

## **POLICIES FOR YOUTH HEAVY COMBAT**

### **I. THESE POLICIES ARE IN ADDITION TO SOCIETY LAW AND POLICY. SOCIETY POLICY TAKES PRECEDENCE.**

### **II. DEFINITION**

- A. The Æthelmearc Youth Martial Academy is a program to provide minors ages 6 through 17 with a safe and supportive environment where they can participate in martial activities.

### **III. GOALS**

- A. The goals of the Æthelmearc Youth Martial Academy are to:
  - 1. Offer youth martial activities, including combat and rapier formats.
  - 2. Introduce and reinforce the ideals of chivalry, honor, courtesy, service, and heraldic pageantry, both on and off the list field.

### **IV. ADMINISTRATIVE STRUCTURE**

- A. All warranted positions within the youth combat structure are subject to the Society ruling regarding background checks. Refer to the policy available on the Society website ([www.SCA.org](http://www.SCA.org)) at the link for [Documents and Policies](#).
- B. Youth fencing and heavy combat activities within the Kingdom of Æthelmearc are regulated and monitored by the Chancellor of the Youth Martial Academy, an appointed Kingdom-level deputy of the Kingdom Earl Marshal. The Youth Combat Marshal and the Youth Rapier Provost are deputies to the Chancellor.
- C. The Chancellor of the Youth Martial Academy supervises the officers under him/her who head up the various activities in the program. These officers include rapier and combat Regional Deputies, Group Youth Marshals, and At-Large Youth Marshals. The Chancellor of the Youth Martial Academy and these officers are responsible for the activities of the minor participants.
- D. The Chancellor of the Youth Martial Academy may appoint and dismiss deputies, as needed.

### **V. REQUIREMENTS FOR THE OFFICE OF CHANCELLOR OF THE YOUTH MARTIAL ACADEMY**

- A. The Chancellor must:
  - 1. Be 18 years of age or older.
  - 2. Be a warranted youth marshal.
- B. Candidates must be acceptable to the Kingdom Earl Marshal.

## **VI. REQUIREMENTS TO OBTAIN A YOUTH MARSHAL WARRANT**

### **A. Candidates must:**

1. Be 18 years of age or older.
2. Follow Kingdom Marshal Warrant requirements
3. Have passed the background check required by the SCA. Final marshal warrants cannot be issued until the background check process is complete.
4. Have two letters of recommendation by local officers or local parents.

## **VII. APPOINTMENT OF REGIONAL DEPUTIES**

A. The Chancellor of the Youth Martial Academy may appoint Regional Deputies.

B. Candidates must be warranted as a Youth Marshal.

## **VIII. WARRANTING OF GROUP YOUTH MARSHALS**

A. The selection of a local Group Youth Marshal is governed by local customs and/or group policies for selecting officers. Groups are not required to have a Group Youth Marshal, but are strongly encouraged to fill the position.

B. Candidates for Local Group Marshal Positions must provide proof of appointment by the candidate's local group.

C. Meet all the requirements of section VI

## **IX. WARRANTING OF AT-LARGE YOUTH MARSHALS:**

A. Candidates must request appointment to the office by notifying the Chancellor of the Youth Martial Academy.

B. Meet all the requirements of section VI

## **X. MARSHALLATE GUIDELINES**

A. Marshals on the field are expected to take an active role in safety, sportsmanship and calibration assistance. All youth marshaling must comply with the "two deep" rule mandated by the background check policy.

B. Youth combat marshals are authorized to:

1. Inspect youth combatants' weapons and armor.
2. Marshal on the youth combat field.
3. Authorize youth combatants in all three youth combat divisions.

C. At least one (1) warranted Youth combat marshal must be on the field for any practice or tournament bout.

D. Warranted Youth Marshals are responsible for combat safety. This includes, but is not limited to, checking weapons and armor, specific training in target areas, calibration and the "die defensively posture," observing combat, warning a combatant of inappropriate or dangerous actions, disallowing dangerous weapons, and, if necessary, removing a combatant from the field.

- E. Any combatant who refuses to obey the commands of the marshals shall be removed from the field.
- F. Prior to any combat (practice or tournament) a warranted youth combat marshal must inspect all equipment and verify that it meets all safety and armor requirements pertaining to the combatant's combat division.
- G. All marshals must stay informed and up-to-date on all rules, regulations, guidelines, and/or conventions that govern all Youth Combat Program activities in Æthelmearc.

## **XI. YOUTH MARSHAL-IN-TRAINING (YMIT) PROGRAM**

### **A. Definitions**

1. Youth Marshal In Training (YMIT) - an authorized participant in the Æthelmearc Youth Combat Academy, at least 16 years of age but not yet 18, who is sponsored by a Warranted Youth Marshal to assist in the lists with training and with authorizations.

