions:
 - i. Those that are not authorized armored or rapier combatants must spend at least one day observing armored or rapier combats at an event and have a warranted marshal sign off.
 - ii. The Deputy Kingdom Earl Marshal for youth combat may request additional references as desired.
 - iii. All Youth Approved Marshals are also Adult Boffer marshals.
4. It is suggested to allow Youth Boffer Marshals as much control and authority over combat as possible. However, the final responsibility on the field is with the Adult Boffer Marshal.
5. Any combatant who refuses to obey the commands of the marshals, including Youth Boffer Marshals, shall be removed from the field.
6. Prior to any combat (practice or tournament) all equipment must be inspected and shall meet all safety and armor requirements pertaining to the appropriate division.

7. Knights and the Parents of Authorized Youth Combatants can take the Fast Track Program in order to become Youth Marshals. All others who wish to become Youth Marshals must undergo the Marshal In Training (MIT) program which mirrors MIT programs for all other forms of marshal arts in the Middle Kingdom. Individuals authorized to give the Fast Track Program are the Earl Marshal, the current and past Special Deputies for Youth Combat, and the current and past regional youth marshals.

E. AUTHORIZATION GUIDELINES

1. All combatants, along with a parent or legal guardian, must attend a pre-authorization session taught by an Adult Boffer Marshal. The session will outline the rules and guidelines found within this handbook. A different session will be given for each division.
2. A combatant changing divisions will be expected to take the necessary training in order to move to the next division, before authorizing in the next division. This is on the honor of the combatant and parents.
3. Authorizations will be conducted in the manner detailed in the appropriate division.
4. If a previously authorized combatant fails to pass an authorization for the next division, the authorizing marshals may allow him to continue to participate in the previous division.
5. Authorization cards will be given to the parent/legal guardian. Cards must be presented to the marshal in charge or list official before any combat begins. A waiver for full contact competition must be on file with the Clerk of the Rosters before an authorization card will be issued. Authorizations are valid until the minor moves up to the next division.
6. For Boffer combat neither the parent nor the child need be members of the SCA, Inc. (note the exception of parents who wish to become marshals).
7. All youth combatants must be authorized before participating in any tournament or melee combat.
8. Parents and youth fighters are responsible for keeping track of the rules and any changes to the rules either via the Pale, the web, or personal contact with the marshals.
9. Combatants need not be authorized to participate in official fighter practices, but the parent/ legal guardian must sign a waiver for full contact competition.

F. DISCIPLINARY ACTIONS

1. The Adult Boffer Marshal is in charge of the field. The Marshallate will deal with violations of the rules of combat, safety regulations, or other inappropriate or unsafe action in an appropriate way.
2. Disciplinary actions may include a simple caution, a warning, removal from the field, removal from the tournament or practice, or suspension of authorization.
3. If a minor has no parent/legal guardian present, he/she cannot continue and must be withdrawn from the tournament or practice.
4. Any action that involves removing a participant or a parent/ legal guardian from the field or practice must be reported to, and is subject to review by, the Earl Marshal and Deputy Kingdom Earl Marshal for Boffer Combat.
5. Only the Crown, the Earl Marshal, or the Deputy Kingdom Earl Marshal for Boffer Combat may suspend the authorization of a participant.
6. All injuries, in addition to being included in regular reporting, must be reported by telephone or in person to the Deputy Kingdom Earl Marshal for Boffer Combat and the Earl Marshal within 24 hours of the injury. If neither can be reached, contact the Kingdom Seneschal directly.
7. Those who wish to appeal any Marshallate actions must appeal to the next person up in the chain of command. That chain is:
 - a. Marshal in charge of the field/inspecting Marshal
 - b. Marshal in charge of the tournament, practice or event
 - c. Regional Deputy for Boffer Combat
 - d. Deputy Kingdom Earl Marshal for Youth Combat
 - e. Middle Kingdom Earl Marshal
 - f. The Crown of the Middle Kingdom

G. REPORTING

Reporting shall follow the same schedule as other combat marshals. Youth approved marshals may include boffer and other youth combat on the same report.

