



Marshal's Handbook

Armored Combat

Revisions:

Date	Name	Change Log
4/15/2017	Sir Gnaeus Aquillius Longinus	Change format to an Addendum to Society Handbook

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Introduction:

This handbook defines additional rules established by Kingdom of Meridies. Rules listed here are additional restrictions placed on top of the [SCA Marshal's Handbook](#). Please refer to the SCA Marshal's Handbook for the basic rules and regulations of Armored Combat in Meridies.

How to use this guide:

Participating in Armored Combat:

To participate and be authorized in SCA Armored Combat you will need to read the Participant's Section of the [SCA Marshal's Handbook](#) along with the additional regulations stated in the Participant's Section of this guide.

For your authorization you should be ready to answer questions on the following:

- Rules of the Lists of the SCA. (SCA Marshal's Handbook)
- The Armor and Weapons standards of the SCA. (SCA Marshal's Handbook)
- The Conventions of Combat for the SCA (SCA Marshal's Handbook)
- Additional Rules and Regulations for the Kingdom of Meridies (This Guide)

Marshaling Armored Combat:

In addition to knowing the rules and regulations in the Participants Section, you should read the Marshals Section of the [SCA Marshal's Handbook](#) and the Meridies specific guidelines listed in this guide.

Participant's Section:

III. Conventions of Combat

B. Behavior on the Field

--. When fighting a legged opponent you may not circle your opponent from outside striking range or sustain an attack that forces your opponent rotate in an arc greater than 90 degrees from their initial facing.

Notes from the Meridies EM: *The "No Corkscrewing Rule". Basically don't try to circle or take the fight around the side and past a legged opponent.*

This an addendum to the other rules in section III. B.

V. Acknowledgement of Blows

B.

1.

b. The minimum effective thrusting blow to the face shall be a directed touch and the maximum shall be substantially lighter than to other parts of the body. The top, sides, or back of the head are not legal targets for a thrust and need not be called.

Notes from the Meridies KEM: *In Meridies the only valid target for a thrust to the head is the face. To intentionally target other areas of the head is a violation of SCA Rule III. B. 12. To intentionally duck or twist your head to "block" a thrust to the face violates SCA rule III. C. 8. and a good way of getting yourself hurt.*

This replaces rule V. B. 1. b.

VII. Weapon Standards:

A. Single-Handed Weapons

1. The shaft or blade of Single-handed weapons shall be constructed of one of the following:

a. Rattan

b. rattan-cored Siloflex or Siloflex-equivalent

and shall be not less than 1.25 inch (31.8 mm) in total diameter (including tape) along its entire length excepting the handle.

Notes from the Meridies EM: *Polypropylene rod is not approved for use in Meridies.*

This replaces rule VII. A. 1.

5. All weapons shall have all cutting edges and thrusting tips marked in a contrasting color. Weapons with a cutting edge and thrusting tip, the thrusting tip must be marked in a third contrasting color.

Notes from the Meridies EM: *It has been a tradition in Meridies to make the thrusting tip in a third color as an additional indicator to your opponent. To avoid confusion we are now making it a rule.*

This replaces rule VII. A. 5

C. Two-Handed Weapons

7. Total weapon length shall not exceed 9 feet (2.743 meters).

Notes from the Meridies EM: *The SCA lumps Rattan spears in with Two-Handed weapons. Rule VII. C. 6. Covers the max length of "Cutting or Smashing" two-handed weapons (7.5 feet maximum).*

This replaces Rule VII. C. 7.

D. Fiberglass Spears

7. Total spear length shall not exceed 9 feet (2.743 meters).

Notes from the Meridies EM: *This replaces Rule VII. D. 7.*

Marshal's Section:

For general guidelines on "How To Marshal" (Inspecting armor and equipment, Marshaling a Field, Authorization, Sanctions and Grievances...) are specified in the Marshals Section of the [SCA Marshal's Handbook](#).

This guide lists the types of Marshals, their responsibilities, reports and the processes and procedures we have specific to the Kingdom of Meridies.

I. Marshals

The fundamental distinction between types of marshals in the Kingdom of Meridies is between those who bear a warrant to authorize new fighters and those who do not. Warranted marshals are the personal representatives of the Earl Marshal and, ultimately, the Crown of Meridies; unwarranted marshals have no such authority.

