

# The Policies of the Kingdom Earl Marshal

Kingdom Earl Marshal of Atlantia

July 31, 2020

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## 3 The Policies of the Kingdom Earl Marshal

This document incorporates the policies and rules for all marshal activities, not just Armored Combat. All previous documents for sports other than Armored Combat are null and void.

### 3.1 General Policies

#### 3.1.1. Scope and Validity

- 3.1.1.1. This document delineates the rules and regulations that govern the marshaling of combat in Atlantia.
- 3.1.1.2. All combat and animal activities must be conducted according to the policies defined in this document.
  - 3.1.1.2.1. Combat Disciplines are Armored Combat, Combat Archery, Rapier Combat, Target Archery, and Thrown Weapons.
  - 3.1.1.2.2. Animal Disciplines are Equestrian Activities and Hounds.
  - 3.1.1.2.3. All activities under these categories must be supervised by a marshal warranted by the Atlantian Earl Marshal's Office to do so.

#### 3.1.2. General Responsibilities

- 3.1.2.1. Safety must be the primary concern of all Marshals. If a safety problem arises through the rules, the Marshal must halt the activity until a safe way can be found to conduct the activity. If this happens, the Marshal In Charge of Events must report this as a serious problem, following the procedures defined in Problem Resolution section, including the nature of the conflict between rules and safety, the resolution at the event, and the other Marshals present.
- 3.1.2.2. The Marshals must enforce rules evenhandedly, regardless of the rank, affiliation, or degree of rudeness of the fighters involved.
- 3.1.2.3. All Marshals must conduct themselves in a safe, courteous, and controlled fashion.
- 3.1.2.4. In any contact discipline that includes projectile weapons, the Marshals must wear shatterproof sports or industrial high impact plastic eye protection.

3.1.2.5. Marshals are expected to contribute to the rules modification process by suggesting improvements or commenting on proposed changes to Policies and Conventions.

### 3.1.3. The Structure of the Marshallate

There are 3 basic levels of marshal:

- Kingdom Level: (this includes the Earl Marshal, and all Deputy Earl Marshals (DEM)).
- Group Level: (this includes the group Knight's Marshal (KM) and all of his or her Deputies (DKM)).
- Bottom Level: (this includes all Apprentice Marshals (MIT) and Crowd Control Assistants (CCA, Line Marshals, etc.)

There is a DEM for each sanctioned marshal activity. They report directly to the Earl Marshal and to a Corporate Officer (if one exists in that role) and have no direct reports save any regional deputies that they may create to aid them. Their role is to oversee all aspects of that activity, recommend scenarios to the Group Level Marshals, recommend rules changes to the Earl Marshal, work with the DEM for Training to create and maintain appropriate training materials. The Group Level marshals report directly to the Earl Marshal for the purposes of submitting event reports and reporting problems. They should seek advice on the design of scenarios from the DEM of their activity as needed and recommend rules and training changes to them as well.

#### 3.1.3.1. The Types of Marshals and their Responsibilities

##### 3.1.3.1.1. Earl Marshal (EM, KEM)

3.1.3.1.1.1. The Earl Marshal shall be responsible for the formulation, publication, and distribution of the rules of all activities and the marshal's policies. The Earl Marshal may delegate to one or more deputies for this purpose, but the ultimate responsibility lies with the Earl Marshal.

3.1.3.1.1.2. The Earl Marshal must conduct appropriate review of sanctions imposed by the Marshal In Charge of an Event (MIC). The participants must be notified within five (5) business days of receiving of the report, or appeal, whichever arrived first. The participants must be informed of the status of the investigation - closed and upheld, closed and overturned, or pending further investigation, with an explanation of the reason for delaying a decision.

3.1.3.1.1.3. The Earl Marshal must submit required reports to the Society Earl Marshal.

3.1.3.1.1.4. The Earl Marshal must meet the Marshal's mandate established in Kingdom Law and must meet the requirements of the Corporate Policy and those of the Society Earl Marshal.

3.1.3.1.1.5. The Earl Marshal must appoint all Atlantian marshals but may designate Deputy Marshals to appoint Marshals in the Earl Marshal's place.

3.1.3.1.1.6. The Earl Marshal must appoint Deputies for each Combat Discipline.

3.1.3.1.1.7. The Earl Marshal must appoint an Emergency Successor to handle proper transition of the Earl Marshal office in case the Earl Marshal is no longer able to serve.

3.1.3.1.1.8. The Earl Marshal will determine and publish the rules and regulations for experimental weapons and other experimental rules.

3.1.3.1.1.9. The Earl Marshal is the arbiter for interpretation of all conventions or policies for all disciplines of combat.

3.1.3.1.1.10. The Kingdom Marshal will impose sanctions upon those groups failing to comply with fighter practice waiver submissions policies, as appropriate, and will investigate repeated group sanctions for non-compliance with fighter practice waiver submissions policies, in collaboration with the Kingdom Seneschal.

##### 3.1.3.1.2. Deputy Earl Marshal for an Activity (DEM)

3.1.3.1.2.1. The DEM must assist the Earl Marshal in creating and maintaining the conventions of the discipline, including:

- Equipment standards
- Authorization standards
- Rules of Engagement
- Scoring/Acknowledgement conventions
- Safety Rules

3.1.3.1.2.2. Conventions produced by a DEM must be approved by the Earl Marshal and published according to policy and/or law before taking effect.

3.1.3.1.2.3. In the absence of the EM at an event, the DEM will be the final authority on the interpretation of conventions in their specific discipline. In extreme cases, the DEM may overrule the MIC of an event, but only if they are not participating in the activity at the time of the dispute.

3.1.3.1.2.4. The DEM may appoint assistants, but they will have no official standing within these policies.

##### 3.1.3.1.3. Deputy Kingdom Marshal for Training (DEM-T)

- 3.1.3.1.3.1. The DEM-T will establish a training program that will maintain quality marshal's activities.
- 3.1.3.1.3.2. The DEM-T may designate Deputy Marshals to carry out the training program across the Kingdom.
- 3.1.3.1.3.3. The DEM-T will screen training program applicants. Those applicants accepted will become apprentice marshals.
- 3.1.3.1.4. Knight's Marshal (KM)
  - 3.1.3.1.4.1. Any group that wishes to conduct any marshal related activity at an event must have a Warranted Marshal or sponsorship from a warranted Atlantian Marshal that will assume responsibility for the event. If the Marshal is unable to serve as Marshal in Charge for the event/activity (unable to attend the event, not warranted for the activity, or for some other reason) a warranted marshal must be recruited to serve as MiC.
  - 3.1.3.1.4.2. Each group will have at most one Knight's Marshal.
  - 3.1.3.1.4.3. The Knight's Marshal must ensure that practices are conducted in accordance with SCA corporate policy and the guidelines that are defined in this document and its appendices. The Knight's Marshal must ensure that the group has a representative marshal present at such practices for all of the disciplines being practiced. Any one marshal may represent any or all disciplines in which he or she is an authorized marshal.
  - 3.1.3.1.4.4. The Knight's Marshal should encourage the other marshals in their group to accumulate loaner equipment and do so themselves.
  - 3.1.3.1.4.5. The Knight's Marshal should encourage the marshals of each discipline in the group to become cross-trained in other disciplines and do so themselves.
  - 3.1.3.1.4.6. The Knight's Marshal must train new participants in the activities for which the Knight's Marshal is a warranted marshal. The Knight's Marshal may delegate this responsibility to another marshal as long as that marshal is warranted in that particular discipline.
  - 3.1.3.1.4.7. The Knight's Marshal must ensure that there is a Marshal-In- Charge (MIC) for each local event that includes any marshal related activity. In this process, the Knight's Marshal must work with the group's seneschal and the event's autocrat to select a mutually acceptable MIC. The Knight's Marshal need not be the MIC.
  - 3.1.3.1.4.8. The Knight's Marshal shall ensure that the MIC for events hosted by their group files an event report. A Knight's Marshal that fails in this obligation may be removed from office.
- 3.1.3.1.5. Deputy Knight's Marshals (DKM)
  - 3.1.3.1.5.1. Marshals who have completed the specific training and testing program for a given discipline will become a warranted marshal in that discipline.
  - 3.1.3.1.5.2. Warranted marshals with no other role will be assigned as a DKM of their local group.
  - 3.1.3.1.5.3. Local groups may have any number of DKMs.
  - 3.1.3.1.5.4. The DKMs are deputies of the KM. The DKM must train participants in the disciplines that they are warranted in, upon request by those participants in that discipline. The DKM may offer assistance, but may not mandate participation in training exercises by any participant.
  - 3.1.3.1.5.5. Upon request by the KM or the MIC-Event, the DKM should assist the MIC-Event with the administration of marshaled activities at events sponsored by the DKM's home group.
- 3.1.3.1.6. Marshal-at-Large (NO LONGER IN USE)
  - 3.1.3.1.6.1. The position of Marshal-at-Large is immediately terminated. All Marshals-at-Large in every discipline will be assigned as DKM to their group of residence.
- 3.1.3.1.7. Apprentice Marshals (also known as Marshals In Training (MITs))
  - 3.1.3.1.7.1. Apprentices may not serve in any of the capacities listed above. They may serve as line marshals with warranted marshals who are training them.
  - 3.1.3.1.7.2. Apprentices must meet the requirements listed for all marshals (See: Responsibilities of all Marshals).
  - 3.1.3.1.7.3. Anyone wishing to join the apprenticeship program must send a written request to the Earl Marshal containing all of his or her contact information.
  - 3.1.3.1.7.4. Apprentices must attend at least one marshals' training seminar.
  - 3.1.3.1.7.5. Apprentices must make arrangements with a mentor to guide them through the apprenticeship. This mentor must be a warranted marshal and must be listed in the request for entrance into the apprenticeship program.
  - 3.1.3.1.7.6. The apprenticeship program consists of the following:
    - 3.1.3.1.7.6.1. Apprentices must assist in marshalling at least four different events.
    - 3.1.3.1.7.6.2. The apprentice must get the prior approval of the Marshal in Charge for that event.
    - 3.1.3.1.7.6.3. At these events they will assist in all marshal functions.
    - 3.1.3.1.7.6.4. At least two of these events must be outside their local group.
    - 3.1.3.1.7.6.5. At least one of these events must be in a different region of the kingdom.
    - 3.1.3.1.7.6.6. At least one of these events must have significant melee combat.