### **B. Program Guidelines**

1. A Youth Marshal-In-Training (YMIT):
  - a. Is a citizen of the Kingdom of Æthelmearc who is an authorized youth fighter, who has been accepted by the Chancellor of the Youth Martial Academy or the Youth Combat Regional Deputy of his/her local region as a trainee to learn the skills and techniques required to become a Youth Combat Marshal (YCM) of the Kingdom.
  - b. Remains a trainee until he or she reaches the age of 18 and has satisfied his/her trainer that he or she has reached the level of skill and knowledge necessary to be granted a Youth Marshal Warrant as described above.
2. Upon the acceptance of an individual as an YMIT, the sponsoring Marshal assumes responsibility for training and educating the YMIT in the skills and knowledge required to conduct Youth Combat Program activities in Æthelmearc. Additionally, the sponsoring Marshal must notify the Chancellor of the Youth Martial Academy of his or her acceptance of the trainee, and provide a recommendation and character reference.

## **XII. TERM OF OFFICE**

- A. Youth Marshal Warrants are valid only as long as the marshal remains a paid member of the SCA and maintains a current background check.

## **XIII. REPORTING REQUIREMENTS:**

- A. Regional Deputies for Youth Combat Activities will submit written reports of activity to the Chancellor of the Youth Martial Academy quarterly on March 1, June 1, September 1, and December 1.
- B. The Chancellor of the Youth Martial Academy shall submit a written report of activity to the Earl Marshal quarterly on March 10, June 10, September 10, and

December 10. This report shall consist of compiled reports from all Deputies and a summary report of the Chancellor's own activities for the quarter.

- C. All Academy officers/Marshals must submit authorization reports and injury reports as necessary. All injuries incurred by participants and/or incidents that may have legal repercussions must be reported to the Kingdom Earl Marshal and the Kingdom Seneschal immediately. All Youth Marshals are required to keep contact information for these individuals on hand during all practices and events. A verbal report must be followed by a written report sent to the Kingdom Earl Marshal and the Chancellor within 24 hours of the incident.

#### **XIV. ENFORCEMENT OF MINOR WAIVER POLICIES**

- A. Each group seneschal, in cooperation with the group's youth marshals, must ensure that minor policies are adhered to at all events/practices/activities held within the group.
- B. At official SCA events with youth combat, any signed minor waivers executed at the list area must be collected by the local Minister of the Lists and sent with the tourney report to the Æthelmearc Minister of the Lists within 30 days of any event.
- C. At Youth Combat practices, the Youth Marshal in charge is responsible for collecting waivers and sending them to the Æthelmearc Waiver Clerk on a monthly basis.
- D. This differs from minor waivers collected at the troll for entry to the event, which are collected by the event steward/autocrat and sent to the Æthelmearc Waiver Clerk.

#### **XV. GENERAL CONVENTIONS FOR PARTICIPATION**

- A. These rules and guidelines apply to all Youth combat Divisions, ages 6-17. Specific differences between the divisions are addressed in "Divisional Standards."

#### **XVI. THE RULES OF THE LIST**

- A. Although the rules of the list of the SCA do not specifically include youth combat, they apply unless superseded by rules in this document.
- B. The conventions of adult combat of the SCA apply to youth combat unless superseded by rules in this document.

#### **XVII. PARENTS/ LEGAL GUARDIANS RESPONSIBILITIES**

- A. Parents/legal guardians are hereby informed that youth heavy combat is a contact sport and injuries may occur. Parents/legal guardians are required to read and understand these rules and standards and make sure that their minor participants follow them.
- B. When a minor is engaged in youth combat activities, at least one person aged 18 or older who is responsible for the minor must be present at the event at all times. For 6-9 year olds, the responsible adult must be within visual and vocal range of

the list area. For 10+ year olds, the responsible adult must be at the same site as the youth combat.

**YOUTH MARSHALS ARE NOT BABYSITTERS.**  
**THEY ARE NOT RESPONSIBLE FOR MINORS PARTICIPATING IN COMBAT**  
**ACTIVITIES.**

- B. If a parent/legal guardian cannot be at an event in which their minor child wishes to participate in youth combat, where it is allowable by the site rules, the parent can designate another adult to be responsible for the minor. The parent/legal guardian must provide the Youth Marshal with a minor medical authorization from which can be found on the Youth Combat website. It includes the following information; Parent/Guardian name, child's name, name of responsible party, any allergies or medical conditions the child may have and full contact information. It is suggested but not required that this form be notarized. Youth marshals acting in their capacity as marshals may NOT be designated as responsible parties!
- D. If the child is ejected from the list for any reason, the child will be turned over to the custody of the parent/responsible party. If the parent/responsible party is not in the immediate area, the child will be "benched" until the parent/responsible party is located. A minor will not be dismissed from the list without parental awareness. Should the parent/responsible party of a Division 1 fighter need to leave the list area; the child will be required to leave the list as well.
- E. The Marshallate STRONGLY RECOMMENDS that children in Division 2 or 3 have an FRS radio, cell phone, or other means of contacting the parent or responsible adult should they need to leave the list area.
- F. The parent/legal guardian present must have the minor's authorization card in his/her possession at all times.
- G. Parents/legal guardians must behave in a courteous and responsible manner at all times.
- H. Parents/legal guardians are strongly urged to become Warranted Youth Marshals so that they can work closely with their minors in this activity.
  - 1. Parents are required to sign a waiver for their child at each individual fight practice/event/activity in which they participate in youth combat.

