

# **MARSHAL FIELD DUTIES**

(Extracted from the obsolete MidRealm Rapier Rules, Rev 2.5, Section 3)

## **MARSHAL RESPONSIBILITIES AND TOOLS**

### **Responsibilities**

- The Marshal-in-Charge (MIC) of an official event must be a fully warranted marshal.
- The 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 Rapier Marshal is frequently the Marshal-in-Charge, but if they are still in-training another warranted marshal must be chosen (The Group Rapier Marshal-in-Training should assist in weapons inspections and in the conduct of the Lists, but the warranted Marshal-in-Charge is the person considered responsible by the Kingdom Rapier Marshal and Kingdom Earl Marshal.)
- The Marshal-in-Charge should ensure that there are enough marshals to control the combat and keep it from spilling into the spectators.

### **Tools of the Office**

- A copy of the Middle Kingdom Rapier Combat Marshals Handbook
- A copy of the Society Rules for Rapier Combat
- A whistle (for large melees)
- A marshal's staff
- Protective eyewear / safety glasses for melees with rubber band guns (RBGs)
- Other recommended tools
  - A Rapier Marshal's tabard / baldric
  - A drop tester
  - A mask tester

## **REPORTS AND REPORTING**

(This section from "The MidRealm Armored Combat Fighter and Marshal Handboke, Ver 11.0 May, 2009)

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.

### **Report Format and Required Information**

#### 1. General

- a. Name of reporting Marshal, (both mundane and SCA)
- b. Address and phone number of reporting Marshal
- c. Name of SCA, Inc group and mundane location
- d. Names, (modern and SCA), 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 SCA, additional advanced authorizations, and any change in the Group Knight's Marshal. Any combatant who has not participated in an official SCA, 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 Marshal is required to submit a copy of the Domesday report to the listed officers 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

#### 4. Tournament 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. 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.

b. 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.

c. 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 Clerk of the Roster 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.

## 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
GMIT	Mar 1, Jun 1, Sep 1	BGM/RDM	Copy to CR for changes
Local GM	Mar 1, Jun 1, Sep 1	BGM/RDM	Copy to CR for changes
Baronial GM	Mar 1, Jun 1, Sep 1	RDM	Copy to CR for changes
RDM	Mar 7, Jun 7, Sep 7	KRM	

### Domesday Report:

Who	Deadline	To	Notes
GMIT	Dec 1	RDM/SEN/CR	Copy to CR for changes
MF/MIT	Dec 1	BGM/RDM	
Local GM	Dec 1	BGM/RDM /SEN/CR	Copy to CR for changes
Baronial GM	Dec 1	RDM /SEN/CR	Copy to CR for changes
RDM	Dec 7	KRM	

### Tourney Report (includes authorizations summary):

Who	Deadline	To	Notes
MIC	1 Week	RDM / CR	

### Incident Report:

Who	Deadline	To	Notes
MIC/Chirurg.	48 hours (verbal)	RDM/KCH/KRM/KEM	
MIC/Chirurg.	1 Week (written)	RDM/KCH/KRM/KEM	Include with tourney report

### Authorization Form:

Who	Deadline	To	Notes
Combatant	45 days	CR	

### KEY

KEM - Kingdom Earl Marshal	KRM - Kingdom Rapier Marshal
KCH - Kingdom Chirurgion	SEN - Seneschal
RDM - Regional Deputy Marshal	MIC - Marshal-in-Charge
BGM - Baronial Group Marshal	MF - Marshal of the Field
GM - Group Marshal	MIT - Marshal in Training
CR - Clerk of the Roster	GMIT - Group Marshal in Training

## 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, 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 or marshals who must enter the Lists (e.g.: heralds, churgeons, water bearers) execute a waiver before participating at an official event.

2. While presenting paperwork at the List 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. 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.

## **MARSHAL TRAINING**

To become a fully warranted marshal for Rapier Combat, an authorized participant must go through a period of training as a Marshal-in-Training (MIT). There are several different sets of activities that are performed by marshals, and the MIT is expected to diligently observe and participate in all activities to become familiar and comfortable with the processes. The MIT is also expected to be familiar with all the marshalling information sources and the rapier marshalling chain of authority.

### **Starting the Process**

Rapier Marshals-in-Training (RMITS) are expected to be authorized in three weapon styles before beginning official training. The first step in the training process is to contact the Regional Marshal and receive a RMIT form. The MIT should also arrange for the local supervision and guidance of a Group or Field Marshal. In cases where the MIT 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 SCA, Inc. to maintain membership in the organization for the duration of the term of office.

