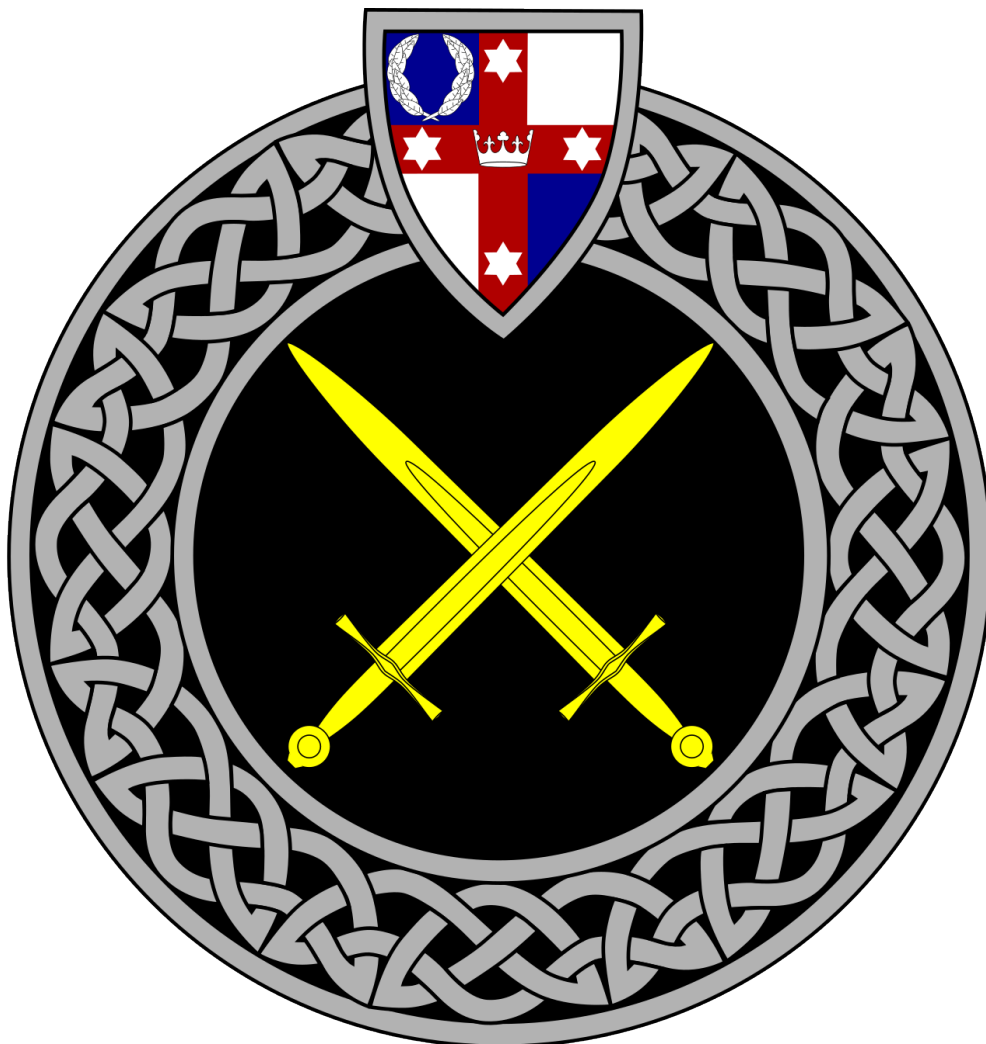


Kingdom of Lochac Marshals' Handbook



Version 2.2

Non scriptum non est

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1 Introduction

1.1 Scope

These rules cover the field of armoured combat, including combat archery, siege, and tournament combat. These rules do not cover fencing, equestrian, or target archery activities; they are covered in separate manuals.

1.2 Feedback

Feedback on any aspect of the rules are welcome and can be sent to the Kingdom Armoured Combat Marshal (armoured@lochac.sca.org) or the Earl Marshal (marshal@lochac.sca.org)

2 Structure

2.1 Outline

2.1.1 General

1. There are three types of people that go by the name “marshal” in armoured combat:
 - authorised marshals
 - marshals who are group officers
 - marshals who have specific roles at events.
2. “Rostered marshal” is a general term for authorised marshals and senior marshals who are current SCA members (subscribing members, not just event members). It doesn’t include assistant marshals.

2.1.2 Types of authorised marshal

There are three types of authorised marshal in armoured combat:

- Assistant marshal
- Marshal
- Senior marshal.

2.1.3 Marshals as officers

There are three levels of marshals as officers:

- Group Armoured Combat Marshals for local groups (Baronies, Shires, Cantons and Colleges)
- the Kingdom Armoured Combat Marshal
- the Kingdom Earl Marshal.

2.1.4 Marshals for events and practices

There are three types of marshals for events and practices:

- Field marshals

- Responsible marshals for a field (e.g. a tournament list, war field or pick-up area)
- Marshal-in-Charge for an event or practice.

2.2 Ranks of authorised marshal

Table 2.2.1 Summary of roles

		Rostered marshal	Rostered marshal
	Assistant marshal	Marshal	Senior marshal
Subscribing Membership required (see note)	No	Yes	Yes
Inspect equipment	Only under supervision	Yes	Yes
Field marshal	Yes	Yes	Yes
Responsible marshal for a field	No	Yes	Yes
Marshal-in-Charge of an event or practice	No	Yes	Yes
Authorise fighters	No	No	Yes
Authorise marshals	No	No	Yes

Note: A marshal or senior marshal whose Subscribing Membership has lapsed can act as an Assistant Marshal until their membership is renewed.

2.2.1 Assistant marshal

1. The purpose of the assistant marshal role is to create a large pool of people authorised to assist the responsible marshal with observing and controlling combat, and to allow a person to gain the training and marshalling experience required to become an authorised marshal while under the supervision and instruction of authorised marshals. An assistant marshal is a person who knows the basics of observing combat and how to move around safely on the combat field. They are not expected to be able to operate independently as a marshal.
2. If you are authorised as an armoured combatant, you are automatically an assistant marshal (unless you are under 18). You can authorise as an assistant marshal without being a combatant; see Authorising as an assistant marshal.
3. Assistant marshals are not rostered marshals.
4. An assistant marshal may:
 - be a field marshal
 - inspect armour and weapons under the direct supervision of a rostered marshal. The supervising rostered marshal is still responsible for decisions.
5. An assistant marshal may not:

-
- be responsible marshal for a field, or Marshal-in-Charge of an event or practice
 - inspect armour and weapons (except under the direct supervision of a rostered marshal)
 - make rulings on equipment, revoke authorisations, or act in any marshalling capacity not specifically allowed in the rule above.

