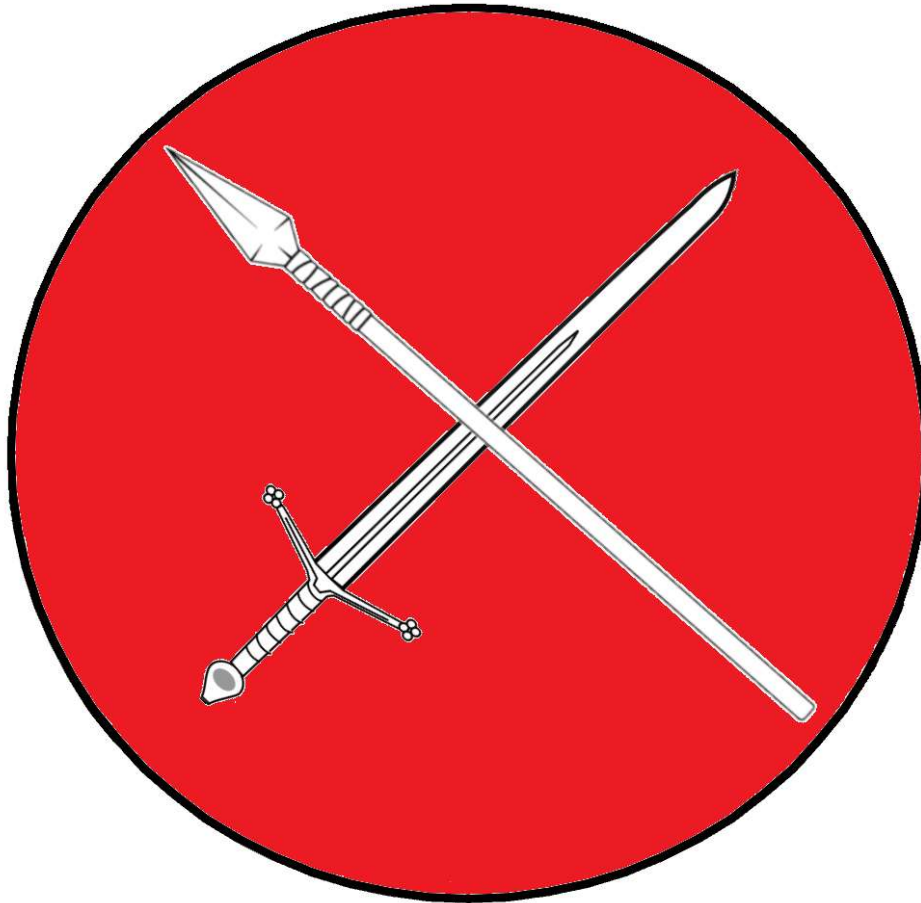


The Society of the Middle Ages, Inc

Marshal's Handbook



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Illustrations provided by Loran Cook.

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INTRODUCTION

This handbook is the third version of a set of rules and guidelines that have been adopted and modified from previous reenactment groups and our own battle-lab testing. What you find within these pages reflects a vast body of experience, knowledge and debate gathered from all levels of fighters and former Marshals within this new Society.

Regions within the Society will develop new traditions and laws that may vary in scope, these rules represent the minimum requirements for equipment and conduct required for participation in SotMA combat.

This version of the Marshal's Handbook will focus on rattan style armored combat for the Society of the Middle Ages, Inc. Some sections will be left intentionally blank until a concentrated effort can be applied to those sections. Any additional styles of combat allowing the further exploration of medieval combat within the context of the SotMA, and its governing documents will be addressed in future versions of this handbook.

As a marshal it is your duty to know and understand these rules and to teach and share them with the participants you will train and authorize. Be aware of changes and updates to these rules and policies and any clarifications to be made to the Region you represent and the Society standards.

We are creating and participating in the SotMA because we enjoy the various aspects of the Middle Ages and the thrills of competition. No book of rules can replace common sense, which must be exercised to keep all combatants and spectators safe. In all combat activities, safety is your primary concern and responsibility. So, as you go about your tasks, duties, and activities, remember to have fun and to help others do the same.

Society Marshal

Scott Adkins

Rules of the List & Conventions of Armored Combat

As the Society for the Middle Ages, Inc. (SotMA) seeks to provide a safe environment for all its combatants, spectators, and event staff alike; we've provided some basic (as well as detailed) rules of the list and other armored combat. These rules were created and are maintained by the Society Marshal, all Regional and Local Marshals, and their Deputies. Participation in any SotMA-sanctioned combat activities implies that individual participant's agreement to the rules set forth in this document. Any questions a participant may have should be directed to their Local or Regional Marshals.

Some Basic, Upfront Rules

- No one under the age of 18 years shall be permitted to participate in combat in the Society for Middle Ages, Inc.
- All armored combat at tourneys, wars, and other events shall be conducted in accordance with these rules of SotMA Combat.
- All combatants will assume that they may be struck and injured as a result of participation in SotMA combat, and therefore assume personal responsibility of all risk and liability for harm suffered by means of such combat.
- None may participate in combat if they are impaired by alcohol, controlled substances, or prescription medication that have any altered mental effect.
- All fighters shall ensure that their armor and weapons are inspected (and found to be acceptable) by the Marshal-in-Charge prior to combat at each event or fighting practice. The combatant shall still accept full responsibility for the conditions of their arms and armor and assume the responsibility of their own safety.
- No one may be compelled to compete in combat against their will or conscience, nor will any explanation of this declination be required. And at no event or practice shall a participant speak or act negatively against anyone who chooses to decline to fight.
- None shall engage in combat unless, and until, their arms and armor have been inspected by a Marshal who is satisfied the equipment appears to meet the requirements for combat.
- Combatants may only use weapons and armor approved by the Society Marshal, and only used in the manner for which they were designed. (Those details are provided within this document).

- Sharp-edged weapons are not permitted in SotMA Combat.
- Any Marshal may remove any weapon they feel may pose a threat to the safety of combatants or spectators.
- At any time, a Marshal may remove any combatant they deem dangerous to themselves or others, or who behaves in an unbecoming manner.
- "HOLD" is the proper means of stopping a fight for the sake of safety. This specific cease to fighting can be called by Marshals, combatants, or even spectators. Upon hearing the call of "HOLD", all fighting shall immediately cease and combatants shall freeze in place, only moving to protect themselves or another person from injury.

Behavior on the Field

- Each combatant shall maintain control over their emotions and are expected to behave with noble bearing.
- All combatants shall be on their best and most chivalrous behavior and honor their opponent by rendering genuine effort in combat. They shall assume noble intent of their opponents, and fight for honor and comradery above victory. No combatant shall act in a villainous manner.
- Striking an opponent with excessive force is forbidden.
- All combatants shall obey the orders of the marshals on the field. If combatants do not obey, they will be restricted from the field and subject to exclusionary action(s).
- Disrespectful language, personal insults, and degradation are unchivalrous and will not be tolerated upon the field.
- Disputes shall be resolved directly with the other party with civility. If the dispute cannot be settled directly, then the Marshal and/or other SotMA officers will mediate or correct the situation.
- A combatant shall not deliberately strike a helpless foe. Once a combatant is on the ground as a result of blow-calling, injury, or accidental fall, they are no longer a legal target until regaining their footing and the bout is restarted.
- Any combatant who seeks unfair advantage by feigning helplessness will be expected to yield the fight or may be removed from the field for unchivalrous behavior.
- Grappling, tripping, throwing, biting, eye gouging, striking with the hands or feet, or otherwise fighting with implements other than those agreed upon arms of contest are prohibited.