H. INTERDIVISION COMBAT

1. At no time shall there be tournament combat between the different divisions.
2. Practice between divisions shall always use the weapon standards and calibration of the lowest division.
3. Youths of age 17 and below can practice with any other youth, regardless of authorizations held as long as they are able to follow those rules.
4. Melee practice may only occur between divisions at local practices. No melee between divisions shall be allowed at any events

I. DIVISION TRANSFER

1. A division transfer authorization should be run in the same manner as any other authorization, but the marshals should be focused on the new rules between divisions.
2. Should a combatant fail a division transfer authorization, s/he will be allowed to participate in his/her previous division.
3. The Marshallate recognizes that some minors will be very small or very large for their age, or that there may be insufficient participants in a given division at an practice. These minors may be moved up or down one division for the practice as appropriate, at the request of their parents/legal guardians, and on a case-by-case basis determined by the Earl Marshal, Deputy Kingdom Earl Marshal for Boffer Combat or designate.

J. ADULT TRAINING AT OFFICIAL SCA ACTIVITIES

1. Adults in a training situation with youth combatants are not required to meet the armor standards outlined in the "Divisional Standards". It is recommended that trainers wear armor appropriate to the training.
2. Parents can actively train their own children.
3. Other than parents, only Adult Boffer Marshals and Youth Approved Marshals may train minors.
4. For the purposes of youth combat, sparring has a definite meaning. An adult and a youth are sparring if both the adult and the youth are striking each other with weapons, regardless of force or speed. If the youth is striking the adult but the adult is not striking the youth, this is not sparring, but considered blow calibration or practice targeting. If a youth is striking an adult who is holding a shield or buckler and the adult is merely blocking shots, this is not sparring. If an adult is holding a weapon and is attempting to throw shots at a youth, this is sparring, and must only be done by a Youth Approved Marshal or the youth's parents. Regardless, the training must be done under the supervision of a youth marshal as specified in the youth combat rules. Adults who are not Youth Approved Marshals or Special Youth Trainers are not allowed to spar with youth who are not their children even if the child's parents give permission to the adult.
5. Limitations regarding sparring:
 - a. Sparring with youth is limited to one-on-one combat (one youth vs. one adult Youth Approved Marshal).
 - b. Youth cannot participate in any tournaments or melees with adults in the Middle Kingdom.
 - c. Sparring is performed as a training session with the intent of teaching defensive and/or offensive skills to the youth.
 - d. Parents can spar with their own children at any time.
 - e. Only Youth Approved Marshals are allowed to spar with youth who are not their own children.
 - f. Youth Approved Marshals can spar with boffer or youth armored combatants.

K. DIVISIONAL STANDARDS

General weapon standard applicable to all youth combatants and divisions: Boffer weapons are NEVER, under any circumstances, to be “weighted” for any reason. This means that materials such as metal, wood, rattan, plastic, etc are NOT allowed to be inserted inside golf tubes or PVC pipe nor are they allowed to be fastened in any way to the outside of golf tubes or PVC pipe. The use of additional weight is considered dangerous and unchivalrous. Any weapon found to be illegally made, or that is using illegal materials or construction should be confiscated and the MIC should report it to the Deputy Kingdom Earl Marshal for Youth Boffer Combat immediately. Serious violations will result in disciplinary action with the combatant, up to and including a suspension of their fighting card.

DIVISION 1: CHILDREN’S BOFFER, AGE 6-9 YEARS OLD***Minimum Required Armor***

1. Head — A helmet must cover the head. Helms for youth combat includes: street hockey helmets, hockey helmets, baseball catcher’s masks with full head protection, and fencing masks. Period looking metal helms are also allowed and encouraged. All helms must have grills or metal mesh covering the face. No opening on the face shall be more than 2 inches. The helm must be constructed of rigid material. Helms must have either a chinstrap or a back strap to hold the helm securely and must fit.
2. Neck — Larynx protection is required. Minimum light leather. Note that some helmets, including all fencing masks meet this requirement.
3. Torso — Must be covered by shirt, tunic, bodice, etc. Kidney, sternum and xyphoid protection is not required.
4. Arms — Minimum of lightweight cloth must cover shoulders and elbow. Elbow joint protection is not required. Both a long sleeve shirt and a short sleeve with elbow pads meet this requirement. Light gloves are required for hands.
5. Legs — Long pants, tights, or sweats required. Minimum of lightweight cloth. Sturdy shoes are required. No open-toed shoes or sandals. Knee joint protection is not required.
6. Groin — Minimum protection is sports cup, padded skirt or undergarment, light leather or equivalent.