- 3.1.3.1.7.7. A warranted marshal must supervise all of the apprentices' activities.
- 3.1.3.1.7.8. At the end of the combat activities, the apprentice must get written feedback from the Marshal in Charge. This must be recorded on the apprenticeship form.
- 3.1.3.1.7.9. After completing the apprenticeship program the apprentice shall send the completed form to the relevant discipline Deputy Earl Marshal.
- 3.1.3.1.7.10. Completion of the apprenticeship program makes the apprentice eligible for a warrant, or warrant-eligible.
- 3.1.3.1.7.11. Warrant-eligible apprentices may be warranted to a vacant knight marshal or deputy knight marshal position and then become warranted.
- 3.1.3.1.8. Crowd Control Assistants (also known as "line marshals" (CCA))
  - 3.1.3.1.8.1. Crowd Control Assistants are only allowed at the discretion of the MIC-Event or the MIC of an Activity.
  - 3.1.3.1.8.2. Anyone may be a Crowd Control Assistant.
  - 3.1.3.1.8.3. The only activity of the Crowd Control Assistants is the warning of participants and spectators that they are approaching the boundaries of the combat activity.
  - 3.1.3.1.8.4. If the MIC deems that any CCA is dangerous, incompetent, or redundant, the MIC may remove the CCA from participation.
  - 3.1.3.1.8.5. Warranted marshals must take into account that Crowd Control Assistants may not be completely experienced in safety measures around a given activity and that they should be protected from dangerous situations.
- 3.1.3.1.9. Responsibilities of all Marshals
  - 3.1.3.1.9.1. All marshals must attend an Atlantian Marshal's Seminar in their discipline once every three years. This could be their discipline meeting at Unevent or any marshal's training approved by the Earl Marshal or the appropriate discipline deputy.
  - 3.1.3.1.9.2. All marshals must be members of the SCA and receive The Acorn at their place of residence.
  - 3.1.3.1.9.3. All marshals must be completely familiar with the SCA Rules of the List, the SCA Marshal's Handbook, and this document.
  - 3.1.3.1.9.4. Marshals must provide their names, addresses, phone numbers, email (if any), local group names, membership numbers, and membership expiration to the Earl Marshal. The Earl Marshal shall be notified when this information changes.
  - 3.1.3.1.9.5. Marshals must complete the appropriate training program as set forth by the Earl Marshal.
  - 3.1.3.1.9.6. If any officer with the authority (such as the event Autocrat, local, regional, or Kingdom Seneschale) removes sanction from an event, all warranted marshals must leave the site.
- 3.1.3.2. The Roles of the Marshal
 

There are three basic roles that a marshal may play at an event. They may be the Marshal In Charge of the event (MIC), they may be the Marshal In Charge of an activity, or they may be a regular marshal (*i.e.*, has no supervisory role). The responsibility of each role is delineated below:

  - 3.1.3.2.1. Marshal In Charge of an Event (MIC-Event) The MIC-Event is the marshal who is listed on the event registration form filed by the autocrat with the Kingdom Chronicler. If the marshal listed on the event registration form is unable to fulfill this commitment, they must inform the autocrat and the group's Knight's Marshal as soon as possible. A new MIC must be identified and the event registration form updated.
    - 3.1.3.2.1.1. The MIC-Event shall oversee all combat at an event (including official practices and published demos).
    - 3.1.3.2.1.2. The MIC-Event must ensure that for each marshal related activity there is a marshal warranted in that discipline in charge of that activity.
    - 3.1.3.2.1.3. The MIC-Event must submit an event report (See: Event Reports).
    - 3.1.3.2.1.4. Marshals who fail to properly handle their marshal-in-charge commitments will be removed from all marshal positions.
    - 3.1.3.2.1.5. MIC-Events may set specialty parameters to certain battles as long as the parameters are within current rules and explained in writing in the event announcement or in flyers at the door.
    - 3.1.3.2.1.6. For inter-kingdom events, changes to the conventions of either Kingdom must be published in both Kingdom newsletters as per Society Earl Marshal ruling.
    - 3.1.3.2.1.7. MIC-Events must set scenarios, or delegate to a MIC- Discipline. Note that the event's Autocrat defines the general nature of the scenario; however, all details of the execution of the scenarios are in the purview of the MIC-Event and MIC- Discipline.
    - 3.1.3.2.1.8. The MIC-Event must enforce all policies and conventions, and apply problem resolution as needed.
    - 3.1.3.2.1.9. The MIC-Event must withdraw sanction from any event where the MIC-Event is unable to halt unsafe or illegal activity.
    - 3.1.3.2.1.10. An MIC-Event must have:

- A Marshal's Staff
  - A Marshal's tabard (or other readily identifiable garment)
  - High-impact eye protection, if missile weapon combat is involved
  - A copy of this document
  - A copy of the SCA Marshal's Handbook
  - A copy of the SCA Rules of the List
  - A Pen
  - Paper
  - A whistle on his/her person while on duty, if large melees are involved
- 3.1.3.2.1.11. The MIC-Event may not participate in any marshal-related activities at the event outside the role of MIC-Event.
- 3.1.3.2.2. Marshal In Charge of an Activity (MIC-Activity)
- 3.1.3.2.2.1. Each marshal related activity conducted at an event must have a MIC-Activity.
- 3.1.3.2.2.2. The MIC-Activity must be authorized to marshal that discipline.
- 3.1.3.2.2.3. The MIC-Activity must deal with any problems during the discipline activity. All problems rated significant or severe must be reported to the MIC-Event.
- 3.1.3.2.2.4. The MIC-Activity has the specific right to remove any participant from the Activity. This is to be treated as a severe problem and reported accordingly.
- 3.1.3.2.2.5. The MIC-Activity must conduct, or assign subordinate marshals to conduct, an inspection of the armor and weapons that will be used by all combatants prior to starting combat activities.
- 3.1.3.2.2.6. Before each activity, the MIC-Activity must ask the combatants if they have had their equipment inspected. If any equipment has not been inspected the participant must complete the inspection process before starting the activity.
- 3.1.3.2.2.7. The MIC-Activity must attempt a quick visual inspection of all equipment before commencing the activity. This is not always possible, and does not take the place of proper inspection procedures, or the responsibility of the user to maintain equipment in a compliant status.
- 3.1.3.2.3. Marshals assisting MIC-Activity
- 3.1.3.2.3.1. These Marshals must be warranted in the discipline over which they are officiating.
- 3.1.3.3. (Deleted and reserved for future policies)
- 3.1.3.4. Participants and Their Responsibilities
- 3.1.3.4.1. Definition: All individuals who wish to participate in a marshaled combat discipline in Atlantia must either:
- 3.1.3.4.1.1. Have a permanent address within the borders of the Kingdom of Atlantia where the participant receives their Kingdom newsletter and is authorized by the procedures outlined in this document.
- 3.1.3.4.1.2. Be resident in a foreign Kingdom as defined by Corpora and properly authorized by the Marshals of that Kingdom. Visiting fighters must review with the MIC the Policies and Conventions that apply to the discipline in which they wish to participate.
- 3.1.3.4.2. Combat Participant Responsibilities
- 3.1.3.4.2.1. All participants must know and follow the current rules.
- 3.1.3.4.2.2. All participants must report to the Minister of Lists and either show proof of waiver on file with the Office of the Registry or execute a waiver.
- 3.1.3.4.2.3. The Marshals assume that all participants believe they are acting in a safe and courteous conduct at all times. It is the participant's responsibility to demonstrate this by his or her actions before, during, and after the activity.
- 3.1.3.4.2.4. All participants are responsible for conducting themselves in a controlled, courteous, and safe fashion at all times, and must accept the criteria of the Marshals for these characteristics.
- 3.1.3.4.2.5. Participants at events may only participate in activities that they are correctly authorized in, with the exception of authorizing activities.
- 3.1.3.4.2.6. At official practices, participants must either show proof of a waiver on file with the Office of the Registry or complete a waiver of liability and submit it to the MIC of the practice.
- 3.1.3.4.2.7. All participants must have all equipment that they plan to use that day inspected by a Marshal for the activity or the designated Inspecting Marshal (if there is one) before participating in that activity.
- 3.1.3.4.2.8. If the participant has a grievance, resolution will be conducted immediately after the activity by the MIC of that activity, and can be appealed to the MIC-Event by the aggrieved individual.
- 3.1.3.4.2.9. The participant must give truthful information in cases where reports must be made. Falsification of information may result in termination of all authorizations or other sanctions.
- 3.1.3.4.2.10. All participants, regardless of office or rank, must obey the directions of the Marshals while involved in a marshaled activity. (NOTE: This applies to marshals as well.)

### 3.1.3.5. Dishonorable Behavior

3.1.3.5.1. It is understood by the Marshals that all but a tiny fraction of participants in the marshaled activities participate in a spirit of honor, dignity, and chivalry. However, even with the best intent, participants may behave in a manner contrary to that spirit. It is the Marshal's responsibility to bring any such behavior to the participant's attention in such a fashion to indicate the above message. Repeated behavior of unsportsmanlike nature will result in sanction at the Marshal's discretion. Such unacceptable behaviors will include, but not be limited to:

- Verbally abusing or arguing with the Marshals, CCAs, MoLs, Chirurgeons, or Waterbearers
- Name calling/taunting of other participants
- Pushing or other physical contact
- Excessive swearing
- Spitting at another participant or a Marshal
- Purposefully delaying the activity by any method
- Throwing equipment in a fashion that indicates anger or loss of control
- Any other behavior the Marshal finds inappropriate on the field

### 3.1.3.6. Holds

3.1.3.6.1. When hold is called, every participant must cease the marshaled activity at once, place their weapons on the ground if applicable, and stand in place, or kneel if directed by the marshal, until directed otherwise by a marshal.

3.1.3.6.2. The marshal for some group combat activities may declare a "bubble hold" option before the activity begins. In a bubble hold, the marshal may direct participants around the cause for hold to act as informal line marshals, informing other participants who approach the bubble of the perimeter of the hold. Participants who are directed in this fashion must hold their equipment in a fashion that will indicate that they are not combat ready, *i.e.*, holding a bow horizontal or a sword by the blade.

### 3.1.3.7. Warrants

3.1.3.7.1. Prospective Marshals must undergo an apprenticeship in a specific discipline in order to supervise that discipline. This requirement may be waived or modified, at the Earl Marshal's or relevant discipline Deputy Earl Marshal's discretion. The Earl Marshal's office encourages all marshals to cross train in as many disciplines as possible.

3.1.3.7.2. A Marshal may not be warranted in disciplines in which they are not authorized to participate. This requirement may be waived, at the Earl Marshal's discretion.

3.1.3.7.3. Warrants will be kept by roster by the Earl Marshal.

3.1.3.7.4. For Knight's Marshals, warrants will remain in effect for 2 years from the date of issue, unless the warrant is suspended or removed by the Earl Marshal, or another warrant is issued for that position.

3.1.3.7.5. Deputy Knight's Marshal warrants expire upon resignation or termination by the Earl Marshal.

3.1.3.7.6. Kingdom Deputy Marshals serve at the pleasure of the Earl Marshal.

3.1.3.7.7. The Earl Marshal must annually audit the roster, and any individual no longer meeting the required attributes of a Marshal will have his or her warrant terminated. The KEM must submit the roster of Marshals to the Crown once per reign. This will usually happen at Curia Regis, or at Coronation on request of the incoming Crown.

### 3.1.3.8. Reporting

3.1.3.8.1. Event Reports An event report must be filed by the MIC-Event within 7 days of each event (except where required to file a special report earlier due to problem resolution) and must include the following information. Event reports must be filed in writing and must include any supporting documentation as necessary.

3.1.3.8.1.1. The name of the Marshal in Charge of the Event submitting the report, and the Minister of the Lists.

3.1.3.8.1.2. The name of all marshals (incl. apprentices) and the capacity in which they served.

3.1.3.8.1.3. A list of all authorization attempts including weapon form and result.

3.1.3.8.1.4. A description of marshal activities for the day, including disciplines represented and scenarios enacted, with an evaluation of the activities for success and safety.

3.1.3.8.1.5. A description of any injuries requiring professional medical services. This is in addition to the requirement for notifying the KEM within 24 hours.

3.1.3.8.1.6. A description of problems arising from combat related activities, including the name of offending participants, the nature of the offense, and the resolution. This report must include any decisions of the marshal's that were overturned by the Crown.