The Regulation of Arms and Armor

To simulate armor actually worn more accurately in SotMA combat, we shall define armor (regardless of era), into two categories as to mitigate the progression of technology through the historical period and reward the effort and difficulty of the wear and use of more complete kits from every era. This shall be done to discourage the wearing of modern sport kits, and the wearing of no kit for rules-based advantages in a modern fashion. Armor was worn because it worked in every era. Those who bear the weight of their kit should have the benefit of its protection, thus encouraging armor to be worn in armored combat. Just as those in kits of less encumbrance get the benefits of speed and movement with less fatigue, those in more armor are granted similar protection to what is actually experienced. It should also be encouraged to keep kits in a single consistent time period of use as the design and technology of different cultures and eras may not necessarily be effective or efficient. The types of armors shall be separated into metal and non-metal to give the widest possible range of personas covered:

- Non-metal armors - Armor that is generally made to flex or be light and is not primarily made of metal. This includes fabric cote armors, gambesons, akentons, cotuns of deer hide, leather armors hardened by wax or water such as that for medieval bohurt fights. This includes modern polymer-based armors, which **MUST** be disguised as to not be visible at all as modern material. They will **ALWAYS** be counted as non-metal armor no matter their appearance. This excludes metal armors including but not limited to lamellar, metal lorica segmentate, coats of plates, mail, plate armors, brigandine, and splinted armors. (Simply adding rivets or similar small bits of metal does not make a non-metal armor change classification).
- Metal armors - Armor made of bronze, iron, steel, etc. This shall include but is not limited to: Mail, scales, lamellar, coats of plates, brigandine, cuirass, roman lorica, or breastplate. No matter the era or style, this is in no way reflecting the literal weight of the armor.

Armor Construction & Coverage Requirements

Head

Construction

- All helms must be constructed of 16 gauge (.0625 inch; 1.6 mm) at a minimum. (16-gauge helmets should be replaced on a regular basis).
- If a spun metal top is to be used in the construction of the helm, it shall be a minimum of 0.075-inch (14-gauge or 1.905 mm) steel. The process of spinning the top thins the metal, thereby requiring a heavier gauge.
- Alternative materials, such as stainless steel, brass, bronze, or like materials, are permissible if the material is structurally equivalent to 0.0625-inch-thick steel. The mass of the helm is an important part of the protection. As such, no titanium, fiberglass, aluminum, or other ultra-light materials may be used unless they meet the equivalent mass, strength, and weight of steel which has a thickness of no less than .0625 (that is, 1/16) inch (1.6 mm). Proof of construction technique, materials, and equivalency must be provided to the Society Marshal for an approval for use.

- All joints or seams shall be constructed in one or a combination of the following ways, with all welds sound and rivets secure:

1. Welded on the inside and outside.

2. Welded with a single bead that extends through both surfaces.

3. Lap joints welded or brazed at the edges of both pieces.

4. Helms will be riveted with iron or steel rivets no more than 2 ½ inches apart, or with equivalent riveting techniques. Screw- and pop-type rivets, along with other lightweight rivets, are expressly forbidden.

- Bars used in the face guard shall be steel of not less than .1875 (that is, 3/16) inch (4.8 mm) in diameter, or equivalent. If the span between crossbars is less than 2 inches (50.8 mm), .125 (that is, 1/8) inch (3.18 mm) diameter bars may be used. These shall be used to simulate areas of a helm with no physical protection.

- All movable visors shall be attached and secured in such a way that there is minimal chance that they will become detached or come open in normal combat use.

- There shall be no major internal projections, minor projections of necessary structural components shall be padded. All metal shall be free of sharp edges. Face guard bars or mesh should not attach to the interior of the helm, unless of structurally superior design and workmanship.

- All helms shall be equipped with a chin strap or equivalent means to prevent the helm from being dislodged or metal contacting the wearer's face during combat. An equivalent might be, for example, a bevor or a chin-cup suspension system. A "snug fit" to the body of a helm is not considered an equivalent to an effective chin strap. The chin strap shall be 1/2 inch in width at a minimum and shall not be placed in the helm in a manner that could strangle or choke the wearer.

Fit

- The helm shall cover from below the chin and the base of the skull.

- No opening of a faceplate or bar grill on a helm shall exceed 1 inch. The face protection should be in good repair and have no cracks or rust that may hide the flaws from age or blows received.

Padding

All parts of the helm that might cause injurious contact with the wearer's head shall be padded with a minimum of 1/2 inch of closed-cell foam (or equivalent) or shall be suspended in such a way as to prevent contact with the wearer during combat. Similarly, parts of the inside of the helm that may come in contact with the wearer's neck or body should be padded.

Corrective Vision Wear

Eyewear worn for medical reasons. The lenses of all eyewear shall be constructed of shatterproof industrial safety glass or plastic. Ordinary glass lenses are prohibited. The wearing of contact lenses or “sports glasses” are strongly recommended.

Throat

Shall be armored by a standard of mail, hardened leather, steel, or other rigid material with padding to prevent the crushing of the trachea and spine. An aventail of sufficient density and depth that no blow may contact the throat is an acceptable substitute. The neck (including the larynx, cervical vertebrae, and first thoracic vertebrae) must be covered by one or a combination of the following and must stay covered during typical combat situations, including turning the head, lifting the chin, etc.:

- The helm
- A gorget of rigid material with a minimum of 1/4 inch of close cell foam or equivalent padding
- A collar of heavy leather lined with a minimum of 1/4 inch of close cell foam or equivalent padding
- A mail or heavy leather camail/aventail that hangs or drapes to absorb the force of a blow.
- If the camail or aventail lays in contact with the larynx, cervical vertebrae, or first thoracic vertebra, that section must be padded with a minimum of 1/4 inch of closed cell foam or equivalent.

Hands

Gauntlets

- 16-gauge steel and lined with 1/4 inch of closed-cell foam where the gauntlet makes direct contact with the hand. This gauntlet shall cover the entire hand, thumb, fingers, and the wrist.
- Heavy leather lined with 1/2 inch of closed-cell foam where the gauntlet makes direct contact with the hand. This gauntlet shall cover the entire hand, thumb, fingers, and the wrist.
- Fingered gauntlets are allowed if they cover all areas of the hands' grip when closed around the shaft of a weapon, though they are not required to make contact on the weapon.
- Full gauntlets can be worn in lieu of the use of a rigid shield basket or weapon cup hilt.

Half-gauntlets

- The half-gauntlet shall be constructed in accordance with the requirements of a full gauntlet while not providing coverage to the fingers.
- As a rigid shield basket or weapon cup hilt alone are not sufficient hand protection when utilizing, at least a half-gauntlet is required to be worn when fighting with a shield.
- A center-boss shield alone may be considered an equivalent to full hand protection only if no part of the hand or wrist is within 4 inches of the center-grip edge of the shield while in use.

Cup hilts, shield baskets, and center-grip bosses

- Should be made of rigid material with enough bars, plates, or rigidity to prevent a blow from striking the fingers or the back of the hand.
- If a basket or cup hilt, shield basket, or center-grip shield is used, a vambrace and or partial gauntlet shall cover the remaining exposed portions of the hand and wrist.

Extremities

Elbows

The elbow joint must be protected by a rigid material, covering the elbow and bones at either side, and lined by ¼ inch of padding (or equivalent). This padding can be elbow pads. This joint armor shall be attached in such a way that the elbow remains covered during combat.