**XVIII. AUTHORIZATION GUIDELINES**

- A. Authorizations will be conducted as detailed in the appropriate division.
- B. A waiver for full contact competition must be on file with the Authorizations Clerk before an authorization card will be issued. Authorizations are valid until the minor moves up to the next division. Authorization Cards must be presented to the marshal in charge or list official before any combat begins.

- C. Parents/legal guardians and youth fighters must keep track of the rules and any changes to the rules via Æstel, the Æthelmearc marshallate website and/or personal contact with the marshals.
- D. Combatants need not be authorized to participate in official youth combat activities, but the parent/ legal guardian must sign a waiver for full contact competition. Authorization is required for participation in a tournament at an official SCA event.

## **XIX. DISCIPLINARY ACTIONS**

### **A. Regarding combatants:**

1. The Warranted Youth Marshal is in charge of the field, and will handle violations of the rules of combat, safety regulations, or other inappropriate or unsafe action in an appropriate way.
2. Disciplinary actions may include a simple caution, a warning, removal from the tournament or practice, or suspension of authorization.
3. The Marshals can bar anyone who they feel is disruptive from the vicinity of the list field. Should the parent/responsible party of a Division 1 fighter be asked leave the list area, the child will be required to leave the list as well.
4. Any action that involves removing a participant or a parent/ legal guardian from the field or practice must be reported by the marshal in charge, and is subject to review by the Chancellor of the Youth Martial Academy and the Earl Marshal.
5. If a youth marshal feels that a participant's authorization should be suspended, he or she must bring the problem to the attention of the Regional Youth Marshal. The Regional Marshal will investigate and, if warranted recommend to the Chancellor of the Youth Academy to suspend the authorization. Only the Chancellor of the Youth Martial Academy, the Kingdom Earl Marshal or the Crown may suspend the authorization of a participant.

### **B. Regarding Marshals:**

1. Marshals who the Chancellor of the Martial Academy and/or the Kingdom Earl Marshal determines have failed to do their job or who create a dangerous situation on the field will have their warranted revoked or suspended, based on the circumstances.
2. Appeals of any Marshallate actions must be made through the established chain of command. That chain is:
  - a. Marshal in charge of the field/inspecting Marshal
  - b. Marshal in charge of the tournament or practice
  - c. Regional Deputy for Youth Combat
  - d. Chancellor of the Youth Martial Academy
  - e. Kingdom Earl Marshal
  - f. The Crown of Æthelmearc

## **XX. DIVISIONAL DEFINITIONS**

### **A. Age Divisions**

1. Division 1 - youth combat participants ages 6 – 9 years

2. Division 2 - youth combat participants ages 10 – 13 years
3. Division 3 - youth combat participants ages 14 – 17 years

## **XXI. INTERDIVISION COMBAT**

- A. Tournament combat between individuals in different divisions is allowed at the discretion of the marshal and the parents of any combatant(s). Participants may fight up or down ONE division as necessary but may not cross TWO divisions for any reason.
- B. Practice between individuals in different divisions across all three divisions is permitted, as long as the participants follow the rules and have parental consent. Practice bouts between divisions must always use the weapon standards and calibration of the lowest division participant involved.
- C. Interdivision melee practice may occur at the discretion of the marshals and the parents of the combatants.

## **XXII. DIVISION TRANSFER**

- A. Division transfer authorizations are run in the same manner as any other authorization, but the marshals should focus on the youth fighter's understanding of and ability to follow the rules that differ between his or her current and new divisions.
- B. Should a combatant fail a division transfer authorization, he or she will be allowed to participate in his or her previous division.
- C. The Marshallate recognizes that some minors may be very small or very large for their age, or that there may be insufficient participants in a given division to hold a meaningful tournament at an event. These minors may, with the approval of their parents/legal guardians, and on a case-by-case basis determined by the Chancellor of the Youth Martial Academy or his or her designate, be moved up or down one division for the duration of the event as appropriate.

## **XXIII. ADULT TRAINING AT OFFICIAL SCA ACTIVITIES**

- A. Adults training youth combatants are not required to meet the armor standards outlined in the "Divisional Standards". It is recommended that trainers wear armor appropriate to the training.
- B. Parents are permitted to actively train their own children regardless of their combat authorization status, without being warranted youth combat marshals.
- C. Other than parents, only Warranted Youth Marshals or heavy weapons authorized fighters under the supervision of a Warranted Youth Marshal, with the parent's permission and supervision, may train minors in all divisions of youth combat.