- 3.1.3.8.1.7. Any intervention by higher ranking Marshals (either invited by the MIC or unilateral on the part of the ranking Marshal).
- 3.1.3.8.2. Fighter Practice Waivers: Any waiver signed during the course of official local fighter practices shall be collected from the marshals- in-charge of fighter practices by the Knight's Marshal of the hosting group on a monthly basis.
  - 3.1.3.8.2.1. All fighter practice waivers and a fighter practice waiver report form will be submitted by the Knight's Marshal of the hosting group to the Kingdom Waiver Secretary on a quarterly basis, in accordance with the following schedule: Quarterly fighter practice materials are due April 15 (for fighter practices held between January 1 – March 31); July 15 (April 1 – June 30); October 15 (July 1 – September 30); and January 15 (October 1 – December 31).
  - 3.1.3.8.2.2. In the event that no fighter practice waivers have been collected at official local fighter practices, a fighter practice waiver report indicating this will be submitted by the Knight's Marshal of the group on the above schedule. An electronic fighter practice waiver report may be accepted at the discretion of the Kingdom Waiver Secretary in the event that no waivers have been collected.
- 3.1.3.8.3. Filing Reports Reports may be filed by US Mail; UPS (or other delivery service which does not require a signature for delivery); by email to the Earl Marshal at EarlMarshal@atlantia.sca.org; or by a form in the appropriate section of the Atlantian Marshal's Website. Reports may be filed by other methods on a case-by-case basis, but only with the approval of the Earl Marshal. These methods may include fax, same day delivery requiring signature, or hand delivery to the Earl Marshal.
- 3.1.3.8.4. Incident Reports Anyone may file an incident report for any problem that they perceive in the execution of combat activities. This includes: reports by participants about marshals at an event, reports about participants by participants at an event, reports by marshals about participants outside events (specifically including practices announced in the group newsletter), and reports by marshals (other than the MIC-Event) concerning problems with other marshals. The following guidelines govern incident reports:
  - Incident reports must be filed within 7 days of the incident
  - Incident reports must include the name of the filing individual
  - The name of the offending individuals (if appropriate)
  - The names of witnesses (if any)
  - The specific description of the problem with a reference to Policy or Law to demonstrate the offense. The Earl Marshal will evaluate the Incident report for action. If the Earl Marshal finds that the incident has merit, he will act on it as the equivalent of a "severe problem" as described in the section on Problem Resolution.
- 3.1.3.8.5. Deadlines
  - 3.1.3.8.5.1. If a report is not turned in by the deadline, the marshal will be placed on suspension for a period of not less than 90 days, during which time s/he may not perform any marshal activities including (but not limited to):
    - Authorizations
    - Armor and weapon inspections
    - Marshaling a fight
    - Marshaling a practice
    - Serving as MIC of any event
  - 3.1.3.8.5.2. Following a second offense, the marshal's warrant will be revoked for a minimum of one year.
  - 3.1.3.8.5.3. Failure to report may negate any sanctions or authorizations at the discretion of the Earl Marshal.

## 3.2 Problem Resolution

During all activities, the Marshals running that activity must enforce the rules governing participation. Infractions fall into one of three categories defined below. When a violation occurs, the marshal shall use the following guidelines to attempt to resolve the issue(s).

- Ordinary: The vast majority of violations will be transitory single occurrences. These should be noted, but not be the subject of action during the activity. The marshal should discuss the problem with the individual or group after the activity ceases.
- Significant: If there is a pattern of violations, or if there is a safety hazard, the marshal shall stop the activity, if it is a single bout. In a group activity, the marshal should pull the participant aside if possible without stopping the activity. Circumstances may make this inadvisable without a hold. Although it is desirable to allow activities to run while problems are resolved, this may not be allowed to compromise the need for safe management of the activity.

The Marshal will clearly, concisely, and courteously explain the violation to the combatant. The MIC of that activity may remove the combatant from participation in the duration of the activity, or from the next scheduled activity. The Marshal will clearly communicate that the violation must not be repeated. The Marshal will inform the erring combatant that report of this action will be in the event report.

- Severe: These are severe safety hazards, a continuing pattern of violations, or an injury requiring medical attention.

The MIC of an activity must order the participant to leave the activity area and prohibit that participant from any further activity either for that day or the duration of the event. In head to head competitive activity this is treated as a lost bout. In scored activities, the score accrued before ejection becomes null and void. During group activities, the activity continues without the sanctioned participant. (No resurrection allowed.) In all three of the above situations, the MIC-Activity must inform the MIC-Event at the end of the activity about the violations and any actions taken. In the case of an injury, the activity must be stopped until the injured participant can safely be removed for medical assistance. If the injury requires off-site medical assistance, the MIC must record the name of the emergency service or hospital used in the MIC report. The MIC must inform the KEM within 24 hours by telephone.

- 3.2.1. MIC Responsibilities and Powers The MIC-Event must assess any problems for immediate action.
  - 3.2.1.1. The MIC must immediately record, on paper, all significant or severe problems and include them in the event report.
  - 3.2.1.2. In the case of severe or continuing problems, the MIC may remove the participant from further participation in any activity for the remainder of the event.
  - 3.2.1.3. If the MIC feels that the participant represents an ongoing problem or danger s/he must suspend the authorization of the participant.
- 3.2.2. Suspension The suspension of any one Authorization by the MIC-Event will also be a suspension of a participant's authorization in all disciplines until resolution by the Earl Marshal.
  - 3.2.2.1. The MIC-Event will physically take possession of the participant's authorization card.
  - 3.2.2.2. If the combatant does not cooperate that is an additional violation.
  - 3.2.2.3. The MIC must complete the event report immediately after the event.
  - 3.2.2.4. The MIC must contact the Earl Marshal by email or telephone within two days of the end of the last activity of an event.
  - 3.2.2.5. The MIC must send copies of the event report to both the Earl Marshal and Minister of Lists.
  - 3.2.2.6. Suspensions last until lifted or replaced by the Earl Marshal.
- 3.2.3. Review and Investigation
  - 3.2.3.1. The Earl Marshal will begin a review of any authorization suspension immediately upon receipt of the report.
    - 3.2.3.1.1. The Earl Marshal may lift the authorization suspension.
    - 3.2.3.1.2. The suspension may be left in place during further consideration.
- 3.2.4. The Earl Marshal may designate an investigator for serious rules violations.
  - 3.2.4.1. The investigator will gather information and make recommendations.
  - 3.2.4.2. This initial investigation must take less than 15 days.
  - 3.2.4.3. After reviewing the investigator's recommendations the Earl Marshal will take any action at his/her sole discretion, including dropping the matter.
- 3.2.5. Marshal's Court For the resolution of serious problems, the Earl Marshal may either convene a Marshal's Court or begin a summary problem resolution (see below).
  - 3.2.5.1. The Earl Marshal may not unilaterally levy sanctions more severe than suspension without such sanctions being recommended by a Marshal's Court.
  - 3.2.5.2. The Marshal's Court will consist of three to five marshals and may not include the Earl Marshal.
  - 3.2.5.3. The Marshal's Court shall determine their deliberative process with due regard to Fairness.
  - 3.2.5.4. The sanctions imposed by a Marshal's Court may include, but are not limited to, the following sanctions: \* An official reprimand. This must be paired with a required public written apology by the offending participant, which must be published in the Acorn.
    - The suspension of all authorizations for a fixed period.
    - Recommendation of the permanent revocation of all authorizations.
    - The suspension of a specific weapon authorization for a fixed period.
    - A restriction of activity, such as no melees.
    - Recommendation of banishment, permanent or fixed period, from the lists.
    - The revocation of a marshal's warrant.
    - Probation: Probation may include special requirements to address the problem but the offender must agree to the conditions of the probation. The results of violations of probation must be specific.
  - 3.2.5.5. Appeals of the Marshal's Court decisions may be appealed to the Society level.
  - 3.2.5.6. The Marshal's Court may make the following recommendations (to the Crown):



- A Court of Chivalry
- A Court of Courtesy
- Banishment of all types
- Revocation of rank and awards.

#### 3.2.6. Summary Problem Resolution

- 3.2.6.1. The Earl Marshal may involve the subject of an investigation in a summary resolution process.
- 3.2.6.2. The Earl Marshal and the subject must both agree to an open ended summary resolution. The subject agrees to an abbreviated process run directly by the Earl Marshal.
- 3.2.6.3. Fixed summary resolution results from an agreement between the Earl Marshal and the subject specifying the violations and the sanctions. The fixed summary resolution must be specified in writing and signed by both the Earl Marshal and the subject. There are no limitations on the terms of this problem resolution.
- 3.2.6.4. Once the subject and the Earl Marshal agree to either an open ended or fixed summary resolution, any Marshal's Court shall be terminated.

#### 3.2.7. External Problems

- 3.2.7.1. Marshals at all levels may have to deal with problems beyond the combatants and the Marshals.
- 3.2.7.2. In all such cases the marshals are expected to work with the appropriate officers to resolve such problems. Example: A child gets too close to the fighting. The first time, the marshal calls hold and directs the child out of the way. If the problem recurs, the marshal must find and counsel the parent. If the problem continues, the marshal must work with the autocrat to have the child removed from the area of the combat.

#### 3.2.8. Complaints and Appeals

- 3.2.8.1. Complaints or grievances by marshals or participants must be submitted in writing within 15 days of the last activity of an event using an incident report form such as that furnished in the Reports Appendix or the Marshals Web Page.
- 3.2.8.2. Participants' appeals of sanctions must be made in writing, postmarked within 15 days of the MIC-Events sanction.
- 3.2.8.3. All submissions must be typed or printed out and must be signed and dated. Electronic submissions must be followed within 15 days of the last activity of an event by typed or printed copies which are signed and dated.

### 3.3 Training

3.3.1. Deputy Earl Marshal for Training The proficiency of the Marshallate is one of the primary concerns of the Earl Marshal. In order to foster professionalism and competency, the Deputy Earl Marshal for Training (DEM-Training) position has been created. The DEM- Training shall be responsible for:

- Creating and maintaining instructional material.
- Planning and staffing the track of marshalling classes at each session of the University of Atlantia.
- Working with the other Deputy Earl Marshals to be sure that the available curricula address the specific needs of that discipline.
- Training senior marshals in the prepared materials to enable them to serve as instructors.

### 3.4 Authorization

#### 3.4.1. Armored Combat Authorization Procedures

- 3.4.1.1. Authorization is designed to ensure that all fighters are able to conduct themselves in a safe and courteous manner while on the field of combat.
- 3.4.1.2. The authorization process ensures that all fighters taking the field are conducting themselves according to a common standard.
- 3.4.1.3. This process also ensures the minimal level of proficiency necessary to ensure that they do not present a threat to themselves or anyone else on the field.
- 3.4.1.4. All combatants in tournaments and melees in Atlantia must be authorized in the weapons they wish to use.
- 3.4.1.5. Visitors to Atlantia may participate at Atlantian events if they go over the Atlantian rules with an Atlantian marshal before they compete.
- 3.4.1.6. Fighters with a valid authorization from another kingdom who move into Atlantia may trade in for an Atlantian authorization card. See the Policies of the MoL for the procedure.

#### 3.4.2. Who May Become Authorized

- 3.4.2.1. To become authorized a fighter must meet the following requirements.
  - Be at least 16 years old.

- Combatants under the age of 18 have additional authorization requirements described in the minor authorization procedures.
- Thorough familiarity with all weapon and armor standards, conventions of combat, and other rules concerning combat related activities in Atlantia.
- Complete an authorization.

### 3.4.3. Where Can Someone Go Through the Authorization Procedure

- 3.4.3.1. All armored combat authorizations will be held either at an SCA event or at fighter's practice.
- 3.4.3.2. Marshals wishing to conduct authorizations at practice must obtain prior permission to do so from the Deputy Earl Marshal for Armored Combat, and coordinate MOL support to insure all reporting standards, both for MICs and for MOLs, are adhered to.

### 3.4.4. When Can Authorization Occur

- 3.4.4.1. Authorizations can be held at any time during the course of the event. When a combatant authorizes during an event they may participate in subsequent activities as allowed by their new authorization.

### 3.4.5. Marshals

- 3.4.5.1. At least one of the marshals must live in a different local group from the candidate. If the candidate lives in a barony, at least one of the marshals must live outside that barony.
- 3.4.5.2. At least one marshal MUST be authorized in the applicable weapons form.
- 3.4.5.3. Inspect the armor and equipment of all personnel participating in the authorization process.
- 3.4.5.4. Test the knowledge of the candidate regarding the applicable rules governing combat in Atlantia.
- 3.4.5.5. The knowledge test should include questions applicable to the weapons being used in the authorization.
- 3.4.5.6. Inform the participants in the authorization of how the authorization is to be conducted.
- 3.4.5.7. Ensure that both combatants' armor is legal.
- 3.4.5.8. Neither of the marshals may be fighters who regularly practice with the candidate.