Knees

The knee must be protected by a rigid material and lined by at least 1/4 inch of closed-cell foam (or an equivalent padding). This coverage will include the area one inch above and below the kneecap, and both sides of the knee joints.

Shins

As any area above 2 inches from the ankle joint is a legal target, it is HIGHLY RECOMMENDED all combatants armor their shins with greaves or at least a minimum of stout padding or heavy boots. Bare legs are not allowed upon the field.

Feet

Shall be covered in close toed footwear and shall not be bare upon the field. Visibly modern athletic shoes and not allowed unless disguised as to be a more historical appearance.

Torso

Kidneys and ribs

The kidney area and floating ribs will be covered with a minimum of heavy leather, lined by 1/4 inch of closed-cell foam (or equivalent padding).

Breasts (if applicable)

Separate breast cups are prohibited unless connected by or mounted on an interconnecting rigid piece, for example, a heavy leather or metal breastplate.

Groin

Shall be armored to protect from impact in accordance with the existing, biological anatomy of the wearer. The cup or pubic protector, shall be secured by straps, or worn in a supporter or fighting garment specifically designed to hold the protection in place.

Shields

- Shields shall be edged with leather, padding, or other covering or constructed in such a way as to minimize damage to rattan weapons or other fighters.
- No bolts, wires, or other objects may project more than 3/8 inch from any part of a shield without being padded.
- Rounded shield bosses are not considered to be projections
- Modern markings shall be covered completely for former road signs. Any mundane marking or bare aluminum must be painted over completely.

Historical Appearance

- No exposed armor may be made of modern materials such as kydex, barrel plastic, Kevlar, Lexan or other polymer-based armors. Exceptions to this shall alone be armor made of these materials, yet cosmetically made to resemble metal or period material in its construction. This shall include lamellar plates made to resemble metal, polyethylene armors and similar made as durable props that look to be metal, and armor recreating the lacquered armors of period Japan.
- Obviously modern armor or sports equipment that is undisguised shall not pass inspection at events but can be worn at practices.
- Modern garments must be concealed completely. This includes modern logos or symbols, with the exception of medical necessity. Appearance and the atmosphere of an event of the Middle Ages should be maintained upon the field.
- Jeans, cargo pants, military camouflage, or other modern clothing are expressly banned from the fighting field, to include visible modern footwear. Low profile shoes such as military, tactical, work, and riding boots are less obvious as modern items, and are therefore permitted. If more modern footwear can be covered or altered to conceal the modern appearance, they can be considered on a case-by-case basis.
- A fighter wearing banned items may be failed at armor inspection.
- Combatants will wear an armor of good repair and of coherent historical appearance.

Arms/Weapons

General:

- Except for the hilts, guards, and pommels, no metal or non-approved rigid, granular, or liquid material may be used in the construction of single or two-handed weapons.
- No part of a weapon shall have sharp edges, and no protrusions with cross-section of less than 1 1/4-inch in diameter.
- Guards, pommels, hooks, etc., shall be firmly and securely affixed to the weapon haft.

Single-handed weapons:

- Shall be of rattan and greater than 1 1/4 inch in the entirety of their striking edge.
- They may have a stabbing tip of the same diameter as the blade 1 1/4 inches, and a progressive resistance of 1/2 inch. It shall be secured soundly to the weapon by tape or other means that will not injure an opponent.
- Single handed weapons (not designed to be used as a backup weapon) shall have a lanyard or other device designed to secure the weapon to the hand of the user.
- Quillions, pommels, and basket hilts alone may be allowed to be material other than rattan and these areas shall never be used for striking.
- None shall wield a punch knife. Flails are not yet allowed.
- No single-handed weapon may have a thrusting tip on both ends.
- Weapons of less than 38 inches may not exceed 3 lbs.
- The striking edge shall be clearly marked on all weapons with tape that is of simple, solid colors only. Duct, hockey, and gaffer tape, as well as rawhide are all acceptable. No aluminum tape, modern print, logo, or pattern shall be allowed on weapons. The colors should contrast to mark the edge clearly.
- Maces, hammers, and bludgeons need not mark edges but should have the striking face clearly marked. This includes weapons of two-handed varieties.
- There shall be no madus in SotMA combat.

Polearms:

- Pole axes, glaives, partisans, halberds shall all mark clearly the striking face and blade edges.
- They shall be greater than 5 feet 10, less than 7 feet, and shall be made to wield with 2 hands.
- They shall have stabbing tips of 1 1/4 inch in diameter and a progressive give of that tip of 1/2 inch, which will be secured soundly to the weapon by tape or other means that will not injure an opponent.

- Weapons used in two hands may have a butt spike as well as the cutting head. The haft and blade shall not be able to pass through the eye slot of a helm. They too shall be constructed of rattan cane.
- Lanyards are not required on two-handed weapons.
- Polearms may contain blades constructed of split rattan, so long as the pieces are securely fastened to the haft.
- The weapon shall not be excessively flexible.
- The weapon head shall be firmly and securely attached to the haft and shall allow at least 1/2 inch of progressive give between the striking surface and the weapon haft.
- Semi-rigid, ultra-lightweight shaped foam heads and laminated or split rattan construction techniques do not require 1/2 inch of progressive give, so long as their construction imparts striking characteristics similar to an unpadded weapon constructed of a single piece of rattan.
- A pole arm from a single piece of rattan must have a clearly marked edge.
- No weapons shall have a shovel style handle.
- They may not have two striking heads.

Pikes, Spears, Cut Lances:

- Will be between 7 and 9 feet in length and the haft will be constructed of rattan, hard wood, or fiberglass.
- May have a stabbing tip of 2 inches in diameter and progressive give of ½ inch.
- Striking with the haft is not permitted.
- Striking with the head in the manner of a slash is forbidden.
- No smashing or cutting head may be upon a spear or pike.
- The butt end of the shaft shall be smooth, free of cracks or frayed fibers. The butt shall be taped over or otherwise sealed.
- Fiberglass spears shall be constructed with pultruded fiberglass shafts with an outside diameter of no less than 1 1/4 inch and no greater than 1 5/16 inch. Minimum manufacturer specified wall thickness shall be 1/8 inch and the minimum measurable wall thickness shall be 3/32 inch.
- The thrusting tip end of the shaft must be covered with a schedule-40 PVC cap with an interior diameter the same as the outside diameter of the shaft 1 1/4 inches. The thrusting tip will then be attached over this cap.

Thrown Weapons:

Weapons used for striking and throwing by the hand shall be allowed. Such weapons as javelins, axes, knives, hurl bats, shuriken, etc.

- Shafts shall be constructed of rattan not less than 1.25 inch (31.8 mm) in diameter along its entire length or of two layers of Siloflex or equivalent.
- The outer layer shall be 1 inch (25.4 mm) inner diameter Siloflex (1.25 inch [31.8mm] outer diameter) and the inner layer shall be 0.75 inch (19.1 mm) inner diameter Siloflex.
- All Siloflex used on throwing weapons must have a pressure rating of 160 PSI or greater. If Siloflex is used, both ends of the shaft shall be covered with either a schedule-40 PVC cap with an interior diameter the same as the outside diameter of the shaft (1.25 inches [31.8 mm]), or with a rubber stopper or equivalent means to prevent the tubing from penetrating the thrusting tip(s), fastened securely in place by tape and/or glue.