2.2.2 Marshal

A rostered marshal may:

- inspect armour and weapons
- be responsible marshal for a field
- be Marshal-in-Charge of an event or practice
- be a field marshal.

2.2.3 Senior marshal

1. A senior marshal is a rostered marshal who may authorise:
 - armoured combatants and auxiliaries
 - armoured combat marshals.
2. A senior marshal may also become:
 - Kingdom Armoured Combat Marshal
 - Kingdom Earl Marshal.

2.3 Marshals as officers

2.3.1 Group Armoured Combat Marshal, or Knight Marshal

1. Baronies must have a Group Marshal (of one of the combat forms) as one of their officers, and Shires, Cantons and Colleges often do.
2. The term Knight Marshal can be used for the Group Armoured Combat Marshal of any official branch smaller than a kingdom, and whether or not the officer is a knight, or even an authorised fighter.
3. Group Armoured Combat Marshals must be members.
4. Group Armoured Combat Marshals do not have to be authorised marshals, or authorised fighters in any combat form.
5. The Group Armoured Combat Marshal is responsible for the administration of armoured combat in their group. They are not necessarily required to organise marshalling for any specific event (that is the responsibility of the Marshal-in-Charge for the event, who is appointed by the event steward).

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6. Group Armoured Combat Marshals report to the Kingdom Armoured Combat Marshal (see Chain of Command and Reporting).
 7. The Group Armoured Combat Marshal has a role in the chain of appeals if they are an authorised armoured combat marshal (see Sanctions and Appeals).

2.3.2 Kingdom Armoured Combat Marshal

A deputy of the Earl Marshal who is responsible for armoured combat.

1. They are appointed by the Kingdom Earl Marshal for a two-year term, as described in Lochac Law.
2. They must be a senior marshal, and must be a member of the SCA or its affiliates.

2.3.3 Kingdom Earl Marshal

1. The Kingdom Earl Marshal is responsible for overseeing all combat-related activities in Lochac.
2. They are appointed by the Crown.
3. They must be a member of the SCA or its affiliates.
4. They must be a senior marshal (or equivalent) in at least one of the following fields: armoured combat, rapier, equestrian.
5. The Kingdom Earl Marshal must have deputies with responsibility for any combat-related activities for which they are not themselves a senior marshal (or equivalent). They may have warranted deputies for other areas (e.g. a Kingdom Earl Marshal who is a senior marshal for both armoured combat and an authorising fencing marshal may still choose to have deputies for one, or both, of those areas).
6. In addition to their warranted deputies, the Kingdom Earl Marshal may appoint other deputies, for various purposes as they see fit, e.g. running test programs, maintaining the combat handbook, or maintaining the marshallate website.
7. The Kingdom Earl Marshal must appoint a deputy within six months of assuming office, capable of assuming the office in case of emergency.

2.4 Marshals for events and practices

2.4.1 Roles

One person may fill several of the roles listed below. For example, it is common for the Marshal-in-Charge for the event, responsible marshal for a field of combat, and one of the field marshals to be the same person.

2.4.2 Field marshals

Field marshals:

-
- may not be combatants at the same time as they are marshalling. Note that this means there must be three people present for pick-ups - one to act as field marshal while the other two fight. One must be a rostered marshal to be responsible marshal for the field.
 - are appointed by the responsible marshal for the field.
 - declare the beginning and end of a passage of combat.
 - report to the responsible marshal, Marshal-in-Charge and/or up the reporting lines as required.
 - must see that the results of combat are carried to the list keeper. (We expect results will be carried by an assistant or a herald, but the responsible marshal needs to make sure it happens.

2.4.3 Responsible marshal for a field of combat (any area where combat is taking place)

1. For every area where armoured combat is taking place (including pick-up fights), there must be a responsible marshal for that field who has overall responsibility for that combat.
2. The Responsible marshal for a field may be a different person for different bouts or scenarios in the same tournament or war.
3. The Responsible marshal for a field:
 - must be satisfied that there are sufficient field marshals.
 - must not participate as a combatant if the combat involves more than two people (e.g. melees and wars); in this case they must be on the field as a field marshal.
 - may participate as a combatant for one-on-one pick-up fighting or tournament lists, as long as there are field marshals.

2.4.4 Marshal-in-Charge of an event or practice

1. Every armoured combat event or practice must have a designated Marshal-in-Charge.
2. They must be a rostered marshal.
3. They organise marshalling of armoured combat at the event, and must make sure there are sufficient marshals to oversee whatever armoured combat takes place.
4. They report on all armoured combat activities at the event, as required by the event steward, Group Armoured Combat Marshal, Kingdom Armoured Combat Marshal or Earl Marshal.

2.5 Requirements to act as a marshal

1. You must be at least 18 years old.
2. You must have a current authorisation as a marshal (or armoured combatant for assistant marshal).
3. To act as a rostered marshal you must also be a member. You don't need to be a current member to act as an assistant marshal.
4. You must show your authorisation card and proof of membership to the lists officer, responsible marshal or Marshal-in-Charge, if required.

3 Authorisation Of Marshals

3.1 General

1. Combatant authorisation procedures can be found in Combat Authorisation Requirements.
2. The Kingdom Armoured Combat Marshal may, at their discretion, allow alternative authorisation procedures if those described below would be impractical.
3. You must complete and send the authorisation form, signed by the authorising marshal(s) to the Kingdom Lists Officer. It is your responsibility to make sure that the Lists Officer receives your completed paperwork in a timely manner.

3.2 Renewing marshal authorisations

1. The process for renewing a marshal authorisation is the same as doing the authorisation the first time, but if the senior marshal conducting the authorisation has observed you marshalling recently (eg marshalling a tournament or war), this may be counted as demonstrating marshalling ability; holding a separate bout or scenario purely for renewal purposes does not need to happen.
2. An assistant marshal authorisation is automatically renewed when the armoured combat authorisation is redone (if held).
3. The authorising marshal must be satisfied that you are aware of any changes which have happened in the rules since your last authorisation.
4. The authorising marshal must not perform a “tick-box” authorisation; they must take the time and ensure that you are competent.

3.3 Authorising as an assistant marshal

1. Only a senior marshal can authorise an assistant marshal.
2. If you are authorised for armoured combat, you are automatically authorised as an assistant marshal (unless you are under 18).
3. You must show the authorising senior marshal that:
 - (a) You are familiar with:
 - i. Rules of The Lists

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- ii. The Lochac armour and weapons standards
 - iii. Lochac Conventions of Combat
 - iv. The use of weapons and shields
 - v. Target areas and acknowledgement of blows
 - vi. The risks of concussion, the signs and symptoms of concussion, and can apply the Concussion Recognition Tool
- (b) You can use the Lochac handbooks to find the details of Lochac armour and weapons standards, when you need them.
 - (c) You can function safely on the field.

