

Updated Kingdom Policy

Policy Changes are in Bold

3 The Policies of the Kingdom Earl Marshal (Effective December 1, 2022)

This document incorporates the policies and rules for all martial activities.

3.1 General Policies

3.1.1 Scope and Validity

3.1.1.1 This document delineates the rules and regulations that govern martial activities 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 activities are Armored Combat, Combat Archery, Rapier Combat, Armored Rebated Steel 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 Kingdom Earl Marshal's (KEM) 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 Event 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 Marshals must enforce rules evenhandedly, regardless of the rank or affiliation of the individuals involved.

3.1.2.3 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 protective eyewear that meets ANSI Z87 basic impact standards.

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: (the KEM and all Deputy Earl Marshals (DEM)). 31.
- Branch Level: (a local branch's Knight's Marshal (KM) and Deputy Knights Marshal)
- Training Level: (Marshals in Training--MITs) There is a DEM for each approved martial activity and to support training.

DEMs report directly to the Kingdom Earl Marshal and to a Corporate Officer (if one exists in that role). DEMs have no direct reports except for any deputies that they may create to aid them. DEMs oversee all aspects of their activities, recommend rules changes to the KEM, and work with the DEM for Training to create and maintain appropriate training materials. Branch Level marshals report directly to the KEM 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 Kingdom Earl Marshal (KEM)

3.1.3.1.1.1 The KEM is responsible for the formulation, publication, and distribution of the rules of all martial activities and policies. The KEM may delegate to one or more deputies for this purpose, but the ultimate responsibility lies with the KEM.

3.1.3.1.1.2 The KEM reviews sanctions imposed by the Marshal In Charge of an Event (MIC-Event). The participants must be notified in writing by electronic mail 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 KEM must submit required reports to the Society Earl Marshal.

3.1.3.1.1.4 The KEM must meet the requirements established in SCA Corporate Policy, Kingdom Law, and Kingdom Policy.

3.1.3.1.1.5 The KEM appoints all Atlantian marshals and may designate Deputy Marshals to appoint Marshals in their disciplines as well.

3.1.3.1.1.6 The KEM appoints Deputies for each martial discipline and any other deputies as required.

3.1.3.1.1.7 The KEM must appoint an Emergency Deputy to handle proper transition of the KEM office if the KEM is no longer able to serve.

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

3.1.3.1.1.9 The KEM is the final Kingdom-level arbiter for interpretation of all conventions, policies, or appeals for all martial disciplines.

3.1.3.1.1.10 The KEM will impose sanctions upon those branches failing to comply with fighter practice waiver submissions policies, as appropriate, and will investigate repeated branch sanctions for noncompliance 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 DEMs assist the KEM in creating and maintaining the conventions of their disciplines, 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 KEM and published according to policy and/or law before taking effect.

3.1.3.1.2.3 In the absence of the KEM at an event, the DEMs are the final authority on the interpretation of conventions in their specific disciplines. A DEM may overrule the MIC of an event, 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 or deputies, but they have no official standing within these policies.

3.1.3.1.3 Deputy Earl Marshal for Training (DEM-Training)

3.1.3.1.3.1 The DEM-Training will establish a training program that will maintain quality marshal's activities.

3.1.3.1.3.2 The DEM-Training may designate deputies to carry out the training program across the Kingdom. These deputies will be issued Instructor Marshal warrants. Only individuals holding Instructor Marshal warrants and DEMs may provide training.

3.1.3.1.4 Knight's Marshal (KM)

3.1.3.1.4.1 Any branch that wishes to conduct any martial activity at an event must have a Marshal who will assume responsibility for the event,

the Marshal in Charge-Event (MIC). If the KM is unable to serve as MIC for the event/activity, a warranted marshal must be recruited to serve as MIC.

3.1.3.1.4.2 Each branch will have at most one KM.

3.1.3.1.4.3 KMs must ensure that practices are conducted in accordance with SCA corporate and Atlantian Kingdom policies. KMs must ensure that the branch has a marshal present at such practices for all of the disciplines being practiced. Marshals may represent any or all disciplines in which they hold warrants.

3.1.3.1.4.4 KMs should encourage the other marshals in their branch to accumulate loaner equipment and do so themselves.

3.1.3.1.4.5 KMs should encourage the marshals of each discipline in the branch to become cross-trained in other disciplines and do so themselves.

3.1.3.1.4.6 KMs are expected to arrange training for novice fighters at the practices for which they are responsible.

3.1.3.1.4.7 KMs must ensure that there is a Marshal-In- Charge (MIC) for each local event that includes any marshal related activity. In this process, the KM must work with the branch's seneschal and the event's Event Steward to select a mutually acceptable MIC. The KM need not be the MIC.

3.1.3.1.4.8 The KEM issues warrants to individuals to serve as Knights Marshal in consultation with the local branch's seneschal.

3.1.3.1.4.9 The KM warrant shall be valid for a period of two years and may be renewed upon mutual agreement of the KM, the local branch's seneschal, and the KEM.

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 and who are approved by the KEM or relevant DEM may become warranted marshals in that discipline.

3.1.3.1.5.2 Warranted marshals with no other role will be assigned as a DKM of their local branch.

3.1.3.1.5.3 Local branches may have any number of DKMs.

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 Marshalsat-Large in every discipline will be assigned as DKM to their branch of residence.

3.1.3.1.7 Apprentice Marshals (also known as Marshals In Training (MITs)).

3.1.3.1.7.1 MITs are not warranted marshals and so may not serve as a marshal in any capacity. 3.1.3.1.7.2 MITs must meet the requirements listed for all marshals (See: Responsibilities of all Marshals).

3.1.3.1.7.3 Individuals wishing to join the MIT program must send a written request to the relevant DEM and register in the marshal warrant database (available by link from the Atlantia website).

3.1.3.1.7.4 MITs must attend formal instruction in their disciplines (101 classes) as well as the Field 201 class.

3.1.3.1.7.5 MITs must arrange with a mentor to guide them through the training program. This mentor must be a warranted marshal and must be listed on the MIT form.