**XXIV. DIVISIONAL STANDARDS**

<b>A. Youth Combat Division 1: Ages 6 – 9 Years</b>	<b>B. Youth Combat Division 2: Ages 10 – 13 Years</b>	<b>C. Youth Combat Division 3: Age 14 – 17 Years</b>
<p><b>1. Minimum Required Armor</b> (participants may always use better (thicker, more rigid, etc armor, as long as they can still feel blows).</p>	<p><b>1. Minimum Required Armor:</b></p>	<p><b>1. Minimum Required Armor</b></p>
<p><b>a. Head</b></p> <ul style="list-style-type: none"> <li>· The head must be covered by a helmet. Acceptable helmets for youth combat include: street hockey helmets, hockey helmets, baseball catcher's masks, fencing masks with full head protection and Period-looking metal helms.</li> <li>· All helmets must have grills or metal mesh covering the face.</li> <li>· No opening on the face shall be more than 1.5 inches.</li> <li>· The helmet must be constructed of rigid material.</li> <li>· Helmets must have either a chinstrap or a back strap to hold the helm securely.</li> <li>· All helmets must fit.</li> <li>· Marshals should consider the weight of the helmet in relation to the age and size of the participant to prevent neck sprain.</li> </ul>	<p><b>a. Head</b></p> <ul style="list-style-type: none"> <li>· Helmet requirements are the same as Division 1</li> <li>· Except: The back of the head and top of the neck must also be covered by a minimum of a flap of heavy leather attached to the base of the helm.</li> </ul>	<p><b>a. Head.</b></p> <ul style="list-style-type: none"> <li>· Helmet requirements are the same as Division 2.</li> </ul>
<p><b>b. Neck</b></p> <ul style="list-style-type: none"> <li>· Light leather or ½ inch closed cell foam is required to cover the neck, larynx and cervical vertebra.</li> <li>· The cervical vertebra must be covered by a flap of medium leather attached to the back of the helm.</li> </ul>	<p><b>b. Neck</b></p> <ul style="list-style-type: none"> <li>· Medium (8 to 10 oz.) leather is required to cover the neck, larynx and cervical vertebra.</li> </ul>	<p><b>b. Neck</b></p> <ul style="list-style-type: none"> <li>· Neck requirements are the same as Division 2.</li> </ul>
<p><b>c. Torso</b></p> <ul style="list-style-type: none"> <li>· Must be covered by a medium weight shirt, tunic, bodice, etc.</li> <li>· Kidney, sternum and xiphoid protection are required, with at least of ½ inch closed cell foam.</li> </ul>	<p><b>c. Torso</b></p> <ul style="list-style-type: none"> <li>· Must be covered by medium weight shirt, tunic, bodice, etc.</li> <li>· Kidney, sternum and xiphoid protection made of rigid material is required.</li> <li>· As females mature, they must also have adequate breast protection, e.g. quilted material tunic, light leather or equivalent.</li> <li>· Shoulder protection is recommended.</li> </ul>	<p><b>c. Torso</b></p> <p>Torso equirements are the same as Division 2 except: Minimum medium leather backed with padding or foam. Kydex, metal scale, plate etc. are acceptable.</p>
<p><b>d. Arms</b></p>	<p><b>d. Arms</b></p>	<p><b>d. Arm</b></p>

<ul style="list-style-type: none"> <li>Medium weight cloth tunic/garb.</li> <li>Elbow joint protection is soft elbow pads or better.</li> </ul>	<ul style="list-style-type: none"> <li>Medium weight cloth must cover entire arm.</li> <li>Hard (leather or plastic) over soft (closed cell foam) elbow joint protection is required.</li> </ul>	<p>Arm requirements are the same as Division 2.</p>
<p><b>e. Hand</b></p> <ul style="list-style-type: none"> <li>Gloves with some padding.</li> </ul>	<p><b>e. Hand</b></p> <ul style="list-style-type: none"> <li>Hockey gloves with rigid thumb or full gauntlets (plastic or metal) are required for hands unless they are covered by basket hilts.</li> <li>Hands in a basket hilt shall use a lightweight glove and half gauntlet. The use of basket hilts is strongly encouraged.</li> </ul>	<p><b>e. Hand</b></p> <ul style="list-style-type: none"> <li>Hand requirements are the same as Division 2.</li> </ul>
<p><b>f. Legs</b></p> <ul style="list-style-type: none"> <li>Long pants of medium weight cloth.</li> <li>Sturdy shoes are required. No open-toed shoes or sandals.</li> <li>Knee joint protection with soft knee pads.</li> </ul>	<p><b>f. Legs</b></p> <ul style="list-style-type: none"> <li>Long pants of medium weight fabric are required.</li> <li>Sturdy shoes are required. No open-toed shoes or sandals.</li> <li>Hard (leather or plastic) over soft (closed cell foam) knee joint protection is required.</li> </ul>	<p><b>f. Legs</b></p> <ul style="list-style-type: none"> <li>Leg requirements are the same as Division 2.</li> </ul>
<p><b>g. Groin</b></p> <ul style="list-style-type: none"> <li>A sports cup for boys</li> <li>A padded skirt or undergarment made of light leather or the equivalent for girls. The wearing of a male style athletic cup by female fighters is prohibited.</li> </ul>	<p><b>g. Groin</b></p> <ul style="list-style-type: none"> <li>Groin requirements are the same as Division 1.</li> </ul>	<p><b>g. Groin</b></p> <ul style="list-style-type: none"> <li>Groin requirements are the same as Division 1.</li> </ul>
<p><b>2. Weapon Standards</b></p>	<p><b>2. Weapon Standards:</b></p>	<p><b>2. Weapon Standards</b></p>
<ul style="list-style-type: none"> <li>All weapons must be proportional to the size of the combatant.</li> <li>Mass weapons should have no "mass" to them</li> <li>The maximum length of any weapon is 5 feet.</li> <li>The end of the weapon below the hilt should be padded with close cell or pool noodle foam sufficient to prevent the weapon being dropped, or accidentally thrown.</li> </ul>	<ul style="list-style-type: none"> <li>All weapons must be proportional to the size of the combatant.</li> <li>Mass weapons should have no real "mass" to them.</li> </ul>	<ul style="list-style-type: none"> <li>Weapons standards are the same as Division 2, <b>except</b> as noted below.</li> </ul>
<p><b>a. Single-handed weapons</b></p>	<p><b>a. Single-handed weapons</b></p>	<p><b>a. Single-handed weapons</b></p>
<p><b><i>All single-handed weapons must have lanyards.</i></b></p>	<p><b><i>All single-handed weapons must have lanyards.</i></b></p>	<p><b><i>All single-handed weapons must have lanyards.</i></b></p>