3.4 Authorising as a marshal

1. Only a senior marshal can authorise an armoured combat marshal.
2. You must have been authorised as an assistant marshal before you can be authorised as a marshal.
3. You must show the authorising senior marshal that you:
 - (a) Understand the responsibilities of the role
 - (b) Have good working knowledge of, and willingness and confidence to enforce:
 - i. the Rules of the Lists
 - ii. the Lochac rules and conventions of combat
 - iii. the Lochac armour and weapon standards
 - iv. the way disputes are dealt with by the Lochac marshallate
 - v. the injury management and reporting procedures
 - (c) Can inspect armour and a variety of weapons. You should conduct an armour inspection, and weapons inspection of the major common weapon types, under the supervision of the authorising senior marshal and to their satisfaction.
 - (d) Can safely control armoured combat, whether it is single combat, team combat, general melee, or part of a war environment. The authorising marshal must personally observed you functioning as a marshal in a variety of situations.

3.5 Authorising as a senior marshal

1. It takes two senior marshals to authorise another senior marshal.
2. Only one senior marshal is required to renew an authorisation for another senior marshal.

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3. You must have been authorised as a marshal before you are authorised as a senior marshal.
 4. You must show the authorising senior marshals that you:
 - (a) Understand the responsibilities of the role
 - (b) Have good working knowledge of, and willingness and confidence to enforce:
 - i. the Rules of the Lists
 - ii. the Lochac rules and conventions of combat
 - iii. the Lochac armour and weapon standards
 - iv. the procedures for authorising combatants and marshals
 - v. the way disputes are dealt with by the Lochac marshallate
 - vi. the injury management and reporting procedures
 5. At least one of the authorising senior marshals must personally observe you functioning as a marshal in a variety of situations.
 6. Where it is not possible for two senior marshals to be present, the Kingdom Armoured Combat Marshal or Earl Marshal may act as the second senior marshal by conducting a thorough test of the candidate verbally. This can be via phone or other voice technology.
 7. Where there are no current senior marshals physically available, the Kingdom Armoured Combat Marshal or Earl Marshal may conduct a thorough test of the candidate verbally, and use a recently lapsed senior marshal to observe and make a recommendation on the practical component, or, as a last resort, issue the authorisation based on their own assessment of the candidate.
 8. A new senior marshal may not conduct authorisations until they have received their card from the Lists Officer (signed paperwork isn't enough). This is to make sure that the new senior marshal is in the authorisation database before the Lists Officer tries to process paperwork from anyone the new senior marshal authorises.

3.6 Authorising as a siege marshal

1. It takes a senior marshal and a siege marshal, or a senior marshal who is themselves a siege marshal, to authorise someone as a siege marshal.
2. You must have been authorised as a marshal to be authorised as a siege marshal.
3. You must show the authorising marshals that you know:
 - (a) The rules governing siege combat in Lochac. (You also need to be aware that different countries and states in Lochac have different real-world laws that affect SCA siege combat.)
 - (b) The different types of siege engine and ammunition (Ballista/Arbalest, Catapult/Onager, and Trebuchets both counterweight and man-powered)

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- (c) The inspection processes and hazards specific to each type of engine.
4. You must show the ability to:
 - (a) Inspect different types of siege engine.
 - (b) Identify and inspect different types of siege ammunition.
 5. A new siege marshal may not conduct authorisations until they have received their card from the Kingdom Lists Officer (signed paperwork isn't enough). This is to make sure that the new siege marshal is in the lists database before the Lists officer tries to process paperwork from anyone the new siege marshal authorises.

4 Inspecting Equipment

4.1 General

The standards which armour and weapons must meet are set out in Armour Requirements, Melee Weapon Standards, Throwing Weapon Standards, and Missile Weapon Standards.

4.2 Multi-day events

1. At events where there is fighting on several days, equipment inspections may be conducted once and recorded for the rest of the event. Usually this is done by putting a sticker on a mandatory piece of equipment. The Marshal-in-Charge may organise another method for recording inspections.
2. The Marshal-in-Charge must notify all relevant marshals, combatants and lists officers of the marking or recording system before inspections. Ideally, the system used should be announced before the event, as well as at the event itself.
3. It must be possible to tell which marshal carried out a given inspection, whatever the system used for recording it.
4. You must make sure that your equipment continues to meet the armour and weapons standards throughout the event. If in doubt: get it inspected again.
5. For long events, consider whether borderline equipment will still be in sufficiently good condition to pass an inspection at the end of the event.

4.3 Armour and weapon inspection

1. Each combination of weapons and armour you will use must be inspected.
2. If you want to use any item or equipment combination that was not checked at the time of your inspection, you must have that item and/or equipment inspected as appropriate (i.e. in combination with the rest of your armour and weapons) by a marshal before using it.. The intent here is not to require a re-inspection if you borrow a weapon compatible with your existing armour, but to ensure that someone inspected only with sword and shield who borrows a glaive and gauntlets is inspected wearing those gauntlets.

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3. Each time you take the field, your equipment and weapons must be briefly inspected for missing items or obvious failure.
 4. Your equipment must be inspected again after repairs or modifications.

4.4 Additional inspection requirements under public health orders

1. In Australia, while there are health orders in place regarding infectious disease, follow the mundane requirements for contact sports or community sports in your jurisdiction, whichever is more restrictive. SCA Ltd Australia also has the following additional requirements of marshals during inspections for combat:
 - Marshals must sanitise their hands before and after each inspection they conduct.
 - Marshals and combatants are welcome to wear face coverings during inspections, but no one has to wear a face covering unless mundane law requires it.
2. In New Zealand, at Alert Levels 1 and 2, inspections may be conducted as normal. Face coverings and gloves are not required. SCA combat activities are prohibited at Alert Levels 3 and 4.

4.5 Siege engine and structure inspection

4.5.1 Inspecting siege engines

1. Any event allowing siege engines for combat must have an engine inspection station. The inspection station must have a field with a firing line and range markers at 40 and 80 yards (36 and 73 metres) from the firing position.
2. Siege engine inspection has two parts, which are to be done before combat use: the marshal inspects the engine and ammunition, and the crew demonstrates the engine in action.
3. The inspection procedures must include at least the following:
 - (a) Before any shots are fired the marshal must check:
 - That engine is constructed in accordance with the Lochac rules for siege engines
 - The structural integrity of the components of the engine.
 - That there are no bolts or other projections that could intrude more than 13mm into a legal face grill in positions where someone could fall on them.
 - That the ammunition to be used in the engine complies with these rules.