Rather than issue individual warrants, the Earl Marshal may choose to maintain a roster of warranted marshals. The terms "warranted" and "rostered" are used interchangeably throughout this handbook.

Anyone serving in a marshal capacity must be a member of the SCA.

A. Warranted Marshals

Only warranted marshals may authorize fighters to compete in SCA combat in Meridies. All must be authorized fighters or armored combat marshals within Meridies and currently paid members the SCA.

All of the below categories of marshals may authorize participants, depending on the types of authorizations which they themselves hold.

All Deputy Earl Marshals, Group Knight Marshals or Reserve Knight Marshals 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 Earl Marshal should be notified immediately.

1. Earl Marshal (EM)

The Earl Marshal is responsible for overseeing the conduct of all martial arts activities, including but not limited to tournament lists, wars, combat archery, and fencing, as well as such related activities as scouting and target archery. The Earl Marshal bears primary responsibility for

promoting both the safety and the authenticity of the martial arts in the kingdom, but works with other officers in their areas of mutual interest.

The Earl Marshal holds the final authority, under the Sovereign and the Society Marshal, to regulate Society Combat within the Kingdom of Meridies. Warrants for all other marshals in the Kingdom must be made by the Earl Marshal, and signed by the Sovereign and Consort. Decisions of other marshals may be appealed to him or her. It is the responsibility of the Earl Marshal to report to the Society Marshal, to maintain as far as possible a full complement of marshals at all levels throughout the Kingdom, and to supervise their offices.

The Earl Marshal has the following duties and prerogatives (all limited by the necessity of obtaining consent from the Sovereign and the requirement that these decisions be consistent with the decisions of the Society Marshal and the Board of Directors of the SCA, Inc.)

- a. To determine the Rules of the Lists and Conventions of Combat of the Kingdom of Meridies.
- b. To determine the armor and weapons standards of the Kingdom of Meridies.
- c. To determine the qualifications necessary for warranting as a marshal.
- d. To maintain a roster of warranted marshals within the Kingdom of Meridies.
- e. To nominate suitable persons to fill vacant positions in the marshalate, and to replace those already serving with others.
- f. To grant authorizations in the Kingdom of Meridies.
- g. To revoke without limit authorizations and warrants and to ban persons from the lists, subject to appeal to the Sovereign.
- h. To assist with scheduling and fighting activities at the annual Fighters' Collegium.
- i. To coordinate and marshal the fighting at Crown List.

2. Successor Deputy Earl Marshal (SDEM)

The Earl Marshal's designated successor shall be warranted as a Deputy Earl Marshal. The designated successor is second to the Earl Marshal in the chain of command. The SDEM shall act for the Earl Marshal in situations where the Earl Marshal is unavailable, and where it is appropriate for the SDEM to do so. The SDEM, through his or her discretionary power to act for the EM and the Crown, may make those decisions that he or she feels are justified to ensure safety at an official

event. Those decisions must be immediately reported to the EM and the Sovereign.

3. Deputy Earl Marshal for Combat Archery (DEM CA)

The DEM CA must be authorized as a combat archer and a Combat Archery Authorization Marshal (see below) before assuming the office. The DEM CA ranks as a Deputy Earl Marshal but may not act as a fully warranted marshal for SCA rattan combat activities unless he or she has been authorized and warranted for that purpose.

The DEM CA is responsible for supervising the safe conduct of activities related to combat archery as delegated to him or her by the Earl Marshal and for promoting compliance with the Arms and Armor requirements, Rules of the Lists, and Conventions of Combat. He or she will report to the Meridian Earl Marshal and the Society Earl Marshal (or designated deputy) on a quarterly basis concerning the training, selecting, authorizing, and supervising of combat archery. He or she shall create and revise rules for combat archery to be maintained under separate title as the Meridian Missile Weapon Handbook. The DEM CA shall be assigned such other duties as the Earl Marshal shall direct him or her to perform.

The DEM CA will nominate in writing a successor to his or her office and assist this successor in transitioning into the office.

4. Deputy Earl Marshal for Siege Engines (DEM SE)

The DEM SE must be authorized as a combat archer or siege engineer before assuming the office. The DEM SE ranks as a Deputy Earl Marshal but may not act as a fully warranted marshal for SCA rattan combat activities unless he or she has been authorized and warranted for that purpose.