Weapon Standards

1. All single-handed weapons will be made of either a golf tube covered with 0.375 (3/8”) in. of closed cell foam extending 1.5 in. past the end of the tube. Alternatively, a 12 inch long ½ diameter piece of PVC pipe can be used as a handle inside a “fun noodle.” The ends of the golf tube must be fiber tape closed; ends of the PVC handle must have end caps and the PVC must be entirely wrapped in strapping tape.
2. Striking edges and thrusting tips must be marked with contrasting color tape.
3. All two handed weapons will be made of golf tubes taped together with an overlap of up to three inches covered with 0.5 in. of closed cell foam extending 1.5 in. past the end of the tube. The ends of the golf tube must be fiber tape closed.
4. All single handed thrusting weapons must be constructed as above. If a thrusting tip is used, it must consist of closed cell foam and tape, loosely wrapped, a minimum 2.5 inches in diameter and extending 2.5 inches past the golf tube. Tip should be sturdy enough to not completely fold over upon impact.
5. All two handed thrusting weapons must constructed as above. If a thrusting tip is used, it must consist of closed cell foam and tape, loosely wrapped, a minimum 3 inches in diameter and extending 2.5 inches past the golf tube. Tip should be sturdy enough to not completely fold over upon impact.
6. Weapons must be covered with single layer of loosely wrapped duct tape for support.
7. Mass weapons should have no "mass" to them.
8. Basket hilts are not required but are allowed.
9. The maximum length of any weapon will be 5 feet.
10. Commercially available Live Action Role Playing (LARP) Weapons can be used for Division 1 combat provided the marshals in charge of the event/practice inspect the weapons to ensure that LARP weapons do not pose a risk to the eyes.

Shield Standards

1. Shields may not be used as offensive weapons. NO contact between shield and the opponent's body is allowed.
2. Materials allowed are wood, plastic, or aluminum or equivalent.
3. All edges must be covered by tubing, leather, or foam. Pipe foam padding is highly recommended.
4. Shield shape should be recognizable as a medieval shield.
5. Shields shall be reasonable in size proportional to combatant.
6. No bolts, wires or other objects may project more than .375 inches without padding or tape.

Blow Calibration

1. Touch only. Any blows that touch the opponent's body, unless rolled across a weapon or shield, will be accepted. Marshals are expected to notify the combatants if a shot comes off a shield or weapon. Groin shots, while legal, are to be discouraged.
2. The marshals shall notify the combatant when the blow force is harder than a touch.
3. All combatants are presumed to be wearing only a tunic.
4. Combatants may call hold to discuss the force of blows, and the marshal in charge of the field should encourage communication between the opponents to help both combatants understand the exchange of blows.
5. The marshal in charge of the field will discount blows that are harder than positive force, but not hard enough to injure an opponent. This situation must be discussed with both youth combatants.
6. Any combatant using force sufficient to bruise or injure an opponent will, after one warning, be removed from the field. This situation will be discussed with the combatant and the parent. It is up to the marshal in charge to determine if the combatant is to be allowed on the field that day.

Target Area

1. The body from 1 inch above the knee and up is legal target area for cutting and thrusting. Blows to the hand are not counted. Please be aware that only the face is a legal area for thrusting, just like armored adult combat.
2. Thrusting is allowed to the torso, arms and legs.

Blow Acknowledgment

1. Any touch to a legal target area scores a victory for the combatant striking the blow.
2. Combatants do not fight from their knees or with the off hand.
3. All tournament combat shall be conducted in the manner of counted blows with three being the standard number.
4. In melee when touched an opponent may either fall down or leave the field.

Authorization Procedure

1. There is only one authorization in this division and it will allow the combatant to use any weapon.
2. The marshal shall have the combatant strike him with a proper blow. The marshal shall explain if the blow force is correct. If it is not the marshal shall attempt to correct it. The authorization will not continue until the marshal is satisfied with the blow force.
3. An authorization bout will be fought. Blows will be called verbally. The preferred opponent is someone in the same age division. If none are available, then use an older boffer opponent or a Warranted Youth Marshal. Use of an Adult Boffer Marshal as an opponent is a last resort.
4. The combatant will pass unless he demonstrates willful disregard for the rules. Neither a lack of ability to attack nor defend is a reason to fail an authorization.

