

# Policies of the Heavy Armor Marshal of the East Kingdom

Tournament and Melee Combat



Updated by

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# **Policies of the Heavy Armor Marshal of the East Kingdom**

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# **Policies of the Heavy Armor Marshal of the East Kingdom**

All of the policies outlined in this document are in addition to the current rules and policies defined by the Society Earl Marshal and are not intended to replace or override them. They apply to heavy armor combatants fighting in the East Kingdom only and may differ from other kingdoms.

## **Part I. General Policies**

1. Interpretation of the Rules of the Lists and the Conventions of Combat is the sole province of the East Kingdom Marshalate.
2. During combat, the Marshal-in-Charge has the power to make small changes to the Conventions of Combat. These changes may include waiving encounter guidelines for melees, allowing for the capture of combatants, or implementing a "counted blow" system. However, if any significant changes are required, it is crucial to reach out to the Earl Marshal or the EK Marshal of Armored Combat in advance. Approval for such modifications must be obtained before implementing them.
3. The Crown's Representatives are defined (in descending order) as Their Royal Majesties, Their Royal Highnesses, East Kingdom Earl Marshal, East Kingdom Marshal of Armored Combat, and Deputy Regional Marshals of Heavy Combat. A local knight marshal may not make decisions reserved in these policies to the Crown or one of its Representatives.
4. The Crown or its Representatives maintain the authority to remove any armored combatant or marshal from a melee or tourney list if they are deemed to be acting in an unsafe manner or intentionally trying to exploit the rules without violating them.
5. The Marshal-in-Charge of an event and/or the Crown or its Representatives reserve the right to ban any weapon, regardless of construction materials used, if in their opinion the weapon represents an unnecessary safety risk considered to be in excess of that of normal SCA combat.
6. Any paid member of the SCA who resides within the boundaries of the East Kingdom and wishes to enter into the Marshal in Training (MIT) program will review the prerequisites and accompanying documentation that can be found on the East Kingdom Armored Combat website.
7. All Regional Deputy and local Knight Marshals must report quarterly. The Regional Deputy Marshals will report directly to the EK Marshal of Armored Combat by the 1st of March, June, September, and December. Local Knight Marshals will report to their Regional Deputy Marshal by the last week of February, May, August, and November.

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8. All Companions of the Order of Chivalry whose SCA Inc. membership is current and have demonstrated that they have familiarized themselves with the current rules, are considered to be warranted Marshals, and are expected to fulfill the duties and obligations of the Marshalate. The Earl Marshal shall have the right to suspend or revoke the marshal's warrant of any Companion of the Order of Chivalry.

9. All fighters must execute a waiver as part of Authorization. Presenting a "blue" membership card is proof that a waiver is already on file. Non-members (or members with "white" membership cards) must fill out the waiver section of the Authorization form. (Authorization forms and Authorization cards are processed by the office of the Minister of the Lists.)

10. The legal age for heavy list fighting is 16 years of age. Minors combating with adults shall be marked in the following manner: A single yellow diamond no larger than 1" (25mm) but no smaller than 0.5" (12.5mm) to be placed on the front hemisphere of the helm (preferably on or near the inspection sticker). Those under 18 MUST have "MINOR" listed in bold print on their authorization card.

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## Part II. Rules of the Lists of the SCA, Inc.

1. Each participant, recognizing the possibilities of physical injury to themselves in SCA martial activities, shall assume unto themselves all risk and liability for harm suffered by means of such martial activities. Other participants shall likewise recognize the risks involved in their presence on or near the field of combat or designated areas and shall assume unto themselves the liabilities thereof.
2. No person shall participate in martial activities requiring authorization outside of formal training sessions unless and until they have been properly authorized under Society and Kingdom procedures. Classes and SCA practices do not require authorization. Experimental programs may further restrict participation.
3. All participants in martial activities must be presented to, and be acceptable to, the Crown or their representative(s).
4. All participants in martial activities shall adhere to the appropriate armor, weapons, and equipment standards of the Society, and to any additional standards of the kingdom in which the event takes place or in the negotiated agreements for interkingdom events.
5. The Crown or the Marshallate may bar any weapon, armor, or equipment from use upon the field of combat or designated area for martial activities. Should a warranted marshal bar any weapon, armor, or equipment, an appeal may be made via the established marshallate chain of command to allow the weapon or armor.
6. Participants shall behave in a chivalrous and honorable manner and shall engage in martial activities according to the appropriate Society and Kingdom conventions and standards.
7. No one may be required to participate in martial activities. Any participant may, without dishonor or penalty, reject any challenge without specifying a reason. A bout in a tournament list is not to be considered a challenge, and therefore may not be declined or rejected without forfeiting the bout.
8. Fighting with real weapons, whether fast or slow, is strictly forbidden at any Society event. This rule does not consider approved weaponry that meets the Society and kingdom standards for martial activities, used in the context of mutual sport, to be real weaponry.