<ul style="list-style-type: none"> <li>· <u>All single-handed weapons</u> must be made of 0.5" ID Schedule 40 Shaved Rattan or Golf tubes covered with 3/8 inch of closed cell foam extending 1.5 inches past the end of the tube.</li> <li>· A second golf tube must be flattened and inserted inside the first to reduce flexibility.</li> <li>· Both ends of the weapon must be closed with fiber taped, and the entire weapon must be covered with duct tape.</li> <li>· All weapons must have a clearly marked striking edge. The color of the striking edge must contrast with the rest of the weapon, e.g. marked with black or red electrician's tape.</li> <li>· Weapons must be covered with single layer of loosely wrapped duct tape for support.</li> </ul>	<ul style="list-style-type: none"> <li>· Shaved Rattan is the standard base material for youth combat construction.</li> <li>· The Marshallate will consider other equivalent materials for construction (such as Siloflex) on a case-by-case basis.</li> </ul> <p>Standard non-thrusting weapons must consist of:</p> <ul style="list-style-type: none"> <li>· Shaved Rattan of a minimum; 0.75 inch to 1.0 inch I.D. Maximum.</li> <li>· Both ends of Shaved Rattan shall be rounded to prevent the edge from cutting though the foam padding.</li> <li>· One layer or more of fiber-reinforced strapping tape is suggested to reduce the effects of weathering on the Shaved rattan.</li> <li>· At least 3/8 inch closed cell foam, extending the striking length of the weapon to 1.5 inches past the tip of the Shaved Rattan. The foam must cover all sides of the Shaved Rattan.</li> <li>· At least one layer of duct tape, wrapped loosely.</li> <li>· All weapons must have a clearly marked striking edge. The color of the striking edge must contrast with the rest of the weapon.</li> </ul>	
<p><b>b. Basket Hilts</b></p> <ul style="list-style-type: none"> <li>· Basket hilts are not required but are allowed. Metal basket hilts are prohibited in this division.</li> </ul>	<p><b>b. Basket Hilts</b></p> <ul style="list-style-type: none"> <li>· Basket hilts are not required but are recommended and encouraged. Metal basket hilts are prohibited in this division.</li> </ul>	<p><b>b. Basket Hilts</b></p> <ul style="list-style-type: none"> <li>· Solidly constructed metal basket hilts are permitted at the marshal's discretion.</li> </ul>
<p><b>b. Two handed weapons</b></p> <ul style="list-style-type: none"> <li>· All two handed weapons will be made of 0.5" ID Schedule 40 Shaved Rattan or golf tubes taped together with an overlap of up to three inches covered with 3/8 inch of closed cell foam extending 1.5 inch past the end of the tube.</li> <li>· The ends of the golf tube must be closed with fiber tape.</li> <li>· On pole arms, the blade length may not exceed 1/3 of the total length of the weapon.</li> <li>· Weapons must not be able to fold over.</li> </ul>	<p><b>b. Two handed weapons</b></p> <ul style="list-style-type: none"> <li>· Construction of two-handed weapons shall follow single-handed weapon guidelines with the exception that one inch Shaved Rattan as the base material for spears.</li> <li>· Two-handed weapons may not exceed the following maximum lengths:             <ul style="list-style-type: none"> <li>· Spear – 7.5'</li> <li>· Pole-arms - 6' - The striking edge shall not exceed 1/3 of the weapons total length.</li> <li>· Great sword - 6' - No more than 18" haft.</li> </ul> </li> </ul>	
<p><b>c. Thrusting weapons</b></p>	<p><b>c. Thrusting weapons</b></p>	