3.1.3.1.7.6 The MIT program consists of the following:

3.1.3.1.7.6.1 MITs must assist in marshalling at least three different events.

3.1.3.1.7.6.2 MITs must get the prior approval of the Marshal in Charge of the event at which they wish to apprentice.

3.1.3.1.7.6.3 At these events they will assist in all marshal functions within their discipline.

3.1.3.1.7.6.4 At least two of these events must be outside their local branches.

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 if melee combat is a component of the discipline.

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 MIC or discipline MIC. This must be recorded on the MIT form.

3.1.3.1.7.9 After completing the required events, the MIT shall send the completed form to the relevant discipline DEM, who will discuss the candidate's fitness for a warrant with the MIT's mentor and MICs under whom the MIT has served. The DEMs may, at their sole discretion, issue a warrant, require additional MIT events prior to re-evaluation of the MIT, or terminate the MIT process and decline to issue a warrant. 35.

3.1.3.1.7.10 Completion of the MIT program makes the apprentice eligible for a warrant, or warrant-eligible.

3.1.3.1.7.11 Warrant-eligible MITs may be warranted as a KM or DKM.

3.1.3.1.8 Reserved for future use. 3.1.3.1.9 Responsibilities of all Marshals

3.1.3.1.9.1 All marshals must attend continuing education in their discipline once every three years. This could be their discipline meeting at Unevent or any marshal's discipline training approved by the KEM or the appropriate discipline deputy (e.g., Armored 101).

3.1.3.1.9.2 All marshals must be members of the SCA.

3.1.3.1.9.3 All marshals must be completely familiar with the SCA Marshal's Handbook, any discipline-specific handbooks (e.g., Fencing Marshal's Handbook), and Atlantia martial policies.

3.1.3.1.9.4 Marshals must provide their names, addresses, phone numbers, email (if any), local branch names, membership numbers, and membership expiration to the KEM in a manner determined by the KEM to facilitate record-keeping. The KEM 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 KEM and discipline deputies.

3.1.3.1.9.6 If any officer with the authority (such as the event Event Steward, local, regional, or Kingdom Seneschal) removes an event's authorization to continue, all warranted marshals must leave the site.

3.1.3.2 The Roles of the Marshal

There are three basic roles that marshals may play at an event. They may be the Marshal In Charge of the event (MIC-Event), they may be the Marshal In Charge of an activity, or they may be a regular marshal without a 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 Event Steward with the Kingdom Chronicler. If the marshal listed on the event registration form is unable to fulfill this commitment, the Event Steward must identify a new MIC-Event update the event registration form accordingly.

3.1.3.2.1.1 The MIC-Event oversees all martial disciplines at an event, including practices and demonstrations held at the site during event hours. 36.

3.1.3.2.1.2 The MIC-Event must ensure that each martial activity is supervised by a marshal warranted in that discipline.

3.1.3.2.1.3 The MIC-Event must submit an event report shortly after the event (See: Event Reports).

3.1.3.2.1.4 Marshals who fail to properly handle their MIC commitments may be subject to discipline as directed by the KEM, including loss of warrants.

3.1.3.2.1.5 MICs-Event 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 event entrance.

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 MICs-Event must create scenarios or delegate to discipline MICs to do so. Though an event's Event Steward defines the general nature of the event, all details of the execution of martial scenarios are the purview of the MIC-Event.

3.1.3.2.1.8 The MIC-Event must enforce all martial activity rules and policies.

3.1.3.2.1.9 MICs-Event must terminate immediately martial activities at any event where they are unable to halt unsafe or illegal activity.

3.1.3.2.1.10 Marshals assisting at an event must have: • A staff, tabard, or garment that readily identifies the bearer or wearer as a marshal • Protective eyewear that meets ANSI Z87 basic impact standards, if missile weapon combat is involved • A physical or electronic copy of this document • A physical or electronic copy of the SCA Marshal's Handbook • A physical or electronic copy of the discipline-specific rules related to activities being supervised by the marshal • Pen and paper • A whistle if large melees are involved

3.1.3.2.1.11 The MIC-Event (and discipline MICs) may not participate in any martial activities at the event outside of their official roles.

3.1.3.2.2 Marshal In Charge of an Activity (MIC-Activity)

3.1.3.2.2.1 Each martial activity conducted at an event must have a MIC-Activity.

3.1.3.2.2.2 The MIC-Activity must be warranted to marshal that discipline.

3.1.3.2.2.3 The MIC-Activity must deal with any problems arising within that activity. All problems rated significant or severe must be reported to the MICEvent.

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 require that all participants' equipment is inspected by a \ marshal warranted in that discipline. If any equipment has not been inspected, the participants must complete the inspection process before they may participate in 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 they are officiating. The exception to this criteria would be a major inter-kingdom event held within the borders of Atlantia (e.g., War of the Wings) in which non-Atlantian marshals may assist under the direction of Atlantian marshals.

3.1.3.3 (Deleted and reserved for future use)

3.1.3.4 Participants and Their Responsibilities

3.1.3.4.1 Definition: Participants are individuals who are engaging in marshalled activities at an event or official activity within Atlantia.

3.1.3.4.2 Combat Participant Responsibilities

3.1.3.4.2.1 All participants must know and follow the rules and policies of the SCA, the Kingdom of Atlantia and of the event itself.

3.1.3.4.2.2 All participants must report to the Minister of Lists (MoL) and either show proof of waiver on file with the SCA Office of the Registry or execute a waiver. 38.

3.1.3.4.2.3 Marshals assume that all participants believe they are acting in a safe and courteous conduct at all times. Participants are responsible for demonstrating this by their actions before, during, and after the activity.

3.1.3.4.2.4 Participants are responsible for conducting themselves in a controlled, courteous, and safe fashion at all times, and must accept the criteria of the activity marshals for these characteristics.

3.1.3.4.2.5 Participants at events may only participate in activities in which they have authorized, 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 SCA Office of the Registry or complete a waiver of liability and submit it to the KM or MIC of the practice or activity.

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 before participating in that activity.