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## Part III. Conventions of Single Combat for the East Kingdom

CS1. The legal target areas are defined as the whole torso, head, and limbs, with the exception of the lower legs beginning one inch above the top of the kneecap, and the hand from one inch above the wrist. Blows landing on illegal targets need not be counted, and if thrown intentionally are considered dangerous and a censurable act. Blows to the groin are legal and to be acknowledged, however, they are strongly discouraged, and throwing them frequently or intentionally is grounds for censure.

CS2. All weapons to be used in combat are to be declared to the opponent and the marshals before the fight. If an auxiliary weapon is to be used, it is subject to the fighters' and marshals' approval. If an auxiliary weapon prevents the proper acknowledgment of a blow, the combatant will be given a single warning and in the event it happens again, the auxiliary weapon must be surrendered to the marshals until the tourney is over or until it is needed in melee.

CS3. Anyone may call a "hold" in the event of a perceived immediate safety hazard. These situations may include but are not limited to:

- A broken piece of armor or weapon
- Combatants getting too close to spectators
- A combatant on the ground potentially injured
- Combatants nearing a hazard on the field

Upon the calling of a hold, combat shall immediately cease fighting, and will not resume until the reason for the hold has been addressed and the marshals have signaled the all-clear. Any blows that were struck and taken as 'good' after a hold was called do not have to be taken.

CS4. Judging the effectiveness of blows is left to the honor of the combatants unless they relinquish this responsibility to the marshals or the blow was a clear violation of the Rules of the Lists or the Conventions of Combat. The opposing combatant, the marshals on the field, or other observers may not judge the effectiveness of a blow. The combatant being struck may be supplied additional details of the blow in question by the opposing combatant or the marshal for the sake of clarity. Such information may include but is not limited to blade orientation upon impact, the apparent force transmitted, the apparent location and angle of the blow's impact based upon the observer's angle of observation, or if a decorative/ornamental item such as the extended brim of a helmet or secondary weapon may be interfering with the delivery of a good blow.

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CS5. If a blow is partially deflected by a shield or weapon but still lands with sufficient force to be considered a 'good' blow, it will be acknowledged and accepted.

For example:

- An axe or mace blow may kill even though the haft struck the shield.
- A spear thrust that hits the top of a shield but then continues and hits the face.
- A single sword that contacts the shield then continues to strike the helmet with sufficient force.

CS6. In the event a combatant throws a blow that lands good but they then drop, loses control of, or breaks the weapon, their opponent need not take the blow.

CS7. Target Substitution is the act of intercepting a potentially good blow with a non-legal body part. It is unsafe, unchivalrous, and strictly forbidden.

For example:

- Intentionally turning your head to make an incoming face thrust strike the side of the helm instead of the face area.
- Intentionally lifting your leg so that a potentially good blow will strike below the knee rendering it not good.
- Intentionally blocking a good blow with a gauntleted hand.

On the first occurrence, the marshal shall issue a warning to any combatant they observed using target substitution to avoid good blows. If the marshal witnesses a combatant continuing to act in this manner, whether intentional or not, the marshal has the authority to remove the combatant from the fighting field for a length of time to be determined by the marshal up to and including the remainder of the day.

CS8. A helpless opponent shall not be struck and a "hold" must be called. A combatant is to be considered helpless if they are unable to effectively defend themselves in combat.

For example:

- They have slipped or are falling and have struck the ground
- Their helmet, visor, or another piece of armor has broken or come off
- The combatant loses or breaks their weapon.

Blows that have begun before the cause of the hold shall be counted. In a tourney, if a combatant drops their weapon or slips and falls to the ground without any obvious provocation or influence three times, the combatant will be warned that on the next occurrence, they will be forced to yield.

CS9. If during combat a fighter loses their helm, the visor opens up, or if the protective value of the helm is in any way compromised, a hold will be called and the marshal shall determine if the cause of the failure is easily remedied. If the helm cannot be safely secured at the moment, the fighter is to be considered dead and shall leave the field immediately.