DIVISION 2: YOUTH BOFFER, AGE 10-13 YEARS***Minimum Required Armor:***

1. Head — A helmet must cover the head. Helms for youth combat include: street hockey helmets, lacrosse helmets, hockey helmets, baseball catcher's masks with full head protection, and fencing masks. Period looking metal helms are also allowed and encouraged. All helms must have grills or metal mesh covering the face. No opening on the face shall be more than 2 inches. The helm must be constructed of rigid material. Helms must have either a chin strap or a back strap to hold the helm securely. All helmets must fit. There should not be openings between the helm and the gorget in either the front or back where a weapon width can touch the skin. If a gap exists, some form of camail should be used.
2. Neck — Lightweight gorget covering the larynx and cervical spine is required. Minimum of light leather is required.
3. Torso — Must be covered by shirt, tunic, bodice, etc. The kidneys must be covered at least a medium weight kidney belt. Minimum medium leather backed with padding or foam. Kydex, metal scale, plate etc. are acceptable. Females must also have adequate breast protection, e.g. quilted material tunic, light leather or equivalent.
4. Arms — Minimum of lightweight cloth on shoulders and armpits. Heavy or padded gloves are required for hands. Elbow joint protection is required. Minimum of soft elbow pads.
5. Legs — Long pants, tights, or sweats required. Minimum of lightweight cloth. Sturdy shoes are required. No open-toed shoes or sandals. Knee joint protection is required. Minimum of soft kneepads are required..
6. Groin — Minimum protection is sports cup, padded skirt, leather or equivalent.

Weapon Standards:

1. Schedule 40 PVC is considered the standard base material for boffer construction. The marshalls will consider other equivalent materials for construction (such as CPVC, Schedule 80 PVC, or Siloflex) on a case-by-case basis. The standard non-thrusting type weapon must consist of:
 - a. 0.75 inch ID PVC (schedule 40) minimum; 1.0 inch I.D. maximum
 - b. Both ends of PVC must be capped.
 - c. Two layers of fiber-reinforced strapping tape.
 - d. 0.375 (3/8") inch closed cell foam, minimum, extending the striking length of the boffer to 1.5 inches past tip of PVC. The foam must cover all sides of the PVC.
 - e. Minimum one layer duct tape wrapped loosely.
2. Striking edges and thrusting tips must be marked with contrasting color tape.
3. All single handed thrusting weapons must consist of the above listed construction plus a thrusting tip consisting of closed cell foam and tape, loosely wrapped, a minimum 2.5 inches in diameter and extending 2.5 inches past PVC. Tip should be sturdy enough to not completely fold over upon impact. Tips may use soft leather or cloth to give support to avoid folding over.
4. Two Handed weapons must use a minimum of 0.75 inch PVC.
5. Two Handed thrusting weapons must consist of the above listed construction plus a thrusting tip consisting of closed cell foam and tape, loosely wrapped, a minimum 3 inches in diameter and extending 2.5 inches past PVC. Tip should be sturdy enough to not completely fold over upon impact. Tips may use soft leather or cloth to give support to avoid folding over.
6. All weapons must be proportional to the size of the combatant. Mass weapons should have no real "mass" to them.
7. Basket hilts are not required but are recommended.
8. Commercially available Live Action Role Playing (LARP) Weapons can be used for Division 1 combat provided the marshalls in charge of the event/practice inspect the weapons and combatants helmets to ensure that LARP weapons do not pose a risk to the eyes.
9. Marshalls may, at their discretion, ask the combatants to prove that their weapons are sufficiently covered in strapping tape underneath the foam. This may result in the marshal having to make a small cut in the foam to check. The foam would then be re-taped.

Shield Standards

1. Shields may not be used as offensive weapons. NO contact between shield and the opponent's body is allowed.
2. Materials allowed are wood, plastic, or aluminum or equivalent.
3. All edges must be covered by tubing, leather, or foam. Pipe foam padding is highly recommended.
4. Shield shape should be recognizable as medieval shield.
5. No bolts, wires or other objects may project more than .375 inches without padding or tape.

Blow Calibration

1. All cutting blows must have positive force to count. Positive force is defined as a blow that does not stop at the surface but need not have any power behind it.
2. All thrusting blows will require touch only. Any unimpeded blow will be counted.
3. All combatants are presumed to be wearing a quilted coif and tunic only.
4. Any combatant using force sufficient to bruise or injure an opponent will, after one warning, be removed from the field. This situation will be discussed with the combatant and the parent. It is up to the marshal in charge to determine if the combatant is to be allowed on the field that day.

