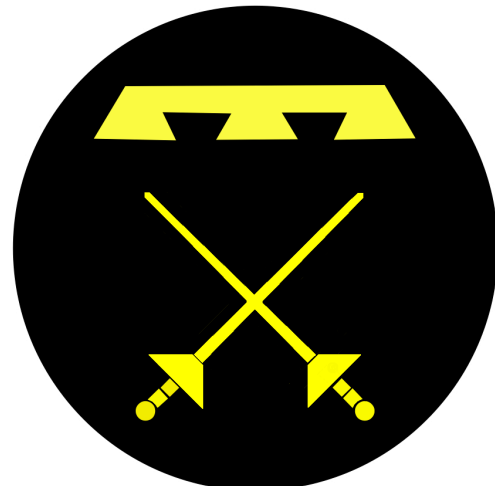




# West Kingdom Youth Martial Handbook



## **INTRODUCTION**

The following are the March 2018 revised rules for the youth armored combat and youth rapier programs of the Kingdom of West, SCA Inc.

The primary purpose of today's program is training youth to transition into safe and chivalric adult heavy and rapier combat when they reach the appropriate age. The program aspires to develop each combatant's self-respect, respect for others, and an appreciation for medieval history. The goal is to introduce and reinforce the ideals of chivalry, honor, courtesy, service, and heraldic pageantry, both on and off the list field. The program stresses good sportsmanship and parental participation. It is designed to allow the youth to learn more about all aspects of the Society in a fun way.

## I. GENERAL GUIDELINES FOR THE YOUTH MARTIAL PROGRAM

### 1) Definitions

- a) "Combatant" means a person participating, or intending to participate, as a competitor in youth armored combat or youth rapier.
- b) "Parent" means parent or legal guardian.
- c) "Temporary Guardian" a person present at the event/activity, designated by the parent, present and in possession of a properly executed "[Medical Authorization Form for Minors](#)" AND a signed [minor waiver](#) as needed. The medical authorization form must designate an adult, present at the event or activity, as able to authorize medical treatment in the case of emergency
- d) "Responsible Adult" a person designated by the parent to watch the child and stay within sight and sound of the child while the parents are present at the event or activity but may not be within sight or sound of a short period of time.

### 2) The Role and Responsibilities of Parents

- a) The supervision, safety, and wellbeing, of each child participating in Youth Martial is ultimately the responsibility of the parents of the children.
  - i) Youth Martial is NOT a babysitting service.
  - ii) A parent or responsible adult delegated by the parent must remain within sight and sound of the child and the Youth Martial list field when the child is participating if the child is under 10 years old.
- b) Parents have the right and responsibility to remove their child from any contest or activity they may deem inappropriate or hazardous.
- c) Parents must witness SCA Youth Martial Activities and discuss the activities with a Youth Marshal before their child may participate.
- d) Parents are required to read and understand these rules and standards laid out in this manual and make sure that their child follows them.
- e) Parents are encouraged to become authorized Youth Marshals.
- f) Adults watching Youth Martial activities shall act in a courteous manner toward the combatants, Youth Marshals, and other parents. Adults demonstrating inappropriate behavior will be asked to leave the Youth Martial area. This may result in their child having to withdraw from that day's activity.
- g) When constructing youth armored equipment, if the parent is unsure of the material to use or how construction is done, the parent should consult with a youth armored combat marshal, youth rapier marshal, rapier marshal and/or a senior adult heavy marshal for guidance.

### 3) The "Two-Deep" Rule

- a) The "two-deep" rule applies to all youth martial activities.
- b) Two adults, unrelated to one another, must be present in the immediate area at all times during any youth martial activity. If one adult must leave the

immediate area, the activity must stop until the "two-deep" rule is reestablished. Merely within voice distance does not qualify as the immediate area.

- 4) The Role of Branches and Autocrats
  - a) Branches are responsible to properly staff all youth martial activities.
  - b) For all youth martial activities, whether a tournament, war, or practice, the Branch must obtain the services of a Youth Martial Marshal-In-Charge who shall be a currently warranted youth marshal with current background check on file with the SCA.
  - c) For youth martial tournaments and wars, the autocrat is encouraged to appoint a youth martial liaison for the event, who can help the autocrat ensure that the event is properly staffed and staged.
  - d) Branches may recruit members of other branches to staff youth martial events.
  
- 5) Combat and Applicability of West Kingdoms Marshals' Handbook
  - a) The West Kingdoms Marshals' Handbook applies to Youth Armored Combat except as superseded by these rules, standards and guidelines detailed in this document.
  - b) The West Kingdom Rapier Combat Standards and Society Rapier Rules applies to Youth Rapier except as superseded by these rules, standards and guidelines detailed in this document.
  - c) The rules of the list, conventions of combat, legal target areas, the use of weapons and shields, and the acknowledgment of blows in youth armored combat and youth rapier shall be substantially the same as adult heavy combat with the exception of the rules, standards and guideline detailed in this document.

## **II. REQUIREMENTS FOR MINORS TO PARTICIPATE**

Note: SCA policies relating to the attendance and participation of minors at events and activities are found in the Seneschal's Handbook. Nothing in this document will be construed to overrule, change, or substitute for those policies.

- 1) Parent Involvement: Parental involvement and participation is a critical component of the Youth Martial program.
  - a) Parents and/or guardians shall be subject to all of the requirements set forth by the West Kingdom Youth Martial, the West Kingdom Earl Marshal, and the Society Earl Marshal.
  - b) Parents must understand this is a contact sport and that injuries may occur. Parents are ultimately responsible for the safety and wellbeing of their children and assume all risks and liabilities for any harm or medical condition arising from the youth's participation in these activities. This legal requirement cannot be delegated to the SCA or to the marshals on the list field. The assumption of responsibility shall be signified by completion of all legal documents required by the SCA and the West Kingdom.