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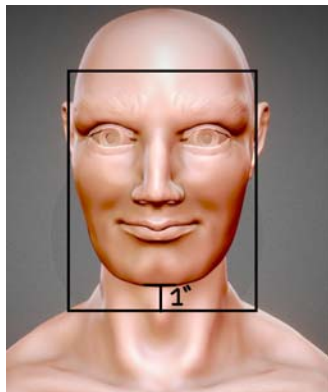
CS10. Blows that land simultaneously and are both considered to be of sufficient force count to both opponents. Wounding blows thrown simultaneously by both combatants shall be accepted by both. Killing blows started before that combatant receives a killing blow, count. Double kills may be re-fought when allowed except in melees or wars, where both are deemed dead.

CS11. The entire helm of a combatant is a legal target and any blow of sufficient force is to be considered a 'good' blow and will be accepted regardless of where the combatant's head sits in the helm or how much of a void exists between the top of the head and the top of the helm.

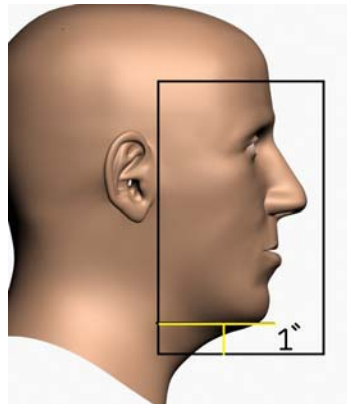
CS12. Thrusting to the face is legal. A 'face thrust' is defined as a thrust that lands in the area from 1 inch below the chin to the middle of the forehead (*fig. A*) and from sideburn to sideburn (*fig. B*). The definition of a good thrust to the face is one that applies enough positive force to the face area of the opponent's helm that causes the helm to move but not necessarily the entire head. Thrusts to the legal striking area of the face to an opponent who is wearing a closed-face helm or one with solid metal over the cheek area are to be considered good and the marshals observing such shall inform the combatant that a telling blow may have occurred if they do not acknowledge the thrust.

The sides, back, and tops of the helm are to be considered impervious to all weapon thrusts except those of Siege engines and thus should not be targeted nor accepted. This rule also includes all combat archery ammunition.

If a non-thrusting shot is thrown and the thrusting tip glances across the legal face area, the shot does not need to be taken as it is not considered a thrust and therefore not subject to the positive force rule.



*Fig. A*



*Fig. B*



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CS13. A combatant who has received a wounding blow to the arm or leg loses control of the portion of the limb below the wound. If the limb is struck again below the wound and effectively blocks a further disabling or killing blow, the blow is counted as if the limb was not there. In no way may the wounded limb be used to grasp or propel the fighter and they are to act as if they have no control over the limb or it is missing. If the leg is struck then the combatant may fight on one foot or from their knees, but cannot use the wounded limb to support or lift themselves into a standing position. If the combatant chooses to fight on one leg and at some point they put the wounded leg down for support, they will receive one warning from the marshals at which point they can choose to go down to their knees. If they remain standing and put the wounded leg down again, they will be considered dead and yield the fight.

If a combatant is struck in the hip or butt by a single-handed sword, the combatant loses complete use of their legs. The combatant may either kneel down on both knees and “sit down” on the heels of their feet or assume a sitting position on the ground. The combatant may not rise from the sitting position to strike or block and will receive a warning from the marshals if they do. If they continue to rise up they will be considered dead and yield the fight.

CS14. A mace, hand ax, war hammer, polearm, or great sword blow to the hip kills. Any other weapon blow to the hip disables the fighter, so that they may not rise up on their knees. A blow to the shoulder joint or the inside of the shoulder joint with a weapon listed above kills. A blow on the outside of the shoulder joint disables the arm. Great swords may be used in a half-sword manner in that one may grasp their own blade to throw blows or thrusts. Great swords may have a thrusting tip on the pommel of the weapon.

CS15. It is the prerogative of any Peer of the Realm to observe the Crown finals from within the tourney list. All those who wish to observe from the field must have executed waivers to the degree required for all fighters. If the list size does not allow it to be done safely, then the closest edges of the list shall be given to the peers for their viewing.

CS16. When titles are used on the field, the full title should be announced in cases where possible confusion may result: e.g. Master of the Pelican as opposed to Master of Arms.

CS17. No combatant may attempt to intimidate, bully, or threaten their opponent with the use of magic, religion, superstition, or supernatural powers in an attempt to gain an advantage during armored combat.

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## Part IV. Conventions of Melee Combat in the East Kingdom

CM1. The same standards of chivalry and courtesy that are expected in tourney lists shall also be expected in melee combat. Anyone who refuses to obey the rules specified by the East Kingdom or the rules of the Society will be warned and if the behavior continues, removed from the battle.

CM2. All conventions for single combat apply to melee combat however, unless any of the following scenarios create a potential safety hazard, a hold will **not** be called.