### 3.4.6. Authorization for Minors

In order for anyone who is 16 or 17 years old to become an authorized fighter in Atlantia outside of Youth Combat, the following procedure must be followed.

- 3.4.6.1. The candidate must have either a Minor waiver on file at SCA Corporate Headquarters (blue membership card) or must complete a SCA 'Minor's Consent to Participate and Hold Harmless Agreement (General Waiver for Minors)'.
- 3.4.6.2. For a minor to fight or even practice, either a parent or legal guardian shall be present, or someone holding a notarized Medical Authorization for Minors granting them authority to approve medical treatment shall be present.
- 3.4.6.3. During early training, those who are running the practice must make careful determination as to the minor's physical and emotional maturity. The variations among minors are considerable. At this age, many are unready, either physically or emotionally, for SCA combat. The marshals must be conservative in this respect. If there is any question, remember that if the minor is truly emotionally ready, they will not react inappropriately to being told to wait a year. If the marshal is not sure that the minor is ready, they must be told to wait a year.
- 3.4.6.4. The local marshal will arrange for at least one of the parents or legal guardians to observe the fighting practice. Every attempt should be made to ensure that the parents leave with a familiarity with SCA fighting.
- 3.4.6.5. The minor must attend at least one fighting event before the event at which the minor attempts to authorize.
- 3.4.6.6. The parents or legal guardians shall be asked to come to an event before authorization.
- 3.4.6.7. A standard authorization will be conducted with at least one of the officiating marshals being the Earl Marshal or designated Deputy Earl Marshal.
- 3.4.6.8. All of the paperwork involved in the minor's authorization must be reviewed by the Earl Marshal or designated Deputy Earl Marshal before being processed by the Minister of Lists.
- 3.4.6.9. The front half of the helms and masks of sixteen and seventeen year olds who participate in combat activities, either as armored, rapier or equestrian combatants, combat archers or siege engineers, must be clearly marked with three green dots, no less than 1" in diameter, arranged in a triangular formation forming a trefoil.

## 3.5 Weapons and Armor Standards

### 3.5.1. Appearance on the List Field.

All equipment or clothing used by participants on the list field must either have a pre-17th Century appearance or be covered in a manner to present such an appearance.

- 3.5.1.1. The purpose of this law is not to exclude participants from the list, but to encourage the historical appearance of events. These rules shall be applied with discretion and good judgment to encourage rather than to discourage.
- 3.5.1.2. Participants who are residents of another kingdom are considered our guests and are exempt from this ruling provided they meet Society minimum standards.
- 3.5.1.3. Newly transplanted subjects of Atlantia are to be granted a four month period of time to come into compliance with these laws.
- 3.5.1.4. For specifics and examples of this requirement, please refer to <http://marshal.atlantia.sca.org>.

### 3.5.2. Armored Combat Weapons and Armor Standards

- 3.5.2.1. Armor Regulations. Atlantia uses the SCA regulations without additions.
- 3.5.2.2. Armor Inspections. All participants must have their arms and armor inspected by a warranted marshal before participating in combat at each event, practice, or other official activity.
- 3.5.2.3. Weapon Inspections. The marshal in charge of each bout should visually inspect weapons before each bout unless they are using a method of marking already inspected weapons. Questionable weapons must be physically inspected prior to combat commencing. For simple swords, these checks should be extremely brief. Marshals should pay more attention to padded weapons and thrusting tips.
- 3.5.2.4. Weapon Regulations. Atlantia uses the SCA regulations with the following additions:
  - 3.5.2.4.1. Polearms
    - 3.5.2.4.1.1. A polearm shall be constructed so as to emulate a medieval example. Allowable examples of a medieval emulation would be a padded head in the form of a period weapon, or a split-rattan head in the form of a period weapon.
    - 3.5.2.4.1.2. Atlantia defines an excessively flexible polearm as one that allows the head of the weapon to strike a telling blow to a target despite the intercession of an unyielding block to the haft of the weapon.
  - 3.5.2.4.2. Greatswords
    - 3.5.2.4.2.1. Greatswords must be 6' or less in overall length
    - 3.5.2.4.2.2. The grip must be 18" or less.
    - 3.5.2.4.2.3. The portion of the great sword above the quillons (called a ricasso) may be left without edge markings and therefore can be grasped.
  - 3.5.2.4.3. Spears may not be more than 9 feet long overall.
    - 3.5.2.4.3.1. Mandrake style 2" tips are no longer acceptable as thrusting tips on fiberglass spears. Section VII-D-5 of the Society's Marshal's Handbook is no longer valid in Atlantia.
  - 3.5.2.4.4. Offensive shields are prohibited
  - 3.5.2.4.5. During combat, the blade of the sword may not be grasped. Also the striking surface of a mass weapon or thrusting tip may not be grasped.
  - 3.5.2.4.6. Single-handed weapons shall not be constructed so as to place a thrusting tip or butt spike within four inches of a rigid structure such as a basket hilt, metal pommel, or steel-gauntleted hand.

### 3.5.3. Combat Archery Weapons and Armor Standards

- 3.5.3.1. Armor Regulations.
  - 3.5.3.1.1. Armor standards for combat archers are the same as those for armored combat participants except that Demi Gauntlets may be worn on one or both hands in place of the full Gauntlets.
  - 3.5.3.1.2. When utilized in conjunction with rapier combat, rapier armor standards shall apply. This removes the white diamond rules.
- 3.5.3.2. Weapons Regulations. All combat archery weapons (including projectiles) must meet the requirements of the SCA Missile Combat Rules. The following additional requirements apply in Atlantia:
  - 3.5.3.2.1. Arrows/bolts may have a base construction of a fiberglass shaft or Siloflex tubing as described in the SCA Marshals Handbook. All fiberglass shafts must be longitudinally covered with a filament strapping tape and are required to have an 'approved' Anti- Penetration Device (APD) IAW the Society Marshal's Handbook. Shafted arrows/bolts are not required to have APDs when used in Rapier Combat.
  - 3.5.3.2.2. Fiberglass shaft arrows/bolts may utilize Baldar Blunt, CUBB and UHMW heads. CUBB and Baldar blunts shall not be used in Rapier Combat. All ammo used on the rapier field shall have no less than 1 inch of resilient padding after taping. This must be added in front of the blunt and be at least the same diameter as the blunt.
  - 3.5.3.2.3. Siloflex arrows may be gleaned and fired again. A warranted marshal must inspect all other arrows prior to reuse. All arrows shall be clearly marked for identification with the name of the user, home branch and kingdom

## 3.6 Conventions of Combat

### 3.6.1. Conventions of Combat for Armored Combat

#### 3.6.1.1. Target Areas.

- 3.6.1.1.1. Torso: All of the torso above the point of the hips including the shoulder blades and the area between the neck and shoulder will be considered part of the torso.
- 3.6.1.1.2. Face: The area between the collarbones and the mid brow and between the side burns.
- 3.6.1.1.3. Head: The whole head and the neck except the face (as defined above).
- 3.6.1.1.4. Hips: Begin with a line even with the bottom of the groin up to the point of the hip.
- 3.6.1.1.5. Thighs: The leg from one inch above the top of the knee up to a line even with the bottom of the groin.
- 3.6.1.1.6. Shoulder: From the point of the shoulder down to a line even with the top of the underarm.
- 3.6.1.1.7. Arms: From the shoulder to one inch above the wrist.

#### 3.6.1.2. Targeting.

- 3.6.1.2.1. Blows landed outside the target areas need not be counted.
- 3.6.1.2.2. A fighter may not intentionally strike areas outside the target areas.
- 3.6.1.2.3. A fighter may not intentionally strike with the non-striking surface of a weapon (haft, hilt, etc.).

#### 3.6.1.3. Telling Blows.

- 3.6.1.3.1. A blow that strikes a legal target area with telling force will be acknowledged.
- 3.6.1.3.2. Telling force is determined by evaluating the blow against the SCA standard of fully armored.
- 3.6.1.3.3. Fully armored is interpreted to mean wearing authentic medieval armor consisting of an open-faced helm and a fully riveted chain mail hauberk covering the torso, shoulders, and thighs. The arm and leg armor is covered by boiled leather armor. Blows that would incapacitate through this armor are telling blows.
- 3.6.1.3.4. The exact force level necessary to meet this standard is determined by each fighter but must be within the normal range defined by all Atlantian fighters.
- 3.6.1.3.5. Missile weapons must strike the same targets as thrusting weapons. But, any contact from a projectile is considered a telling blow.
- 3.6.1.3.6. Blows striking a weapon or shield before striking a target will be considered a telling blow if the force of the blow after striking the intervening shield or weapon is sufficient to be a telling blow.
- 3.6.1.3.7. Blows in which the weapon is dropped upon impact may be discounted.
- 3.6.1.3.8. Blows in which a weapon strikes a combatant because it physically breaks upon striking the shield or defensive weapon need not be counted.
- 3.6.1.3.9. Blows struck with the non-striking portion of the weapons shall not be counted (haft, hilt, etc.).

#### 3.6.1.4. Results of Telling Blows.

- 3.6.1.4.1. Telling blows to the face, head, or torso are considered killing.
- 3.6.1.4.2. Telling blows from a swung mace, great sword, or pole arm to the hip or shoulder are killing.
- 3.6.1.4.3. All other blows are wounding blows.
- 3.6.1.4.4. Projectiles have the same effect as thrusts.
- 3.6.1.4.5. Thrusts to the head, outside of the face, are not telling blows and need not be counted.

#### 3.6.1.5. Death.

- 3.6.1.5.1. After receiving a killing blow the fighter will cease throwing blows.
- 3.6.1.5.2. After receiving a killing blow the fighter will fall to the ground or in some other way clearly indicate he has been defeated.
- 3.6.1.5.3. In single combat the bout is ended after a killing blow (except double kills).
- 3.6.1.5.4. When both fighters, in a one-on-one bout, are killed, they either fight the bout over starting from mutually unwounded conditions or, both take the bout as a loss, depending on the scenario.

#### 3.6.1.6. Wounds.

- 3.6.1.6.1. Wounding blows to the shoulder or arm will cause the loss of the use of that arm.
- 3.6.1.6.2. The wounded arm may not be used to block or throw blows.
- 3.6.1.6.3. A second telling blow to that arm or shoulder will be a killing blow.
- 3.6.1.6.4. Wounding blows to a thigh or hip will cause the fighter to fight from his knees.
- 3.6.1.6.5. The fighter must keep one knee on the ground unless he hops.
- 3.6.1.6.6. Hopping is allowed if the fighter puts no weight on the wounded limb.
- 3.6.1.6.7. Hopping is frequently used to throw one blow after being dealt a wounding blow.
- 3.6.1.6.8. This must be done without putting any weight on the wounded limb.

#### 3.6.1.7. Interruptions.

- 3.6.1.7.1. Any blow started before any interruption of combat (such as death or a hold) will count as if they landed before the interruption.

#### 3.6.1.8. Starting Combat.

- 3.6.1.8.1. Combat will be started when the marshals call lay-on.