- c) No minor shall participate in Youth Martial unless the parent has completed and signed a [“Minor’s Consent to Participate and Hold Harmless Agreement”](#) (waiver) form. Minors with blue cards, indicating a waiver at the Corporate Office that is signed by a parent, are treated the same as adult blue-card attendees with regard to waivers. Roster waivers are not acceptable for use with minors.
- d) Parents and/or Guardians are responsible for being familiar with Youth Martial and must sign a statement to that effect prior to the child’s authorization. [“West Kingdom Youth Martial MINOR’S CONSENT TO AUTHORIZE”](#)
- e) Parents and/ or Guardians shall sign all appropriate medical releases before the child participates in any training.
- f) Minors participating in Youth Martial must either have a parent present at the event/activity, or a temporary guardian, designated by the parent, present and in possession of a properly executed [“Medical Authorization Form for Minors”](#) and a signed waiver as needed. The medical authorization form must designate an adult, present at the event or activity, as able to authorize medical treatment in the case of emergency (a form of temporary guardianship).
- g) Youth marshals will verify prior to any youth martial activity that each competitor has a parent present. If a parent signs a combatant up for an activity and is not present when the activity starts, the youth will not be allowed to participate.

## 2) Age to Participate/Divisional Definitions

- a) Participation in SCA Youth Martial in the West Kingdom shall be divided into at least three divisions based on age, armor, weapons and calibration of blows.
  - i) Division 1: Ages 6-9
  - ii) Division 2: Ages 10-13
  - iii) Division 3: Ages 14-17
  - iv) The listed age range for each division is not absolute. The Marshallate recognizes that some youth will be very small or very large for their age, and that some will mature earlier or later than others. Younger combatants may be moved to a higher division or older combatants may be allowed to remain in a lower division, on a case-by- case basis, at the request of the parent and with the approval of the marshals. See divisional transfers (Marshal Section) for more information.
  - v) Acknowledging that there might be a limited number of youth combatants at an event or practice, combatants may fight others in another division with the following provisions:
  - vi) Permission of the combatant’s parent or guardian.
    - (1) Permission of the Youth Marshal-in-Charge

- (2) Older combatants must adhere to the weapon standards, calibration, and rules of the younger combatants being fought (e.g. Division 2 combatants may fight a Division 1 combatant at Division 1 calibration with Division 1 weapons).
  - vii) Society and West Kingdom rules allow a minor, aged at least 16, to authorize in adult armored combat or age 14 for adult rapier. Minors may continue to participate in Youth Martial while training for adult combat. When a minor authorizes in adult armored combat or rapier, he/she will be deemed to have graduated from Youth Martial and is not eligible to participate in Youth Martial tournaments, or melees. He/she may still participate in Youth Martial training activities and is encouraged to become a Youth Marshal.
- 3) Authorization Requirements
- a) Authorization assessment of the combatant will vary based on the combatants age and division. However all Combatants need to be able to:
    - 1-Explain an adequate definition of Chivalry
    - 2-Show or explain legal target areas
    - 3-Show or describe armor requirements
    - 4-Demonstrate appropriate calibration during an authorization fight
    - 5-Call blows during an authorization fight
    - 6-Display a proper hold
  - b) Parents need to
    - 1- Have witnessed Youth Martial and discussed it with a Marshal and signed the ["West Kingdom Youth Martial MINOR'S CONSENT TO AUTHORIZE"](#)
    - 2- Demonstrated knowledge of the rules laid out in this document

### III. RULES OF THE LISTS AND CONVENTIONS OF COMBAT

- 1) Rules of the List and Conventions of Combat as listed in the "SCA Marshal's Handbook," "Society Rapier Rules," "West Kingdom Rapier Combat Standards," and "West Kingdom Marshal's Handbook" apply to Youth Martial unless superseded by a rule in this document. Conventions may be modified for a specific tournament with the full explanation of the changes given to all of the combatants.
  - a) All combatants shall adhere to the West Kingdom minimum armor and weapons standards for their division.
  - b) All youth combatants (and their parents) shall ensure the combatant's armor and weapons are inspected by a Youth Marshal prior to combat at each and every SCA - sponsored event or fighting practice.
  - c) A marshal may disallow use of any weapon, or armor, deemed to be unsafe from use upon the field of combat.
  - d) All combatants shall act in a courteous and chivalrous manner at all times.
  - e) No one may be required to participate in combat related Activities.

- f) No weapons shall be thrown within the Lists of a tournament. The use of approved thrown weapons for melee shall conform to the appropriate Society and West Kingdom Conventions of Combat. □

## 2) Behavior on the Field

- a) Striking an opponent with excessive force is forbidden.
- b) The instructions of the marshals on the field shall be followed at all times.
- c) Each fighter shall maintain control over his or her temper at all times.
- d) Should a safety issue arise the marshal will call "HOLD" and all combat activity in the list will stop until the marshal indicates that it is safe to resume.
- e) Any behavior that takes deliberate advantage of an opponent's chivalry or safety-consciousness, or that takes deliberate unfair advantage of an opponent, is prohibited.
- f) A fighter shall not deliberately strike a helpless opponent.
- g) Any fighter who obtains an unfair advantage by repeatedly becoming
  - i) "helpless" (for example, by falling down or losing their weapon) may, after being duly warned by the marshals on the field, be forced to yield the fight at the next occurrence of such behavior.
  - ii) Grappling, tripping, throwing, punching, kicking, and wrestling are prohibited.
  - iii) Deliberately striking an opponent with a shield (shield bashing) is forbidden.
  - iv) Grasping an opponent's person, shield, or weapon is prohibited.