The DEM SE is responsible for supervising the safe conduct of activities related to Siege engines as delegated to him or her by the Earl Marshal and for promoting compliance with the Arms and Armor requirements, Rules of the Lists, and Conventions of Combat. He or she will report to the Meridian Earl Marshal and the Society Earl Marshal (or designated deputy) on a quarterly basis concerning the training, selecting, authorizing, and supervising of siege engineering. He or she shall create and revise rules for siege engineering (including the creation and maintenance of a manual), and other such duties as directed by the Earl Marshal.

The DEM SE will nominate in writing a successor to his or her office and assist this successor in transitioning into the office.

5. Deputy Earl Marshal for Authorizations (DEM A)

The DEM A or Authorization Marshal is responsible for issuing authorization cards in a timely manner to fighters in the Kingdom of Meridies. The Authorization Marshal is also charged with keeping an accurate list of the authorized fighters in the Kingdom and to make this list available to the marshalate. The Authorization Marshal shall rank as a Deputy Earl Marshal. The Authorization Marshal must be an authorized fighter.

The Authorization Marshal will make quarterly reports on the state of the Authorization office to the Earl Marshal of Meridies. These reports shall contain the following information about each person to which an authorization card is issued: (1) SCA name (2) Mundane name (3) Date card is issued (4) Expiration Date (5) Combat activities of Authorization (ie. Heavy Combat, Combat Archery, etc.)

Also included in the monthly Authorization Marshal reports should be information on authorization cards denied. These reports will include the subject's SCA name, mundane name, activity denied, and reasons for denial.

Each month the Authorization Marshal will forward funds received by the Authorization Office in lieu of proof of membership to the Meridian Chancellor of the Exchequer.

The Authorization Marshal will nominate in writing a successor to his or her office and assist this successor in transitioning into the Authorization Marshal's office.

6. Group Knight Marshals (GKM)

These officers have the responsibility of training new fighters. Group Knight Marshals supervise local fighter practices. GKMs supervise all official fighting events hosted by their group and submit all required reports to the appropriate superior officers. They maintain local marshalate files and are responsible for seeing that those files are passed on to their successors.

Group Knight Marshals may also secure for their groups the services of an Archery Marshal or Rapier Marshal (if group interest warrants such).

Group Knight Marshals must be authorized fighters or authorized armored combat marshals.

7. Reserve Knight Marshals (RKM)

All active members of the Chivalry of the Kingdom of Meridies are warranted as Reserve Knight Marshals and are considered RKMs as long as they are paid members of the SCA. They do not submit reports unless they act as Marshal-in-Charge of an event. Non-Meridian Chivalry may also help in all field duties, but not in authorizations unless they are familiar with Meridian standards and have been warranted.

8. Combat Archery Authorization Marshals (CAAM)

Combat Archery Authorization Marshals are warranted to authorize archers within the Kingdom of Meridies. Their duties include the aforementioned authorizations, the reporting of archery authorizations to the DEM Authorizations, the promotion of safety on the fighting field through the training of combat archers, and the instruction of the marshaling of missile weapon combat. A CAAM cannot authorize heavy weapons fighters unless otherwise warranted to do so.

9. Other warranted Deputy Earl Marshals

These include the DEM Rapier, DEM Equestrian, DEM Youth Combat, and the DEM Live Weapons. As those activities do not involve armored combat, they will not be covered in this handbook.

B. Non-Warranted Marshals

Non-Warranted Marshals may perform the duties described below. They may not authorize new participants for Armored Combat.

1. Deputy Knight Marshals (DKM)

Deputy Knight Marshals may not authorize new fighters or serve as the Marshal-in-Charge of fighting events. They may supervise local fighter practices and assist in armor inspection and marshalling at events.

Each Knight Marshal of a group may appoint deputies as needed, who shall be called Deputy Knight Marshals. These officers are deputy Marshals of Baronies, Cantons, Colleges and Shires who are learning to fulfill all marshalling duties. Deputy Knight Marshals must assist in training their group's fighters and running events. DKMs may marshal fighting at events, but only under the supervision of a warranted marshal. In this case, the DKMs may fill out reports associated with the event, but must have their reports checked and signed by the supervising warranted marshal.