-
- (b) The crew must fire at least 4 shots with engine configured for the maximum power it will use on the field at that event. The inspecting marshal must check that:
- All 4 shots deliver the ammunition between 36 and 73 metres, at a firing angle of between 40 and 45 degrees elevation
 - The path of the projectiles downrange is reasonably straight and stable, allowing for cross wind.
 - There are no mechanical failures of any part of the engine or the ammunition
 - The engine is stable during all phases of operation
- (c) The crews of direct fire engines must be willing to receive a shot from their engine at minimum range, while in armour, should it be requested.
4. After the demonstration, the marshal must inspect the engine again, to check that it remains in good condition and compliant with these rules.

4.5.2 Inspecting siege structures

1. Siege structures must be inspected before being used at an event.
2. The inspecting marshal must check structural integrity, stability, condition of hardware, and condition of any safety devices (barriers, walls, etc.). If possible, inspect siege structures with a maximum load of armoured combatants on board.
3. If the structure is designed to move, the movement must be demonstrated during the inspection.

5 Marshalling Combat

5.1 General notes

1. When the term “war” is used in the Society Marshal’s Handbook it refers to wars between kingdoms. Some material about negotiations between kingdoms has been left out of these rules because it is unlikely that we will have an inter-kingdom war in Lochac in the foreseeable future.
2. Aside from enforcing the rules and conventions of combat, there are three near-equal priorities in marshalling; safety, fair witness, and showmanship. Over-emphasising any one at the expense of the others will tend to make the fighting less enjoyable for everyone. In other words, do not forget that, as marshal, you are part of the spectacle of the tournament and must act accordingly, but equally you are there to watch for hazards.

5.2 Before combat

1. Inspect the field: The responsible marshal for the field should inspect the field for hazards such as slippery ground, holes, snakes, etc. Reduce hazards as far as possible before combat (move the field if you need to).
2. Brief the field marshals: The field marshals for a scenario or battle should be briefed separately from the combatants and before the meetings of all participants. Emphasis at this briefing should be on communicating the rules and scenario limits for each battle, and on preventing accidents that could arise from hazards during the scenario such as terrain, weather and surrounding non-combatants.
3. Brief everyone: Gather all the participants, including marshals and combatants, and explain the format and limits for the tournament or scenario. Answer any questions. One briefing is enough for a series of similar scenarios; if they vary a lot, repeat this before each battle or tournament.
4. Alternative signals: Alternative means to signal “Hold” or “Lay On”, such as whistles, air horns or other such devices, may be used in large battles. The alternative system must be explained to all participants before the combat, and everyone must be able to hear it.

Guideline for number of marshals required

Number of combatants	2-5	6-9	10-25	26-40	41-55	etc
Recommended number of marshals	1	2	3	4	5	etc

5.3 Number of marshals required

1. All combat at official events and practices must be overseen by at least one rostered marshal as responsible marshal for the field. This includes one-on-one pick up fighting. As per 2.4.3, the responsible marshal may participate in combat may participate as a combatant for one-on-one pick-up fighting or tournament lists, as long as there are field marshals.
2. There is no upper limit on the number of marshals for a combat, but care should be taken that when many marshals are present, they do not get in each other's way, or unnecessarily block the view for spectators.
3. It is the responsibility of the responsible marshal for the field to ensure that there are enough field marshals for the scenario.
4. For melee and war scenarios, the Society Marshal's Handbook recommends a minimum of 3 marshals for the first 20 fighters, and one additional marshal for every 15 fighters.
5. Assistant marshals can be used to make up the number of field marshals (as long as there is a responsible marshal for the field, and they are content that with the number of rostered marshals present).
6. Marshals should station themselves around the edges of the fight to allow control of boundaries while keeping as much of the fighting as possible in view.
7. In very large melees, it may be desirable to have some marshals in the middle of the field, in addition to those around the edge. If you are mid-field, be careful that you do not get so interested in the fight in front of you that you back into or forget to watch another bout moving around behind.
8. When missile weapons are being used, there should be marshals around the edges specifically watching the paths of missiles, and making sure they are not coming close to the combat boundaries or spectators.
9. For a given bout or scenario, you can either marshal or fight (or participate in another way), not both.

5.4 Holds

1. A call of "Hold!" is a call for an immediate stop of all activity on the field.

-
2. Holds may be called by anyone, including spectators, for any of the following reasons:
 - Broken weapons (It may not be necessary to call a hold if this can be dealt with safely without a hold, for example during a war scenario.)
 - Broken armour (As with broken weapons, it may not be necessary to call a hold if this can be dealt with safely without a hold, for example during a war scenario.)
 - Broken people (i.e., injuries)
 - Broken tempers
 - Broken ground (i.e., hazardous terrain)
 - Broken boundaries (i.e., someone/thing coming onto the field that should not be there or combatants leaving the bounds of combat)
 3. For more details about holds, please see the Conventions of Combat

5.5 Marshalling siege combat

1. When siege engines are being used, there must be a siege marshal on the field to oversee them.
2. During combat, each end of the field that has a siege engine must have at least one siege marshal. There should be at least one siege marshal for every 3 engines.
3. Non-combatant participants (which includes marshals) on the field during siege combat must be armoured to the standards for marshals overseeing war combat with arrows, set out in Non-combatant armour requirements.

6 Combat Injury Procedures

6.1 On the field

1. If there is a suspected injury on the field, anyone may call a hold to stop all fighting in the area and determine the proper course of action. The hold may be a local hold as long as the safety of the injured person can be maintained. In war combat with arrows, local holds cannot include helms being removed. A full hold to all combat must be called if helmets need to be removed.
2. A marshal should call for assistance if they suspect that someone is experiencing more than momentary distress. It is an extremely serious matter to delay first aid when it is needed, and marshals who ignore injuries may have their ability to supervise combat suspended.
3. In the event of an emergency, everyone must cooperate with any authorised persons responding to the emergency and keep the area clear of spectators.
4. Do not enter the field to assist until given the go-ahead by a marshal, once combat has stopped.

6.2 Treatment

1. If the injured person is conscious, they must be asked if they would like assistance. You cannot force a conscious person to accept treatment without their consent.

6.3 Return to the field

1. As per the Fighter's Handbook rule 4.2.6, if the injury involves a suspected concussion, the patient must leave the field and cannot participate in combat until they have been cleared of potential concussion. The patient should be assessed against Concussion in Sport Group's Concussion Recognition Tool, and referred to a healthcare professional as appropriate.
2. As per the Fighter's Handbook rule 4.2.7, if the injury involves free flowing blood, the patient must leave the field immediately and may not return until the flow of blood has stopped.