## 3) Target Areas

- a) Legal target areas are the same as those in adult rattan combat and adult rapier combat, except face thrusts are not allowed in Division 1. Shots to the groin and throat are legal, but discouraged.
  - i) It is considered discourteous and dangerous to intentionally target the groin area. If such blows are thrown repeatedly, it shall be presumed to be a violation of the Rules of the Lists.

## 4) Melee Conventions

- a) Youth fighters may only charge to gain ground. They may not intentionally run into their opponents.
- b) Thrown weapons may be used in a melee scenario provided that all marshals and combatants are informed of their use before the melee begins.
- c) Deliberately striking from behind without gaining engagement is forbidden.
- d) No more than four fighters shall attack a single opponent except in the case of engaged units.
- e) Rules of engagement shall conform to the standard of the kingdom or event where the activity takes place.

## Youth Armor Combat Section:

### IV: THE USE OF WEAPONS AND SHIELD

- 1) Weapons shall be used in accordance with their design. For example, spears may only be used for thrusting, axes for striking along the edge of the blade, etc.
- 2) Only weapons approved for thrusting may be used for that purpose. Before any bout where a thrusting weapon is used, the opponent and marshals shall be informed that such a weapon is on the field, and the thrusting tip shall be shown to the opponent. **NO low profile thrusting tips are allowed in youth armor combat.**
- 3) The striking surface of a weapon in motion may not be grasped or blocked by the hands or limbs as a means of impeding a blow.
  - a) If a combatant intentionally places an illegal target area (e.g., an empty hand and or lower leg, including the knee and foot) in the path of a blow, the combatant forfeits that attached limb as if it had been struck in a legal target area.
  - b) Inadvertently bringing the hands in contact with the striking surface of a weapon in motion, as when attempting to block a blow with another weapon shall not be considered to be in violation of this convention.
- 4) Shields must be controlled by the hand. Use of passive shields (not controlled by the hand) will be treated as decorative armor and subject to effective blow acknowledgment.

### V: ACKNOWLEDGEMENT OF BLOWS

- 1) Calibration:
  - a) **Division 1:** Intentional Touch. This is a clean, unimpeded blow that is readily felt through a single layer of medium weight cloth, but is not hard enough to leave a bruise on bare skin. Face thrusts are not allowed.
  - b) **Division 2:** Positive Contact. This is a clean, unimpeded blow that is readily felt through 0.25 inch (6.3 mm) of open cell padding, but is not hard enough to leave a bruise in an area covered by medium weight cloth. Face thrusts have touch calibration.
  - c) **Division 3:** Light Force. This is a clean, unimpeded blow that may be readily felt through 0.5 inch (12.7 mm) of open cell padding, but is not hard enough to leave a bruise through 0.25 inch (6.3 mm) of open cell foam padding. Face thrusts have touch calibration.
    - i) West Kingdom Division 3 Youth Combatants are about to enter adult Armored Combat and are encouraged to practice good technique and only call blows "good" when their is no question of there strength.
  - d) It is recommended that marshals use open cell foam of the appropriate thickness to demonstrate levels of calibration.
  - e) Excessively hard blows are not permitted in any division. Any combatant who persists in hitting too hard after appropriate warning shall be removed from the field and may be subject to additional sanctions such as having their authorization suspended.



- f) Youth combatants are encouraged to honorably judge the effectiveness of blows they receive. The opposing combatant may not judge the effectiveness of his or her own blow. Information unavailable to the combatant being struck may be supplied by the opposing combatant or the marshal, including blade orientation upon impact, apparent force transmitted, or apparent location and angle of the blow's impact based upon the observer's angle of observation. When necessary, the marshal on the field shall intervene and call blows especially for Division 1.
  - i) Special tournaments or combat rules may redefine what areas of the body are armored, and to what extent, so long as all the participants are made aware of the special conditions prior to the start of combat. □
- g) An effective blow will be defined as one that was properly oriented, and struck with sufficient force.
  - i) The minimum effective thrusting blow to the face shall be a touch. A correctly calibrated face thrust touches the face grill of the helm but does not move the head.
  - ii) Areas deemed illegal to strike: the hands from 1.0 inch (25.4 mm) above the wrist and below, the legs from 1.0 inch (25.4 mm) above the knees and below; shall be considered safe from all attack.
  - iii) An effective blow to the head, neck, or torso shall be judged fatal or completely disabling, rendering the fighter incapable of further combat. □
  - iv) An effective blow to the arm above the wrist will disable the arm. The arm shall then be considered useless to the fighter and may not be used for either offense or defense. A second blow to a disabled arm is considered to have struck the torso.
  - v) An effective blow to the leg above the knee will disable the leg. The fighter must then fight kneeling, sitting, or standing on the foot of the uninjured leg.
  - vi) The minimum effective blow from any THROWN weapon is touch. Javelins, used as one-handed thrusting weapons, require the same force as any other thrusting weapon appropriate for that division.
    - (1) The blow from any THROWN weapon must still be a "clean blow".
  - vii) 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.
  - viii) A blow that includes the dropping of the striking weapon, at the moment of impact, shall not be counted.

## **VI. ARMOR REQUIREMENTS**

- 1) While it is the goal of the SCA to encourage a medieval appearance for all participants, given the specific nature of Youth Combat visible modern sports equipment may be worn as armor.