3.1.3.4.2.8 If participants have grievances regarding the conduct of an activity or of marshals or individuals involved in an activity, resolution will be conducted immediately after the activity by the MIC of that activity. The MIC-Activity's decision can be appealed to the MIC-Event by the aggrieved individual.

3.1.3.4.2.9 Participants must give truthful information in cases where reports must be made. Falsification of information may result in sanctions as determined by the MIC-Event and KEM.

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. This applies to marshals as well.

3.1.3.5 Dishonorable Behavior

3.1.3.5.1 Marshals understand that all but a tiny fraction of participants in 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 include, but are not be limited to:

- Abusing or arguing with marshals, MoLs, event staff, or attendees
- Name calling/taunting of other participants
- Pushing or other physical contact outside of a combat activity
- 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

Note that these behaviors also may violate SCA anti-bullying policy and would be addressed outside of the marshalling. Marshals who observe behaviors that they believe violate the SCA anti-bullying policy are required to report the incident immediately to the activity Event Steward and to include a detailed description of the incident in the event report. See 3.1.3.8, below.

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. In rare instances this requirement may be waived or modified at the KEM’s or relevant discipline DEM’s discretion. The KEM 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 KEM’s or DEM for the discipline’s discretion.

3.1.3.7.3 The KEM will maintain a roster of current warrants.

3.1.3.7.4 Warrants as KMs are valid for 2 years from the date of issue, unless the warrant is suspended or removed by the KEM, or another warrant is issued for that position.

3.1.3.7.5 DKM warrants expire upon resignation by the marshal, termination by the KEM, or expiration of SCA membership. All marshal warrants also are terminated upon failure to meet the continuing education requirements (see 3.1.3.1.9.1). Terminated warrants may be reinstated by the discipline DEM or the KEM when the issue that caused the revocation of warrant is resolved. It is

possible for a marshal to have a warrant terminated in one activity and active in another.

3.1.3.7.6 Kingdom DEMs serve at the pleasure of the KEM.

3.1.3.7.7 The KEM must annually audit the marshal roster, and individuals no longer meeting the required attributes of a Marshal shall have their warrants 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 information noted below. Event reports must be filed via the system designated by the KEM (the Kingdom marshal database unless stated otherwise) and must include any necessary supporting documentation.

3.1.3.8.1.1 The name of the MIC- Event or other marshal submitting the report, and the MoL.

3.1.3.8.1.2 The name of all marshals and MITs 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 martial 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 martial activities, including the names of offending participants, the nature of the offense, and the resolution.

3.1.3.8.1.7 Any intervention by higher ranking marshals.

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 KM of the hosting branch 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 KM of the hosting branch 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 KM of the branch 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 must be filed by submission of the appropriate form in the Atlantian marshal database application on the Atlantian marshal website. The KEM may approve other methods of delivery on a case-by-case basis.

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. Examples include, but are not limited to: reports by participants about marshals at an event, reports about participants by participants at an event, reports by marshals about participants at official activities (specifically including practices announced in the branch 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, preferably with a reference to Policy or Law to demonstrate the offense. The KEM will evaluate the incident report for action. The KEM will act upon any reports that have merit as directed in section 3.2, Problem Resolution.

3.1.3.8.5 Deadlines

3.1.3.8.5.1 Marshals who do not submit necessary reports in a timely manner may be placed on suspension for a period of not less than 90 days, during which time they may not perform any of the duties of a warranted marshal.

3.1.3.8.5.2 Following a second offense, the marshal's warrant will be terminated for a minimum of one year or for any other duration deemed appropriate by the KEM.

3.1.3.8.5.3 Failure to report may negate any sanctions or authorizations at the event covered by the report at the discretion of the KEM.

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 for 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 and/or a continuing pattern of violations. 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 as quickly as possible, in any event no later than 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-Event report. The MIC Event must inform the KEM within 24 hours by telephone or email.

3.2.1 MIC Responsibilities and Powers The MIC-Event must assess any problems for immediate action.

3.2.1.1 The MIC-Activity must immediately record all significant or severe problems, including the SCA and mundane names of the individuals involved, and include them in the event report.

3.2.1.2 In the case of severe or continuing problems, the MIC-Event must remove the participant from further participation in any activity for the remainder of the event.

3.2.1.3 An MIC of an activity or event who feels that a participant represents an ongoing problem or danger 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 KEM.

3.2.2.1 The MIC-Event will physically take possession of the participant's authorization card, if a physical card exists. The MIC-Event also will contact the Kingdom MoL (KMoL) via email (cc'ing the KEM), to notify the KMoL to suspend the participant's authorization in the online system.

3.2.2.2 If the combatant does not cooperate that is an additional violation.

3.2.2.3 The MIC-Event must complete the event report immediately after the event.

3.2.2.4 The MIC-Event must contact the KEM by email or telephone within 24 hours of the end of the last activity of an event. In the case of a multi-day event the MIC-Event must contact the KEM within 24 hours of incident unless poor cellular service prevents the notification. In that case, the KEM must be contacted within 24 hours of the end of the event.

3.2.2.5 The MIC must submit an event report via the Atlantia event report web application as well as send email copies of the event report to both the KEM and KMoL. This report must contain a full description of the incident and actions taken.

3.2.2.6 Suspensions of authorizations last until lifted or replaced by the KEM. A suspended participant may not re-authorize.

3.2.3 Review and Investigation

3.2.3.1 The KEM will begin a review of any authorization suspension immediately upon receipt of the report.

3.2.3.1.1 The KEM may lift the authorization suspension.

3.2.3.1.2 The suspension may be left in place during further consideration.

3.2.4 The KEM may designate an investigator for serious rules violations.

3.2.4.1 The investigator will gather information and make recommendations to the KEM.

3.2.4.2 This initial investigation must take less than 15 days.

3.2.4.3 After reviewing the investigator's recommendations, the KEM may take any action consistent with the powers of the office, including ordering a Marshal's Court, continuing the suspension of authorization, or summary problem resolution.

3.2.5 Marshal's Court For the resolution of serious problems, the KEM may either convene a Marshal's Court or begin a summary problem resolution (see below).