- 3.6.1.8.2. Except special scenarios fighters should start fights well out of range.
- 3.6.1.9. Holds.
- 3.6.1.9.1. Effect of a Hold
- 3.6.1.9.1.1. All combatants must immediately cease throwing blows.
- 3.6.1.9.1.2. They must stop moving about the field.
- 3.6.1.9.1.3. Fighters should not drop their guard until all fighters have stopped throwing blows.
- 3.6.1.9.1.4. Combatants may call Hold when any unsafe situation develops. For example, a fighter should call hold if his helm comes off.
- 3.6.1.9.2. Calling a Hold
- 3.6.1.9.2.1. In single combat, hold will be called when a fighter is not capable of defense. In single combat, defenseless is defined as having no weapons in hand.
- 3.6.1.9.2.2. If a fighter falls, or if any portion of a hand, arm, or a part of the upper torso or head touches the ground the fighter is considered defenseless. A fighter who feels that he is not defenseless in any of the above conditions may ask the marshals not to call hold in a specific circumstance. If the marshal feels that the request would not create a dangerous situation he will not call hold in the specified situation.
- 3.6.1.10. Use of Weapons.
- 3.6.1.10.1. All weapons to be used in a particular bout of single combat will be declared to the opponent and the marshal before the fight.
- 3.6.1.10.2. If an auxiliary weapon is carried in such a way as to prevent proper acknowledgment of a blow, any blow striking the weapon will be considered a telling blow to the area that would have been hit.
- 3.6.1.10.3. Except for the proper use of a weapon, grasping, pushing, or striking an opponent is not allowed.
- 3.6.1.10.4. Striking, pushing, or pressing an opponent's shield with a hand, weapon, or shield is allowed.
- 3.6.1.10.5. If the opponent has an edged weapon, striking, pushing, or pressing an opponent's weapon's striking portion (regardless of the orientation of the edge) with any part of the body (for example grabbing a sword with the hand) is not allowed.
- 3.6.1.10.6. Weapon strikes with excessive force are not allowed. Blows with force levels that significantly exceed that necessary to be a telling blow, and significantly increase the chance of substantial injury are blows with excessive force.
- 3.6.1.11. Helms.
- 3.6.1.11.1. If a fighter's helm comes off or their visor opens during combat, the fight will be stopped and combatant declared dead. The combatant may not fight again until some steps have been taken to prevent a recurrence of the problem. A marshal will inspect the helm before it is used again.
- 3.6.1.12. Engagement. These rules apply to melee combat only. In one on one combat fighters are always considered to be engaged.
- 3.6.1.12.1. A fighter may only attack opponents they are engaged with.
- 3.6.1.12.2. To engage an opponent a fighter must establish eye contact and be in front of the opponent.
- 3.6.1.12.3. A fighter may not attack an opponent that cannot see them.
- 3.6.1.12.4. All fighters must attempt to engage all fighters who are attempting to engage them. The simplest way to meet this requirement is to back up until all those attempting to engage are in front of the fighter they are trying to engage.
- 3.6.1.12.5. If a combatant is engaged and then turns their back, or if they are charging past an opponent, the opponent may throw one blow immediately after the combatant turns away.
- 3.6.1.12.6. After that, contact has been broken and the combatant must be engaged again.
- 3.6.1.12.7. A defenseless combatant may not be struck. In melees, defenseless is having no weapons and no shield in hand.
- 3.6.1.12.8. An otherwise defenseless person who remains an active line, grabbing spears or blocking enemy movement, etc. will not be considered defenseless and may be struck.
- 3.6.1.13. Melees. Individual battles may have their own particular rules and conventions besides those stated in this document as long as those rules do not conflict with any of the rules governing combat.
- 3.6.1.13.1. No more than four fighters shall attack a single opponent.
- 3.6.1.13.2. When a fighter is a member of a formed unit (like a shield wall) that is fighting another formed unit, they may strike and be struck by any opponent in that unit. If a breakthrough occurs in a segment of the unit, fighters in that segment may both attack and be attacked by passing opponents.
- 3.6.1.13.3. A fighter who is struck a telling blow by someone on their side must acknowledge the blow.
- 3.6.1.13.4. A hold will not be called for fighters who lose their weapon in melee.
- 3.6.2. Conventions of Combat for Combat Archery
- 3.6.2.1. The legal target area for projectile weapons shall be same as any thrusting weapon that is legal in a given scenario. Exception: At the discretion of the MIC, projectile strikes to the face may be made legal, even in scenarios where face thrusts are prohibited.

- 3.6.2.2. Archers shall not fire at a combatant if the arrow/bolt cannot leave the bow before contact with the target. For rapier combat, crossbows and bows shall not fire at a combatant at a range of less than 15 feet.
- 3.6.2.3. On the cry of hold or when slain, all arrows will be unnocked, and crossbows will have bolts removed.
- 3.6.2.4. Any projectile that strikes a legal target area, unimpeded and point first, shall be considered as telling. Any projectile that is blocked, deflected, or which strikes in any manner other than point (or edge) first need not be counted.
- 3.6.2.5. Any bow which is struck by a projectile or melee weapon shall be considered as broken and unusable until a qualified marshal inspects the bow. A qualified marshal is a warranted combat archery marshal or a warranted target archery marshal.
- 3.6.2.6. Safety Area for Combat Archery will be a minimum of 10 yards from combat area for non-combatant area.
- 3.6.2.7. For rapier combat, rapier conventions of combat are to be used.
- 3.6.2.8. A combat archer (or any other combatant) may yield. If a combatant yields, then he should not be touched.
- 3.6.2.9. Engagement with missile weapons: An archer need not have eye contact with an opponent in order to shoot at them, but should be able to see their face or the front of their body when targeting them. Inadvertent strikes in the back (such as when the target turns away after the missile is loosed, or when the missile strikes an unintended enemy or friendly target) still count if they are recognized, but it should be expected that, in some cases, the target may not realize they have been struck.

## 3.7 Equestrian

Atlantia follows all standards set by SCA policy with the following additions and changes:

- 3.7.1. The Deputy Earl Marshal of the Horse
  - 3.7.1.1. The Kingdom Equestrian Officer (KEO) shall be known in Atlantia as the Deputy Earl Marshal of the Horse.
  - 3.7.1.2. The Deputy Earl Marshal of the Horse (KEO) will oversee the training and warranting of equestrian marshals as well as maintaining a roster of qualified equestrian marshals for events, and a roster of qualified instructors for the required Atlantian equestrian classes.
  - 3.7.1.3. The KEO defers all regulation of the authorization documentation to the office of the Kingdom Minister of the List (KMOL), who will issue and track all paperwork necessary for equestrian authorizations.
- 3.7.2. Regional Equestrian Marshals
  - 3.7.2.1. The KEO will warrant a regional marshal for MD, VA, NC, and SC, Augusta, GA regions of Atlantia, as needed. These shall be known as Regional Equestrian Marshals.
  - 3.7.2.2. The Regional Equestrian Marshals will be responsible for coordinating with Autocrats and marshals of their region equestrian activities and events in their region to ensure that each activity and event that include horses are staffed with the necessary marshals and that all regulations are followed.
  - 3.7.2.3. The Regional Equestrian Marshals will also be responsible for arranging a mentor for the MITs in their region. Mentors must be warranted marshals and must agree to mentor the MIT.
- 3.7.3. Equestrian Marshal-in-Charge (EqMiC)
  - 3.7.3.1. The EqMiC at an event must be a warranted equestrian marshal. The EqMiC is responsible for equestrian activities at the event and all reporting requirements relating to the event. Reporting shall be done as per the requirements of the Earl Marshal of Atlantia.
    - 3.7.3.1.1. Event and practice reports need to include the number of horses, the number of adults, the number of youth, the number of rentals, the number of authorization, the activities conducted, any accidents (if a human or equine needed medical attention), and any incidents (if a rider fell, a rider or marshal was disciplined, loose equine, damage done by an equine, etc)
  - 3.7.3.2. EqMiCs shall work with event autocrats to arrange for the required additional insurance a minimum of 60 days before an event that includes horses.
  - 3.7.3.3. A warranted equestrian Marshal must be on-site at all times in which equines are present. If the EqMiC must leave the site, an equestrian marshal of sufficient experience must be appointed to act in the place of the EqMiC, in all respects, until the EqMiC returns or until the end of the event.
- 3.7.4. Equestrian Marshal Regulations
  - 3.7.4.1. Equestrian marshals and marshals-in-training must attend Unevent every year to maintain their warrant. Marshals who cannot attend Unevent must contact the KEO no later than 2 weeks following Unevent to arrange a time to discuss the equestrian program updates.
  - 3.7.4.2. Becoming an Equestrian Marshal
    - 3.7.4.2.1. Those who want to become an equestrian marshal must take Equestrian Marshal 101 before being entered in the marshal database as a Marshal-in-Training.
    - 3.7.4.2.2. All Equestrian marshals will have completed the steps in the Marshal-in-training program (See "Apprentice Marshals") as required by the Atlantian Earl Marshal before being warranted.

- 3.7.4.2.3. Marshals in Training (MiTs) will be responsible for asking their regional marshal for a mentor for the period of training. The mentor shall be an equestrian marshal the MIT can work with on a regular basis (i.e. running local practices and events). Mentors must be warranted equestrian marshals, they must have permission from the Regional Deputy, KEO , or Kingdom Earl Marshal before taking on any new MiTs, and must agree to mentor the MiT.
- 3.7.4.2.4. Mentors are responsible for updating the regional marshal on the progress of the MiT.
- 3.7.4.2.5. The prospective Marshal-in-Training (MiT) will be responsible for holding onto their training paperwork until the MiT is ready to be warranted. Upon such time as the MiT is ready to be warranted, their mentor shall review the paperwork with the MIT (to ensure the mentor is satisfied with the MIT's readiness) and then turn in the paperwork to the KEO or the marshal designated by the KEO for taking MIT paperwork.
- 3.7.4.3. The warranted Equestrian Marshals will supervise the activities of all ground crew and equestrian marshals-in-training to help insure their safety.
- 3.7.4.4. All warranted Equestrian Marshals can marshal riding and lancer level activities.
- 3.7.4.5. Mounted archery activities can only be conducted by an Equestrian Archery Marshal. Equestrian combat activities (Jousting, Mounted Combat, and Crest Combat) can only be conducted by an Equestrian Combat Marshal. Equestrian Driving can only be conducted by an Equestrian Driving Marshal.
- 3.7.4.6. Equestrian Archery Marshals must complete the following before becoming warranted to run mounted archery activities:
  - 3.7.4.6.1. Take the Archery Marshal 101 class
  - 3.7.4.6.2. Assist with inspecting archery equipment (bows and arrows) at different events under the supervision of an equestrian archery marshal or a target archery marshal. These do not have to be mounted archery events, but can be just target archery shoots at a non-equestrian event.
  - 3.7.4.6.3. Assist with planning, range set-up, and running mounted archery shoots at 3 events. The intent is for the MiT to assist with all 3 aspects: the planning, the range setup, and running of the shoot.
  - 3.7.4.6.4. Once the training is complete, the KEO must receive the training paperwork and will determine final approval for the equestrian archery marshal warrant.
- 3.7.4.7. Equestrian Combat Marshals (for marshaling jousting, mounted combat, and crest combat) must complete the following before becoming warranted to run equestrian combat activities:
  - 3.7.4.7.1. The marshal must: Train under an authorized equestrian combat marshal and assist in running 6 activities. Within these 6 activities, the marshal must train in both jousting and either mounted combat or crest combat. Each activity must have a minimum of 2 training sessions. Multi-day events will count as one training activity per day.
  - 3.7.4.7.2. Once the training is complete, the KEO must receive the training paperwork and will determine final approval for the equestrian combat marshal warrant.
- 3.7.4.8. Equestrian Driving Marshals must complete the following before becoming a warranted to run driving activities:
  - 3.7.4.8.1. The marshal must train under an authorized equestrian driving marshal and assist in running 2 driving activities.
  - 3.7.4.8.2. Once the training is complete, the KEO must receive the training paperwork and will determine final approval for the equestrian driving marshal warrant.
- 3.7.5. Ground Crew and Rider Responsibilities
  - 3.7.5.1. Anyone who plans to step out onto the Equestrian List field while horses are present or in the call-forward area must complete a ground crew authorization. This authorization consists of successful completion of the Equestrian 101 class and practical field training. The Equestrian 101 class must cover: list field safety, safe weapons handling, and safety and liability with horses.
  - 3.7.5.2. Any person functioning within close proximity of horses, handling horses or within the arena as the mounted activities are run must be able to demonstrate the ability to move quickly out of the way of horses and riders in an emergency situation.
  - 3.7.5.3. Every rider or ground crew must be a current SCA member with the proper waiver on file in Milpitas OR sign a waiver on site with the Minister of the Lists (MOL) at each event. Every rider and ground crew person must also sign the state specific equestrian waiver prior to stepping or riding out on the list field at each event.
- 3.7.6. Authorizations
  - 3.7.6.1. All equestrian authorizations must be conducted by two equestrian Marshals. At least one of the two equestrian marshals must be warranted to marshal the activity the person is attempting to authorize in.
  - 3.7.6.2. All authorizations must start with the question, "Have you read and do you understand the rules?" If the answer is no, they automatically fail the authorization.
    - 3.7.6.2.1. If they answered no, they can authorize later at the same event, if the EqMiC allows it and there is time, after they have read and understand the rules.
  - 3.7.6.3. Atlantia recognizes the following equestrian authorizations:
    - 3.7.6.3.1. Ground Crew. Ground Crew must take the Equestrian 101 Class, and participate in the practical ground

crew field training.