<p>All thrusting weapons must consist of the above listed construction plus:</p> <ul style="list-style-type: none"> <li>· a thrusting tip consisting of pool noodle or closed cell foam and tape, loosely wrapped, a minimum 2.5 inches in diameter and extending 2.5 inches past the end of the golf tube or shaved rattan.</li> <li>· The tip should be sturdy enough to not completely fold over upon impact.</li> <li>· Tips may be encased in soft leather or cloth to prevent folding over.</li> <li>· Weapons with thrusting tips shall have the thrusting tips clearly marked with tape the same color as the striking edge.</li> </ul>	<p>All thrusting weapons must consist of the above listed construction plus:</p> <ul style="list-style-type: none"> <li>· a thrusting tip consisting of closed cell foam loosely wrapped with tape, 2.5 inches in diameter or larger and extending 2.5 inches past the end of the Shaved Rattan.</li> <li>· Thrusting tips should be sturdy enough to not completely fold over upon impact. Tips may be encased in soft leather or cloth to prevent folding over.</li> <li>· Thrusting tips shall be clearly marked with tape that is a different color from the overall color of the weapon and the same color as the striking edge.</li> </ul>	
<p><b>3. Shield Standards</b></p>	<p><b>3. Shield Standards</b></p>	<p><b>3. Shield Standards</b></p>
<p><b><i>Shields may not be used as offensive weapons. No contact between a shield and the opponent's body is allowed.</i></b></p> <p>a. Materials allowed are wood, plastic, aluminum or equivalent.</p> <ul style="list-style-type: none"> <li>· All edges must be covered by tubing, leather, or foam. Pipe foam padding is highly recommended.</li> <li>· Low profile edging is not appropriate for Youth Combat shields.</li> <li>· Shields shall be reasonable in size proportional to the combatant.</li> <li>· Bolts, wires or other metal objects that project more than 3/8 inch from the shield must be covered by padding or tape.</li> <li>· A shield basket, glove or gauntlet is required under the shield.</li> </ul>	<p><b><i>Shields may not be used as offensive weapons. No contact between a shield and the opponent's body is allowed.</i></b></p> <p>a. Shield standards for Division 2 are identical to those for Division 1.</p>	<p><b><i>Shields may not be used as offensive weapons. No contact between a shield and the opponent's body is allowed.</i></b></p> <p>a. Shield standards are the same as for Division 2</p> <ul style="list-style-type: none"> <li>· <b>except</b> that a shield basket, hockey glove or gauntlet is required under the shield.</li> </ul>
<p><b>4. Blow Calibration</b></p>	<p><b>4. Blow Calibration</b></p>	<p><b>4. Blow Calibration</b></p>
<p><b>a. Force of Blows</b></p>	<p><b>a. Force of Blows</b></p>	<p><b>a. Force of Blows</b></p>

<p><b>YOUTH COMBAT DIVISION 1 IS TOUCH ONLY CALIBRATION</b></p> <ul style="list-style-type: none"> <li>Any blows that touch the opponent's body, unless rolled across a weapon or shield, must be accepted.</li> <li>Marshals are expected to notify the combatants if a shot comes off a shield or weapon.</li> <li>The marshals shall notify the combatant when the blow force is harder than a touch. This situation must be discussed with both youth combatants.</li> <li>The marshal in charge of the field will discount blows that are harder than positive force. This situation must be discussed with both youth combatants.</li> </ul>	<ul style="list-style-type: none"> <li>All cutting blows must have positive force to be accepted.</li> <li>Positive force is defined as a blow that does not stop at the surface. However, good blows should not have any power behind them.</li> <li>All thrusting blows require touch only. Any unimpeded blow is counted.</li> </ul>	<ul style="list-style-type: none"> <li>Light force is required for all cutting shots.</li> <li>Light force is best described as a small bounce of the weapon upon contact.</li> <li>Positive force is required for thrusts to the body, arms or legs.</li> </ul>
<p><b>b. Face Thrusts</b> <b>FACE THRUSTS ARE NOT ALLOWED IN YOUTH COMBAT DIVISION 1</b></p>	<p><b>b. Face Thrusts</b></p> <ul style="list-style-type: none"> <li>Face thrusts require only a touch.</li> <li>Any combatant using more than a touch to the face will be warned.</li> <li>If, after one warning, the combatant uses excessive force in a face thrust against any opponent, the combatant will be removed from the list.</li> <li>Face thrusts with greater than touch force will be discounted by the marshals.</li> </ul>	<p><b>b. Face Thrusts</b></p> <ul style="list-style-type: none"> <li>Face thrusts require only a touch.</li> <li>Any combatant using more than a touch to the face will be warned.</li> <li>If, after one warning, the combatant uses excessive force in a face thrust against any opponent, the combatant will be removed from the list.</li> <li>Face thrusts with greater than touch force will be discounted by the marshals.</li> <li>A face thrust is a kill.</li> <li>Face is defined as the area between the chin and the middle of the forehead and between the ear openings.</li> </ul>
<p><b>c. Calling 'Hold'</b></p> <ul style="list-style-type: none"> <li>Combatants may call hold to discuss the force of blows.</li> </ul>	<p><b>c. Calling 'Hold'</b></p> <ul style="list-style-type: none"> <li>Combatants may call hold to discuss the force of blows.</li> </ul>	<p><b>c. Calling 'Hold'</b></p> <ul style="list-style-type: none"> <li>Combatants may call hold to discuss the force of blows.</li> </ul>
<p><b>d. Calibration Issues</b></p> <ul style="list-style-type: none"> <li>Any combatant using force sufficient to bruise or injure an opponent will be warned.</li> <li>If after one warning, the combatant bruises or injures any opponent a second time, the combatant will be removed from the list.</li> <li>The combatant's calibration will be discussed with the youth and his or her parent/legal guardian.</li> <li>The marshal in charge will decide whether the combatant can</li> </ul>	<p><b>d. Calibration Issues</b></p> <ul style="list-style-type: none"> <li>Any combatant using force sufficient to bruise or injure an opponent will be warned.</li> <li>If after one warning, the combatant bruises or injures any opponent a second time, the combatant will be removed from the list.</li> <li>The combatant's calibration will be discussed with the youth and his or her parent/legal guardian.</li> <li>The marshal in charge will</li> </ul>	