Target Area

1. The body from 1 inch above the knee and up is legal target area for cutting and thrusting. Blows to the hand are not counted. Please be aware that only the face is a legal area for thrusting, just like armored adult combat.
2. Modifications to the target area to match either armored or rapier combat for a particular tournament or melee is allowed. In this case all combatants MUST be clear on the legal target areas and no combat shall proceed until they understand this.

Blow Acknowledgment.

1. Any blow striking from the shoulder to the hand shall cause the loss of the arm.
2. Any blow striking from 1 inch above the knee to the hips will cause the loss of the leg. The combatant will then be allowed to fight from his knees.
3. Any blow striking the hip will cause the loss of movement. The combatant must sit to continue to fight.
4. Any blow struck to the head or torso is a kill. The combatant is to fall to the ground.

Authorization Procedure

1. There are two authorization categories: Single-handed weapon and two-handed weapon.
2. The marshal will quiz the combatant on legal target area, armor standards and weapon standards.
3. The marshal shall have the combatant strike him with a proper blow. The marshal shall explain if the blow force is correct. If it is not the marshal shall attempt to correct it. The authorization will not continue until the marshal is satisfied with the blow force.
4. An authorization bout will be fought. Blows will be called verbally. The preferred opponent is someone in the same age division. If none are available, then use an older boffer opponent or a Warranted Youth Marshal. Use of an Adult Boffer Marshal, as an opponent is a last resort.
5. To authorize the combatant must demonstrate the ability to deliver and recognize a proper blow. They must demonstrate a reasonable attempt at defense. Most importantly, they must exhibit safe and courteous behavior throughout the bout.

DIVISION 3: TEEN BOFFER, AGE 14-17 YEARS***Minimum Required Armor***

1. **Head** — A helmet must cover the head. Helms for youth combat include: street hockey helmets, lacrosse helmets, hockey helmets, baseball catcher's masks with full head protection, and fencing masks with padded hoods. Standard SCA armored helmets are encouraged. All helms must have grills or metal mesh covering the face. No opening on the face shall be more than 2 inches. The helm must be constructed of rigid material. Helms must have either a chin strap or a back strap to hold the helm securely. All helmets must fit.
2. **Neck** — The neck (larynx and cervical vertebrae) must be covered by either the helm, gorget of rigid material, mail or heavy leather camail or aventail, or by a collar of heavy leather lined with foam or other equivalent padding. The neck (larynx and cervical vertebrae) must stay covered during typical combat situations to include turning the head, lifting the chin, etc. Minimum of medium leather or equivalent.
3. **Torso** — Must be covered by shirt, tunic, bodice, etc. The kidneys, sternum and xyphoid must be covered by rigid material. Minimum medium leather backed with padding or foam. Kydex, metal scale, plate etc. are acceptable. Females must also have adequate breast protection, e.g. quilted material tunic, light leather or equivalent.
4. **Arms** — Minimum of lightweight cloth on the shoulders and armpits. Rigid elbow joint protection is required. Minimum elbow pads covered with medium leather. Roller blade or volleyball style pads with hard plastic cup are acceptable.
5. **Hands** — The hand must be protected by a combination of basket hilt, gauntlet or hockey gloves. Street hockey and lacrosse gloves are acceptable for this division. Gauntlets may be made of leather or metal.
6. **Legs** — Long pants or sweats required. Minimum of lightweight clothes. Sturdy shoes are required. No open-toed shoes or sandals. Knee joint protection is required. Minimum of soft kneepads covered with medium leather. Roller blade or volleyball style pads with hard plastic cup are acceptable.
7. **Groin** — For boys, the minimum protection is sports cup or rigid pubic arch protection. For girls, closed-cell foam or heavy leather or the equivalent is required to cover the pubic bone area. The wearing of a male style athletic cup by female fighters is prohibited.