- 3.7.6.3.2. Rider (Ride Only). Rider must complete ground crew authorization and then demonstrate ability to control mount at a walk, trot or canter unencumbered by weapons or armor.
- 3.7.6.3.3. Lancer (Games). Rider must have completed the rider authorization and then demonstrate ability to control mount and wield a single weapon safely while performing the games and unencumbered by armor at a gait of their choosing.
- 3.7.6.3.4. Jousting. Rider must complete the Lancer authorization and then demonstrate the ability to safely compete on the jousting list with appropriate armor, shield, weapon, and equine protection with the addition of another competitor on the other side of the list. Minimum gait is equivalent to the canter.
- 3.7.6.3.5. Crest Combat. Rider must complete the Lancer authorization and then demonstrate the ability to safely compete on the list field with appropriate armor, equine protection, crest, and weapon with other competitors on the field. Minimum gait is equivalent to the trot or faster.
- 3.7.6.3.6. Mounted Combat. Rider must complete the Lancer authorization and then demonstrate the ability to safely compete on the list field with appropriate armor, weapons, equine protection, with other competitors on the field. Minimum gait is equivalent to the trot or faster.
- 3.7.6.3.7. Mounted Archer. Rider must complete the Lancer authorization and then demonstrate the ability of safely handling a bow from horseback and regain control of the reins and horse by the end of the lane. Rider must be able to demonstrate an ability to shoot with the horse moving faster than a walk. This authorization is available to Lancer authorized riders. Minimum gait is equivalent to the trot or faster.
  - 3.7.6.3.7.1. Mounted Archery authorizations are only to be done for equestrians who are already comfortable with a bow. First time shooters must attend archery practice and build their safe handling ability and competence with a bow.
  - 3.7.6.3.7.2. Mounted Archery authorizations are to be done as follows:
    - 3.7.6.3.7.2.1. First (on foot), the unmounted rider must show ability to draw the bow with an arrow smoothly/ not fumbling with arrow. Best case, rider can draw without looking at arrow.
    - 3.7.6.3.7.2.2. While on foot, have rider to shoot bow while standing to the side of the horse (behind the front shoulder). Best case - no reaction from mount.
    - 3.7.6.3.7.2.3. Request rider mount, enter the lane, nock arrow, and shoot. This must be done at a trot or higher. The best case is a controlled and smooth release.
- 3.7.6.3.8. Driver. Rider must demonstrate the ability to safely control a horse-drawn cart or chariot while wielding weapons or transporting one passenger who is wielding weapons.
- 3.7.6.4. Minor Equestrian Authorizations and Regulations
  - 3.7.6.4.1. The Kingdom Earl Marshal, and Deputy Earl Marshal of the Horse or their designate must be present for all minor authorizations and must be notified in advance of the youth authorization.
  - 3.7.6.4.2. Minors may not serve as Equestrian Marshals in Training.
  - 3.7.6.4.3. Minors may authorize as Rider, Lancer, Archer and Driver, but may not authorize in Jousting, Crest Combat, or Mounted Combat.
  - 3.7.6.4.4. Minor archers are restricted to arrows with combat tips only.
  - 3.7.6.4.5. Minors may serve as ground crew for the purpose of water bearing off the list field or resetting the games between riders. Minors may not hand off weapons to riders or be on the list field when horses are competing or warming up, unless they are an authorized rider.
  - 3.7.6.4.6. Minors may not serve as horse monitors except under the condition that a warranted equestrian marshal is within hearing or line of sight of the minor and horses being monitored.
  - 3.7.6.4.7. A parent or legal guardian of minor must be present and within line of site at all times while their minor is mounted.
- 3.7.7. Rider Responsibilities at events
  - 3.7.7.1. Horse owners will be financially responsible for any damage to a site caused by their horse, truck and trailer or personal equipment, as well as any towing fees accumulated to pull their rig out if stuck at an event.
  - 3.7.7.2. Stallions, known biters and kickers policy
    - 3.7.7.2.1. Owners of stallions must notify the EqMiC of an event or practice prior to arriving that they intend to bring a stallion. Stallions must be marked with yellow ribbons in forelock and tail.
    - 3.7.7.2.2. Horses that are known biters or known kickers are not allowed without the permission of the Kingdom Earl Marshal or KEO and the event EqMiC. Biters must be marked with red tassel or ribbon on forehead. Kickers must be marked with red tassel or ribbon on tail.
    - 3.7.7.2.3. The KEO may ban horses that have caused safety incidents at three or more events or practices from participating in SCA activities in Atlantia. There must be sufficient cause to warrant banning a horse from events.
  - 3.7.7.3. Horse Supervision Protocol
    - 3.7.7.3.1. Horses on site during the day must have an Equestrian marshal or equestrian marshal-in-training in line of



sight at all times unless they are in a barn within stalls. Horses in stalls must have an Equestrian marshal or equestrian marshal-in-training within easy access.

#### 3.7.7.3.2. Temporary Enclosures

3.7.7.3.2.1. The use of any barbed wire or electric wire to contain or restrain a horse is not allowed. All other enclosures are allowed at the discretion of the EqMiC.

3.7.7.3.2.2. Enclosures should be clearly marked on each side that the tape is electrified (if applicable).

3.7.7.3.2.3. Horses in electric tape enclosures must be used to being restrained in such enclosures prior to attending the event.

3.7.7.3.2.4. The owner(s) of horses restrained within enclosures must remain on-site or make arrangements for a horse monitor.

3.7.7.3.3. Horses on site during the night must have an equestrian marshal or equestrian marshal-in training within easy access if they are housed in open pens of metal or wood. Horses housed in a barn with stalls must have an equestrian marshal or equestrian marshal- in-training within easy access of the barn.

3.7.7.3.4. Horse owners are required to care for their own horses during the event, including camping in the equestrian encampment, or make arrangements for a horse monitor prior to the event for the proper care of their horse. The owner or monitor must remain within easy access and hearing (preferably line-of-sight) during overnight hours. This does not mean that horse owners cannot go have feast or hang out at a party in another encampment for a few hours during the evening, as long as someone is watching the owner's horse.

#### 3.7.7.4. Horse accessible areas at events

3.7.7.4.1. Riders may ride horses in the equestrian encampment and the equestrian list field and a designated path between the encampment and the field.

3.7.7.4.2. Riders may not ride in any other encampments except as directed for a processional.

3.7.7.4.3. The EqMiC may consult with the autocrat and designate "riding areas" at their event that may include riding on main thoroughfares between encampments and other areas of a site that can be traversed safely by mounted riders.

#### 3.7.8. Equipment and Weapons

##### 3.7.8.1. Mounted Archery

3.7.8.1.1. Crossbows are prohibited.

3.7.8.1.2. The Equestrian Archery Marshal must inspect bows and arrows, verify range set-up, and enforce range safety.

##### 3.7.8.1.3. Range Set-up

3.7.8.1.3.1. An archery lane 4 to 8 feet wide with physical barriers on each side is required. A clear area is needed at each end for stopping horses. Riders may only shoot while in the lane. For multiple targets that the lane needs to be long enough for riders to safely attempt more than one shot.

3.7.8.1.3.2. Unless otherwise approved by the KEO or his/her designated deputy, a safety area with the following minimum boundaries is required: Beginning at each end of the lane, the boundary of the safety area shall extend at least 150 feet at a 45-degree angle from the shooting lane and then straight back from there. The safety area (behind the targets) must extend a minimum of 120 feet back from the farthest target. Exception: If a solid physical barrier (as described in the Target Archery Section) exists, the safety area does not need to extend behind the barrier.

3.7.8.1.3.3. Targets must be placed no closer than 10 yards (30 feet) to the lane's inside barrier. Targets may not be placed closer than 7 yards (21 feet) from each end of the barrier.

##### 3.7.8.2. Mounted Thrown Weapons

3.7.8.2.1. Only non-living targets are allowed.

##### 3.7.8.2.2. Equipment Standards

3.7.8.2.2.1. Javelins (spears) should be at least four feet in length but not exceed 9 feet.

3.7.8.2.2.2. Javelin heads must be attached to the shaft as to not come off. The javelin shaft must be sound, free of cracks and without any burrs or rough surfaces that can cut or give splinters to the unprotected hand.

3.7.8.2.2.3. No tape can be hanging off the weapon (to avoid becoming tangled with a rider or tack).

3.7.8.2.2.4. Javelin targets may only be soft targets (i.e. foam, hay, or straw bales).

##### 3.7.8.3. Jousting

3.7.8.3.1. The left elbow behind the shield must have the point and bones at either side of the elbow covered by rigid material underlain with at least ¼" (6mm) of closed-cell foam or equivalent padding. The shield may assist in providing this coverage, but is unlikely to be capable of providing full coverage by itself.

3.7.8.3.2. Jousting shields must, at a minimum, be around 168 square inches of surface area (nominally 12" x 14") to present a reasonable minimum target area to the opponent.

3.7.8.3.3. Riders should have three lances available in order to be able to place one at the distant end of the list for those times when riders are not returning to a "home end" after each pass.

#### 3.7.9. Equestrian Activities

- 3.7.9.1. Crest Combat
  - 3.7.9.1.1. Requires a Crest Combat or Mounted Combat authorization.
  - 3.7.9.1.2. An Equestrian Combat Marshal must inspect rider's armor and weapons before crest combat begins.
- 3.7.9.2. Mounted Combat
  - 3.7.9.2.1. Requires a specific Mounted Combat authorization.
  - 3.7.9.2.2. An equestrian combat marshal must inspect rider's weapons and armor before mounted armored combat begins, including the horse's armor.
- 3.7.9.3. Jousting
  - 3.7.9.3.1. Requires a specific Jousting authorization.
  - 3.7.9.3.2. An Equestrian Mounted Combat Marshal must inspect rider's weapons and armor before jousting begins, including horse's armor.
  - 3.7.9.3.3. Riders must pass left shoulder to left shoulder down the tilt and carry the lance in their right hand, regardless of the rider's dominant hand.
  - 3.7.9.3.4. The marshal of the joust shall arrange ground crew appropriate to the circumstances. This includes suitable line judges for scoring, and ground crew to prepare lances for each pass and to assist with the replacement and cleanup of broken tips and tubes.
  - 3.7.9.3.5. Each rider shall be responsible for checking his or her equipment prior to inspections. The marshal of the joust should also check the field conditions.
  - 3.7.9.3.6. Jousting is to be done at the trot or higher.
  - 3.7.9.3.7. If a rider is having difficulty controlling their horse or equipment, or does not follow the conventions of the list, the marshal should suspend further passes until the situation is addressed.
  - 3.7.9.3.8. If the riders break tip-to-tip, then no points will be awarded. This is due to both riders using poor form.