## 2) Head - All Divisions

- a) Helmets must completely cover the head. Hockey helmets, lacrosse helmets, and other sports helmets with facemasks are acceptable. They may need to have additions or alterations to fully enclose the head. Period looking helms are permitted. Bearing in mind the size and development of the youth, the marshal-in-charge may disallow the use of a helm deemed too heavy for the youth to wear safely.
  - i) Helmets must either: (1) meet all adult heavy combat requirements (with the exception that division 1 and 2 helmets may be made of 18 gauge metal/hardened leather or other continuous rigid material); or (2) be a youth sport helmet manufactured by a company that sells sports equipment as a regular part of its business.
- a) Helmets must fit properly and be padded inside so that the rigid portions of it do not contact the head. Padding must provide progressively resistant give. The mass of the helmet will not be presumed to provide any additional protection.
- b) Helmets with "floating" segments, attached only with straps, are not permitted. Helmets may have hanging aventails, camails, or bevors to aid in protecting the neck.
- c) All helmets must have grills, rigid mesh, or face plates that prevent a weapon from making contact with the face. No helmet shall have a gap exceeding 2.0 inches (5.1 cm) in the area protecting the face.
- d) Helmets must have a chinstrap or equivalent means to prevent the helmet from being dislodged or contacting the wearer's face during combat.

## 3) Neck

- a) Helmets in combination with neck protection (such as a gorget) must be constructed so that a weapon may not touch any exposed area of the head or neck.
  - i) Division 1: The throat and larynx shall be protected by a minimum of light leather or the equivalent.
  - ii) Division 2: A minimum gorget of medium leather with padding is required. The larynx, cervical vertebrae, and first thoracic vertebra must be covered.
  - iii) Division 3: A gorget of rigid material or heavy leather, with padding, is required. The larynx, cervical vertebrae, and first thoracic vertebra must be covered. Or meet with West Kingdom adult combat armor standards.
- b) An aventail, camail, or coif may be substituted or used in conjunction with a gorget as long as all required areas are protected.

## 4) Body

- a) Division 1: All combatants must have the torso, shoulders, and armpits covered with a minimum of cloth. Tunics, shirts, or bodices, and pants, or

skirts over long pants are acceptable. In addition all combatants need to have chest protection of light leather, ¼" foam or equivalent.

- b) Division 2: In addition to Division 1 requirements, kidneys must be protected by a minimum of a medium leather kidney belt with padding or the equivalent. In addition all combatants need to have chest protection of light leather, ¼" foam or equivalent.
- c) Division 3: In addition to Division 1 and Division 2 requirements, all combatants must have chest protection of medium leather, heavy quilted material, or the equivalent and MUST protect the xyphoid process.

#### 5) Groin

- a) Males: Minimum protection is a sports cup or padded skirt until reaching puberty after which a rigid athletic cup or equivalent armor is required for Division 1 and 2. Division 3 must wear a sports cup.
- b) Females: A padded skirt, closed-cell foam, heavy leather or the equivalent is required to cover the pubic bone area for Division 1 and 2. Division 3 must have groin protection of closed-cell foam or heavy leather or the equivalent is required to cover the pubic bone area. The wearing of a male athletic cup by female fighters is prohibited. □

#### 6) Arms and Legs

- a) Division 1: Must have long sleeve shirt and long pants that cover the forearm and thighs.
- b) Division 2: combatants must have forearm and thigh protection (Vambraces and cuisses) of ½" foam or equivalent or modern sports equipment designed for that purpose.
- c) Division 3: combatants must have forearm and thigh protection (Vambraces and cuisses) of rigid material over padding.

#### 7) Elbow and Knee Joints

- a) Division 1: At a minimum, a layer of cloth must cover the elbows and knees. Elbow and knee joint protection is not required. A long sleeve shirt and long pants, or a short sleeve shirt and shorts with elbow and kneepads meet this requirement.
- b) Division 2: Elbows and knees must be protected by a minimum of soft pads.
- c) Division 3: Elbows and knees must be protected by rigid material over padding. Hockey, motocross and other similar sports elbow and kneepads are acceptable along with West Kingdom adult combat armor standards.

#### 8) Hand and Wrist Protection

- a) Division 1: A minimum of light gloves is required.
- b) Division 2: A minimum of gloves with at least 0.25 inch (6.3 mm) of foam or padding protecting the fingers, back of the hand, and wrist are required.

Street Hockey gloves are acceptable, as is a light glove, with extra wrist protection, in a basket hilt.

- c) Division 3: A minimum of a sports glove with at least 0.5 inch (12.7 mm) of foam protecting the fingers, back of the hand, and wrist, and extra thumb protection, such as those for ice hockey or lacrosse goalies, or equivalent. Gauntlets of heavy leather or rigid material lined with closed cell foam or heavy padding are acceptable. Lighter gloves with a basket hilt and additional wrist protection, such as a half gauntlet, are acceptable. Street Hockey gloves alone are NOT acceptable.
- 9) Feet: All Divisions: All combatants must wear shoes in good repair. Shoes must cover the feet and toes completely and must not slip off easily. Open toes, sandals, toe shoes, flip-flops, crocs, etc. are NOT acceptable.
- 10) Shields
- a) Divisions 1&2
    - i) Shields may be made of wood, plastic, foam, aluminum, or an equivalent material.
    - ii) Shield edges must be covered by plastic tubing, leather, or foam at least 0.5 inch (12.7 mm) wide to minimize damage to youth weapons or other fighters.
    - iii) Regardless of the material used, the handles must be rigidly attached to the shield body, by use of zip ties, bolts, lacing, or other positive fastening device. Simply taping a handle to the back side is not acceptable.
    - iv) No wires, bolts, screws, or other objects may project more than 0.25 inch (6.3 mm) without padding or tape covering them. Rounded shield bosses are not considered to be projections.
    - v) Shields should be of a shape similar to that used in period.
    - vi) Shields should be of an appropriate weight for the size and strength of the combatant.
  - b) Division 3
    - i) Shields must meet adult armored combat standards

## V. WEAPONS STANDARDS

- 1) General
  - a) All weapons must be inspected regularly for deteriorated or compromised foam as well as damaged or broken components
  - b) No metal may be used in any weapons. This includes, but is not limited to: basket hilts, pommel weights, screws or other fasteners, and hose clamps.
  - c) Flails are expressly prohibited.