Rules of Combat

Where/How Blows May be Struck

- Combatants shall be prepared to receive stout blows upon their person. Striking with excessive force or nefarious intent is strictly forbidden.
- To deliver blows that are without force is to imply frailty or weakness of your opponent and can be viewed as a slight or great insult to them, just as to strike with true anger and intent to injure is wrathful and unchivalrous. Strike with honor and genuine effort.
- Blows should be crisp and unpleasant to feel so that combatants may be reminded of their failure to block and the mortality of their flesh. These blows shall be delivered stoutly and with intent, they should be unimpeded and delivered with the marked edge, and only about the body where agreed upon in the conventions of combat.
- Opponents shall not strike below 2 inches above the ankle or 2 inches above the wrist.
- Deliberately striking a forbidden target area of the opponent's body is expressly not allowed.
- The groin & vertebrae are legal targets. Any intentional strikes to the groin or cervical vertebrae should be delivered with a reduced force of strike.
- Open face helms may be struck with a thrust to the face. Those that wear a visored helm of closed steel shall only count the thrust where the gaps of flesh may be stuck.
- Combatants may not grasp or grab the body of another combatant. Grabbing an opponent's shield, weapon striking surface, or bow is forbidden.
- Striking one's opponent with a shield edge, weapon haft, or any part of the body is forbidden. The striking surface of a weapon shall be the only section used and any blow delivered upon the body.

Acknowledgement of Blows

General

- All judgment of the acceptability of a blow delivered is left to the honor of the combatant receiving the blow. The only exception would be a contest where the combatants have mutually agreed or recognized alternative rules in advance, where all combatants will be on their honor to judge those blows in accordance with the culture and agreed upon level of force. In such a case, all combatants must be informed of any changes to standard blow acknowledgment before they participate in the combat.
- Changes to blow acknowledgment standards may be made on a per-combat, per-scenario, or per-tournament basis, but will thereafter revert to the Society combat standards. Alternate

acknowledgment standards do not alter the allowed target areas, nor do they increase the basic force level for a telling blow.

- If requested by the combatants, perspective and advice of the marshal may be supplied to either opponent. This shall include blade orientation upon impact, apparent force transmitted, or apparent location and angle of the blows.
- When judging the effect of blows, all fighters are presumed to be wearing only the medieval armor they are portraying.
- Modern safety equipment, such as modern padding or hidden armor worn to accommodate rules shall have no blow-calling effect on the armor as it is worn.
- Under SotMA standards, an acceptable thrusting blow to the unarmored face would be lighter than to other portions of the head or body.
- The face of one's helm is defined as the opening or simulated openings (such as a bar grill) that indicate the open portions of the helmet. Areas covering the face that are solid, contiguous metal that would not provide room for striking with a blade with ease are to be treated as closed and blows acknowledged in the same fashion as the rest of the helmet.
- The minimum effective thrusting blow to the face, shall be a directed touch and the maximum shall be substantially lighter than to other parts of the body. The blow should be enough to jostle the helmet but not unduly risk injury to the wearer by the face guard bottoming-out against the face. Combatants shall wear a fitting helmet and secure chinstrap to mitigate this possibility. A thrust or an arrow strike to the simulated open area of the helmet shall be counted as immediately debilitating and the fighter receiving the thrust to the simulated open face shall be considered immediately defeated.
- When judging the outcome of a delivered blow, all fighters are expected to take into account the nature of the weapon being used by their opponent and the location of the point of impact of that weapon. A blow that strikes with sufficient force and proper orientation shall be considered effective, regardless of what it hits prior to striking the combatant.
- Should a blow be delivered and the combatant delivering the blow be unable to maintain control of the weapon, resulting in the weapon being dropped the blow need not be taken.
- Sometimes a blow that would normally be accepted occurs at almost the same moment as an event that would cause the fight to be stopped (a "HOLD" being called, the killing of the fighter throwing the blow, etc.). If the blow was begun before the occurrence of such an event and it's of sufficient force, the blow shall be deemed legal and acceptable. If the blow was begun after the occurrence of the halting event, it shall be deemed not legal and need not be accepted.
- Combat and the striking of blows shall continue without stoppage until one of the combatants has been struck to the sufficient number of the armor they are wearing (or a "HOLD" has been called). Combinations of blows may be struck in succession and combat shall not be stopped or reset after each count is landed unless for a safety concern, in such case a hold shall be called, and relative position reestablished before the restarting the bout.

- In melee, arrow hits shall be counted as a good blow as if they were a blow struck by a weapon. If struck in the simulated open areas of the face they shall be an immediate killing blow.

Number of Blows

The number of blows required to kill an opponent shall reflect and honor the effort placed into historical kit and its actual protection, the era of the armor shall be irrelevant, the coverage and material shall be of consideration. The number of blows shall vary with the kit to simulate the armor as worn. The minimum number of the count shall be 1 the maximum number received shall be 5.



- One wearing minimal kit (as defined in the armor standards) shall be felled with 1 blow. For the purposes of calling blows, this combatant wears only a helmet, and is otherwise unarmored as if they were a commoner. They may test themselves at the hazard and enjoy the hospitality of the field, but the lack of kit shall not impart advantage other than actual benefit found in the speed of less encumbrance.
- One wearing limited, non-metal substantially covering the torso alone (or armoring the majority of the limbs but lacking armor on the torso) shall be given 2 blows. Or a combatant that has donned with the minimum plus a gambeson, cotun, doublet, akenton or similar garment of stout fabric in addition to the minimal kit shall be granted a 2nd blow.
- One wearing metal armor covering the torso alone shall be given 3 blows.
- One partially covering the limbs and body with non-metal armor shall be given 3 blows
- One wearing metal armors partially covering the limbs and the body or a combination of metal and non-metal covering the same areas, shall be given 4 blows.
- One covering virtually the whole body fully encased with non-metal armors, shall be given 4 blows.
- One covering virtually the whole body, where the body and limbs, torso, hips and shoulders are fully or near fully encased with metal armor shall be granted 5 blows until they are defeated.
- If there is a combination of metal and non-metal armors, default to the heavier rating and the higher count. For example, if a fighter wears leather greaves and vambraces and wears a full mail shirt which

covers the thighs and the arms to the elbow, which shall be counted as full coverage and metal. Err on a higher count if there is any legitimate question. It need not literally cover the whole arm, just cover most of both halves above and below.

- If there is contention or a combatant is on the edge of being able to gain the addition of a blow, err toward the awarding of a blow up until the awarding of a 5th blow to be received.
- The 5th blow must be for a truly near complete coverage. Most kits will likely fall into a 3 or a 4.
- The number of blows (1-5) required to fell the fighter in the kit they are wearing shall be decided upon completion of the safety inspection part of armor inspection and the kit shall with the aforementioned guidelines be assigned the number of blows to be required. As many fighters change pieces of kit and may have armor for multiple kits, the assignment is for the kit worn at that time in that configuration, it goes to represent the armor worn at that inspection, not the person wearing it.

Combat Archery

Combat Archery Bows/Crossbows:

- Crossbows are measured by inch-pounds ("#), which is calculated by taking the poundage of the bow measured at the lock, multiplied by the distance (in inches) from the front of the string at rest, to the front of the string when in cocked position. A metric measurement of kilogram-centimeters (kg-cm).

1. Light crossbows measure 600"# (691 kg-cm) or less.

2. Heavy crossbows measure 1000"# (1152 kg-cm) or less.

- If both Light and Heavy bows/crossbows, by the standards as defined below, are on the field at the same time, then all Heavy bows/crossbows must have their upper limb (or one limb for crossbows) covered with at least 4 inches (10 cm) of red material (tape, cloth, etc).

- During inspection, all equipment must have its poundage and draw physically measured with a ruler or other metered device and poundage scale.

- Marshals must calibrate their bow scales regularly to be accurate at either 35 measurements obtained with commonly used, standard spring-type scales can vary over time.