- A combatant who has tripped, fallen, or who is otherwise helpless should remain on the ground until it is safe for them to rise.
- A fighter who has lost their weapon during a melee is not considered helpless. They should maintain their defense at all times and may retrieve their weapon only when safe to do so.
- If during melee an arm is lost to a blow, the shield or weapon that was held by that arm should not be immediately discarded. The combatant should maintain their defense and attempt to remove themselves from the active combat or to a point where it is safe to discard the item or remove themselves from the field.

CM3: During melee combat, no more than four combatants will attack a single combatant at once with the exception being that the single combatant is part of a larger unit that is currently engaged in combat and was the last combatant remaining.

CM4: When a combatant is a member of a unit that is in line engagement with a similar unit, they may strike and be struck by any opponent within weapon range.

CM5: Attacks must begin within an arc of 180 degrees of the opponent's front, with the exception of a pass-by or breakthrough attack in which the combatant is allowed one shot only at a passing enemy. If the combatant turns to pursue the enemy, they must keep up and remain within their weapon range to continue to strike the opponent. If the combatant being chased at any point runs beyond the weapon range of the pursuing combatant, then engagement is broken and must be re-established before making any further attacks.

CM6: Striking an enemy combatant that you are not engaged with from behind is strictly forbidden. The only time a combatant may be struck from behind is under the conditions outlined in sections TM5 & TM6 and even then it should be done with control and restraint.

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CM7: If a combatant attempts to establish engagement as per sections TM5 & TM6 and the target combatant deliberately and repeatedly refuses to acknowledge their presence, you are still **not allowed** to strike them. You may foul their weapon and shove or manipulate their shield, but until engagement is established, you will not strike them. If a marshal is alerted to or witnesses this behavior, the offender will be treated as the equivalent to non-acknowledgment of blows/intentionally presenting your back to opponents to avoid legal engagement, be given a warning, and at the discretion of the marshal, informed of the rules. If they continue this behavior, they will be removed from the field of battle for the remainder of the battle and possibly the day.

CM8: If an opponent has engaged you and then turned their back, they may be struck until they have moved out of your weapon range at which point engagement is considered to have been broken. You may maintain engagement and therefore continue to strike them by pursuing them, however, if at any time they get out of your weapon range, engagement has been broken and they must be re-engaged.

CM9: If you are unintentionally engaged, attacked, and killed by an overzealous teammate, you are dead.

CM10: Fighters who have been “killed” in a melee must die defensively. This means falling to the ground in a fetal position while attempting to cover yourself with your shield or great weapon. You will remain in that position until given the all-clear to rise by a marshal or other combatants at which time you will exit the combat area to either the sideline or a designated resurrection point.

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## Part V. Terms for melee:

TM1: Combat Line: two or more combatants on the same side, that are in contiguous **mutual** weapons support range, either “side by side” or in “ranks from front to back”.

TM2: Combat Unit: a group of two or more combatants on the same side that has not established a static position and is moving freely around the battlefield.

TM3: Maximum Effective Range: The length of the combatants' weapon plus 3ft

TM4: Mutual support range: When the distance from a combatant to a friendly melee unit equals the joining combatant's maximum effective range

TM5: Line Engagement: When two or more opposing combat units are facing and have acknowledged each other and are either actively fighting or have taken a defensive posture within or near weapons range.

TM6: Establishing Engagement: If a combatant or combat unit approaches an opposing combatant or combat unit who is not aware of their presence, they **MUST** get acknowledgment from the opposing combatants before attempting to strike them. (For example, a combatant runs up to the flank of an enemy unit that is engaged. The combatant bumps their target's shield or fouls their weapon while loudly yelling “Hey! Hey! Look at me I'm here!” If the target combatant turns to face them, throws up their shield or weapon in a defensive manner, or throws a blow, they are now engaged and the combatant may now throw killing blows. )

TM7: Joining/Rejoining a line or combat unit: A combatant may consider themselves having joined or rejoined a line or unit only after doing at least **one** of the following:

- They insert themselves into an existing friendly line or unit where they are “shoulder to shoulder” with other members of the line/unit
- They get within mutual weapon support range with an existing friendly line or unit, communicate with that line/unit, and are acknowledged by said line/unit. (For example, a combatant with a spear walks up to a unit, taps the end fighter with their spear, and says “ Hey, I'm on your right” and they nod)
- They attempt to either get within mutual weapon support range or insert themselves into a line but are engaged by an enemy force before they can establish themselves with the friendly unit/line