2. Marshals of the Field (MoF)

Marshals of the Field are Society members who supervise the list boundaries and who may perform other duties at the direction of the Marshal-in-Charge of the Event. MoFs may assist in weapons inspections, may call HOLD and call fallen fighters off the field in melee. All authorized fighters are MoFs. Non-fighters may authorize as MoFs, with the proper training.

3. Combat Archery or Siege Engines Marshals of the Field (MoF CA or MoF SE)

CA or SE Marshals of the Field are Society members who may inspect combat archery or siege engine equipment and supervise combat archery or siege engine combat. CA or SE MoFs may supervise boundaries in wars and melees. All authorized combat archers are CA MoFs. All authorized siege engineers are SE MoFs. Non-archers or non-engineers may authorize as CA or SE MoFs, with the proper training

4. Marshal-in-Training (MIT)

A person who wishes to become a Marshal of the Field or a Combat Archery and Siege Engines Marshal of the Field may apply for MIT status. A MIT must learn through example: by assisting warranted marshals at events during weapons inspections, watching authorizations, acting as a MoF under the supervision of a warranted marshal, and through the classes given at various sites (especially at the Fighters' Collegium and RUM sessions).

An appointment as a Marshal-in-Training is made by the Earl Marshal or by one of the Deputy Earl Marshals. The procedure by which a MIT becomes a Marshal of the Field is given elsewhere in this handbook.

5. Out-of-Kingdom Marshals

Out-of-Kingdom Marshals may not authorize fighters to participate in combat in the Kingdom of Meridies unless they are warranted by the EM to do so and are familiar with the conventions of the Kingdom, in which case they become warranted marshals. Out-of-Kingdom Marshals may act as Marshals of the Field.

6. Presiding Marshals

These are MoFs who are temporarily given charge of the lists. The Marshal-In-Charge of the Tournament must use discretion in choosing them (i.e.--not using raw novices) and must have them supervised by a warranted marshal. Acting marshals under supervision learn marshalate procedure and the finer points of fighting, especially the problems sometimes associated with blow acknowledgment. The Presiding Marshal

is the only person allowed to start or restart fighting in that list and is the authority in any dispute except where matters must be deferred to the Marshal-in Charge or his/her superior.

C. Marshal-in-Charge

The Marshall-in-Charge (MiC) of an official event must be a fully warranted marshal. The Marshal-in-Charge is responsible for all the marshaling activities at an official event and for preparing all reports required. This person is usually the Group Knight Marshal. The Marshal-in-Charge must be acceptable to the Group Knight Marshal and the group Seneschal. The Group Knight Marshal may prepare the event reports but must have the Marshal-in-Charge check and sign the reports.

II. Reporting

A. Types of Reports

1. Letters of Introduction/Resignation

Incoming Group Knight Marshals are required to send a letter of introduction to the EM, and/or Reporting Deputy Earl Marshals as applicable. Outgoing Group Knight Marshals are likewise required to send a letter of introduction for the incoming marshal and a letter of resignation for themselves. These letters should include the marshals' names (SCA and mundane), addresses, telephone numbers, membership numbers and email addresses.

2. Quarterly Reports

Quarterly staff reports are due on February 15, May 15, August 15, and November 15.

Reports must be emailed or submitted online to the Earl Marshal and/or Reporting Deputy Earl Marshal, by the due date.

Any reports received after the due dates listed above will be considered late. A report received after the twenty-fifth (25th) of the month will be considered "missing" and will lead to the immediate suspension of the group from all marshal activities.

The report must include the date, number of fighters on the group roster and number of practices.

Injuries, incidents or issues with combat must be reported to the Earl Marshal immediately. Do not wait for a quarterly report.

3. Marshal Event Reports

These reports on tournaments or other martial activities held at official events must be sent within ten days of the event at which the activity took place. They are considered "missed" if received after that date, and may lead to the suspension of the group. These reports must be emailed to the Earl Marshal.

This report shall include a summary of the activity: describe the activity type, special requirements, number of fighters, any rule violations, problems with armor requirements, or injuries that occurred. All supplementary reports concerning injuries, violations of the Rules of the List, Conventions of Combat, or other exceptional events should be attached. See the Kingdom Website for copies of the form to email.

If misconduct resulted in an injury, formal complaint, or recommendation to call a Court of Chivalry or Inquiry, the Event Report must be sent within 3 days of the event. The report shall include the names and ranks of the fighters or persons involved (both mundane and SCA), complete address and phone numbers, name of group of origin, similar information regarding marshals and all witnesses involved, the circumstances of the incident, including weapons used, kind of combat, injuries caused, and action taken by the Marshal-In-Charge, along with all comments and recommendations of the Marshal-In-Charge.