- No compound bows, nor compound crossbow prods are allowed.

- No non-period sights, modern pistol grips, spring/flipper rests, plunger buttons, stabilizers, clickers, or modern string release aids may be used.

- Bows/Crossbows must be powered solely by the flex of the limbs.

Hand bows:

- A hand bow's power is measured at 28 inches (71 cm). If the bow is not designed to be drawn at 28 inches (71 cm), then it cannot be used in SotMA combat.

- Light hand bows measure 35 pounds (15.9 kg) or less at 28 inches (71 cm).

- Heavy hand bows measure 50 pounds (22.7 kg) or less at 28 inches (71 cm).

Combat Archery Ammunition:

- All ammunition must have the owner's name (not initials) displayed clearly on it.

- No metal can be used as ammunition construction material.

- All ammunition has a maximum length of 28 inches (71 cm) from the back of the head/blunt, to the string acceptor on the nock.
- Optionally, ammunition may have fletches as long as they are securely attached and made of a soft material. Fletches may not project farther than .5 inch (12.7 mm) from the shaft if they are less than 1.5 inch (38.1 mm) thick.
- Light Ammunition (for use in light bows or light crossbows only) must consist of a fiberglass shaft, a blunt (either commercially manufactured or UHMW) and an APD (either commercially manufactured or HDPE).

- **Fiberglass Ammunition Shafts**

1. Solid pultruded fiberglass of between .25 (6.5 mm) and .375 inch
2. (9.5 mm) diameter.
3. Fiberglass shall be of a good quality, defined as significant 'bending' pressure as applied by a marshal not causing the shaft to break.
4. The shaft must be covered from behind the blunt, to the front of the knock in a sturdy tear-resistant tape, such as strapping, electrical, or duct tape.

- **Commercially Manufactured Blunts**

1. Allowed commercial blunts: Baldar, Fathead, and Fathead 2 only.
2. All other designs or manufacturing techniques must be approved in writing by the Society Marshal's office.
3. Must be of a type designed for use on fiberglass shafts (.25 inch shaft acceptor), and can only be used with .25 inch or 6.5 mm shafts.
4. Commercial blunts may have no additional modifications.
5. Baldar Blunts only rules:
 - a. Only the original 2-piece mold Baldar Blunt is approved.
 - b. Blunts must be attached in such a way that at least 50% of the blunt is visible and can be inspected (the parting line visible around the circumference of the thickest part of the blunt in the 2- piece molds).
 - c. If no parting line is seen the blunt cannot be used. There should be no delamination along the parting line. This will be tested by Marshals by attempting to insert a fingernail with light force into the parting line. If the fingernail can penetrate the blunt, then it fails.

Combat Archers in Melee/War:

- Combat archers must take the field in at least the minimal safety armor required for all other fighters. They may wear an archers' or demi-gauntlet upon their bow string hand and may carry a backup weapon to defend themselves if they wish to engage in combat beyond archery.



- Archers may not loose an arrow inside the range that the arrow must have to clear the bow. This is a danger to the archer from bounce-back as well as the melee combatant.
- Inside 10 feet, an archer may choose to surrender to a melee combatant. In doing so, they must take a knee and raise the bow over their head in their fully gauntleted hand and loudly declare "YIELD" repeatedly. After fighting has moved past a yielded archer, the archer can rise with bow over their head (indicating that they are no longer in combat) and return to the out-of-bounds side of their forces. If an archer takes a knee or otherwise indicates that they have yielded and attempts to return to combat in bad faith, they will be pulled from the field by a marshal. Conversely melee fighters shall not strike an archer attempting to yield or that has taken a knee and held the bow overhead. Combatants striking a yielding archer will also be pulled from the field by a marshal. If archers do not wish to be struck, they must yield. Likewise, melee combatants must accept an archer's attempt to yield.
- If an archer continues to attempt to nock arrows, or loose arrows while being approached by an enemy melee combatant within 10 feet, they should expect to be struck with normal force as a melee combatant.
- Arrows may not be nocked during a hold. Archers reloading during the hold may be pulled from the field by a marshal.

- Melee combatants shall not strike the bow or arrows in an attempt to break the weapons, nor shall they strike archers with force in a manner that is excessive.
- If an archer exhausts their carried ammunition, they may leave the field to leave their bow to reenter the field with a melee weapon. Cross bows may be slung, and melee weapons drawn.

SotMA Combat Marshals

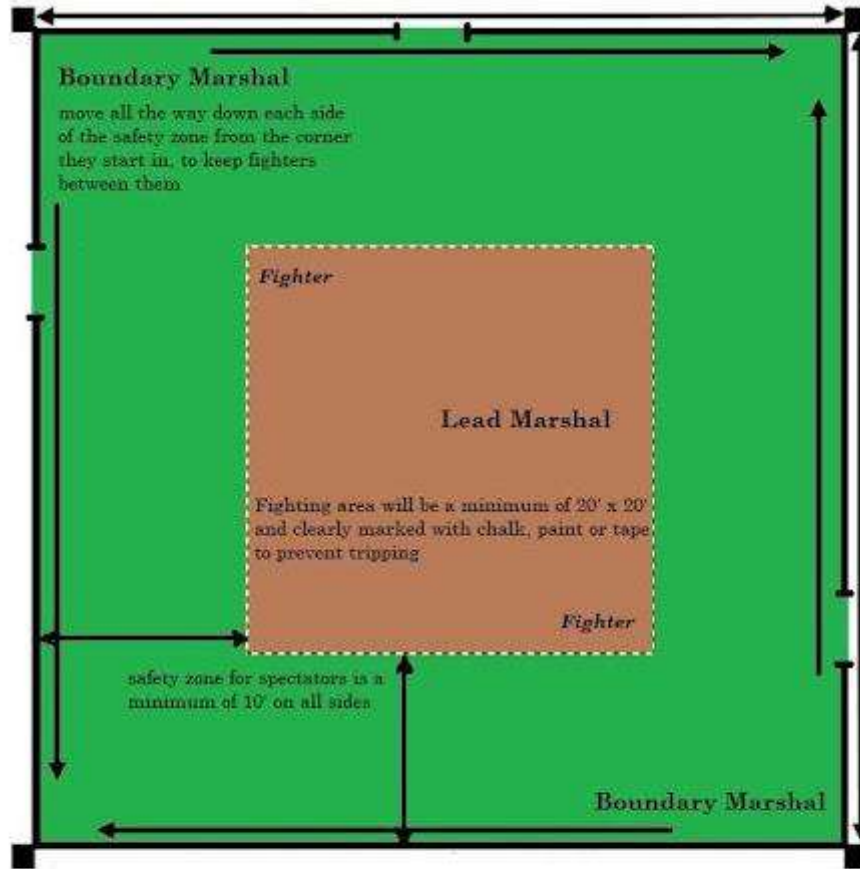
The guidelines outlined in this section are here to help clarify and to provide examples of acceptable methods and procedures for SMA combat activities.

Preparing to Marshal Combat Activities

The Marshal-in-Charge is responsible for organizing the marshaling of tournaments, melees, wars, and practices.