### **Administrative Training**

#### Reports and reporting

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

Regional Rapier Marshals MAY require Marshals-in-Training to report either quarterly or semi-annually.

#### Training participants

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

#### Field operations training

##### **A. GENERAL**

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

## B. EVENT AND ACTIVITY PLANNING

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

- Area and equipment needs
- Arranging marshals and support staff
- Understanding special needs for tournaments, competitions, melees, and demos as applicable to the activity

## C. SET-UP

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

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

## D. INSPECTIONS

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

- Inspection of weapons and equipment used in the activity
- How to respond to a failure and repair situation
- Using proper equipment inspection tools
- Dealing with experimental weapons and equipment

## E. AUTHORIZATIONS

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

## F. RUNNING THE ACTIVITY

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

- Tournaments
- Melees
- Competitions
- Arbitration of disagreements
- Responses to violations of the rules

## G. RIGHTS AND RESPONSIBILITIES

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

## Testing and warranting

### A. 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.

## B. TESTING

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

## C. WARRANTS

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

## **RUNNING AUTHORIZATIONS**

The authorization process is one of the most important safeguards in SCA, Inc. combat. Authorizations must be taken seriously. The first and most important standard for all authorizations is safety. For advanced authorizations, competency is required as well. A marshal does a great disservice to the Marshallate, combatants in general and the combatant in question by ignoring or overlooking any of the standards detailed below as a “favor” to help authorize a combatant. The Kingdom Earl Marshal has at various times reviewed a warrant for such irresponsible conduct. Local marshals and 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.

### **Planning**

Organizing for authorizations becomes more important the larger your event and the wider your draw from the rapier combat 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:

- List Table: your staff at the List table should have enough of the correct forms and be familiar with completing authorization forms. The Group Rapier Marshal and/or Marshal-in-Charge 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.
- List Field: plan to have enough room to be able to run more than one set of authorizations at a time, whenever space allows.
- A copy of the Middle Kingdom Rapier Combat Marshals Handbook 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.
- Copies of The Society Rules for Rapier Combat and The Rules of the Lists of the SCA, Inc should also be available.
- 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.
- Sparring Partners: more is better here too--especially from outside the local area, but familiar to the marshals. Make sure the sparring partner is experienced and has the required authorization
- Authorizations at practices are allowed as long as there are two warranted marshals from outside the group holding the authorizations.
- A marshal cannot authorize someone in a weapons style in which they are not authorized.
- All combatants must authorize first in Single Rapier (SR). 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.
- Whatever weapon style the combatant is authorizing in, the combatant is responsible to be **SAFE** with the weapons and/or parrying devices actually used.

## **General Authorization Procedures**

Authorization procedures (for all weapon styles) should follow this recommended pattern:

- Requirements:
  - Has read and is familiar with all required rules
  - Has weapons and protective equipment inspected and approved by a warranted Marshal
  - Has met the age requirement
  - Is a paid member of the Society for Creative Anachronism
  - Has signed the applicable paperwork
  
- Sparring
  - Combatants acknowledge blows verbally, calling out “good to the head”, “good to the leg”, etc., loud enough for the marshals to hear, but not acting out the blow’s effect.
  - The sparring partner will spend some of the time “pressing” the candidate and some of the time retreating from him/her to encourage a full display of safety and/or skill in both offense and defense.
  - The sparring bout is to last no more than five to ten minutes. A candidate who does not have the endurance to fight in a typical sparring bout can be failed for this reason alone
  
- Marshal Consultation
  - Following the Sparring Bout, the marshals and the sparring partner consult and discuss the performance of the combatant during the bout. Consensus should be reached as to whether to terminate the authorization and inform the combatant that he/she should train more before attempting to authorize again or whether the authorization should continue to the Formal Bout.
  
- Formal Bout
  - Combatants conduct themselves as if participating in a real 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 Rapier Combat.
  
- Final Consultation
  - Following the Formal Bout, the marshals and the sparring partner will again meet; this time to determine if the candidate passes or fails.

## **Procedures for First-Time Authorization (Single Rapier):**

- The candidate must have a warranted Rapier Marshal inspect and approve the weapons and protective equipment prior to the authorization bouts.