6.4 Reporting

1. Serious injuries must be reported to the Kingdom Armoured Combat Marshal and the Earl Marshal within 24 hours of the incident and reported to the Society Armored Combat Marshal within 48 hours. Include all available details in the report. Serious injuries include:
 - all injuries which require hospitalisation or may require complex medical care
 - any injuries that include a period of unconsciousness.
2. Any incident involving calling emergency services to site must be reported to the Kingdom Seneschal within 24 hours. Their phone number is published in Pegasus.
3. Other adverse events must be reported to the Kingdom marshallate within 2 weeks and to the Society Marshal within 3 months of the incident. These include:
 - injuries which resulted in bleeding, and/or which required a combatant to retire from the field, even briefly.
 - near misses
4. Documentation including the marshal's account, and images, are highly encouraged to provide the greatest detail for these records.

7 Experimental

The Society Marshal's Handbook states the following:

“Before any unapproved weapon or material can be used at Society activities, a test plan and a sample of the proposed weapon or material must be submitted to and approved by the Society Marshal or a designated deputy.”

1. In Lochac, for armoured combat, the designated deputy is the Earl Marshal or the Kingdom Armoured Combat Marshal. However, they must also have the approval of the Board of SCA Australia Ltd, and Committee of SCA NZ Inc to conduct the experimental programme.
2. Before any unapproved weapon, material or equipment can be used at events, a test plan must have been approved by the Earl Marshal. The plan must include:
 - specific details of the construction of the item being tested including relevant assembly instructions; and
 - details of all of the participants who will be testing the item; and
 - an outline of the testing procedure that will be used and the information that will be gathered; and
 - the duration of the test; and
 - restrictions that will be imposed on the test; and
 - samples of the item being tested.
3. If it is impractical to send physical samples of the item, the Earl Marshal may at their discretion accept detailed documentation, which must include photographs, sufficient to understand and judge the nature and proposed application of the weapon, material or equipment to be tested.
4. Unless otherwise specified, physical samples sent for evaluation will be returned no later than the conclusion of the test period.
5. Items under test may be used at fighter practices, tourneys, and in small melees. A small melee is one where there are few enough combatants to gain their individual consent to use the experimental weapon/material without delaying the combat.
6. Before any combat where an experimental item is to be used, all combatants and marshals must be informed of the test and that the item is not approved for general SCA use. All combatants and marshals must consent to the use of the

item before combat begins. If any marshal or combatant involved objects, the experimental item may not be used.

7. All items under test must be marked with alternating bands of red and green tape totalling 15 cm in length. The markings must be visible during normal use. Participants in the test should bear the appearance of these markings in mind and give consideration to whether their appearance is appropriate to a given event.
8. The Earl Marshal must update the Society Marshal on the progress and results of any testing that has occurred in their quarterly report.
9. At the end of the test period, the Earl Marshal will provide the Society Marshal with a test summary. This summary must include a list of any injuries resulting from the use of the weapon, material or equipment and any concerns from fighters and marshals raised during the testing.
10. The Society Marshal, after consultation with the Earls Marshal, must determine if the weapon, material or equipment is suitable for SCA armoured combat activities.

8 Chain Of Command And Reporting

8.1 Marshallate chain of command

The full chain of command of the marshallate for armoured combat in Lochac is as follows:

- The Board of SCA Australia Ltd and SCANZ Inc Committee
- the Society Marshal
- the Society Armored Combat Marshal
- the Crown of Lochac
- the Earl Marshal
- the Kingdom Armoured Combat Marshal
- Group Armoured Combat Marshal of Baronies and Shires
- Group Armoured Combat Marshal of subsidiary groups such as cantons and colleges
- the Marshal-in-Charge of an event or practice
- the responsible marshal for the field
- field marshals.

As per Corpora, real-world law always takes precedence over all SCA laws.

8.2 Reporting requirements

8.2.1 General

1. Reporting is an important function of the marshallate. The flow of information from individual marshals through Group Armoured Combat Marshals to the Kingdom Armoured Combat Marshal and Earl Marshal, and ultimately to the Society Marshal is what allows those officers to make informed decisions about the game.
2. Reporting of incidents as required by these procedures does not constitute formal escalation, and will not be accepted as such. Incidents can be entirely and satisfactorily resolved at a lower level of the marshallate, but must still be

reported to the Kingdom Armoured Combat Marshal and above. If formal escalation of any incident is required, it must follow the procedures set out in Sanctions and Appeals.

3. Failure to report as required may be grounds for actions such the removal of a group marshal, or the suspension of a marshal's marshallate authorisation.
4. Failure to report on injuries or disciplinary incidents may be grounds for suspension of authorisations or further sanctions.
5. Reports are to be submitted electronically.

8.2.2 Injury reporting

Injury reporting procedures are set out in the section on Combat Injury Procedures.

8.2.3 Reporting dates

1. Group Armoured Combat Marshals of baronies and shires must report to the Kingdom Armoured Marshal quarterly, by the 1st of February, May, August, and November.
2. Canton and college Group Armoured Combat Marshals must report to the Group Armoured Combat Marshal of their parent group by the 1st of January, April, July and October.
3. The dates on which officers, including marshals, must report are set out in Lochac Kingdom Law. The laws of Lochac can be found on the Kingdom Seneschal's website at <https://seneschal.lochac.sca.org/laws-of-lochac-2/> . All marshals who are required to report on a regular basis should familiarise themselves with the schedule set out in those laws.

8.2.4 Marshal-in-Charge of an event or practice

1. Other than reports of suspension of authorisation per Suspension of authorisations or serious injury reports as outlined in Combat Injury Procedures, reports should be supplied to the Group Armoured Combat Marshal of the group sponsoring the event within 30 days of the date of the event.
2. Reports must note any incidents where:
 - Someone was injured (refer to Combat Injury Procedures)
 - A fighter or marshal had to be disciplined
 - Disputes occurred over understanding of rules, acceptability of equipment, or personal conduct which did not require disciplinary action.
3. In the event that an incident occurs, a brief report should be gathered from all involved, including other marshals on the field, surgeons etc. These reports should be noted in writing and taken as soon as practical after the incident.

8.2.5 Group Armoured Combat Marshal of a branch

1. Reports from Baronial or Shire Group Armoured Combat Marshals of groups that have subsidiary branches, including colleges and cantons should include a summary of the armoured combat reports received from the Group Armoured Combat Marshal of the subsidiary group(s).
2. Reports should contain a brief summary of the state of armoured combat in the group and details of any incidents or injuries incurred at official events or practices.
3. In addition to the regular reports, Group Armoured Combat Marshals must provide any additional reports asked for by the Kingdom Armoured Combat Marshal.