What needs to be done prior to all combat activities:

- Check that the field can be safely fought upon, preferably before the site is reserved for the event. At minimum, check at the beginning of the day to see if there are holes, soft spots, rocks, etc. Move the fighting somewhere else if there are and they pose a serious risk that cannot be worked around.



safety boundary shall be constructed of rope or rail at least 3' above the ground and clearly visible. With entrances for the combatants and Sovereign

- Arrange for equipment inspection.
- Arrange for marshals for all combat. At minimum, there should be one marshal for each single combat field, while two to four will be able to see more of the fight and monitor the boundaries more effectively. Any more than four will get in each other's way and block the view from the sidelines without providing noticeably better marshaling. It will be relatively common at first for a Marshal-in-Charge to draft anyone he or she feels is competent to serve as a field marshal during an event. Whether these individuals are warranted marshals will be a matter of regional choice. The advantage of being warranted is that the Marshal an official of the corporation, which gives you certain legal protection from lawsuits (if any) arising from unfortunate instances. Hopefully, the Society and its officers will never face a lawsuit over fighting on the field. (If volunteers are in short supply, point out to the fighters that they will not start the combat until sufficient marshals are available).

Marshaling Single Combat

Safety

- The field itself will always be a potential safety problem that will need to be continually monitored for holes, soft spots, and rocks that were previously undiscovered.
- As the fighters come onto the field, take a quick look to see if they have their full armor, especially elbow, neck, and hand armor. These are the likeliest to be removed between rounds and then forgotten.
- Once the fight has started, watch particularly for broken armor, lost tempers, injuries, and unauthorized people/pets/objects on the field.
- If you detect a problem, shout “Hold!” loudly and clearly. You may have to do this several times during an intense exchange of blows between combatants.
- If the first call of “Hold!” does not cause the fighters to stop, yell it louder and actively block their weapons with your staff until the fighting stops while yelling “Hold!”. Do not attempt to physically get between armored fighters while you yourself are unarmored.

Impartial Witness

- Bear in mind that the various regional groups will develop somewhat differing traditions based on their past experiences as to how much marshals should intrude into a fight. However, blatant violations of the rules and safety concerns should always be brought up immediately if necessary and if a “hold” is called.
- You are expected to be an impartial witness to exactly what happens during a fight. Ideally, you should be able to describe the last 3–4 blows from your vantage point of the fight, to include:
 1. Where they started
 2. Angle of approach
 3. How blows were blocked or where they landed
 4. Do not be afraid to say, “I don’t know” if you were looking at one part of the fight when something allegedly happened in another part.
- Do not try to impose your view unless you see what appears to be major and repeated problems. Leave the blow counting to the participants (and the judges, if applicable) unless you see clear reason to intervene. Say only what you actually can see and try to avoid guessing.
- Avoid being compelled to offer an opinion of an exchange even if the fighters ask you what happened. If given no choice, try to do so tactfully. Using statements like “It looked to me like...”, “It appeared...”, or “to the crowd it looked like...” is preferable to an absolute assertion of what happened.
- To be able to answer any questions as accurately as possible, you need as clear a view as possible. This means being close to the fight. You need to strike a balance between getting closer to see better and staying back out of range of the blows. Keeping the combatants roughly centered between you and the other marshals for the fight.

Showmanship

Keep an eye on the audience, both for their entertainment and safety. We want SotMA combat to be an exciting spectator sport, just as medieval tournaments were. Your responsibility is to keep things moving and avoid blocking the view from the sidelines except where unavoidable. This means fast pre-fight checks and announcements, a minimum of holds and discussions during the fight, and a strenuous effort to stay out of the way of the cheering crowd by continually moving. Remember they are there to watch the fighters, not you.

Combat Authorization Procedures

This is an example of an authorization for an armored combat fighter. This procedure may be used as-is by any region, or it may be modified as needed until a standardized procedure is adopted.

This authorization procedure requires two warranted authorized marshals, and an experienced authorized fighter be present. This outline is general and does not deal with the specifics of armor and weapons rules. Warranted marshals will be trained in the specifics as they change.

Stage I

- If the fighter does not have a signed waiver prior to the authorization, the candidate and the authorizing marshal will properly complete a waiver.
- The two Marshals conducting the authorization must verify that the candidate is familiar with the Rules of the List & the Conventions of Combat that specifically govern the Region of residence.
- The candidate must present themselves on the field in armor for inspection. The armor must be inspected on the body and must pass the current armor requirements. This inspection shall be complete and exacting, and any deficiencies must be permanently corrected before the person may authorize.
- Both the experienced authorized fighter and the candidate shall be armed with sword and shield, or the weapon in which the candidate seeks authorization.

Stage Two

- The prospective fighter and the authorized fighter shall fight at 1/2 to 3/4 speed and verbally acknowledge all blows landed.
- During this phase of the authorization, the two Marshals should get an impression of the new fighter's style, technique, ability to call blows, and their ability to defend themselves. If this portion of the authorization is not satisfactorily completed, the authorization procedure shall be stopped, and the candidate will be told of the problems observed and instructed as to how to correct them.

Stage Three

- Have the combatants fight at regular speed, counting blows until one is defeated.
- During this phase, the two Marshals should observe the new fighter's control, reaction to blows, and ability to cope with pressure.
- The two Marshals and the authorized fighter shall confer to decide if the new fighter exhibits adequate performance in the minimum criteria for authorization listed below:
 1. Does the candidate know and apply the Rules of Honorable Combat?
 2. Does the candidate exhibit safe behavior on the field, for both self and others?
 3. How does the candidate react to pressure?
 4. Can the candidate defend him or herself?
 5. Is the authorizing fighter able to feel and judge blows, both those received and those thrown?
- If the two Marshals and authorized fighter agree that the candidate meets these requirements, the lead marshal will notify the fighter that they are now authorized.
- The fighter and Marshal will therefore complete any paperwork required by the Society for fighter authorizations.
- The fighter will send these properly completed forms to the Society official responsible for issuing authorization cards. Upon receipt of these properly completed forms, an authorization card will be issued. The fighter shall be issued a temporary card or keep a copy of the authorization form and waiver if he or she intends to fight prior to receiving the authorization card. The card should be received within a few weeks to a month. If the card is not received, the fighter should contact the authorization official and forward any information or paperwork required.

Equipment Inspection Guidelines

General Information

At each event, the marshal-in-charge must arrange for the inspection of ALL equipment to be used in combat. This in no way relieves the combatants themselves of their responsibility for following the equipment standards. Ultimately, each fighter is responsible for the condition and safety of his or her armor and weapons at all times, including periods between rounds, individual battles, and day to day periods between battles at a multi-day event. However, the marshal's inspection is intended to provide a second pair of experienced eyes and an outside, unbiased point of view. Equipment that was perfectly serviceable at the beginning of the previous event could have broken since, and even the most experienced fighter has forgotten some piece of armor.

As a marshal, you are not guaranteeing or certifying that anything is completely safe, and that its use is not without risk. The primary responsibility for the safety of weapons and armor remains with the fighter in all cases. You are inspecting to see whether the items comply with our published standards or not.

The purpose of our rules, standards and inspections is to reduce the chance of injury for those who participate. Even with those rules and standards, all combat activities can lead to injury. Properly carrying out your duties as an officer of the SotMA and as a marshal will indemnify you in case the corporation or its officers are sued.

The inspection outlined below is merely an example, for purposes of illustration as described for regular SotMA combat without combat archery, siege weapons, or hand thrown weapons:

- Armor inspection must be done with all the armor on the body of the fighter who is going to wear it.
- In weapon inspections, the primary test is safety. If you, as a marshal, do not believe that the weapon is safe, do not let it be used on the field.
- When in doubt, ask the prospective opponent if he or she would be willing to fight against the weapon. If not, it should not be used regardless of whether it meets all other requirements.
- Armor may be repaired as needed during a tournament, but these repairs may be affected as time allows upon the field. Regardless, armor may be failed if it appears a piece of armor is secured or constructed primarily of tape, zip ties or other such temporary fixes or is otherwise prone to failure.