- d) No materials that might shatter or splinter on impact may be used for the core or cross hilts of any weapon. PVC is expressly prohibited.
- e) Weapons may be disallowed if they are unsafe for any reason determined by the MiC. Including but not limited to being too heavy.
- f) Approved materials for weapon cores are:
  - i) Rattan,
    - (1) a diameter between 0.75 inch (19.0 mm) and 1.0 inch (25.4 mm) for most weapons. either shaved or skin-on,
    - (2) Two-handed weapons longer than 5-1/2 feet (1.67 meters), used in Division 3 only, may use rattan up to 1.25 inches (32 mm) in diameter.
    - (3) Both ends of the rattan shall be rounded.
  - ii) High Density Polyethylene (HDPE) pipe used for irrigation and plumbing. Examples are Sil-o-Flex® and PEX.
    - (1) Any nominal size of HDPE may be used provided the actual outside diameter of the pipe 0.75 inches (19.0 mm), the youth can securely grip the pipe, and the weapon is within weight limits.
    - (2) HDPE pipe shall have both ends capped, plugged, or otherwise covered to prevent the pipe from cutting through the foam.
- g) The striking surface of any weapon shall not be less than 1.5 inches (38 mm) wide.
- h) Thrusting tips and cutting edges shall be marked in a contrasting color.
- i) Wrist straps, lanyards, and triggers are recommended but not required.
- j) Pommels, cross-guards, and the butt ends of weapons without butt spikes must be covered with at least 0.375 inch (9.5 mm) closed cell foam and covered with a loose single layer of duct tape or cloth
- k) Weapons may not exceed 8 ounces (226.8 grams) in weight per foot of length.

2) Single-Handed Weapons:

- a) Striking surfaces must be covered with at least 0.375 inches (9.5 mm) of closed cell foam extending 1.0 inches (25.4 mm) or more past the end of the core material. The foam must be covered with a single loose layer of duct tape or a cloth sleeve.
- b) Thrusting tips shall be constructed of closed cell foam covered with duct tape or cloth. They must extend 2.0 inches (5.08 cm) past the end of the core and be at least 2.5 inches (6.35 cm) in diameter. Thrusting tips should be constructed so that they do not fold over.

- c) Basket hilts are permitted on single-handed weapons. Metal basket hilts are prohibited.
- 3) Two-Handed Weapons: Weapons, which may be used with one or two hands, shall have the following requirements: □
- a) Two-handed weapons shall be constructed in the same way as single-handed weapons except as outlined below.
  - b) Given the excessive flexibility of HDPE in warm temperatures it is recommended that these cores be limited to single-handed weapons except in Division 1.
  - c) No weapon may have a cutting and/or smashing surface at both ends.
  - d) The maximum length of weapons in each division is as follows:
    - i) Division 1: No weapon may be longer than 5 feet (1.52 meters).
    - ii) Division 2: No weapons may be longer than 5.5 feet (1.67 meters).
    - iii) Division 3: No weapons may be longer than 7.5 feet (2.29 meters).
    - iv) Weapons exceeding 6.0 feet (1.83 meters) shall not be used for cutting or smashing and shall be used for thrusting only (spears).
- 4) Thrown Weapons
- a) These weapons may be used for striking and may also be thrown in melee scenarios where thrown weapons are allowed. Examples are thrust-and-throw javelins and axes. □
  - b) Throwing axes may be used in any division and are constructed from only closed cell foam and tape.
  - c) Axes shall not be excessively large or heavy.
  - d) Javelins are constructed from a single diameter of HDPE pipe and may be used in melee combat in Divisions 2 and 3. They may be thrown or be used as a single-handed thrusting weapon.
  - e) The thrusting tip must conform to standard weapon thrusting tips.
  - f) The butt end may not be used offensively. It must be padded with foam in such a manner that it will not penetrate a 2.0 inch (5.08 cm) opening. Fins or stabilizers of foam or duct tape may be attached near the backend.
  - g) Javelins must be between 4.0 and 5.5 feet (1.22 and 1.67 meters) long.

# Youth Rapier Combat Section

## VI. General Information

### A. Divisions

1. West Kingdoms may have as many divisions, as they deem appropriate. Divisions may be based on age, type of weapon, or weapon style. Kingdoms shall follow modern law from local jurisdictions as necessary when setting age divisions.

B. The Marshallate recognizes that some youth will be very small or very large for their age, and that some will mature earlier or later than others. Younger combatants may be moved to a higher division or older combatants may be allowed to remain in a lower division, on a case-by-case basis, at the request of the parent and with the approval of the marshals.

C. Acknowledging that there might be a limited number of youth combatants at an event or practice, combatants may fight others in another division with the following provisions:

1. Permission of the combatant's parent or responsible adult.
2. Permission of the Marshal-in-Charge.
3. Older combatants must adhere to the weapon standards and rules of the younger combatants being fought.

D. Society rules allow a minor, aged at least 14, to authorize in Adult Rapier Combat. Minors may continue to fully participate in Youth Rapier while training for adult combat. When minors become authorized in adult rapier combat, they will be deemed to have graduated from Youth Rapier and may not participate in Youth Rapier tournaments, except as bye fighters (i.e. not eligible for prizes). They may still participate in Youth Rapier training activities and are encouraged to become Youth Rapier Marshals if allowed by their Kingdom.