Weapon Standards

1. Schedule 40 PVC is considered the standard base material for boffer construction. The marshallate will consider other equivalent materials for construction (such as CPVC, Schedule 80 PVC, or Siloflex) on a case-by-case basis. The standard non-thrusting type weapon must consist of:
 - a. 0.75 inch ID PVC (schedule 40) minimum; 1.0 inch I.D. maximum
 - b. Both ends of PVC must be capped.
 - c. Two layers of fiber-reinforced strapping tape.
 - d. 0.375 (3/8") inch closed cell foam, minimum, extending the striking length of the boffer to 1.5 inches past tip of PVC. The foam must cover all sides of the PVC.
 - e. Minimum one layer duct tape wrapped loosely.
2. Striking edges and thrusting tips must be marked with contrasting color tape.
3. All single handed thrusting weapons must consist of the above listed construction plus a thrusting tip consisting of closed cell foam and tape, loosely wrapped, a minimum 2 inches in diameter and extending 2 inches past PVC. Tip should be sturdy enough to not completely fold over upon impact. Tips may use soft leather or cloth to give support to avoid folding over.
4. Lanyards are required on single-handed weapons.
5. Construction of two-handed weapons shall follow single handed weapon guidelines with the exception of 1 inch PVC (Schedule 40) used for base material.
 - a. All two-handed, thrusting weapons must consist of: thrusting tip — leather or rubber, covering the last 12 inches of the PVC on the thrusting end. Foam and tape to be a minimum 2.5 inch in diameter and extend 2 inches past PVC.

- b. Size limits on two-handed weapons
 - i. Spear – 7.5 feet
 - ii. Polearm – 6 feet
 - iii. Great sword – 6 feet, with a haft no more than 18 inches.

Shield Standards

1. Shields may not be used as offensive weapons. NO contact between shield and the opponent's body is allowed.
2. Materials allowed are wood, plastic, or aluminum or equivalent.
3. All edges must be covered by tubing, leather, or foam.
4. Pipe foam padding is highly recommended.
5. Shield shape should be recognizable as medieval shield.
6. No bolts, wires or other objects may project more than 0.375 inches without padding or tape.
7. A shield basket, hockey glove or gauntlet is required under the shield.

Blow Calibration

1. Light force is required for all cutting shots. Light force is best described as a small bounce of the weapon upon contact. Blows may reach armored combat force without penalty.
2. Positive force is required for thrusts to the body, arms or legs.
3. Face thrusts require only a touch. Any combatant using more than a touch to the face will, after one warning, be removed from the field.
4. Groin shots, while legal, are to be discouraged.
5. All combatants are presumed to be wearing mid-thigh leather gambeson and leather skullcap.
6. Any combatant using force sufficient to injure an opponent will, after one warning, be removed from the field.
7. The target area and blow acknowledgment will be the same as armored combat. Refer to the current armored combat manual for definition.

Authorization Procedure

1. There are three authorization categories: One-handed weapon and two handed weapon and face thrust. A combatant must be authorized in both one handed and two-handed weapon before attempting face thrust.
2. The marshal shall have the combatant strike him with a proper blow. The marshal shall explain if the blow force is correct. If it is not the marshal shall attempt to correct it. The authorization will not continue until the marshal is satisfied with the blow force.
3. An authorization bout will be fought. Blows will be called verbally. The preferred opponent is someone in the same age division. If none are available, then use an armored authorized youth combatant. If none of either are available then a youth approved armored marshal should be used.
4. To authorize the combatant must demonstrate the ability to deliver and recognize a proper blow. They must demonstrate a reasonable attempt at defense. They must react correctly to pressure. They must exhibit safe and courteous behavior throughout the bout.

DIVISION 4: YOUTH ARMORED COMBAT, AGER 16-17 YEARS***Minimum Required Armor – Same as Adult Armored Combat******Weapon Standards – Same as Adult Armored Combat***

1. Shield Standards – Same as Adult Armored Combat
2. Blow Calibration – Same as Adult Armored Combat
3. Authorization Procedure – Same as Adult Armored Combat
4. The Midrealm requires that youth armored (rattan) combatants re-authorize as adults when they turn 18

Melee Conventions

1. Except as noted below all melee conventions follow armored combat conventions. Charges are restricted.
2. Charges may only be used to gain ground.
3. There must be a noticeable drop in speed before engaging combat.
4. Running into your opponent to knock him down is prohibited.
5. If any combatant loses a piece of required armor, a hold shall be called and that fighter removed from the field.
6. No missile weapons of any type are allowed
7. When a combatant is defeated in melee combat, he must die in a defensive manner or safely walk of the field with his weapon held above his head.

Experimentation

1. Due to the nature of working with youth, the Deputy Kingdom Earl Marshal for Boffer Combat must approve all experimental weapons.
2. The parent of the user must report on all approved experimental weapons on a monthly basis.
3. Either parents or the youth may refuse to allow an experimental weapon on the field.
4. If the marshal in charge is uncomfortable with an experimental weapon, it will not be used even if it has been approved unless either the Deputy Kingdom Earl Marshal or Earl Marshal is present at the event.