## 3.8 Youth Combat

- 3.8.1. Marshal Responsibility. Marshals for Youth Combat exist within the structure established under the Crown and Earl Marshal of Atlantia. All marshals for Youth Combat activities are warranted, have authority and are expected to conduct themselves as warranted marshals of this Kingdom, according to Kingdom Law and the Policies of the Earl Marshal.
  - 3.8.1.1. Youth Marshals are required to read and understand Society's Two Deep Policy and Background Check Policy (Society Youth Rules Section XIV)
  - 3.8.1.2. All Youth Combat Marshals are required to complete the Youth Marshal Apprentice Program (also known as Marshals in Training (MiTs))
    - 3.8.1.2.1. Apprentices are required to take the Youth Combat 101 class prior to assisting in marshalling
    - 3.8.1.2.2. Apprentices must assist in marshalling at least four events
    - 3.8.1.2.3. The apprentice must get prior approval of the Youth Marshal In Charge for that event
    - 3.8.1.2.4. At least one of these events must be outside their local group.
    - 3.8.1.2.5. A warranted Youth Marshal must supervise all apprentices activities
- 3.8.2. Sanctions and Grievance Procedures
  - 3.8.2.1. Youth Combat will follow the procedures for Sanction and Grievance established by the Office of the Earl Marshal.
    - 3.8.2.1.1. The sole exception is that, as necessary, the Marshal in Charge of Youth Combat for an event may remove a youth combatant from the field, tourney or melee based on the conduct of their parent(s) or persons serving in that role, if that conduct is disruptive to the activity or unsafe.
- 3.8.3. Participation
  - 3.8.3.1. Any Youth Fighter Participant, desiring to participate in the SCA Youth Fighter Program, shall have a responsible adult assume all risks and liability for any harm or medical condition arising from the Youth's participation in these activities. This assumption of responsibility shall be signified by all legal documents required by the SCA and the Kingdom Minister of the List (MoL). For the purposes of youth combat a responsible adult is defined as:
    - 3.8.3.1.1. Their parent or
    - 3.8.3.1.2. Their court-appointed legal guardian,
    - 3.8.3.1.3. A person given medical authority over a child by a notarized Youth Combat Medical Authorization for Minors signed by one of the parents, listing the name of the responsible adult and specifically delegating this authority.
  - 3.8.3.2. All Youth Fighters ten (10) years of age and under must have at least one (1) responsible adult by the list field at all times while the Youth Fighter is engaged on the list field. All Youth Fighters eleven to seventeen (11-17) must have a responsible adult on site within sight and sound of the field while the youth is engaged on the list

field. The responsible adult never relinquishes responsibility for the minor. The marshals, MOLs, or any other SCA officials do not take responsibility for the minor during YC activities.

- 3.8.3.3. Once a Youth has been authorized to participate in Adult Combat-Related Activities, the youth is no longer permitted to participate in the Youth Fighter Program.
- 3.8.3.4. No Youth shall participate in the Youth Fighter Program unless and until the youth has completed the paperwork and waivers necessary as defined by the policies of the Kingdom Minister of the Lists. No Youth shall be permitted to participate in Youth Fighter Program tournaments until the youth has been properly authorized under Kingdom procedures.
- 3.8.3.5. Combatants shall behave in a chivalrous manner, and shall fight according to the Kingdom Conventions of Youth Combat.
- 3.8.3.6. Groups of youth combatants
  - 3.8.3.6.1. The Marshallate will not regulate “boffer” combat amongst children under the age of seven years beyond the following:
  - 3.8.3.6.2. “Boffer” combat may take place at the discretion of the parents/legal guardians of the children involved and with the approval of the autocrat.
  - 3.8.3.6.3. “Boffer” combatants will be restricted to the use of foam-only weapons, with NO rigid components whatsoever.
  - 3.8.3.6.4. A responsible adult must be within sight and sound of their child at all times during “boffer” combat.
- 3.8.4. Conventions of Combat. With the exception of the rules above, Youth Combat follows the rules laid out in the Society’s Youth Combat Handbook. The Handbook may be found on the SCA’s Website at: <http://www.sca.org/officers/marshal/youthcombat/docs/SocietyYCRules.pdf>

## 3.9 Youth Rapier Combat

The goal of Atlantian Youth Rapier is to recreate pre-17th century fencing. All participants in youth rapier in Atlantia are expected to read and understand these rules before authorization, and are expected to know any changes or updates that occur. Their parents/ legal guardians will read and understand these rules and standards and ensure their child follows them.

- 3.9.1. General
  - 3.9.1.1. Youths participants must be at least 6, but less than 18 years old to participate in Atlantian Youth Rapier.
  - 3.9.1.2. A warranted Youth Rapier Marshal and at least one additional unrelated adult must be actively managing all youth rapier activities, including training, sparring, and combat.
  - 3.9.1.3. Youth participants must have a Youth Rapier Authorization to participate in tournaments. See Authorization and Training for more information.
  - 3.9.1.4. To participate in any aspect of youth rapier, a youth must:
    - 3.9.1.4.1. Show a blue SCA membership card OR
    - 3.9.1.4.2. The Youth’s Responsible Adult, per Youth Combat section, may sign a Minors Consent to Participate Form for the youth for each event or practice.
  - 3.9.1.5. To participate in training, practice or in tournament a youth must have their Responsible Adult, per Youth Combat section, present.
  - 3.9.1.6. All youth rapier combat must follow participation policies set forth in Youth Combat section.
  - 3.9.1.7. Participants will be divided into the following divisions:
    - 3.9.1.7.1. Division 1 will be for youths ages 6-9, and may authorize in plastic rapier.
    - 3.9.1.7.2. Division 2 will be for youths ages 10-13, and may authorize in plastic rapier and light rapier.
    - 3.9.1.7.3. Division 3 will be for youths ages 14-17, and may authorize in light rapier and rapier.
- 3.9.2. Training
  - 3.9.2.1. Youths must have a “Permission to Practice” card as issued by the MOL office to practice or train rapier combat.
  - 3.9.2.2. Adults may train with youths under the following restrictions:
    - 3.9.2.2.1. Biological parents, adoptive parents, or any court appointed legal guardian may always work with their youths.
    - 3.9.2.2.2. Adults authorized in light rapier may work with youths in Division 1 or Division 2 in controlled practice or training situations.
    - 3.9.2.2.3. Adults authorized in rapier may work with youths in Division 3 using rapier in controlled practice or training situations.
    - 3.9.2.2.4. Adults working with youths must follow the same weapon and armor standards.
- 3.9.3. Authorizations
  - 3.9.3.1. Youths may only participate in tournaments or melees with an authorization.
  - 3.9.3.2. Youths may only participate in tournaments or melees with those from the same division.

- 3.9.3.3. Youths may only participate in melees with a Division 3 authorization.
- 3.9.3.4. Youths and their Responsible Adult, per Youth Combat section, must attend the youth rapier fighter class prior to their first authorization.
- 3.9.3.5. Any youth authorized in adult rapier may not hold a youth rapier authorization.
- 3.9.3.6. Youth Rapier Marshals must witness the authorization and work with the MOL to ensure the required paperwork is complete paperwork.
  - 3.9.3.6.1. Authorizations are done per age group and weapon type.
  - 3.9.3.6.2. Authorizations shall be conducted in a manner appropriate for the division.
- 3.9.3.7. A Responsible Adult, per Youth Combat section, must be present for their child's authorization.
- 3.9.3.8. All youth combatants must reauthorize when changing divisions. Youths are expected to practice at the next division before authorizing.
- 3.9.3.9. A combatant with a valid authorization may continue to participate in their current division if they fail an authorization for the next division.
- 3.9.4. Conventions of Combat
  - 3.9.4.1. Youth rapier follows the rapier conventions of combat for Atlantia with the following modifications:
    - 3.9.4.1.1. Youth rapier will not be conducted on the same field at the same time as any other activities.
- 3.9.5. Rules of the List
  - 3.9.5.1. Youth rapier follows the rapier rules of the list for Atlantia.
- 3.9.6. Weapons and Armor Standards
  - 3.9.6.1. Youth rapier follows the rapier weapon and armor standards for Atlantia.
- 3.9.7. Marshaling Marshals for Youth Rapier exist within the structure established under the Crown and Earl Marshal of Atlantia. All marshals for Youth rapier activities are warranted, have authority and are expected to conduct themselves as warranted marshals of this Kingdom, according to Kingdom Law and the Policies of the Earl Marshal.
  - 3.9.7.1. Youth Rapier Marshals
    - 3.9.7.1.1. The Kingdom Youth Rapier Marshal will be responsible for issuing Youth Rapier Marshal warrants.
    - 3.9.7.1.2. Requirements to become a Youth Rapier Marshal
  - 3.9.7.2. In addition to completing the Apprentice Marshal process for Youth Rapier, youth rapier marshals must do the following:
    - 3.9.7.2.1. Maintain an active Rapier Marshal warrant
    - 3.9.7.2.2. Maintain an active SCA background check
    - 3.9.7.2.3. Take the Youth Rapier Marshal 101 class at least once every three years.
  - 3.9.7.3. In addition to normal marshal responsibilities, youth rapier marshals are responsible for the following:
    - 3.9.7.3.1. Teach the pre-authorization class to potential parents and youth combatants.
    - 3.9.7.3.2. Perform authorizations in all divisions
    - 3.9.7.3.3. Perform inspections prior to combat, in the presence of the parent or legal guardian of the combatant.
    - 3.9.7.3.4. Take an active role in combat management, sportsmanship, and assistance with blow calling.
- 3.9.8. Responsibilities of Parents/ Legal Guardians
  - 3.9.8.1. Parents/legal guardians are to understand this is a contact sport and that injuries may occur.
  - 3.9.8.2. The responsible adult is to behave in a courteous and responsible manner at all times.
  - 3.9.8.3. The parents/legal guardians are urged to become an warranted Youth Rapier Marshal so that they can work closely with their child in this activity.
  - 3.9.8.4. The parents/legal guardians are responsible for their child's safety, with the Youth Rapier Marshals guiding the armoring/safety process.
  - 3.9.8.5. The parents/legal guardians are required to read and understand these rules and standards and are to make sure that their child follows them.

## 3.10 Target Archery

- 3.10.1. Atlantia uses the Society Target Archery Rules, found at: <http://www.sca.org> with the following changes & clarifications:
- 3.10.2. Equipment Standards
  - 3.10.2.1. Marshals may make exceptions to the equipment standards on a temporary basis for new archers & children. These exceptions must be reported to the Deputy Kingdom Earl Marshal for Target Archery. No one falling under these exceptions can win a competition or score official rounds.
  - 3.10.2.2. Compound bows and compound crossbows are not allowed.
  - 3.10.2.3. Center-shot crossbows are not allowed. A center-shot crossbow is where the bolt passes through the prod, or between two parts of a split prod. It does not matter how little of a center-shot this is.
  - 3.10.2.4. Non-period trackless crossbows are not allowed. Trackless crossbows have their string suspended in mid-air, and

do not ride on a shelf.

3.10.2.5. Crossbows with a modern pistol grip, modern rifle or air-rifle-style stock are not allowed.

3.10.2.6. Bow quivers (ones that attach to the bow or crossbow) are not allowed.

### 3.10.3. Procedure & Marshalling Standards

#### 3.10.3.1. Equipment Inspection

3.10.3.1.1. At all SCA activities, bows & ammo must be inspected by the marshal in charge or their designee before being used.