Sample Armor Inspection

- Leg Armor: Check that the front and sides of the knee are covered. Have the fighter flex their knees (either a deep knee bend or raise one knee at a time) and see that the knee remains covered. Check for signs that the equipment is faulty.
- Groin: Ask the fighter if they have remembered their cup or groin protection. DO NOT attempt to check for it physically.
- Kidneys and Floating Ribs: Check for kidney/rib armor. Kidneys are located in the back, under the ribs.
- Elbows: Check that the point and sides of each elbow are covered. Have the Fighter flex their arm to validate that the elbow remains covered. Check for signs that the equipment is faulty.
- Hands and wrists: Check the gauntlet and/or basket hilt to see if they cover the required area (fingers, thumb and up to 2 inches of the forearm). Check for signs that the equipment is faulty.
- Neck and Head:

1. Have the fighter assume a normal fighting stance. Check that the larynx and cervical vertebrae are covered. Have the fighter turn or tilt their head to see that the required protections remain covered.

2. Check the faceplate and eye slots for greater than one-inch openings that would allow weapon penetration.

3. Put your hand on the front of the helm and have the fighter push against it. Ensure that their face does not hit the faceplate beyond a gentle touch of the tip of the nose.

4. Lift gently on the front of the faceplate to make sure that the chinstrap is secured. (DON'T jerk it upwards)

5. Have the fighter remove their head protection and inspect the interior for: broken welds, or internal projections that could cause injury. The presence and condition of padding or a suspension system to prevent contact with the wearer during combat.

- Shield: Check the rim for exposed sharp edges. (A 90-degree angle is a sharp edge). Check the rest of the shield for sharp edges, projections, broken, or missing rivets, or other signs that it is faulty. The inside of metal shield made from road sign (or similar) shall have no marking visible on the face, nor shall the front that is of the original design.

- Overall: Check for other maintenance issues, long term disrepair, or equipment failure. An armor kit appearing to be made largely of duct tape and repair will not pass.

- Appearance: Check for visible modern clothing such as jeans, modern logos, print t-shirts, obviously modern sport shoes (trainers, tennis shoes, running shoes, modern cleats). Modern polymer material showing, the visible wear of modern sports equipment are all a no pass.

- Blow Count: Following the safety inspection, the marshal should inspect the kit on the criteria found in the blow calling section and assign the number of blows the armor is worth in the count of 1 (bare minimal kit) up to 5 (completely encased in some type of metal armor).

Sample Weapon Inspection

- Swords:

1. Check that they meet the minimum diameter of 1.25 inch or [31.8mm].

2. Check that the ends are taped and that there are no exposed cuts in the rattan.

3. Check the quillons or basket hilts for sharp edges, broken or missing rivets, or other signs of risk due to damage.

4. Check the preferred hand lanyard for cuts or weakened areas.

- Thrusting Tips:

1. Check that they have the minimum cross section.

2. Push on the end to verify the required amount of give.

3. Check that the tip is constructed in such a manner that it cannot be forced more than .5 inch (12.7 mm) into a legal faceguard.

- Mass Weapons:

1. Check the padding for the proper amount of give.
2. Check the preferred hand lanyard for cuts or weakened areas on single-handed mass weapons.
3. Consider the total mass of the weapon.

- Pole Weapons:

1. Check the thrusting tip, if any, for the proper amount of give.
2. Consider the total mass of the weapon.
3. Check that the weapon meets the relevant length restrictions.

Procedures & Requirements for Authorization of Marshals

There are three near-equal priorities with being a Marshal in the SMA: Safety, impartial witness, and showmanship. Over or underemphasizing any one of these priorities tends to make the fighting less enjoyable for everyone.

- A marshal may be authorized after demonstrating the ability to oversee combat, judge a fighter's authorization and inspect weapons and armor.
- Unless warranted or rostered by Society Marshals or an officer of the Society, a marshal may not be the marshal-in-charge of an event or sign the paperwork to authorize fighters.
- Regions may have other types of Marshals other than Authorized Marshals as they see fit. These individuals may be warranted or rostered by the Society Marshal only after said marshal has undergone a Marshal's Authorization. Until such time, they shall not give final approval of the suitability of weapons, armor, or be involved in the authorization of combat participants.

- Only the Society Marshal or designated Deputy Society Marshal(s) may perform a Marshal's Authorization. They must witness the authorization and execute the appropriate paperwork to ensure that the authorization is registered.
- At a minimum, a Marshal's Authorization shall include the following:
 1. The candidate must have a good working knowledge and be willing to enforce the standards of safe conduct, the Society rules of honorable combat, and any additional regional rules or conventions.
 2. The candidate must have a good working knowledge of the Society minimum armor and weapons standards and any additional regional armor and weapons standards.
 3. The candidate must demonstrate the ability to conduct an inspection of armor and weapons for use in combat.
 4. The candidate must demonstrate the ability to conduct an inspection of combatants.
- The candidate must demonstrate the ability to safely control SotMA combat, whether this is single combat, team combat, general melee, or part of a war environment.
- The term "Marshal" applies to the designated marshal of a group. This title of office is used regardless of whether the marshal is an authorized fighter or not.
- All warranted or rostered marshals shall be paid members of the Society of the Middle Ages, Inc.

Marshal Responsibilities, Chain of Command, & Reporting

You must file a report if you are the:

- Society Marshal
 1. On a quarterly basis, report to the President (and hence to the BoD) on the state of the marshallate.
 2. Provide warrants for Regional and local Marshals as they are appointed.
 3. Maintain a roster of individual warrants throughout the Society.
 4. Maintain a roster of authorized fighters throughout the Society.
 5. Oversee any restriction actions that extend beyond the bounds of a single event.
 6. Answer correspondence from the Regional Marshals.
- Marshal of a regional branch
 1. Quarterly reports to the Society Marshal regarding the state of fighting in your region. If there are subsidiary branches (e.g., Shires, Towns, Castles), this includes summarizing the reports from them.

2. Maintain a roster of individual warrants within your region.
3. Maintain a roster of authorized fighters within your region.
4. Oversee the restrictive actions within your region.
5. Conduct Marshal authorizations for local branches and forward each authorization to the Society Marshal for issuance of warrant.
6. Answer correspondence from local branch marshals.

- Marshal of a local branch (e.g., Shire, Town, Castle):

1. Regular reports on the state of fighting within your branch.
2. Maintain a roster of Deputy Marshals within your local branch.
3. Maintain a roster of authorized fighters within your local branch.
4. Report on any incident observed, relative to combat in which the Marshal-in-Charge was required to report.
5. Answer correspondence from Marshals-in-Charge of local events.

- Marshal in Charge of an event:

A brief yet complete report on the event, including:

1. Names and titles (if applicable) of fighters, and the order in which they placed in the tournament.
2. Especially include any incidents in which an injury occurred or a fighter (or marshal) had to be corrected with restrictions.
3. Event reports shall go to the local branch Marshal or the Regional Marshal, not go to the Society Marshal.

Procedures for Grievances & Sanctions

Grievances and Disputes

Often combatants are more than willing to immediately correct any issue or breach of the rules pointed out by a Marshal, and this is always the desired solution. However, occasionally a Marshal must enact Society rules. In this case, the following are the procedures (in order of Society preference):

- Point out the violation and ask the fighter to make the required corrections.
1. In a case of missing or inadequate armor, do not allow the combatant onto the

field until it has been corrected.