3.2.5.1 The KEM 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 KEM.

3.2.5.3 The Marshal's Court shall determine its 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:

- 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 some or all authorizations.
- The suspension of a specific weapon authorization for a fixed period.
- A restriction of activity, such as no melees.
- Prohibition from the lists for a fixed period or in perpetuity.
- 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 directed to the Society Earl Marshal.

3.2.5.6 In addition to the actions noted above, 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 KEM may involve the subject of an investigation in a summary resolution process.

3.2.6.2 The KEM and the subject must both agree to a summary resolution, which is run directly by the KEM.

3.2.6.3 Summary resolution consists of an agreement between the KEM and the subject specifying the violations and the sanctions. The fixed summary resolution must be specified in writing and signed by both the KEM and the subject. There are no limitations on the terms of this problem resolution.

3.2.6.4 Once the subject and the KEM agree to a 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 marshalate.

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 Event Steward 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 Event Report form, available on the Atlantia Marshals Web Page.

3.2.8.2 Participants' appeals of sanctions must be made in writing, postmarked, or emailed within 15 days of the MIC-Events issuance of a 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 (DEM-Training). The proficiency of the Marshallate is one of the primary concerns of the KEM. In order to foster professionalism and competency, the 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 DEMs to be sure that the available curricula address the specific needs of that discipline.

- Working with the other DEMs to train senior marshals in the prepared materials to enable them to serve as instructors.

3.4. 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.

3.4.1 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.

3.4.2 Participants who are residents of another kingdom are considered our guests and are exempt from this ruling provided they meet Society minimum standards.

3.4.3 Newly transplanted subjects of Atlantia are to be granted a four-month period of time to come into compliance with these laws.

3.4.4 For specifics and examples of this requirement, please refer to the Atlantia Marshal Web Page.

3.5 Armored Combat

3.5.1 Armored Combat Authorization Procedures

3.5.1.1 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.

3.5.1.2 The authorization process helps ensure that all fighters taking the field are conducting themselves according to a common standard.

3.5.1.3 This process also establishes the minimal level of proficiency necessary to ensure that they do not present a threat to themselves or anyone else on the field.

3.5.1.4 All combatants in tournaments and melees in Atlantia must be authorized in the weapons they wish to use.

3.5.1.5 Visitors to Atlantia may participate at Atlantian events if they review the Atlantian rules with an Atlantian marshal before they compete.

3.5.1.6 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.

3.5.1.7 Who May Become Authorized

3.5.1.7.1 To become authorized a fighter must meet the following requirements.

- Be at least 16 years old. (Combatants less than 18 years of age 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.

3.5.1.8 Where Authorizations Can Occur

3.5.1.8.1 All armored combat authorizations will be held either at an SCA event or at an official practice.

3.5.1.8.2 Marshals wishing to conduct authorizations at practice must obtain prior permission to do so from the DEM for Armored Combat or the KEM, and coordinate MOL support to ensure all reporting standards, both for MICs and for MOLs, are adhered to.

3.5.1.9 When Can Authorization Occur

3.5.1.9.1 Authorizations can be held at any time during an event or practice, subject to the above limitations. When combatants authorize during an event they may participate in subsequent activities as allowed by their new authorization.

3.5.1.10 Marshals

3.5.1.10.1 At least one of the marshals must live in a different local branch from the candidate. If the candidate lives in a barony, at least one of the marshals must live outside that barony.

3.5.1.10.2 At least one marshal must be authorized in the applicable weapons form.

3.5.1.10.3 Inspect the armor and equipment of all personnel participating in the authorization process.

3.5.1.10.4 Test the knowledge of the candidate regarding the applicable rules governing combat in Atlantia.

3.5.1.10.5 The knowledge test should include questions applicable to the weapons being used in the authorization.

3.5.1.10.6 Inform the participants in the authorization of how the authorization is to be conducted.

3.5.1.10.7 Reserved for future use.

3.5.1.10.8 Neither of the marshals may be fighters who regularly practice with or train the candidate.

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. 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 in spite of 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 feet or less in overall length.

3.5.2.4.2.2 The grip must be 18 inches or less.

3.5.2.4.2.3 The portion of the great sword above the quillons (commonly 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, inclusive of tip and end cap.

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. 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 Armored 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.

3.5.3.2 Weapons Regulations. All combat archery weapons (including projectiles) must meet the requirements of the SCA Missile Combat Rules. The following modifications apply in Atlantia:

3.5.3.2.1 All fiberglass shafts must be longitudinally covered with a filament strapping tape and are required to have an 'approved' Anti- Penetration Device (APD) per the SCA Marshal's Handbook.

3.5.3.2.2 Fellwalker arrows and bolts may not be used in Atlantia.

3.5.3.2.3 Siloflex arrows and bolts may be gleaned and fired again. A warranted marshal must inspect all other arrows prior to reuse.

3.5.3.2.4 All arrows shall be clearly marked for identification with the name of the user, home branch and kingdom.

3.5.4 Conventions of Combat for Armored Combat

3.5.4.1 Target Areas.

3.5.4.1.1 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.

3.5.4.1.1.2 Face: The area between the collarbones and the mid brow and forward of the ears.

3.5.4.1.1.3 Head: The whole head and the neck except the face (as defined above).

3.5.4.1.1.4 Hips: Begin with a line even with the bottom of the groin up to the point of the hip.

3.5.4.1.1.5 Thighs: The leg from 1 inch above the top of the knee up to a line even with the bottom of the groin.

3.5.4.1.1.6 Shoulder: From the point of the shoulder down to a line even with the top of the underarm.

3.5.4.1.1.7 Arms: From the shoulder to 1 inch above the wrist.

3.5.4.2 Targeting

3.5.4.2.1 Blows landed outside the target areas need not be counted.

3.5.4.2.2 A fighter may not intentionally strike areas outside the target areas.

3.5.4.2.3 A fighter may not intentionally strike with the non-striking surface of a weapon (haft, hilt, etc.).

3.5.4.3 Telling Blows

3.5.4.3.1 A blow that strikes a legal target area with telling force will be acknowledged by the person receiving the blow.