F. Authorizations

1. There are two categories of rapier combat, each requiring separate authorization. These categories are:

- a. plastic rapier
- b. heavy rapier

2. Except where noted, rules apply to the two forms of rapier combat.

3. Cut and Thrust Rapier is not an authorized form in Youth Rapier.

G. **Conventions**

A. General

1. Youth Rapier Combat shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., the Society Rapier Marshal's Handbook, and West Kingdom Rapier Handbook

2. All combatants shall adhere to the Society minimum standards for weapons and protective gear, appropriate for their division, and to any additional standards or conventions of the West Kingdom or Kingdom which the event takes place.

B. Behavior on the Field

1. All fighters shall obey the commands of the marshals overseeing the field, or be removed from the field and subject to further disciplinary action.

2. Each fighter shall maintain control over his or her temper and behavior at all times.

3. Striking an opponent with excessive force, or with deliberate intent to injure, is forbidden.

4. Upon hearing the call of "HOLD" all fighting shall immediately stop. The fighters shall freeze, check for hazards in their immediate vicinity, and then assume a non-threatening position with their weapons pointed away from their opponents.



5. Conduct obstructive of normal rapier combat, such as consistent ignoring of blows, deliberate misuse of the rules (such as calling HOLD whenever pressed), or the like, is forbidden.

C. Use of Weapons and Parrying Devices

1. The use of weapons and parrying devices by Youth Rapier combatants will be in accordance with the Society Rapier Marshal's Handbook, and West Kingdoms Rapier rules.

XI. **Acknowledgement of Blows**

1. The acknowledgement of blows by Youth Rapier combatants will be in accordance with the Society Rapier Marshal's Handbook, and West Kingdoms Rapier rules.

XII. **Weapons and Parrying Devices**

A. General

1. Sharp points, edges or corners are not allowed anywhere on any equipment.

2. All equipment must be able to safely withstand combat stresses.

3. Equipment that is likely to break a blade or damage other equipment is prohibited.

a. Plastic rapier does not permit any equipment that has small rigid openings large enough to admit a properly tipped light rapier blade (i.e. small holes in bell guards, small openings in a cage or swept hilt, any design which has acute angles where a blade could easily be wedged and bent). Knuckle bows are deemed safe for use with light rapier blades.

B. Blades

1. In addition to plastic blades, as detailed below, any blade that meets the criteria stated in the Society Rapier Marshal's Handbook, is considered acceptable for use by Youth Rapier combatants.

2. Plastic Rapier: The only swords allowed are commercially manufactured plastic training foils and epees, size 3 or shorter. (e.g. Nasycon, Leon Paul, Absolute Fencing, Zivkovic, etc.) Non-Acoustic and acoustic versions are allowed.

- a. Plastic blades shall be made from a single plastic molding and contain no metal parts.
- b. All plastic blades must have a rubber tip attached to the point.
- c. Orthopedic (or pistol) grips will not be used unless the fighter has approval for medical reasons, supported by documentation from their health care provider.
- d. Plastic weapons in this category of combat may not be used against metal weapons or any other SCA blade type or weapon.

C. Parrying Devices:

1. Any parry device that meets the criteria stated in the Society and West Kingdom Rapier Marshal's Handbook is acceptable for use by Youth Rapier combatants.
  - a. Bucklers may only be used in a defensive manner.
  - b. When used with plastic rapier, the edges of all rigid parry devices must be covered by tubing, leather, or foam to protect striking weapons.

D. Projectile Weapons

1. Kingdom may permit mock-gunnery gear (such as rubber-band guns) to be used in rapier melee combat, as long as safety standards for those arts are met.
2. The use of any projectile weapon is forbidden within formal rapier Tournament lists (single combat), or in any situation where spectators cannot be separated from the potential line of fire by more than the effective range of the projectile weapons to be used.

E. Spears / Pikes / Polearms:

1. Youth Rapier combatants may not use these weapons.

### **XIII. Protective Gear**

A. All Youth Rapier combatants, except those using plastic rapier (see below), must meet the minimum standards of the Society and West Kingdom Rapier Marshal's Handbook. Kingdom enacting more stringent standards shall weigh the benefits of more rigorous penetration coverage against the risks of heat illness, exhaustion, and stroke due to heavier or more confining gear.

B. Protective Gear for Plastic Rapier. The following shall be the minimum required protective gear for Youth Rapier age groups using the plastic rapier as their weapon.

1. Head and Neck

a. The front and top of the head must be covered by either a pre-12k or 12k fencing mask, or a commercially manufactured safety mask designed to be used with plastic training foils and epees (e.g. the Nasycon "Aramis" mask and the Absolute Fencing Gear plastic weapons mask).

b. The bib shall be in good condition.

2. Torso and other Killing Zones

a. The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with abrasion-resistant material as defined in the Society Rapier Marshal's Handbook.

b. Male fighters are strongly recommended to wear a youth athletic cup or other equivalent rigid groin protection. Female and male fighters should protect the groin area with extra layers of clothing or equivalent groin padding.

3. Arms and Legs

a. Abrasion resistant clothing over the whole body. That being said, all fighters are encouraged to strive for a period appearance on the field.

b. Hands: gloves are required.

c. Participants must wear properly fitting shoes that provide safe reliable footing.