<p>return to the list that day.</p>	<p>decide whether the combatant can return to the list that day.</p>	
<p><b>5. Target Area</b></p>	<p><b>5. Target Area</b></p>	<p><b>5. Target Area</b></p>
<p><b>a. Legal target area for cut and thrust</b></p> <ul style="list-style-type: none"> <li>· The body from one inch above the knee and up, and one inch above the wrist and up is legal target area for cutting and thrusting.</li> <li>· Blows to the hand, or to the knee and below are not counted.</li> <li>· Thrusting is allowed to the torso, arms and legs only.</li> </ul>	<p><b>a. Legal target area for cut and thrust</b></p> <ul style="list-style-type: none"> <li>· The body from one inch above the knee and up and one inch above the wrist and up is legal target area for cutting and thrusting.                             <ul style="list-style-type: none"> <li>· Blows to the hand are not counted.</li> </ul> </li> </ul>	
<p><b>b. Face Thrusts</b></p> <ul style="list-style-type: none"> <li>· Face thrusting is NOT permitted in Division 1.</li> </ul>	<p><b>b. Face Thrusts</b></p> <ul style="list-style-type: none"> <li>· Face thrusting is permitted in this division.</li> <li>· A face thrust is a kill.</li> <li>· The face is defined as the area between the chin and the middle of the forehead and between the ear openings.</li> </ul>	
<p><b>c. Groin shots</b></p> <ul style="list-style-type: none"> <li>· Groin shots, while legal, are discouraged.</li> </ul>	<p><b>c. Groin shots</b></p> <ul style="list-style-type: none"> <li>· Groin shots, while legal, are discouraged.</li> </ul>	
<p><b>6. Blow Acknowledgment</b></p>	<p><b>6. Blow Acknowledgment</b></p>	<p><b>6. Blow Acknowledgment</b></p>
<p><b>a. How Blows Are Interpreted</b></p>	<p><b>a. How Blows Are Interpreted</b></p>	

<ul style="list-style-type: none"> <li>· Any touch to the torso or head scores a victory for the combatant striking the blow.</li> <li>· Any blow striking from the shoulder to one inch above the wrist shall cause the loss of the arm. If necessary, the combatant may then switch the weapon to his or her uninjured hand.</li> <li>· Any blow striking from one inch above the knee to the hips will cause the loss of the leg. The combatant will then be allowed to fight from his knees.</li> <li>· In melees, when touched by a weapon, a combatant must fall down and die defensively.</li> </ul>	<ul style="list-style-type: none"> <li>· Any blow struck to the head or torso is a kill. The combatant is to fall to the ground in the "die defensively posture"</li> <li>· Any blow striking from the shoulder to one inch above the wrist shall cause the loss of the arm. If necessary, the combatant may then switch the weapon to his or her uninjured hand.</li> <li>· Any blow striking from one inch above the knee to the hips will cause the loss of the leg. The combatant will then be allowed to fight from his knees.</li> <li>· Any blow from a one-handed weapon striking the hip will cause the loss of movement. The combatant must sit to continue to fight. Any blow from a two-handed weapon or mass weapon striking the hip or shoulder is a kill.</li> </ul>	
<p><b>7. Authorization Procedure</b></p>	<p><b>7. Authorization Procedure</b></p>	<p><b>5. Authorization Procedure</b></p>
<p><b>a. Types of Authorizations</b> There is only one authorization in this division. It allows the combatant to use any Division 1 weapon.</p>	<p><b>a. Types of Authorizations</b> a. Division 2 has TWO authorization categories:  <ul style="list-style-type: none"> <li>· single weapon</li> <li>· two-handed weapon.</li> </ul>                     Face thrusting is allowed in this division and as such is included in regular training and authorization practices.</p>	<p><b>a. Types of Authorizations</b> The authorization procedure for Division 3 is the same as for Division 2,  <ul style="list-style-type: none"> <li>· <b>except</b> that combatants must react correctly to pressure and must exhibit safe and courteous behavior throughout the bout.</li> </ul> </p>
<p><b>b. Process</b></p>	<p><b>b. Process</b></p>	