3.5.4.3.2 Telling force is determined by evaluating the blow against the SCA standard of fully armored.

3.5.4.3.3 "Fully armored" follows the definition in the SCA Marshal Handbook V.B.1, including the use of a "very light chain mail drape, permitting vision and resisting cuts by the mere touch of a bladed weapon." Blows that would incapacitate through this armor are telling blows.

3.5.4.3.4 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.

3.5.4.3.5 Missile weapons must strike the same targets as thrusting weapons. But, any contact from a projectile is considered a telling blow.

3.5.4.3.6 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.

3.5.4.3.7 Blows in which the weapon is dropped upon impact may be discounted.

3.5.4.3.8 Blows in which a weapon strikes a combatant because it physically breaks upon striking the shield or defensive weapon need not be counted.

3.5.4.3.9 Blows struck with the non-striking portion of the weapons shall not be counted (haft, hilt, etc.).

3.5.4.4 Results of Telling Blows

3.5.4.4.1 Telling blows to the face, head, or torso are considered killing.

3.5.4.4.2 Telling blows from a swung mace, great sword, or pole arm to the hip or shoulder are killing.

3.5.4.4.3 All other blows are wounding blows.

3.5.4.4.4 Projectiles have the same effect as thrusts.

3.5.4.4.5 Thrusts to the head, outside of the face, are not telling blows and need not be counted.

3.5.4.5 Death

3.5.4.5.1 After receiving a killing blow, fighters will cease throwing blows.

3.5.4.5.2 After receiving a killing blow, fighters will fall to the ground or in some other way clearly indicate they have been defeated.

3.5.4.5.3 In single combat the bout ends after a killing blow (except double kills).

3.5.4.5.4 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.

3.5.4.6 Wounds

3.5.4.6.1 Wounding blows to the shoulder or arm will cause the loss of the use of that arm.

3.5.4.6.2 The wounded arm may not be used to block or throw blows.

3.5.4.6.3 A second telling blow to that arm or shoulder will be a killing blow.

3.5.4.6.4 Wounding blows to a thigh or hip will cause fighters to fight from their knees.

3.5.4.6.5 Fighter must keep one knee on the ground unless they hop.

3.5.4.6.6 Hopping is allowed if the fighter puts no weight on the wounded limb.

3.5.4.6.7 Hopping is frequently used to throw one blow after being dealt a wounding blow.

3.5.4.7 Interruptions.

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

3.5.4.8 Starting Combat.

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

3.5.4.8.2 Except in special scenarios, fighters should start fights well out of range.

3.5.4.9 Holds.

3.5.4.9.1 Effect of a Hold

3.5.4.9.1.1 All combatants must immediately cease throwing blows.

3.5.4.9.1.2 Combatants must stop moving about the field.

3.5.4.9.1.3 Fighters should not drop their guard until all fighters have stopped throwing blows.

3.5.4.9.1.4 Combatants may call Hold when any unsafe situation develops. For example, a fighter should call hold if his helm comes off.

3.5.4.9.2 Calling a Hold

3.5.4.9.2.1 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.

3.5.4.9.2.2 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. Fighters who feel they are not defenseless in any of the above conditions may ask the marshals not to call hold. If marshals, feel that the request would not create a dangerous situation they will not call hold in the specified situation.

3.5.4.10 Use of Weapons

3.5.4.10.1 All weapons to be used in a particular bout of single combat will be declared to the opponent and the marshal before the fight.

3.5.4.10.2 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.

3.5.4.10.3 Except for the proper use of a weapon, grasping, pushing, or striking an opponent is not allowed.

3.5.4.10.4 Striking, pushing, or pressing an opponent's shield with a hand, weapon, or shield is allowed. Grabbing a shield or the guard or pommel of a one-handed weapon with an armored hand is not allowed.

3.5.4.10.5 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.

3.5.4.10.6 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.

3.5.4.11 Helms

3.5.4.11.1 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.

3.5.4.12 Engagement.

These rules apply to melee combat only. In one-on-one combat fighters are always considered to be engaged.

3.5.4.12.1 Fighters may only attack opponents with whom they are engaged.

3.5.4.12.2 To engage an opponent fighters must establish eye contact and be in the forward arc (front 180 degrees, defined by the shoulders) of the opponent.

3.5.4.12.3 Fighters may not attack opponents who cannot see them.

3.5.4.12.4 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.

3.5.4.12.5 If combatants are engaged and then turns their backs, or if they are charging past an opponent, the opponent may throw one blow immediately after the combatant turns away.

3.5.4.12.6 After that, engagement has been broken and the combatant must be engaged again.

3.5.4.12.7 A defenseless combatant may not be struck. In melees, defenseless is having no weapons and no shield in hand.

3.5.4.12.8 An otherwise defenseless person who remains in an active line, grabbing spears or blocking enemy movement, etc. will not be considered defenseless and may be struck.

3.5.4.13 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.

3.5.4.13.1 No more than four fighters shall attack a single opponent.

3.5.4.13.2 Fighters who are members of a formed unit (such as a shield wall) that is fighting another formed unit, they may strike and be struck by any opponents 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.

3.5.4.13.3 Fighters who are struck a telling blow by someone on their side must acknowledge the blow.

3.5.4.13.4 A hold will not be called for fighters who loses a weapon in a melee.

3.5.4.14 Conventions of Combat for Combat Archery

3.5.4.14.1 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 Activity, projectile strikes to the face may be allowed, even during scenarios in which face thrusts are prohibited.

3.5.4.14.2 Archers shall not fire at a combatant if the arrow/bolt cannot leave the bow before contact with the target.

3.5.4.14.3 On the cry of hold or when slain, all arrows will be unnocked, and crossbows will have bolts removed.

54. 3.5.4.14.4 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.

3.5.4.14.5 Any bow that is struck by a projectile or melee weapon shall not be used until a combat archery marshal or target archery marshal inspects the bow.

3.5.4.14.6 For a combat area in which combat archery is present, non-combat areas shall be distanced a minimum of 10 yards or the maximum range of the longest-ranged missile weapon involved in the melee, whichever is longer.

3.5.4.14.7 A combat archer (or any other combatant) may yield. If a combatant yields, then he should not be touched.

3.5.4.14.8 Engagement with missile weapons: An archer need not have eye contact with opponents 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, targets may not realize they have been struck.