8.2.6 Kingdom Armoured Combat Marshal

1. The Kingdom Armoured Combat Marshal reports to the Earl Marshal quarterly by the 15th of February, May, August, and November, and to the Society Armored Combat Marshal quarterly.
2. The report should contain a summary of the state of armoured combat in the kingdom, and details of any incidents, injuries or sanctions that occurred during the quarter.

8.2.7 Earl Marshal

The Earl Marshal must report to the Crown of Lochac, Lochac Kingdom Seneschal quarterly by the 15th of February, May, August, and November, and the Society Marshal quarterly by the 15th of March, June, September and December. The report of the Earl Marshal must contain:

1. a summary of the state of all combat-related activities in the kingdom
2. a summary of the current authorisations in the kingdom
3. details of any sanctions and disciplinary actions with a span greater than a single event
4. a summary of all injuries reported in that quarter
5. a summary of all test programmes underway or completed in that quarter.

9 Sanctions

9.1 Chain of appeals at events

1. Armoured combat marshals may only accept appeals with regards to armoured combat. If a Group Armoured Combat Marshal is not an authorised armoured combat marshal, they may not hear an appeal.
2. Any individual wishing to appeal a marshal's ruling at an event for any reason must do so through the appropriate chain of appeals, beginning with the marshal immediately superior to the marshal who made the initial ruling. The chain of appeals is as follows:
 - (a) The responsible marshal for the field
 - (b) The Marshal-in-Charge of the event
 - (c) The Group Armoured Combat Marshal of the group in which the event is held (if appropriate)
 - (d) The Kingdom Armoured Combat Marshal
 - (e) The Earl Marshal
 - (f) The Crown
 - (g) The Board of SCA Australia Ltd and Committee of SCA NZ Inc
3. If any of those marshals are not at the event, the appeal may be made to the next marshal in the chain.
4. For rulings which apply only at the event, such as the compliance of weapons or armour, the chain of appeal ends with the highest-ranking marshal from the list above who is at the event.
5. Appeals on rulings which apply beyond the event at which they were made, such as suspension of authorisation, must be made directly to the Kingdom Armoured Combat Marshal.

9.2 Suspension of authorisation

1. A rostered marshal from Lochac may suspend the authorisation card of a fighter within Lochac (even those visiting from overseas) for a just and stated cause.

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2. If your authorisation has been suspended, you may appeal the suspension, but you must surrender your card and abide by the suspension until the appeals process is complete.
 3. The chain of appeals for suspension of authorisation is as follows:
 - (a) the Kingdom Armoured Combat Marshal
 - (b) the Earl Marshal
 - (c) the Crown
 - (d) the Board of SCA Australia Ltd or Committee of SCANZ Inc
 4. Any marshal who suspends an authorisation must report this, in writing, to their superior officer and the Earl Marshal as soon as possible.
 5. Any marshal who suspends an authorisation without due cause may be subject to sanctions themselves.
 6. The Earl Marshal must notify the Society Marshal of any suspension of authorisations.
 7. Breaches of real-world law must be referred immediately to the appropriate authorities, in addition to any steps taken by the marshallate.

9.3 Managing incidents

1. The dispute procedures in Kingdom Law must be followed at all times.
2. The preferred solution is to resolve any incidents as quickly and with as little fuss as possible, by asking those involved to voluntarily correct any issues with their conduct or equipment.
3. In the event that formal action must be taken by a marshal in response to an incident, the following procedure should be followed:
 - (a) Point out the violation (missing armour, grappling during combat, etc.) and ask the person to correct it.
 - (b) In the case of missing or inadequate armour, do not allow the person onto the field until it has been fixed.
 - (c) In the case of violation of the rules during combat, ask the combatant to leave the field, and do not allow combat to resume until they have cooled off. This particularly includes removing from the field anyone who has lost their temper.
4. In the event that an issue cannot be resolved and must be escalated, or the marshal attempting to resolve the issue requires support, they should call on, in order of preference:
 - (a) Any other marshals who are present
 - (b) The responsible marshal for the field.

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- (c) The Marshal-in-Charge of the event
 - (d) The local Seneschal
 - (e) The Kingdom Armoured Combat Marshal
 - (f) The Earl Marshal
 - (g) The Kingdom Seneschal
 - (h) The Crown
 - (i) The Board of SCA Australia Ltd or Committee of SCANZ Inc.
5. If the violation cannot be stopped, and the participant continues to engage in armoured combat, the Marshal-in-Charge and the Event Steward and/or local Seneschal should end the event.
 6. In any case where voluntary correction is not made after the problem has been pointed out, a written report must be made to the Kingdom Armoured Combat Marshal as soon as possible after the event.

9.4 Sanctions

1. In addition to removing a combatant from the field at the time, long-term sanctions are available.
2. Sanctions with effects lasting more than a single event may be applied by the Kingdom Armoured Combat Marshal or higher as part of the dispute resolution process.
3. Possible sanctions include:
 - (a) Suspending or revoking the authorisation of the individual to fight with a particular weapon. This sanction may be applied as a suspension or revocation of a weapon-specific authorisation, or a prohibition from using a weapon normally covered by the usual armoured combat authorisation, e.g. barring fighter from using any two-handed weapon.
 - (b) Suspending or revoking the authorisation of the individual to fight at all.
4. Further sanctions which may be applied as a result of serious violations include banishment by the Crown, and ultimately revocation and denial of membership by the Board of SCA Australia Ltd and Committee of SCANZ Inc.
5. If any of these long-term sanctions are in progress, the Society Marshal must be informed.
6. If an authorisation has been suspended, the Earl Marshal of any kingdom the suspended individual might travel to may be informed.
7. Once long-term sanctions have been applied, a report must be made to the Society Marshal.

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8. An authorisation from any Kingdom may be suspended/revoked in another Kingdom, should it prove necessary and appropriate. Such suspension/revocation means that the fighter may not fight anywhere in the Society until and unless the issue is resolved. Accordingly, the Earl Marshal must inform the Earls Marshal of the neighbouring kingdoms.
 9. If the fighter is subsequently reauthorised, the neighbouring Earls Marshal should be notified.

10 Procedures for Changes to These Rules

1. These rules have precedence as set out in section I.A of the Corpora of the Society for Creative Anachronism, Inc. At all times mundane law has precedence over any and all rules of the SCA.
2. As per section II of the Laws of the Kingdom of Lochac which can be found at the following URL: <https://seneschal.lochac.sca.org/files/2021/03/LochacLaws-March-2021-1.pdf>, temporary restrictions on activities normally allowed by these rules may be made by proclamation of the Crown, and will expire after 30 days unless renewed by proclamation, or permanently incorporated into the rules.
3. Permanent changes to Lochac standards and conventions may only be made using the following procedure, and only come into effect after all of the following steps are complete:
 - (a) The change must be approved by:
 - the Kingdom Earl Marshal; then
 - the Crown; then
 - the Kingdom Seneschal; then
 - the Board of SCA Australia Ltd, and
 - the Committee of SCANZ Inc
 - (b) the change must be proclaimed by the Crown at an official event; and
 - (c) notification of the changes will be distributed to all group marshals; and
 - (d) the Handbook (these rules) will be updated to include the approved changes; and
 - (e) notification of the changes will be published in Pegasus.
4. The only exception to the procedure outlined above is in the case of mundane law changes contradicting these rules. Mundane law always has precedence over internal SCA rules and changes to mundane law become effective immediately, and these rules will be updated as soon as possible.
5. The procedure for requesting changes to these rules is as follows:
 - (a) Discuss proposed changes with your Group Armoured Combat Marshal.