- The marshal shall have the combatant strike him or her with a blow of the appropriate force for Division 1. · The marshal shall explain to the combatant whether the blow's calibration is correct.
- If it is not, the marshal shall explain to the combatant how to correct it.
- The authorization will not continue until the marshal is satisfied with the combatant's calibration.
- An authorization bout will be fought with blows called verbally.
- The preferred opponent is someone in the same age division as the authorizing combatant.
- If none are available, then it is acceptable for the authorizing youth to fight an older youth combat opponent or a Warranted Youth Marshal.
- Use of a Warranted Youth Marshal as an opponent is a last resort.
  
- The combatant is accepted as authorized unless he or she demonstrates willful disregard for the rules.
- Lack of ability to attack or defend is not reasons to fail an authorization. · Poor acknowledgment is not a reason to fail an authorization.

- The marshal will quiz the combatant on the legal target area, armor standards and weapon standards.
- The marshal shall have the combatant strike him or her with a proper blow.
- The marshal shall explain if the calibration is correct.
- If it is not, the marshal shall explain to the combatant how to correct it.
- The authorization will not continue until the marshal is satisfied with the combatant's calibration.
- An authorization bout will be fought.
- Blows will be called verbally.
- The preferred opponent is someone in the same age division.
- If none are available, then use an older youth combat opponent.
- Use of a Warranted Youth Marshal as an opponent is a last resort.
- To authorize, the combatant must demonstrate the ability to deliver and recognize a proper blow.
- They must demonstrate a reasonable attempt at defense.
- They must demonstrate the ability to deliver and receive face thrusts at appropriate calibration levels.
- Most importantly, they must exhibit safe and courteous behavior throughout the bout.

**8. Educational Goals**

- Youth combatants are expected to be able to demonstrate the use, function, and techniques of Youth combat Weapons.
- Youth combatants will develop the graces of chivalric combat, honorable conduct, and etiquette both on the field and off.
- Youth combatants will perform service within the SCA, e.g. helping to clean up fighting sites, assisting marshals with loading and unloading gear, etc.

**8. Educational Goals**

- Refinement of techniques in defense, accuracy, and speed.
- Continued development in the graces of chivalric combat, honorable conduct, and etiquette both on the field and off.
- Continued service within the SCA, e.g. helping to clean up fighting sites, assisting marshals with loading and unloading gear, etc.

**6. Educational Goals**

- Refinement of techniques in defense, accuracy, and speed.
- Continued development in the graces of chivalric combat, honorable conduct, and etiquette both on the field and off.
- Continued service within the SCA, e.g. helping to clean up fighting sites, assisting marshals with loading and unloading gear, etc.

## **XV. Melee Conventions**

- A. Engagement = eye contact
- B. Charges are restricted three running steps.
- C. Charges may only be used to gain ground.
- D. There must be a noticeable drop in speed before engaging in combat.
- E. Running into an opponent to knock him or her down is prohibited.
- F. No holds are called for dropped weapons.
- G. No missile weapons of any type are allowed. However, Experimentation with thrown weapons and possibly combat archery may be done, after approval of the Chancellor of the Youth Martial Academy (or a designated deputy) on a case by case basis and under strict marshal supervision. If this is a new design (not Society approved), Society experimental procedures **MUST** be followed.
- H. When a combatant is defeated in melee combat, he or she must die in a defensive manner and safely exit the field with his or her weapon held above the head when acknowledged by the marshal.
- I. No death from behind.
- J. Combatants may not close a hand around any portion of an opponent's weapon.
- K. You don't hit an opponent who is defenseless due to falling down or dropping their weapon.
- L. Entanglement (e.g. pushing a weapon out of the way) is permitted
- M. If any combatant loses a piece of required armor, a hold shall be called and that fighter removed from the field or helped make repairs.

These Policies have been approved by:

His Royal Majesty, Æthelmearc \_\_\_\_\_

Her Royal Majesty, Æthelmearc \_\_\_\_\_

Æthelmearc Seneschal \_\_\_\_\_

Æthelmearc Kingdom Earl Marshall \_\_\_\_\_