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## Part VI. Sanctions

S1: Violators of the Heavy Armor Marshal's rules and policies may be brought to the attention of the Earl Marshal, Heavy Armor Marshal, or one of their deputies, by anyone in the form of a written report for deferment or suspension. The report should contain the following information:

- Names and contact information of all involved as well as any who may have witnessed the behavior
- Details of the incident including the name and date of the event the incident occurred
- Name of the Marshal In Charge at the time of the incident

S2: Marshal's Court- An informal court held at any event by the Marshal In Charge to include more than half of the present active marshals in attendance, in which a combatant may be called to discuss their actions or behavior on the field. The resulting actions may include but are not limited to a Warning, Censure, or request for investigation by the Office of the Earl Marshal

S3: If deemed necessary, the Marshalate will review all of the provided information and determine if a formal investigation is warranted. If an investigation is conducted and it is determined that the offenses are deserving of punishment, said punishment may include but is not limited to the following actions.

### Actions

- Warning - A verbal notification that a continued violation of the rules may result in more punitive actions and possibly a formal investigation request to the Office of the Earl Marshal.
- Censure- This may be done by any marshal at the time of the offense for any violation of the Heavy Armor Marshal's rules and policies and may result in the offending combatant being restricted from continued participation in marshal activities for the remainder of the event.
- Deferment - A fighter's removal from all participation in any SCA heavy fighting or alternative activity falling under the office of the Earl Marshal, for a length of time to be determined by the office of the Earl Marshal that will be no less than one day and no more than thirty days.

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- Suspension - A fighter's removal from all participation in any SCA heavy armored fighting or alternative activity that falls under the office of the Earl Marshal for a length of time to be determined by the office of the Earl Marshal and shall be no less than thirty days and no more than one year. A suspension may be appealed to the Sovereign and Heirs and will result in a Court of Chivalry as described in Section 11, subsection A-4 of East Kingdom Law
- Suspension for Life- A permanent suspension from marshal activities may be handed out only after a Court of Chivalry as per Section 11, subsection A-4 of East Kingdom Law.

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## Part VII. Armor and Weapon Standards

The Armor and Weapon Standards of the East Kingdom are those of the Society of Creative Anachronism. These standards may be found within the documents of the Earl Marshal of the Society and the Earl Marshal of the East Kingdom. This should not be construed as barring any fighter from wearing additional armor at their discretion.

The following East Kingdom-specific rules override portions of the Society standards:

AW1. Single-handed weapons hafts and blades shall be constructed solely of rattan or rattan-cored Silo Flex. All other construction details for single-handed weapons shall continue to be as described in Society standards.

AW2. GREAT SWORDS. In order to present a more historically accurate portrayal of armed combat, the following standards will apply to the construction of weapons commonly and collectively known as GREAT SWORDS. This class of swords includes but is not limited to the Katana, Bastard, Hand and a Half, and Great Sword. They are generally designed to be wielded with two hands and have shorter gripping areas than pole-mounted great weapons and axes. As a class, they generally have different handling characteristics than axes and pole weapons.

Construction of two-handed SWORDS shall be as follows: They will not be longer than 78 inches (6.5 feet) in total length, constructed of rattan with a minimum diameter of 1.25 inches. They shall have a quillion, tsuba, or other such feature designating the end of the grip and the start of the blade. They may have both a thrusting tip and pommel spike if desired. When thrusting tips/pommel spikes are used, they will be constructed to the standards found in the Marshals Handbook for two-handed weapons. (IE. Great Swords, being no longer than 6 1/2 feet in total length, may employ “low profile tips” the same diameter as the blade) Swords under 48 inches in length will not have a pommel spike. The gripping surface may be up to 20 inches in total length, measured from the inside of the tsuba/quillion and including the pommel/pommel spike if present. The grip/pommel end may be counter-weighted but the total weight of the weapon shall not exceed 5 lbs. Nothing herein shall restrict the construction of other two-handed WEAPONS to Society Minimum Standards.

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## Additional Information

All questions, requests for clarification, concerns, or suggestions can be sent to the following East Kingdom email addresses.

- earl-marshal@eastkingdom.org
- armored-combat@eastkingdom.org
- deputy.armored-combat@eastkingdom.org
- armored-combat.north@eastkingdom.org
- armored-combat.central@eastkingdom.org
- armored-combat.south@eastkingdom.org
- armored-combat-east@tirmara.eastkingdom.org
- armored-combat-west@tirmara.eastkingdom.org
- experimental-weapons@eastkingdom.org

All documentation, information, and contacts can be found on the official East Kingdom Armored Combat Marshals website

<https://armored-combat.eastkingdom.org/>