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- (b) Discuss proposed changes with the Kingdom Armoured Combat Marshal and the Earl Marshal.
 - (c) On the Earl Marshal's approval, necessary experimentation, testing and documentation, including experimental and test results and risk-assessment of the impact of the change, will be undertaken and reported to the Kingdom Armoured Combat Marshal and the Earl Marshal.
 - (d) If the Earl Marshal agrees to proposed changes, they will approve the change or seek approval for the changes as necessary.
6. Typographical corrections and minor changes clarifying wording of a rule, that do not change the substance or intent of a rule, may be made by the Earl Marshal or the Kingdom Armoured Combat Marshal without going through the processes set out above.

11 Marshals Handbook Change Log

11.1 Updated approved for publication - v2.3 - July 2024

11.1.1 Changes to Chapter 3 of Marshals Handbook - Authorisation of Marshals

3.3.3.a.vi in Authorising as an assistant marshal

Additional rule the risks of concussion, the signs and symptoms of concussion, and can apply the Concussion Recognition Tool

Functional change Requires assistant marshals wanting to authorise or reauthorise to show that they know the risks of concussion, the signs and symptoms of concussion and can apply the Concussion Recognition Tool.

Reason We want to highlight the risk of concussion, and help our people learn to recognise it in themselves and other participants. Mirrors requirements in fencing rules.

For notes section July 2024 - Knowing the signs and symptoms of concussion is now a required part of authorisation testing. We need our people learn to recognise it in themselves and other participants.

3.4.3.b.v and 3.5.4.b.vi

Was The injury reporting procedures

Now The injury management and reporting procedures

Functional change Marshals need to know how to deal with injuries, such as concussion which requires removal of a participant, not just report on them.

Reason Account for management of concussed fighters.

11.2 Update approved by SCA Ltd Australia, published July 2021

4.4 - Update to COVID inspections In response to feedback, the additional requirements for inspections during COVID in Australia have been updated.

11.3 Version 2.0 - Changes approved for publication 10 July 2021

On July 10th, after announcement by the Crown, changes to the Armoured Combat Fighter's Handbook and Marshal's Handbook come into effect.

11.3.1 Introduction

- 1.1 - Now that Rapier combat also includes war, 1.1 has had the phrase “those disciplines which interact on the war field, so these rules apply only to” removed.
- 1.2 - Updated to include the Kingdom Armoured Combat Marshal

11.3.2 Structure of the Marshallate

Throughout changed name of “Auxiliary Marshals” to “Assistant Marshals” to better reflect their role, and changed “Marshal-in-Charge of the field” to “Responsible Marshal” to prevent confusion with Marshal-in-Charge of the event or practice. Changed heavy combat to armoured combat throughout.

11.3.2.0.1 2.1. Outline

- 2.1.1 - Added General heading to deal with numbering collision.
- 2.1.1.1 - Added bullet points, Earl Marshal reference removed (covered elsewhere)
- 2.1.1 (now 2.1.2) - Added explanatory text.
- 2.1.2 (now 2.1.3) - Made explicit to this rule set, so refers to the Kingdom Armoured Combat Marshal.

11.3.2.0.2 2.2 Ranks of authorised marshals

- Table 2.2.1 updated for names and to reflect that assistant marshals can inspect equipment under supervision of a rostered marshal
- 2.2.1 - some lettered rules changed to bullet points as they are still part of the rule.
- 2.2.1.1 - Removed no longer relevant
- 2.2.1.2-3 - merged to become 2.2.1.1
- 2.2.1.4 - Updated with a reminder that the rostered marshal supervising an assistant marshal inspecting equipment is responsible for the decisions.
- 2.2.1.5 - Removed as not relevant in this rule set
- 2.2.1.6-8 - renumbered
- 2.2.2 - separated responsible marshal and Marshal-in-Charge of event or practice for clarity
- 2.2.3.2 - added Kingdom Armoured Combat Marshal

11.3.2.0.3 2.3 Marshals as officers

- 2.3.1 Updated throughout to refer to Group Armoured Combat Marshal to remove implication that all other martial activities are subservient to Armoured Combat
- 2.3.1.1 highlighting that the Group Marshal from any one of the combat forms, it doesn't have to be armoured combat
- 2.3.1.5 highlighting that the Group Armoured Combat Marshals is only looking after armoured combat.
- 2.3.1.6 updated reporting line to go through the Kingdom Armoured Combat Marshal
- 2.3.1.7 made specific to armoured combat
- 2.3.2 Updated to Kingdom Armoured Combat Marshal and made specific to armoured combat.
- 2.3.3.5 Updated heavy to armoured combat

11.3.2.0.4 2.4 Marshals for events and practices

- 2.4.3 updated to clarify that you need a responsible marshal for pick-ups.
- 2.4.4.1 added to clarify that every armoured combat event or practice must have a designated Marshal-in-Charge.
- 2.3.4.2 Separated into three rules, and specifying armoured combat, and adding the Kingdom Armoured Combat Marshal.

11.3.2.0.5 2.5 Requirements to act as a marshal

Simplified language and updated for armoured combat and assistant/responsible marshal as needed.

11.3.3 Authorisation of Marshals

- 3.1.2 - Updated to refer to Kingdom Armoured Combat Marshal rather than the Earl Marshal
- 3.1.2 - updated to refer to you as the audience.
- 3.2.1 - Renewing as a Marshal is the same process as authorising as a Marshal, though recent experience that the authorising Senior Marshal has seen can be used for the practical component.
- 3.2.2 - updated to Assistant Marshal and to reflect that the renewal process for an armoured combat authorisation is to redo the authorisation.
- 3.3 - Updated to Assistant Marshal throughout.
- 3.4 - updated to be specific to armoured combat
- 3.5 and 3.6 Updated heading to match format of others

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- 3.5 - Updated to clarify the process if you don't have current senior marshals available
 - 3.5.4.a - added that a senior marshal needs to understand the responsibilities of the role
 - 3.6.1 - simplified language.