3.6 Authorization of 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.

3.6.1 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).

3.6.2 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.

3.6.3 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 the Minors who are emotionally ready will not react inappropriately to being told to wait a year. In the case of any uncertainty, the marshals must take the most conservative course and not conduct the authorization.

3.6.4 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 they leave with a familiarity with SCA fighting.

3.6.5 The Minor must attend at least one fighting event before the event at which the minor attempts to authorize.

3.6.6 The parents or legal guardians shall be required to attend an event before authorization.

3.6.7 A standard authorization will be conducted with at least one of the officiating marshals being the KEM, KEM Emergency Deputy, or appropriate DEM.

3.6.8 All of the paperwork involved in the Minor's authorization must be reviewed by the KEM or designated deputy before being processed by the Minister of Lists.

3.6.9 The front half of the helms and masks of Minors 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.

3.7 Equestrian

Atlantia follows all SCA standards with the following modifications. Note: wherever the word "horse" appears in this document, it refers to all types of "equine", as defined in the SCA "Equestrian Marshals' Handbook".

3.7.1 The Deputy Earl Marshal of the Horse

3.7.1.1 The DEM of the Horse also shall be known as the Kingdom Equestrian Officer (KEO).

3.7.1.2 The 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 may 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 Event Stewards 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 assisting MITs in arranging a mentor in their region. If a Regional Equestrian Marshal cannot or will not assist with arranging a mentor for an MIT, the MIT may appeal to the KEO or KEM for assistance. 56. 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.

3.7.3.1.1 Event and practice reports need to include the number of horses, the number of adults, the number of youths, the number of rental horses, the number of authorizations, the activities conducted, any accidents (if a human or equine needed professional medical attention), and any incidents (if a rider fell, a rider or marshal was disciplined, loose horse, damage done by a horse, etc.)

3.7.3.2 EqMIC shall work with event Event Stewards to arrange for the required additional insurance a minimum of 60 days before an event that includes horses.

3.7.3.3 An equestrian marshal must be on-site at all times at events at which horses 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 MITs must attend Unevent or an Equestrian Marshal 101 class every two years to maintain their warrants. Marshals who cannot attend 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 an MIT.

3.7.4.2.2 All Equestrian marshals will have completed the steps in the MIT program (see Section 3.1.3.1.7) as required by Kingdom policy before being warranted.

3.7.4.2.3 MITs will be responsible for obtaining a mentor marshal. The mentor shall be an equestrian marshal with whom the MIT can work with on a regular basis (e.g., running local practices and events). Mentors must be warranted equestrian marshals and must agree to mentor the MIT.

3.7.4.3 Equestrian marshals will supervise the activities of all ground crew and equestrian MITs.

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 run by an Equestrian Archery Marshal. Equestrian combat activities (Jousting, Mounted Combat, and Crest Combat) can only be run by an Equestrian Combat Marshal. Equestrian Driving can only be run 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 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.

3.7.4.7 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 Reserved for future use.

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 Reserved for future use.

3.7.5 Ground Crew and Rider Responsibilities

3.7.5.1 Anyone who plans to step out onto an 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 Ground Crew 101 class and practical field training. The Ground Crew 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 Reserved for future use.

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, as described in the Society Equestrian Marshal's Handbook and the Atlantian Earl Marshal's Policies?" If the answer is no, the authorization will be terminated at that time.

3.7.6.2.1 Candidates who answered no, 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. Candidates must take the Ground Crew 101 Class, and participate in the practical ground crew field training.

3.7.6.3.2 Rider (Ride Only). Candidates 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). Candidates must have completed the rider authorization and then demonstrate ability to control mount and wield a single weapon safely while performing the games unencumbered by armor at a gait of their choosing.

3.7.6.3.4 Jousting. Candidates 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. Candidates 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. Candidates 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. Candidates must complete the Lancer authorization and then demonstrate the ability of safely handling a bow from horseback and regaining control of the reins and horse by the end of the lane. Rider must be able to demonstrate an ability to shoot in a controlled manner 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.

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 KEM, and KEO 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 participate in the Equestrian MIT program and may not serve as Equestrian marshals.

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 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 unless an equestrian marshal is within line of sight and easy reach of the minor and horses being monitored.

3.7.6.4.7 In addition to any SCA or Kingdom requirements for supervision of minors at SCA activities, a parent or legal guardian of a minor must be present and within line of site at all times while the minor is mounted.

3.7.7 Owner/Rider responsibilities at events

3.7.7.1 Horse owners (or a custodian designated by the owner) shall be financially responsible for any damage to a site caused by their horse.

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 48 hours 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 KEM or KEO AND the event EqMIC. Biters must be marked with 60. red tassel or ribbon on the brow-band or attached to the forelock. Kickers must be marked with red tassel or ribbon on the tail.

3.7.7.2.3 The KEO or KEM 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 While on-site, horses shall be either under the control of a human (lead or ridden), or they shall be restrained in an enclosure (e.g., trailer, barn or open enclosure), or by a well-secured lead line. Horses on site during the day must have an equestrian marshal or an experienced horse-owner in line of sight and with easy access to halters and lead lines at all times unless they are in a barn within stalls.

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 accustomed 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 who is an experienced horse owner or rider.

3.7.7.3.3 Horses remaining on site overnight must have an equestrian marshal or an experienced horse owner within earshot if they are housed in open pens of metal or wood, temporary enclosures, or in barn/stable stalls.

3.7.7.3.4 Horse owners are required to care for their own horses during the event, including camping in a designated equestrian encampment, or making

arrangements for a horse custodian prior to the event for the proper care of their horse. The owner or custodian must remain within easy access and hearing, in no circumstances greater than 50 yards away, during overnight hours. The intent here is that the people responsible for each horse (owner or custodian) camp and sleep in a tent or trailer near their horse.

3.7.7.4 Equine areas at events

3.7.7.4.1 Unless otherwise allowed by the Event Steward, equines are restricted to designated equestrian encampments, the equestrian list field, and a designated path between the encampment(s) and the field.