## **IX. ADULT TRAINING OF YOUTH AT OFFICIAL SCA ACTIVITIES**

- 1) Parents may actively train their own children.
- 2) All training of youth combatants, whether or not it includes sparring, must be done under the supervision of a Youth Marshal as specified in the Youth Martial rules.
- 3) Youth with adult practice is at the discretion of the youth, the parent, the adult heavy fighter, and the marshal. It is within the power of each to stop the training. The marshal OR parent will interrupt or stop the training if he or she believes the adult is being overly aggressive with the youth.
- 4) The adult must be authorized to fight heavy or rapier.
- 5) The adult is using youth armored combat or youth rapier weapons.
- 6) For the purposes of Youth Combat, sparring has a definite meaning.
  - a) If the adult is holding a weapon and is attempting to throw shots at the youth, this IS sparring.
  - b) If both the adult and the youth are striking each other with weapons, regardless of force or speed, this IS sparring.
  - c) If the youth is striking an adult who is holding a shield or buckler and the adult is merely blocking shots, this IS NOT sparring.
  - d) If the youth is striking the adult but the adult is not striking the youth, this IS NOT sparring, but considered blow calibration or practice targeting.
- 7) Other than parents, any adult fighter may provide training, which does not include sparring, as long as a Youth Marshal or parent/temporary guardian is present.
- 8) Adults in a training situation with youth combatants shall use youth weapons appropriate to the division of the youth being trained whether or not sparring occurs.
- 9) Adults in a training situation with youth combatants are not required to meet the armor standards of Youth Combat. It is recommended that trainers wear armor appropriate to the training.
- 10) Limitations regarding sparring:
  - a) Sparring is performed as training with the intent of teaching defensive and/or offensive skills to the youth.
  - b) Sparring with youth is limited to one-on-one combat (one authorized adult sparring partner vs. one youth).
  - c) Adults may not participate in any tournaments or melees with youth combatants.

## **Marshals' Section**

### **X. AUTHORIZATION OF MARSHALS**

- 1) West Kingdom Deputy Earl Marshal for Youth Martial may use whatever methods they deem appropriate to warrant marshals including, but not limited to marshal classes and marshal-in-training programs.
- 2) Only authorized Youth Marshals can be the MIC, sign paperwork, or authorize youth combatants. Only the Earl Marshal, Deputy Earl Marshal for Youth

Martial, or designated representatives can make a youth marshal.

- 3) At a minimum, a fully warranted Youth Marshals' authorization shall include the following:
  - a) The candidate must promote safe practices and enforce the rules of the list.
  - b) The candidate must demonstrate a good working knowledge of the Youth Combat rules.
  - c) The candidate must be able to inspect weapons and armor.
  - d) The candidate must be able to supervise youth combatants both in the lists and in melee combat.
  - e) The candidate must be able to authorize youth combatants according to the rules of the West Kingdom.
  - f) Youth Marshals do not need to be authorized in any SCA martial activity.
  - g) All warranted Youth Marshals must be members of the Society for Creative Anachronism Inc.

## **XI. GENERAL REQUIREMENTS AND RESTRICTIONS FOR ALL MARSHALS**

- 1) Two-Deep Policy: All SCA Youth Martial activities including practices, events, demos, and wars must be under the continuous supervision of at least one adult Youth Marshal and at least one additional, unrelated adult (two-deep policy). In addition, at least one background checked person, preferably a marshal, must be present at all times.
- 2) All Youth Marshals must be 18 years or older. Heavy Combat authorized 16 years olds may serve as a Marshal-in-Training under a Youth Marshal till they are 18 years of age.
- 3) Background Checks:
  - a) All West Kingdom adult Youth Marshals operating in the United States and Canada are required to have an SCA background check.
  - b) All Youth Marshals operating outside of the United States are NOT required to have an SCA background check. Marshals are encouraged to have background checks particularly if they are going to be in charge of Youth Combat activities.
    - i) These rules only apply to groups operating within the USA and Canada. If your group is outside of those two countries, please see your affiliate agreement and governing documents to ensure you follow procedures approved for your jurisdiction, if any.
  - c) For more information on the two-deep policy or acquiring a background check, refer to the SCA Seneschal's Handbook and the policies of your kingdom.
- 4) Marshal-in-Charge (MiC) of Youth Combat responsibilities:
  - a) The MiC must be a fully warranted Youth Marshal.

- b) The MiC of Youth Combat at any official event, including practices, is responsible for ensuring that all waiver and background check policies are complied with.
  - c) The MiC is responsible for preparing (or having prepared) all required reports and forms. The MIC should ensure that there are enough marshals and constables to control the activity.
  - d) Check that the field can be safely fought upon. A buffer zone needs to be provided between the edges of the list or battlefield and spectators at all times.
- 5) Prior to any combat (practice or tournament) all equipment must be inspected and shall meet all safety and armor requirements pertaining to the appropriate division.
  - 6) Marshals shall monitor activities and behavior on the field and immediately stop all potentially hazardous or un-chivalrous activities.
  - 7) Marshals on the field are expected to take an active role in safety, sportsmanship and assistance in calibration. Youth Combat Marshals have a greater responsibility to intervene than their counterparts in adult martial activities. The younger the combatants, the more active the marshaling becomes. Marshaling Division 3 should require very little to no active marshaling.
  - 8) Marshals shall remove from the field any combatant who refuses to obey the commands of the marshals or other officials.

## **XII. INJURY PROCEDURES**

- 1) In the event of any suspected injury on the field, the marshal shall halt all fighting in the area and determine the proper course of action. The parent, or responsible adult/temporary guardian, shall be informed immediately and escorted to the list if not already there.
- 2) When an injury occurs on the field, it should always be remembered that the primary concern is getting to and assisting the injured party. Secondary to this objective, but no less important, is the safety of persons entering the field to help and the wellbeing of anyone already on the field. (For example, fighters standing around in armor in the sun could be subject to heat problems.)
- 3) In the event of an emergency, the marshals shall cooperate with any authorized persons responding to the emergency and keep the area clear of would-be spectators.
- 4) All injuries that require hospitalization or similar care, include a period of unconsciousness, or may require future medical care need to be reported to your Kingdom Earl Marshal within 24 hours of the incident and reported to the Society Deputy for Youth Combat. Include all available details in the report.