11.3.4 Inspecting equipment

- 4.2.1-2 - Hyphenated Marshal-in-Charge
- 4.2.4 - updated to refer to you as the audience
- 4.3 - updated to refer to you as the audience throughout
- 4.4 - added COVID-safe inspection requirements for the duration of the COVID-19 pandemic.
- 4.5 updated the shoulds to musts

11.3.5 Marshalling combat

- Simplified language and updated for assistant marshal and responsible marshal where relevant throughout
- 5.3.1 clarified that you need a responsible marshal for pick-ups.

11.3.6 Combat injury procedures

- Created headings, updated and simplified language.
- 6.3 - adds information about when someone can return to the field after injury, in particular concussion assessment
- 6.4 - clarifies reporting requirements

11.3.7 Experimental weapons and materials procedure

- Updated to Earl Marshal, rather than Kingdom Earl Marshal throughout, for consistency
- 6.1 - made specific to this rule set for armoured combat. Added that experimental programmes must be approved by the Board and Committee (and the Aus insurer), because the Board and Committee hold the liability if it goes wrong.
- 6.10 - made specific to armoured combat.

11.3.8 Chain of Command and reporting

11.3.8.0.1 8.1 Marshallate chain of command

- updated to be specific for armoured combat

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- updated name of SCA Australia Ltd
 - updated Society Marshal to match actual title
 - added Society Armoured Combat Marshal as they are separate roles
 - updated title to Earl Marshal for consistency
 - added Kingdom Armoured Combat Marshal to make it specific to this rule set
 - updated to Group Armoured Combat Marshal to make it specific to this rule set
 - updated marshal-in-charge of the field to responsible marshal for the field

11.3.8.0.2 8.2 Reporting requirements

- 8.2.1.1- update to refer to Group Armoured Combat Marshals and Kingdom Armoured Combat Marshal
- 8.2.1.2 - updated to refer to Kingdom Armoured Combat Marshal
- 8.2.2 - clarified for page name
- 8.2.3 - updated reporting dates and relevant officer names
- 8.2.4 - Updated to bullet points and numbered rules and made specific to Group Marshal for Armoured Combat
- 8.2.5 - Updated to Group Armoured Combat Marshal, and made specific to armoured combat, made into numbered rules, updated for existence of Kingdom Armoured Combat Marshal.
- 8.2.6 - Updated to be relevant for this rule set and refer to the Kingdom Armoured Combat Marshal, added new reporting dates and Society Armoured Combat Marshal
- 8.2.7 - Updated to Earl Marshal for consistency. Updated reporting dates.

11.3.9 Sanctions and appeals

11.3.9.0.1 9.1 Chain of appeals at events

- 9.1.1 - Updated to be relevant for this rule set.
- 9.1.2.a - updated to responsible marshal
- 9.1.2.c - updated Group Armoured Combat Marshal
- 9.1.3.d - added the Kingdom Armoured Combat Marshal
- 9.1.3.e - changed to Earl Marshal for consistency
- 9.1.3.g - Due to our organisation structure with the Board of SCA Australia Ltd and Committee of SCA NZ Inc signing off on our combat rules, our appeals process goes to them rather than Society.

Society Marshal is notified, but is not part of the decision-making process.

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- 9.1.5 - charged to suspension from revocation to match current terminology.
Changed to Kingdom Armoured Combat Marshal

11.3.9.0.2 9.2 Suspension of authorisation

- Updated to suspension from revocation as relevant throughout
- 9.2.1 - updated to be explicit to Lochac
- 9.2.3.a - added the Kingdom Armoured Combat Marshal
- 9.2.3.b - changed to Earl Marshal for consistency
- 9.2.3.d - Due to our organisation structure with the Board of SCA Australia Ltd and Committee of SCA NZ Inc signing off on our combat rules, our appeals process goes to them rather than Society.

Society Marshal is notified, but is not part of the decision-making process.

- 9.2.4 and 9.2.6 - changed to Earl Marshal for consistency

11.3.9.0.3 9.3 Managing incidents

- 9.3.4.b - updated to responsible marshal
- 9.3.4.e - added the Kingdom Armoured Combat Marshal
- 9.3.4.f - changed to Earl Marshal for consistency
- 9.3.4.i - Due to our organisation structure with the Board of SCA Australia Ltd and Committee of SCA NZ Inc signing off on our combat rules, our appeals process goes to them rather than Society.
- 9.3.5 - made specific to armoured combat
- 9.3.6 - changed to the Kingdom Armoured Combat Marshal

11.3.9.0.4 9.4 Sanctions

- 9.4.2 - updated to reflect dispute resolution process, and add the Kingdom Armoured Combat Marshal to the chain
- 9.4.3.a - updated to armoured combat
- 9.4.3.a and b - added suspension as an option (may be shorter term than requiring a reauthorisation)
- 9.4.4 - updated to reflect who does our revocation and denials of membership.
- 9.4.8 - simplified language.

11.3.10 Procedures for changing these rules

- Previous content entirely replaced by the wording from the Fighters Handbook (is actually the same page)

12 Concussion Recognition Tool

A concussion is an injury to the brain that results in temporary loss of normal brain function. It is the most common form of mild traumatic brain injury, often sustained from a blow to the head after a fall or an accident or during contact sports such as armoured combat or fencing.

You don't have to be knocked out or even be hit on the head directly to be concussed, and symptoms may take time to appear. Even a mild concussion can have long-lasting effects, so we want to keep all of our participants safe.

Marshals must stop the fighting if they suspect a person has a concussion, and pull a combatant from the field, but because most concussions are self-reported, they often go undiagnosed.

Combatants will often try to hide signs of a concussion so they can keep fighting, so having advocates on the sidelines to reduce the stigma of saying you're hurt or experiencing symptoms like dizziness or lightheadedness can make a big difference in getting people to report and get treatment for a concussion.

Concussion in Sport has released a Concussion Recognition Tool to help identify concussion in yourself and others.

Understanding this tool, and knowing how to recognise signs and symptoms of concussion are now required for authorising as a participant or marshal.

12.1 If you are printing a copy of these rules, print out the latest version of the tool

We cannot include the PDF directly due to copyright reasons, so if you are printing a copy of the rules, please follow the link below and print a copy to include in this handbook.

A copy of the tool is hosted on Sports Medicine Australia's website - Concussion Recognition Tool

12.2 More information

New Zealand's Accident Compensation Commission website also has a number of resources.[https:](https://www.acc.co.nz/preventing-injury/sport-recreation/concussion-in-sport/)

[//www.acc.co.nz/preventing-injury/sport-recreation/concussion-in-sport/](https://www.acc.co.nz/preventing-injury/sport-recreation/concussion-in-sport/)