3.7.7.4.2 Equines may not enter any other encampments.

3.7.7.4.3 The EqMIC may consult with the Event Steward and designate “equine areas” at their event that may allow equines 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 A warranted Equestrian Archery Marshal or Target 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 (such as fences or raised ropes) on each side of the lane is required. A clear area is needed at each end for stopping horses. Riders may only shoot while in the lane. For multiple targets, 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 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 30 feet from the lane’s inside barrier, except when performing or practicing for an IKEqC shoot, in which case, the target may be set up at 21 feet. Targets may not be placed closer than 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 (throwing spears) must be 4-9 feet in length.

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 (e.g. foam 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.

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, follow, and enforce 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 MIT program.

3.8.1.2.1 MITs are required to take the Youth Combat 101 class prior to serving as an MIT at an event.

3.8.1.2.2 MITs must assist in marshalling at least four events.

3.8.1.2.3 The MIT must get prior approval of the Youth Combat MIC for that event.

3.8.1.2.4 At least one of these events must be outside the MIT's local branch.

3.8.1.2.5 A warranted Youth Marshal must supervise all MIT 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 MIC 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 Youth combat participants desiring to participate in the SCA Youth Combat 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 10 years of age and under must have at least one responsible adult adjacent to the list field at all times while the Youth Fighter is engaged on the list field. All Youth Fighters aged 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 Combat Program.

3.8.3.4 No Youth shall participate in the Youth Combat 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 Event Steward.

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.

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. Atlantia Youth Rapier follows all Society Youth Combat and Youth Rapier rules with the following modifications.

3.9.1 General

3.9.1.1 Youth 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 actively manage 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, youths 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: youths ages 6-9, may authorize in plastic rapier.

3.9.1.7.2 Division 2: youths ages 10-13, may authorize in plastic rapier and light rapier.

3.9.1.7.3 Division 3: youths ages 14-17, 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. The SCA two-deep rule always applies to all youth combat activities.

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 must attend at least one, and preferably more than one, youth rapier fighter practice prior to the youth's 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.

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 must be present for the youth'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 Combatants 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 Marshals for Youth Rapier exist within the structure established under the KEM, reporting to the Kingdom Youth Rapier Marshal, who in turn reports to the DEM for Rapier.

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:

3.9.7.1.2.1 In addition to completing the MIT process for Youth Rapier, prospective youth rapier marshals must do the following:

3.9.7.1.2.1.1 Maintain an active rapier marshal warrant.

3.9.7.1.2.1.2 Maintain an active SCA background check and fulfill all other requirements of a youth marshal.

3.9.7.1.2.1.3 Take the Youth Rapier Marshal 101 class at least once every three years.

3.9.7.1.2.2 In addition to normal marshal responsibilities, youth rapier marshals are responsible for the following:

3.9.7.1.2.2.1 Teach the pre-authorization class to potential parents and youth combatants.

3.9.7.1.2.2.2 Perform authorizations in all divisions

3.9.7.1.2.2.3 Perform inspections prior to combat, in the presence of the parent or legal guardian of the combatant.

3.9.7.1.2.2.4 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. Failure to do so may result in the removal of their youth from the list or tournament.

3.9.8.3 The parents/legal guardians are urged to become warranted youth rapier marshals 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 and safety procedures.

3.10 Target Archery

3.10.1 Atlantia uses the SCA Target Archery Rules with the following modifications:

3.10.2 Equipment Standards

3.10.2.1 Marshals may make exceptions to the equipment standards on a temporary basis for new archers and children. These exceptions must be reported to the DEM for Target Archery in the event report. 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 a weapon in which 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 quarrels 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 Bows and ammunition must be inspected by the MIC-Target Archery or other target archery marshals prior to use.

3.10.3.1.2 Hand bows will 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. However, safety zones that are visibly obvious to archers and non-archers alike (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 safety zone will extend from the shooting line back to at least 100 yards, or 1.5 times the distance from the shooting line to the target, whichever is greatest. 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. A waiver must be requested in writing from the DEM Target Archery or a designated deputy by the Target Archery MIC before these types of physical barriers can be used. The DEM Target Archery may provide restrictions in order to use the modified range, such as restricting bow type and poundage. An indoor range does not need a waiver.

3.10.3.2.4 Archery netting cannot be used to reduce safety zones, but is encouraged to help archers recover missed arrows.

3.10.3.3 Bows & Crossbows may not be carried downrange.

3.10.3.4 Marshals may shoot while marshalling upon their own discretion based upon the current situation, so long as at least one marshal is managing the range and watching for bystanders.

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.

3.10.3.6 An archery marshal from each local branch must send reports quarterly about the state of archery within their branch, and after each event, to the DEM 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 who sit, kneel, or adopt other positions are to keep the point of their ammunition 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 Atlantia uses the SCA Thrown Weapon regulations with the following modifications.

3.11.2 Experimental Weapons

3.11.2.1. Experimental weapons shall not be used at an official event until/unless approved by the Earl Marshal and DEM-TW.

3.11.2.2 Experimental weapons at practices are allowed with the permission of the DEM-TW in order to provide data concerning additional safety zones and regulations for weapon use.

3.11.2.3 Slings though approved by Society are considered experimental weapons in Atlantia.

3.11.3 Traditional Rulings – Any changes to these should be announced ahead of time.

3.11.3.1 Footwear

No bare feet are allowed on the TW range.

3.11.3.2 Range Setup

3.11.3.2.1 A six-foot separation (on center) for targets is minimum.

Additionally, ten feet is required between the outer targets and the safety ropes.

3.11.3.2.2 The entry to the range area is to be at the back of the side of the range (not coming in behind the throwers) and preferably on the side where the marshal can see it best.

3.11.3.2.3 There will be at least 15' behind the longest throwing distance (if throwers are going to be allowed to throw from the 20'-30' distance, the back of the range should be at least 45' from the targets)

3.11.3.2.4 There will be at least 40' behind the targets for overthrow.

3.11.3.3 The front foot of the thrower must be touching the line at release for that distance to be scored.

3.11.3.4. Anything weapon that doesn't appear to the marshal in charge as a standard weapon type (axe, knife, spear, plumbata) can be questioned by said marshal for safety on their range, or participation in a given tournament. In this same vein, marshals should feel free to limit blade length within their tournaments.

