

MARSHAL FIELD DUTIES

(Extracted from the obsolete MidRealm Rapier Rules, Rev 2.5, Section 3)

RUNNING TOURNAMENTS

Setting-up The Lists

- The size, shape, and condition of the list field have much to do with the safety and enjoyment of the combatants and the spectators.
- A highly visible, safe barrier reinforced by marshals is the best boundary.
- If the List(s) must be set up in the middle of a field or in a large room without such boundaries, great care must be taken. It is often best to take one end of a room for the list field and use the walls for three of the boundaries, leaving only one rope barrier between the combatants and the audience. Or in the case of an outdoor area, take advantage of available logical boundary items like trees and bushes.
- The marshals should also look at traffic flow as a consideration in laying out the fighting area, but safety factors are foremost. Make sure that mixing combatant and general spectator traffic is kept to a minimum. Take into account the spectator mix: more non-SCA, Inc, children or a lot of traffic means increased vigilance and tighter control.

Barriers and Protecting the Spectators

- Double rope barriers are generally preferred and should be used wherever practical. The distance between the inner and outer barriers should be the length of the longest weapon on the field. "HOLD" is called when the combatants reach the inner boundary, while spectators are not permitted closer than the outer line.
- Rope barriers should be waist height (36 to 40 inches from the ground), outer rope barriers should be a little lower (30 to 36 inches from the ground) to help small children to recognize the boundary.
- Single rope barriers can be used where there is a minimum of spectator traffic around the Lists, few small children present, and a primarily SCA, Inc. audience. Floor or ground markings out six feet or so from the ropes provide a good visual cue to spectators. Make the combatants aware that they have only the one barrier between them and the spectators.
- Flags or pendants hung on the rope every six feet or so will help everyone keep track of the bounds.
- Marshals should adjust the ropes between bouts to keep them at the recommended height.
- Barriers and boundary markings at sites where large melees or wars are to be held depend on the number of combatants, the size of the audience, and the number of marshals available. A well defined double line is also highly desirable, but in this case the distance between inner and outer boundaries should be fifteen feet or greater. Corners and boundaries should be highly visible. Straw bales are usually employed. Spectators and combatants should be discouraged from using the bales for sitting or resting. The setup at large wars can dramatically affect the outcome of a battle and should be discussed with the leaders of the armies well in advance.

Surface Conditions and Combatant Safety

The conditions of the surface of the List(s) should be checked as well. The marshals should walk the fighting area well before fighting begins to look for and try to remedy or mark potential hazards. When a site requires additional protective floor covering, care should be taken to avoid creating tripping or sliding hazards.

Tournament Field Procedures

General

Promoting safety and awareness helps to ease running tournaments. Checking on the following items will ensure that your tournament runs well:

- Everyone in the List(s) should have visited the List table and signed the appropriate paperwork.
- Keep the List(s) cleared of nonessential people. No one should ever stand near the List(s) with his/her back to the fighting.
- Check the fighting surface periodically for potential problems.
- Keep a good sight line between the List table and the List(s).

Marshal Requirements

- Ideally, have a minimum three marshals, or if more, then always an odd number observing the combatants.
- The marshals should maintain the best clear view of the action, moving as necessary.
- One marshal should be designated as the “Presiding Marshal”, who is responsible for signaling the commencement of the fight, arbitration and its continuance after any “HOLD”. The role of presiding marshal can be rotated among the marshals as necessary.
- Marshals are strongly encouraged to withdraw and appoint a replacement in tournaments where their affiliations to a combatant may cause their judgment to be questioned. It is better to voluntarily remove yourself than to have another marshal request you to do so.
- Marshals are expected to maintain their own tempers, remain objective and encourage calm discourse of the combatants. A cooling down period can be called if necessary to restore order and calmness.

Starting the Tournament

- Prior to the start of the tournament all combatants must be asked if they have signed the appropriate paperwork, if they understand the rules of the list and if they understand the rules of that day’s tournament. All must have done so before the tourney can begin.
- It is recommended that the formal ceremony of charging the combatants be done as a group at the start of the tournament. The presiding marshal or a designated herald tells the combatants to salute the Crown, those that “inspire them,” their opponents, then to heed the marshals.

During Each Bout

- As each combatant enters the list, the marshals should make a quick, cursory check to verify that the combatants are properly equipped (masks on) and no armor / weapon

malfunctions have occurred (No skin showing, tips on all weapons, bibs and hoods in place).

- The marshals may ask if the opponents are happy with each other's choice of weapons.
- The marshal then asks the combatants if they are prepared to engage.
- After receiving acknowledgment from both combatants, the marshal commences the fight with "EN GARDE, LAY ON", or an equivalent command of the marshal's choosing.
- As the bouts continue, the marshals should look for and immediately respond to any condition dangerous to the combatants or the spectators. When it occurs the marshal must:
 1. Call "HOLD" to stop the action
 2. Correct the condition or situation (If the situation requires repositioning the combatants, make sure they remain in the same positions and at the same distance relative to one another as when the "HOLD" was called.)
 3. Continue the bout