3.10.3.1.2. Hand bows should be brought to the marshal unstrung. Crossbows can be left strung.

3.10.3.1.3. At an event with 20 or more archers, stickers shall be used to mark bows that have been inspected.

3.10.3.1.4. Marshals shall not inspect their own equipment, unless they are the only marshal present.

#### 3.10.3.2. Safety Zones

3.10.3.2.1. Safety zones need to be clearly marked off. However, visually obvious safety zones (such as a field full of targets with ample space between them), are allowable.

3.10.3.2.2. At a minimum, each shooting station will have a safety zone that extends 30 degrees from each end of the shooting line to a line even with the furthest target, or 50 yards, whichever is closer. The zone will then extend straight back from those points for 40 yards, or half the distance from the shooting line to the target, whichever is greater. A larger safety zone is recommended if possible.

3.10.3.2.3. Physical barriers such as a hill, permanent solid backstop, a wall, etc can be used to reduce the amount of safety zone needed. However, the barrier must completely cover the safety zone in order to count. A small barrier that could be shot around is not sufficient.

3.10.3.2.4. Archery netting can not be used to reduce safety ranges, but is encouraged to help archers recover missed arrows.

3.10.3.3. Bows & Crossbows may not be carried downrange.

3.10.3.4. A marshal may shoot while marshalling upon their own discretion based upon the current situation.

3.10.3.5. The Atlantian Royal Round is used as the official ranking system of Atlantian archers. Specific rules on running this shoot, and recording the scores, are found at the Kingdom Archery website: <http://archery.atlantia.sca.org/>

3.10.3.6. An archery marshal from each local group must send reports quarterly about the state of archery within their group, and after each event to the Deputy Kingdom Earl Marshal for Target Archery.

3.10.4. Traditional Rulings. Archery has a long tradition in Atlantia. Many standards have developed that archers are used to obeying. When these standards are changed without warning, situations may occur. Therefore, the following rulings shall be considered always in effect, UNLESS the marshal running the particular shoot specifies otherwise. Marshals are encouraged, but not required, to publish any changes to these rulings in advance.

3.10.4.1. Archers are to straddle the shooting line. Those that sit, kneel, etc are to keep the point of their ammo in the same line as the standing archers when at full draw.

3.10.4.2. When an arrow breaks or just touches a dividing line between two scoring zones on a target, it should be scored in the archer's favor.

3.10.4.3. On speed/timed shoots, the call to shoot shall begin with the command 'loose', and end with the command 'hold'. Archer's may fire from the 'L' of loose, to the 'D' of hold. For each arrow let loose before or after this timing, the archer will forfeit the highest scoring arrow on the target.

3.10.4.4. During a timed shoot that calls out multiple targets, the archer may loose a shaft at the last target called until the next target is called. This means that an arrow might be fired at the first target then hit after the second target has been called, but still be considered good.

3.10.4.5. When archers are grouped by their Atlantian Rank, it is by the archer's current average (not permanent rank) for the bow type that the archer is shooting that day. An archer who knows that they are shooting better than their current average indicates, may wish to let the marshal know this and place them in a higher category.

3.10.4.6. Archers are allowed to switch bows during a competition.

3.10.4.7. Firing more than one shaft at a time is allowed. Archers must demonstrate competency in this technique to the marshal prior to performing it.

## 3.11 Thrown Weapons

3.11.1. Thrown Weapon regulations are per the Society regulations, which can be found at <http://www.sca.org>.

## 3.12 Rapier Combat

### 3.12.1. Rapier Authorization Procedures

3.12.1.1. Atlantia has the following rapier authorizations:

- 3.12.1.1.1. Light Rapier
- 3.12.1.1.2. Rapier
- 3.12.1.1.3. Rapier (two-handed sword)
- 3.12.1.1.4. Cut & Thrust
- 3.12.1.1.5. Cut & Thrust (two-handed sword)
- 3.12.1.1.6. Rapier Spear
- 3.12.1.2. Authorizations will be conducted under the following conditions:
  - 3.12.1.2.1. All authorizations will be held at an SCA event or at an SCA fighter practice.
    - 3.12.1.2.1.1. Authorizations may be held at a fighter practice only with the prior permission of the Deputy Earl Marshal for Rapier Combat.
      - 3.12.1.2.1.2. Marshals shall ensure that an MOL is present to support the authorization.
    - 3.12.1.2.2. A two-marshal team will run the authorization and shall satisfy the following requirements:
      - 3.12.1.2.2.1. At least one of the marshals must live in a different local group from the candidate. If the candidate lives in a barony, at least one of the marshals must live outside that barony.
      - 3.12.1.2.2.2. Neither the marshals nor the usher may be fighters who regularly practice with the candidate.
      - 3.12.1.2.2.3. Both marshals shall be authorized in the form being attempted.
  - 3.12.1.3. In order to authorize, a Rapier fighter must demonstrate the following:
    - 3.12.1.3.1. Comprehension and application of the SCA Rules of the List, SCA Rapier Marshal's Handbook, and the Rapier Combat section of The Atlantian Book of Policy.
    - 3.12.1.3.2. Ability to properly execute and acknowledge various valid blows.
    - 3.12.1.3.3. Safe and competent execution of offense and defense during actual combat.
  - 3.12.1.4. Fighters from other kingdoms shall participate as follows:
    - 3.12.1.4.1. Marshals shall ensure that visitors with an out-of-Kingdom authorization understand and comply with Atlantian rules and conventions.
    - 3.12.1.4.2. Rapier fighters who move into Atlantia shall obtain an Atlantian authorization prior to participating in rapier combat.
    - 3.12.1.4.3. Fighters with a valid authorization from another kingdom who move into Atlantia may trade in for an Atlantian authorization card. See the Policies of the MoL for the procedure.
  - 3.12.1.5. The Kingdom Earl Marshal or Deputy Earl Marshal for Rapier Combat shall warrant a select group of marshals for newly approved authorization forms. Future authorizations shall follow the standard authorization policies and procedures.
- 3.12.2. Rapier Combat Weapons and Armor Standards
  - 3.12.2.1. Atlantia follows the Society for Creative Anachronism, Incorporated's "Fencing Marshals' Handbook" (found at the Society Marshals Web Site at (<http://www.sca.org/officers/marshal/combat/rapier/index.html>), with the following modifications:
    - 3.12.2.1.1. Only rubber-headed spears are allowed.
    - 3.12.2.1.2. Fighters who choose to participate in Cut & Thrust combat acknowledge that they may be struck with a harder blow than they would normally receive in rapier or light rapier combat, and they should act with the interest of the safety of their opponent in mind.
    - 3.12.2.1.3. In addition to the Society requirements, all Rapier and Cut & Thrust blade tips must include adequate protection against punch-through of the blade. This may include:
      - A metal disc (such as a washer) placed between the end of the blade and the tip.
      - A nut or other blunt metal object welded to the end of the blade in compliance with the Society for Creative Anachronism, Incorporated's "Fencing Marshals' Handbook".
      - A properly sized Darkwood Rapier tip installed following manufacturer's installation instructions meets this requirement.
      - Any approach specifically approved by the Deputy Earl Marshal for Rapier Combat.
- 3.12.3. Conventions of Combat for Rapier Combat
  - 3.12.3.1. Valid Blow Definitions
    - 3.12.3.1.1. In Rapier and Light Rapier, valid blows are thrusts and draw cuts.
    - 3.12.3.1.2. In Cut & Thrust, valid blows are thrusts, draw cuts, and percussive cuts.
    - 3.12.3.1.3. The only valid blow with a Rapier Spear is a thrust.
    - 3.12.3.1.4. Thrusts must be delivered using the tip, with positive force towards the opponent in line with the blade.
    - 3.12.3.1.5. Cuts must be delivered with positive force with the edge to be valid.
  - 3.12.3.2. Blow Calling Conventions
    - 3.12.3.2.1. Blow calling is the sole responsibility of the fighter receiving the blows. Fighters may, at their discretion, call blows good outside of those required. For example, they may decide to take tip cuts or push cuts.
    - 3.12.3.2.2. A Valid Blow to a hand will disable only the hand. The arm may still be used for parrying, but the hand may not grip, hold, or push.

### 3.12.4. Rules of the List for Rapier Combat

- 3.12.4.1. A combatant may decline any challenge without dishonor, and without specifying a reason. In a tournament bout, this may result in forfeiture of the bout.
- 3.12.4.2. Combatants may reject the use of a particular non-standard weapon or parrying device by an opponent, should they deem the weapon or parrying device unsafe.
- 3.12.4.3. All rapier combat is done in the round, not strip-style in a line.
  - 3.12.4.3.1. If a combatant has been placed on the ground (i.e. loss of leg or foot), the standing opponent may not attack from any angle greater than 120 degrees, central to the forward facing position of the fighter.
- 3.12.4.4. There shall be no combat between Rapier fighters and armored SCA combat fighters.
- 3.12.4.5. Brawling tactics or deliberate and unsafe misuse of weapons is not allowed. Examples include (but are not limited to):
  - Grasping, grappling, tripping, or striking the opponent or the opponent's equipment with one's hand or body. Fleeting contact is permissible, as is parrying or grasping the blade per Society rules.
  - Whipping or chopping with the rapier, dagger, cloak, buckler or anything else held in the fighter's hand.
  - Throwing a cloak over an opponent's face so as to blind the opponent.
  - Striking with any part of the weapon not designed for it, or with any buckler or parrying device not legal for thrusting.
  - Deliberately trapping the blade in any fashion, except as permitted under Society rules.
- 3.12.4.6. A hold shall be called whenever a marshal, fighter, or spectator believes conditions warrant it. Such conditions include (but are not limited to):
  - A broken or unsafe weapon, armor, or other equipment.
  - Violations of the rules of combat.
- 3.12.4.7. Combatants or marshals may request a calibration at any time during a Hold.
- 3.12.4.8. A fighter is armed so long as at least one offensive weapon is retained. If a fighter is disarmed, their opponent has the option of allowing them to recover their weapon(s); otherwise, a disarmed fighter must yield.
- 3.12.4.9. A marshal shall, as necessary, warn or remove from the field any fighter whose conduct is deemed unsafe, discourteous or unchivalrous. Examples of unsafe conduct include (but are not limited to):
  - Striking with excessive force or from behind.
  - Problems with acknowledgment of blows.
  - Deliberate misuse of the Rules of Combat to gain advantage over an opponent.
- 3.12.4.10. At the end of each bout, the Marshals shall ask each fighter if they are satisfied with the conduct of the bout. If either combatant is dissatisfied with the conduct of the bout, they should state any grievances before walking off the field. Marshals should check in with fighters individually if any issues arise.
- 3.12.4.11. All martial sports hold inherent levels of risk. All participants must act with due regard for the safety of all participants and strictly adhere to the rules.

## 3.13 Armored Steel Combat

- 3.13.1. Armored Steel Combat in Atlantia shall follow Society regulations, which can be found at <http://www.sca.org>
- 3.13.2. The Kingdom Earl Marshal shall warrant a Special Deputy for Armored Steel Combat to oversee all Armored Steel Combat in Atlantia.
  - 3.13.2.1. The Special Deputy for Armored Steel Combat will review all event reports, oversee warranting of marshals, and creating and updating training programs for Armored Steel Combat in the Kingdom.
  - 3.13.2.2. The Special Deputy for Armored Steel Combat shall act as the final appeal for any sanctions resulting from Armored Steel Combat prior to appealing to the Kingdom Earl Marshal.
- 3.13.3. Armored Steel Combat marshals shall consist of Field Marshals and MIC Marshals
  - 3.13.3.1. Field Marshals shall be able to inspect all armor and weapons and marshal combat in the list.
  - 3.13.3.2. MIC Marshals may perform all the duties of Field Marshals and be Armored Steel Combat event Marshal In Charge. They are responsible for doing all paperwork and reporting. They shall act as the last point of appeal of any sanction prior to the Special Deputy for Armored Steel Combat.