3.11.3.5. If the Marshal In Charge has closed the range for any reason (lunch, court, etc...), no other marshal may open the range without the explicit permission from the MiC.

3.11.3.6. To avoid damage to weapons, marshals should allow any target stick to be scored and retrieved before throwing another weapon. If a thrower does not wish to retrieve and a second weapon is thrown and knocks the first weapon out one out before scoring, the first score does not count.

3.11.3.7. When a weapon breaks or just touches a dividing line between two scoring zones on a target, it should be scored in the thrower's favor.

3.11.3.8 At the discretion of the MIC-TW of an event, throwers are allowed to change weapons within a given competition (ie – axe style 1 at short distance, and axe style 2 at longer distance.)

3.11.3.9 At the discretion of the MIC-TW of the event, Throwers may throw multiple weapons at the same time, either from one hand, or one in each hand.

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 (a single authorization valid for Rapier and Cut & Thrust)

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 Marshals shall ensure that an MOL is present to support the authorization.

3.12.1.2.1.2 If authorizations occur at a practice, an event report is required. See 3.1.3.8 for reporting requirements.

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 branch 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 opponent may be fighters who regularly practice with the candidate.

3.12.1.2.2.3 At least one of the 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 Fencing 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 at events. Authorization is not required for participation at practices.

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 KEM or DEM for Rapier 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 uses the SCA "Fencing Marshals' Handbook" with the following modifications:

3.12.2.2 Fighters who choose to participate in Cut and Thrust combat acknowledge that blade flex requirements are different in this combat category and additional blow types are allowed. As with all forms of combat, fighters should act with the interest of the safety of their opponent in mind.

3.12.2.3 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 SCA "Fencing Marshals' Handbook".
- A properly sized Darkwood Rapier tip installed following manufacturer's installation instructions meets this requirement.
- Any approach specifically approved by the DEM for Rapier.
- **Manufacturer spatulated tips do not require additional punch-through protection**

3.12.2.4 Rapier spears shall be no shorter than 4 feet. In addition, spears should be constructed such that the maximum amount of haft is inserted into the head while still leaving at least 4" of rubber unencumbered from the haft.

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 In Rapier Spear, the only valid blow 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.

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 Combatants may reject the use of a particular non-standard weapon or parrying device (such as a drinking tankard) by an opponent. The Rapier MIC shall determine what is considered “non-standard.”

3.12.4.2 All rapier combat is done in the round, not strip-style in a line.

3.12.4.3 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, Armored SCA combat fighters and Rebated Steel 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 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 fighters if they are satisfied with the conduct of the bout. If either combatant is dissatisfied with the conduct of the bout, any grievances should be stated before leaving the field. Marshals should check in with fighters individually if they suspect any issues.

3.12.5 Rapier Combat Archery

3.12.5.1 Armor Regulations.

3.12.5.1.1 Armor standards for combat archers are the same as those for standard rapier combat participants.

3.12.5.2 Combat Archery 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:

3.12.5.2.1 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. Shafted arrows/bolts are not required to have APDs when used in Rapier Combat.

3.12.5.2.2 Fiberglass shaft arrows/bolts may utilize UHMW heads only. 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.

3.12.5.2.3 Siloflex arrows may be gleaned and fired again. A warranted combat archery marshal must inspect all other ammunition types prior to reuse.

3.12.5.2.4 Rubber Band Gun (RBG) regulations

3.12.5.2.4.1 RBGs must look like a period muzzle-loading weapon dated before 1600CE.

3.12.5.2.4.2 RBGS must be made of sturdy, lightweight materials that will stand up to normal combat with all edges and corners are smoothed off and that there are no splinters or cracks.

3.12.5.2.4.3 RBGS or similar apparatus that fires flexible projectiles using the elasticity of the projectiles as the sole propulsion force may not have a draw strength of greater than 30 lbs (13.6 kg) per projectile.

3.12.5.2.5 RBG Ammunition (referred to as RBG ammo) regulations

3.12.5.2.5.1 RBG ammo must be made from commercially available rubber tubing and must not contain any metal parts.

3.12.5.2.5.2 RBG ammo must not use any rigid materials beyond the minimum required to join the ends together.

3.12.5.2.5.3 Any rigid materials used to join the ends together must be covered and smoothed by vinyl duct tape or plastic shrink wrapping.

3.12.5.2.5.4 RBG ammo must not be filled with any material.

3.12.5.2.5.5 RBG ammo must be individually marked to identify the owner.

3.12.5.2.5.6 RBG ammo must be inspected and used with a specified weapon.

3.12.5.2.5.7 RBG ammo may not be shared between weapons without reinspection.

3.12.5.2.6 Use of RBGs

3.12.5.2.6.1 Marshals must wear appropriate ANSI-rated eye protection as with other forms of combat archery. Spectators must be kept further away than the effective range of the weapon.

3.12.5.2.6.2 RBGs must be unloaded or safely discharged into the ground prior to any participant removing their masks or marshals removing their safety goggles.

3.12.5.2.6.3 A shot from an RBG that strikes a weapon “destroys” that weapon, which may not be used until the weapon bearer has resurrected.

3.12.5.2.6.4 A shot from an RBG that strikes a non-rigid defensive object, such as a cloak, is considered to have gone through the defensive object and hit the person behind the defensive object.

3.12.5.2.6.5 There is no minimum range for an RBG.

3.12.5.2.6.6 Participants may not aim RBG at the back of anyone's head.

3.12.5.2.6.7 RBGs must be unloaded unless the marshals have declared RBGs can be loaded and fired.

3.12.5.2.6.8 RBGs must be unloaded upon marshal's declaration that RBGs should be unloaded.

3.12.5.2.7 Rapier combat archery is allowed only in melee scenarios specifically designated by the Rapier MIC.

3.13 Armored Steel Combat

3.13.1 Atlantia uses the SCA Armored Steel Combat rules without modifications.

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 DEM Steel.