- Following the inspection the marshal should confirm that the candidate has read and understands the Middle Kingdom and SCA, Inc. Rapier Combat rules, has had some practice, and is using equipment 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.)
- When authorization bouts are announced, the candidate should be directed to the List table to provide proof of membership in the SCA, Inc, fill out and sign a waiver and an authorization form. The combatant will enter the List armed with a single rapier to the Presiding Marshal when called. The marshal will ask the candidate if they have read and understood The Rules of the Lists of the Society of Creative Anachronism, Inc., The Middle Kingdom Rapier Combat Marshals Handbook and The Society Rules for Rapier Combat.
- If the candidate has not read them (which should not happen) they will be directed to the List table copies, and told to return when they have done the required reading; once they have reviewed the information, they may continue with the attempted authorization.
- First Authorization Standards
  - Exhibits safe and courteous behavior on the field.
  - Begins in and maintains an acceptable stance.
  - Uses weapon safely in offense and defense.
  - Safely delivers blows from a proper range and at a proper strength.
  - Reacts safely to pressure, demonstrating the ability to “fight back” without becoming confused or losing control.
  - Judges blows correctly, both those received and those given.
  - Able to move safely while engaged.
  - Able to parry safely with “off” hand.
  - Able to fence safely with rapier in “off” hand.
  - Able to fence safely when grounded and/or when opponent is grounded.

### **Advanced Authorization Procedures**

- Once a fencer has authorized in Single Rapier, advanced authorizations may be attempted in ANY order.
- The combatant must show their Middle Kingdom Rapier Combat authorization card, and 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.

## **INTERVENING IN A BOUT**

### **Intervening when asked by a combatant**

Judging blows is primarily the responsibility of the combatants, but 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 cannot 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 possible, the struck combatant should make the decision.

### **Intervening when NOT asked by a combatant**

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. On the one hand, we want the combatants to be the first, best arbiters of the bout. On the other, we are charged with enforcing the Rules of the Lists and conventions of combat, to include calibration of blows, and cannot in good conscience stand by when there is a concern that the blows are being missed by combatants. What follows is a recommended protocol for unrequested intervention:

1. 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, advance when it is safe to do so.
2. Ask the question in a non-confrontational way and not directed to any combatant in particular. “Gentles, is there anything you need to say?” Pause to see if the dialogue starts.
3. 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.
4. 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.
5. 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.

6. 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.

7. 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.

8. 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.

There are several "themes" running through this process that marshals should keep in mind as a guide in this situation.

1. The marshals should make every effort to let the combatants resolve the bout themselves, and encourage the dialogue.
2. The marshals should stay professional, courteous, and impartial.
3. The process should not be lengthy or drawn out. None of these steps takes more than a few seconds.
4. While the marshals have the authority to arbitrate blows it should be an *\*absolute\** last resort.

### **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 rules, and conventions of combat. Dangerous offensive techniques are more serious and require prompt attention. Any combatant doesn't appear in control of the weapon or parrying device, 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 for the duration of the bout at the second offense.
3. Forfeiting the fight at the third offense.

### **Dealing With Equipment Failures**

- The most serious type is loss or failure of head protection. If a helmet/mask 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 equipment failures, the marshal should allow a reasonable amount of time to repair or replace the equipment.

## Responding 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, which states in part that all combatants must be ...“acceptable to the Crown 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.

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:

- 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.
- 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.
- 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:
  - Take care of each other on the field
  - If there’s a discrepancy or problem on the field, talk right there and then and straighten it out. Don’t ever be afraid to call “HOLD” and tactfully - “ASK THE QUESTION.”
  - Give your opponent the benefit of the doubt. This means: If you’re not sure of the blow that hit you ask. If you’re not sure of the blow you threw let your opponent decide. These guiding principles overridingly serve both honor and prowess.

## **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:

### **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."

### **Seneschal Request for Intervention**

If the Crown or ruling noble 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 SCA, 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."

### **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 B.O.D. This has never happened in the Middle Kingdom as of this writing.

## **RUNNING TOURNAMENTS**

### **Setting-up The Lists**

- 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 marshals is the best boundary.
- If the List(s) must be set up in the middle of a field or in a large room without such boundaries, great care must be taken. It is often best to take one end of a room for the list field and use the walls for three of the boundaries, leaving only one rope barrier between the combatants and the audience. Or in the case of an outdoor area, take advantage of available logical boundary items like trees and bushes.
- The marshals should also look at traffic flow as a consideration in laying out the fighting area, but safety factors are foremost. Make sure that mixing combatant and general spectator traffic is kept to a minimum. Take into account the spectator mix: more non-SCA, Inc, children or a lot of traffic means increased vigilance and tighter control.