The event report shall include a description of new and exceptional weapons or equipment that appeared at the Tourney and was allowed under stricture; were banned and the banning appealed; were referred to the Earl Marshal for final judgment; or which resulted in an injury. Describe as fully as possible the type of weapon or equipment, materials and manner of construction, weight and balance, flexibility, dimensions, and the result of use including injuries and the kind of armor may have failed to protect the victim. Pictures would also be useful.

Fighter practices, including tournaments held at practices, do not need to be reported.

4. Injury Reports

An injury report must be filed for each instance of an injury involving combat. This report may be included in the Marshal's Event Report in the case of the injury occurring at an event, or sent within 5 days of a practice.

If the injury requires transport to an offsite medical facility, a report using the appropriate Society form, should be made to the Earl Marshal within 48 hours of the injury. If the injury occurred on the Saturday of a weekend event, the report must be filed on Monday at the latest.

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.

5. Issues and Incidents

Any issues or incidents must be reported by email within 3 days of the incident. Please send an email describing the issue. Include names of those involved or witnessed the issue.

Some examples of issues that should be reported: repeated loss of temper, illegal weapons, intention to hurt an opponent, repeated illegal targeted blows (shins, hand), uncourteous behavior.

Please let offenders know that there is an issue and give them the opportunity to correct the behavior, but do not hesitate to report if there is a pattern or repeated violations.

6. Authorization Forms and Cards

a) Authorization Form and Waivers

The Authorization Form should be completed by the Marshal-in-Charge of the event and given to fighters along with their Combat Waiver before the end of the event at which the authorization occurred. It is the responsibility of the fighters to send in the both the Form and the signed Waiver to the Authorization Marshal to get an authorization card. All information must be legible.

The Marshall in Charge should instruct authorizing fighters to send this form by mail and keep a copy of both the Authorization Form and their Waiver as Proof of Authorization until their card arrives.

Authorization paperwork expires within sixty days of the issuing date.

b) Proof of Authorization (Cards)

ALL PARTICIPANTS WHO ENTER THE LIST AREA MUST PRESENT PROOF OF AUTHORIZATION. IF YOU DO NOT HAVE AN AUTHORIZATION, YOU CAN NOT FIGHT.

All authorized fighters must obtain proof of authorization that must be presented to the inspecting marshals at an official event. Anyone who will enter the lists as a participant (fighting in a tourney, sparring, helping with authorizations, marshaling, etc.) must present his or her Proof of Authorization (card) to the Marshal-in-Charge or appointed representative.

Authorization cards are valid for a period of four (4) years from the date they are issued. If a card is renewed prior to its expiration date, no re-authorization is required. If a card expires before a renewal card is requested or issued, the fighter must re-authorize under the same procedures as a new fighter seeking authorization.

III. Authorizations

For general procedures and requirements please see the SCA Marshal's handbook.

In addition to the authorization procedures in the SCA Marshal's Handbook, Meridies requires the participant to own all of their equipment at the time of authorization. No armor or weapons may be borrowed. This is for safety. For a proper fit, helmets and armor must be personalized to a fighter.

A. Armored Combat Authorizations for a Minor

In Meridies a minor age 16-17 may participate as a combatant in armored combat with parental consent.

1. No person below the age of sixteen (16) may be authorized in adult armored combat or the marshaling of adult armored combat.
2. No person below the age of eighteen (18) may be warranted as a group Marshal, or the Marshal in Charge of an event.
3. The parents or guardians of the minor must witness SCA combat, discuss with a witnessing marshal how it relates to the participation of their child, and execute a "Minor's Waiver and Informed Consent to Participate in SCA Combat-Related Activities." The witnessing Marshal must countersign the waiver.
4. The Earl Marshal, the Principality Marshal, or a designated deputy must be the one to authorize the minor for SCA Combat-Related Activities.
5. At any event in which the minor is involved in SCA combat-related activities, the minor must either have a parent or guardian present, or must be in possession of a properly executed "Medical Authorization

Form for Minors.” Said Medical Authorization Form must designate an adult present at the event as able to authorize medical treatment in the case of an emergency.