## **XIII. YOUTH COMBAT AUTHORIZATIONS**

- 1) Only warranted or rostered Youth Combat Marshals may perform an authorization. The authorizing marshal must witness the authorization and

execute the appropriate paperwork to ensure that the authorization is registered with the appropriate kingdom official. □

- 2) Authorizations should be done for each division and conducted in a manner appropriate for the division and the age of the child.
- 3) A parent (NOT a responsible adult or temporary guardian) must be present for their child's authorization and be able to demonstrate, to the authorizing marshal, familiarization with the rules and guidelines in this handbook.
- 4) Kingdoms must provide documentation in the form of a card/document showing that the youth is authorized to engage in Youth Combat in his or her division. This card/document must be shown to Youth Combat officials before a youth combatant engages in Youth Combat tournaments or melees.
- 5) All youth combatants must reauthorize when permanently changing divisions. Youths are expected to practice at the next division before authorizing.
- 6) If a previously authorized combatant fails to pass an authorization for the next division, s/he may continue to participate in her/his previous division.

#### **XIV. MARSHAL RESPONSIBILITIES, CHAIN OF COMMAND AND REPORTING**

- 1) Kingdom Deputies for Youth Combat shall report their activities to their Kingdom Earl Marshal and establish reporting requirements for their subordinates consistent with West Kingdom's policies.
- 2) Kingdom Deputies for Youth Combat shall report quarterly to the Society Deputy for Youth Combat regarding the status of Youth Combat in their Kingdom. If you are required to make a similar report to your Kingdom Earl Marshal, a copy to the Society Deputy is sufficient.
- 3) An incident involving serious injury to a youth fighter shall be reported to the Society Deputy for Youth Combat as well as the Kingdom Earl Marshal. See "Injury Procedures" (section XI above).
- 4) Incidents of inappropriate behavior by a youth combatant or participating adult, which is serious enough to require disciplinary action beyond the bounds of a single event, shall be reported to the Society Deputy for Youth Combat in addition to the reporting requirements of the West Kingdom.

#### **XV. EXPERIMENTATION**

Before any alternate or unapproved materials or weapons may be used at Society activities, a test proposal must be submitted to and approved by the Society Deputy for Youth Combat. For more information see the "SCA Youth Combat Handbook"

#### **XVI. DISCIPLINARY ACTIONS**

The West Kingdom has established procedures for handling grievances and disputes consistent with its Kingdom policies. Contact the West Kingdom Seneschal for more information.

# Glossary

## XVII. GLOSSARY

12k fencing mask - A standard fencing mask covered with 12 kilogram mesh

Abrasion-resistant material - Material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing.

Aventail - A piece of metal, heavy leather, or other rigid material attached to the back of a helmet. It protects the back of the neck.

Bevor - A piece of metal, heavy leather, or other rigid material attached to the front of a helmet. It protects the throat.

Camail - A drape of chainmail, leather, or padded cloth that hangs from the helmet. It protects the neck.

Closed-cell foam - A solid foam made from polyethylene, EPV, or vinyl nitrate without interconnected pores resulting in a higher compressive strength than open-cell foams. Common uses are pipe insulation, camping and fitness mats, and sports padding.

Coif - A cap of chainmail or padded cloth worn under a helmet that extends to the base of the neck. It may be long enough to also cover the shoulders.

Death from Behind - A specialized attack sometimes allowed during melee combat where the attacker "kills" an opponent from behind without attempting to strike. Death from Behind is a minimal contact, or no contact, form of attack

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

Gorget - A protective collar for the neck. It may also protect the larynx and cervical vertebrae.

Heavy Leather - At least 10 ounce leather, about 3/16 inch thick. HDPE - High Density Polyethylene.

Heavy rapier - Steel rapiers meeting the requirements identified in the Society Rapier rules.



Irrigation Pipe - Shatter-resistant plastic pipe made of High Density Polyethylene (HDPE) sized to be a substitute for iron pipe in exterior plumbing applications. Often used for in-ground sprinkler systems. Found in many hardware stores. It is usually black in color. May be orange when used for electrical conduits.

Light Gloves - Gloves made of cloth, canvas, or thin leather. Light Leather - This is 4 to 6 ounce leather about 3/32 inch thick.

Light Leather - This is 4 to 6 ounce leather about 3/32 inch thick.

List Field, Tourney Field, or Erik - The defined area for fighting, or the fighting field, usually with a roped-off boundary.

Mass weapons - maces, axes, war hammers, or other weapons designed primarily to crush or punch holes (on account of the weight of the real weapons), rather than primarily to cut (on account of sharp edges on the real weapon)

Medium Leather - This is 7 to 9 ounce leather about 1/8 inch thick. Melee - Combat fought between teams of two or more persons per side.

Open-cell foam - Foam made with interconnected pores. Common uses are for seat cushions, mattress pads, and packaging.

PEX - Shatterproof plastic pipe made of High Density Polyethylene (HDPE) sized to be a substitute for copper pipe and CPVC pipe in interior plumbing applications. Found in many hardware stores. Available in white, red, or blue colored. Colored orange when intended for radiant floor use.

Polearms - hafted weapons, generally long, designed to be wielded with two hands (e.g., glaives, halberds, etc.).

Progressively resistant give - As pressure is applied it will compress gradually without bottoming-out.

Puncture-resistant material - Any fabric or combination of fabrics that will predictably withstand puncture.

PVC - Plastic pipe usually white or gray in color. May shatter upon impact. It is NOT legal for Youth Combat.

Rigid Material - Metal, shatter-resistant plastic, heavy leather, or leather that has been hardened.

Sil-o-Flex® - Brand name for plastic pipe made of High Density Polyethylene (HDPE) sized to be a substitute for iron pipe in exterior plumbing applications such as in-ground sprinklers. See: Irrigation pipe.

Xyphoid Process - This is the area at the base of the sternum.