### **Barriers and Protecting the Spectators**

- 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. "HOLD" is called when the combatants reach the inner boundary, while spectators are not permitted closer than the outer line.
- 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.
- 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.
- 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.
- 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.

## **Surface Conditions and Combatant Safety**

The conditions of the surface of the List(s) 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 additional protective floor covering, care should be taken to avoid creating tripping or sliding hazards.

## **Tournament Field Procedures**

### General

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

- Everyone in the List(s) should have visited the List table and signed the appropriate paperwork.
- Keep the List(s) cleared of nonessential people. No one should ever stand near the List(s) with his/her back to the fighting.
- Check the fighting surface periodically for potential problems.
- Keep a good sight line between the List table and the List(s).

### Marshal Requirements

- Ideally, have a minimum three marshals, or if more, then always an odd number observing the combatants.
- The marshals should maintain the best clear view of the action, moving as necessary.
- 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.
- 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. It is better to voluntarily remove yourself than to have another marshal request you to do so.
- Marshals are expected to maintain their own tempers, remain objective and encourage calm discourse of the combatants. A cooling down period can be called if necessary to restore order and calmness.

### Starting the Tournament

- Prior to the start of the tournament all combatants must be asked if they have signed the appropriate paperwork, if they understand the rules of the list and if they understand the rules of that day’s tournament. All must have done so before the tourney can begin.
- It is recommended that the formal ceremony of charging the combatants be done as a group at the start of the tournament. The presiding marshal or a designated herald tells the combatants to salute the Crown, those that “inspire them,” their opponents, then to heed the marshals.

### During Each Bout

- As each combatant enters the list, the marshals should make a quick, cursory check to verify that the combatants are properly equipped (masks on) and no armor / weapon

malfunctions have occurred (No skin showing, tips on all weapons, bibs and hoods in place).

- The marshals may ask if the opponents are happy with each other's choice of weapons.
- The marshal then asks the combatants if they are prepared to engage.
- After receiving acknowledgment from both combatants, the marshal commences the fight with "EN GARDE, LAY ON", or an equivalent command of the marshal's choosing.
- 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:
  1. Call "HOLD" to stop the action
  2. Correct the condition or situation (If the situation requires repositioning the combatants, make sure they remain in the same positions and at the same distance relative to one another as when the "HOLD" was called.)
  3. Continue the bout

## **RUNNING MELEES**

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

### **General**

Maintain a high level of safety and awareness as indicated above in the Tournament section.

Additional considerations specific to the melee scenario include:

- 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.
- Make sure the field of combat is clear of noncombatant staff and spectators before resuming after a "HOLD".
- Check the field surface before and between melees for problems.
- 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.
- Marshals should always have a marshal's staff, baldric and whistle for safety and effectiveness. Protective equipment is also recommended where reasonable, especially hand and groin protection. Goggles or safety glasses are recommended, but they are required for melees involving Rubber Band Guns (RBGs).
- Marshals-in-Charge are strongly encouraged to arrange adequate Chirurgeon and water bearing support.

### **Melee Marshalling Requirements**

- Have as many marshals as possible. The melee is a dynamic environment covering a wide area. A ratio of one marshal to every ten combatants in smaller scenarios is a good margin.
- Sometimes it's not possible to achieve that ratio, but every effort should be made to have enough marshals to protect spectators and ensure the safety of the combatants.
- 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 requesting additional participation.
- 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.
- Marshals are expected to maintain their own tempers, remain objective and encourage calm discourse on the field.

### **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.
- When marshalling a melee that involves rubber band guns (RBGs), additional safety precautions must be taken to protect the spectators. The simplest way is to keep spectators at a distance greater than the range of the strongest RBG. But that would push spectators too far away. A better way is to arrange the melee field so all shooting will be aimed away from the spectators or that the most powerful RBG (probably a cannon) can only be shot when aimed away from the spectators.
- Keeping the spectators confined to one area will help.

## **“HOLDS”**

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

- The fighting is about to overflow the boundaries.
- There is an injury that might require medical assistance.
- A potentially dangerous situation is about to develop.
- A critical piece of protective gear (like a helmet/mask) has come off a combatant that cannot be otherwise safely removed from the fighting

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.

## **Rules Of Engagement**

All marshals should make themselves thoroughly familiar with the melee conventions of combat. 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:

- The lines have broken and units are intermixed.
- One unit has flanked or is in the rear of another.
- Elements of one unit are breaking through the lines of another.
- Individuals are rejoining the fight from another part of the battlefield.

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.