2. In the case of emotional responses, ask the combatant to leave the field and do not allow them to resume combat until he or she has stabilized. This particularly includes removing from the field anyone who has lost his or her temper.

3. If you need support, call on (in order):

a. Any other marshals who are present (especially the Marshal-in-Charge)

b. Local Marshal

c. Regional Marshal

d. The local Seneschal

e. The Regional Seneschal

f. The Crown

4. If the violation cannot be stopped, recommend to the Marshal-in-Charge and the Local Seneschal to end the tournament.

5. In any case where voluntary correction is not made (but a violation has been pointed out to the combatant), a detailed written report shall be made to the Regional Marshal as soon as possible after the event.

In cases where the fighter has made corrections voluntarily, a report should only be sent to the Regional Marshal if a pattern of non-compliance from the individual combatant is realized.

Sanctions

In addition to removing an unsafe combatant from the field, long-term sanctions are available. These will normally be applied by the Marshal of the Region rather than by a Local Marshal. Sanctions which revoke or limit the ability of a fighter to participate for no longer than a single event (even if the event is a multi-day event or war) are not considered to be “administrative sanctions”.

Possible sanctions include:

- Revoking the authorization of the individual to fight with a particular weapon.
- Revoking the authorization of the individual to fight at any SotMA event

- Recommendation to the Crown to banish the individual from participation in events
- Recommendation to the Board of Directors to banish the individual from the Society and its activities.

If any of these long-term sanctions are in progress, the Society Marshal shall be informed. Once long-term sanctions have been applied, a report shall be made to the Society Marshal.

If a combatant's fighting authorization has been revoked, it's also acceptable to inform the Regional Marshal of any neighboring regions to which the unauthorized fighter might travel. An authorization from any Region may be suspended/revoked in another Region, should Marshals deem it necessary and appropriate. Such suspension/revocation means that the fighter may not fight anywhere in the Society until and unless the originating violation is resolved. Accordingly, the Regional Marshal issuing the suspension shall inform the Society Marshal and the Regional Marshal of the combatant's home Region. Furthermore, if the fighter is subsequently re-authorized; the neighboring Regional Marshal shall again be notified.

Combat Injury Procedures

When an injury occurs on the field, it should always be remembered that the primary concern is assisting the injured party. Secondary to this objective is the safety of persons entering the field to help. But no less important is the well-being of anyone already on the field.

If an emergency occurs:

- A marshal shall immediately call for assistance if they suspect that a participant is experiencing more than momentary distress.
- In the event of an emergency, the Marshals shall cooperate with any authorized persons responding, to include Emergency Responders or any event participants with similar modern medical credentials issued by governing state and/or federal entities.
- Marshals will keep the area clear of would-be spectators
- All injuries that require hospitalization, emergency care, any period of unconsciousness, or may require future medical care will be reported by the

Marshal-in-Charge to the Society Marshal within 24 hours of the incident. Include all available details in the report (e.g. date & time of injury; modern name, Society name, age of the injured party as well as anyone else directly involved in the incident).

- Any immediate and significant problems associated with an injury on the field shall be reported to the Society Marshal.

In the event of any suspected non-emergency injury on the field

- The marshal shall call a "HOLD" to all fighting, then determine the proper course of action. (This hold may be a local hold if the safety of the injured person can be maintained).
- The overall situation should be assessed as the injured party is tended to off of the fighting field. If the injured person is conscious, they should be asked if they would like assistance, as no conscious person will be forced to accept medical treatment without his or her consent.
- Any immediate and significant problems associated with an injury on the field shall be reported to the Society Marshal.

Definitions

Aventail - A flexible curtain of chainmail on a helmet, extending to cover the neck and shoulders.

Camail - Flexible curtain of mail or leather on a helm, extending to cover the neck (also aventail).

Closed-cell foam - Stiff foam with closed cells, less dense than resilient foam (e.g., Ensolite).

Equivalent - Virtually identical to the specified material in effect or function, including impact resistance, impact distribution, and impact absorption characteristics, but not necessarily in physical dimensions.

Foam - Any open- or closed-cell foam, including foam rubber, foam neoprene, polyurethane, etc.

Gauge - The U.S. sheet metal thickness measurement standard. Note that 16-gauge is officially 1/16 inch (.0625 inch or about 1.6mm), but commercially available sheet metal is frequently rolled to .058 or even .055 inch, which is too thin for SMA helms.

Gauntlet - A fully armored glove, covering the back of the hand, fingers, and thumb and the points and back of the wrist.

Gorget - A piece of rigid armor designed to cover and protect the throat and neck.

Heavy leather - Stiff, tanned leather nominally 11/64 inch (.171875 inch or 4.4 mm) thick. This is also referred to as "11-ounce leather".

Mail/Maille - Any fabric of small metal components either linked together (e.g., chain) or attached to a flexible backing (e.g., ring or scale).

Padding - Quilted or multi-layered cloth material, such as mattress pads, moving pads, carpet, felt, or equivalent.

Partial/half/demi gauntlet - An armored glove covering the back of the hand, at least the first knuckle of the thumb, and the points and back of the wrist but not the fingers.

Plate - Large components of rigid material (e.g., a breastplate is made of plate materials)

Resilient foam - Dense, plastic, closed-cell foam such as ethyl polymer.

Rigid material -

- If the material may be moved easily with the bear hand it is not rigid, even if it springs back. This should be especially checked with polymer-based armors.
- Steel of no less than 18 gauge, or aluminum of no less than 0.075 inch (1.9mm)
- Other metals of sufficient thickness to give similar rigidity to those listed above, to include treated steel or aluminum
- High-impact-resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above
- Heavy leather (as defined above) that has been hardened in hot wax, soaked in polyester resin (properly catalyzed), or treated in such a manner as to permanently

harden the leather

- Two layers of untreated heavy leather (as defined above)
- Other materials equivalent to those items listed above (Any armor of unusual construction or materials must meet the approval of the Society Marshal, Regional Marshal, or their designated deputy.)

Steel - Cold or hot-rolled mild steel or equivalent ferrous material

Body armor - Armor that covers the torso at least covering the chest from below the collar bone to the natural waist and the floating ribs and kidneys. This definition shall apply to both metal and non-metal armor. This excludes modern sports equipment worn for comfort or padding. Kidney belts are minimal accepted armor and not counted past the minimal single blow. But with just a kidney belt and supplemental limb armor the count can be increased beyond the minimal.

Partial limb coverage - This shall be a piece of armor that covers only the half of the limb above or below the joint. Joints are required to be covered at minimum, but are not part of the partial/complete coverage consideration. Items which fall into partial coverage:

- Vambraces (or bracers) that cover only the lower arm is partial coverage, but rerebraces are not worn
- Spaulders/pauldrons that cover only from the shoulder junction to the triceps
- Rerebraces that cover from the deltoid to the bottom of the triceps, but no vambraces are worn.
- Cuisses (that covers only the thigh), but no greaves are worn in addition.
- Greaves that covers only the lower leg would be partial, but no cuisses are also worn.

Complete limb coverage - Any combination of two kinds of coverage on the same limb, and at least 2 limbs being covered in such a way shall count as complete coverage. For example, greaves on each leg and a vambrace with a mail sleeve that reaches the elbow would count as full limb coverage.

Fully encased - Within the kit presented, are all limbs covered (both sections above and below the joint)? Is the body armor covered to the standard? If those are met, are all other

areas covered as well? The pelvic area? The shoulders? If those areas are covered in one or both types of kit, then the fighter is fully encased. The highest count should be reserved for truly fully armored personnel.