

POLICIES FOR YOUTH HEAVY COMBAT

Updated August 2018

I. These policies are in addition to Society Law and Policy. Society Policy takes precedence.

II. DEFINITION

A. Youth combat 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 Æthelmearc Youth Combat are to:

1. Offer youth combat activities.
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) at the link for Documents and Policies.

B. The Kingdom Youth Combat Marshal supervises the officers under him/her who head up the various activities in the program. These officers include combat Regional Deputies, Group Youth Marshals, and At-Large Youth Marshals. The Kingdom Youth Combat Marshal and these officers are responsible for the activities of the minor participants.

C. The Kingdom Youth Combat Marshal may appoint and dismiss deputies as needed.

V. REQUIREMENTS FOR THE OFFICE OF KINGDOM YOUTH COMBAT MARSHAL

A. The Kingdom Youth Combat Marshal 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 obtained the following clearances:
 - a. SCA background check.
 - b. If the candidate is a resident of Pennsylvania, they must pass the PA Criminal and Child Abuse Background Checks. If the candidate has been a PA resident for less than 10 years, they must also pass an FBI Background Check.
 - c. Final marshal warrants cannot be issued until all background check processes are complete.
4. Have fulfilled the training requirements specified on the Youth Marshal-in-Training form, which must have all sign-offs from warranted youth combat marshals for each activity and from their regional or Kingdom Deputy Youth Combat Marshal.

VII. APPOINTMENT OF REGIONAL DEPUTIES

A. The Kingdom Youth Combat Marshal may appoint Regional Deputies.

B. Candidates must be warranted as Youth Marshals.

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 if they have youth interested in combat.
- B. Candidates for Local Group Marshal Positions must provide proof of appointment by the candidate's local group, consisting of letters of acceptance from the local group Seneschal and Knight Marshal.
- 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 Kingdom Youth Combat Marshal.
- B. A letter of recommendation from a Regional, Kingdom or local group officer, preferably the group Seneschal, Knight Marshal, or group Youth Marshal.
- C. Meet all the requirements of section VI.

X. MARSHALLATE GUIDELINES

- A. Marshals on the field are expected to take an active role in teaching youth fighters about safety, sportsmanship, and calibration. All youth marshaling must comply with the "two deep" rule mandated by the background check policy, requiring two unrelated adults to be present at all youth activities.
- 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 to occur.
- 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 Æthelmarc.

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

- A. Definitions
 - 1. Youth Marshal-In-Training (YMIT) - a currently or previously authorized participant in Youth Combat, 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 or has been an authorized youth fighter, and who has been accepted by the Kingdom Youth Combat Marshal 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, acquires the required background checks, 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 a YMIT, the sponsoring Marshal assumes responsibility for training and educating the YMIT in the skills and knowledge required to conduct Youth Combat activities in Æthelmearc. Additionally, the sponsoring Marshal must notify the Kingdom Youth Combat Marshal 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 current background checks and clearances as required in VI.3 above.
- B. Group Youth Marshals remain in their office only as long as their local group finds them acceptable in that position. Former group marshals can become Marshals-at-Large provided they meet all other requirements and have not had adverse reports regarding their actions in the youth list.

XIII. REPORTING REQUIREMENTS:

- A. Local Group Youth Combat Marshals shall submit written reports of activity to the Kingdom Youth Combat Marshal quarterly on February 15, May 15, August 15, and November 15. Reporting may be done online through the Æthelmearc Earl Marshal's website.
- B. Youth Marshals at Large must report once per year, on or before November 15.
- C. Regional Deputies for Youth Combat Activities will submit written reports of activity to the Kingdom Youth Combat Marshal quarterly on March 1, June 1, September 1, and December 1.
- D. The Kingdom Youth Combat Marshal shall submit a written report of activity to the Earl Marshal quarterly on or before 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.
- E. All 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. Forms for this purpose are located on the Earl Marshal's website.

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. Youth Combat waivers are completed *in addition to* minor waivers signed 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- to 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 following forms, available from the Kingdom Youth Combat website:
 - 1. A signed **Minor Medical Authorization** form. This form is to be shown to the Youth Marshal or Minister of the List, then kept in the possession of the responsible adult. 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 for other people's children!*
 - 2. A signed **Minor's Consent to Participate and Hold Harmless Agreement** (combat waiver) form, to be given to the Youth Marshal or Minister of the List.
- D. If a 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.

- E. 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.
- F. The Marshalls STRONGLY RECOMMENDS that children in Divisions 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.
- G. The parent/legal guardian/responsible adult present must have the minor's authorization card in his/her possession at all times.
- H. Parents/legal guardians/responsible adults must behave in a courteous and responsible manner at all times.
- I. Parents/legal guardians/responsible adults are strongly encouraged to become Warranted Youth Marshalls so that they can work closely with their minors in this activity.
 - 1. Parents/legal guardians/responsible adults are required to sign a tournament sign-in form with waiver for their child at each individual fight practice/event/activity in which the child participates 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.
- C. Parents/legal guardians/responsible adults and youth fighters must keep track of the rules and any changes to the rules via the Æstel, the Æthelmearc youth combat website, and/or personal contact with the marshalls.
- D. Combatants need not be authorized to participate in official youth combat activities; however, authorization is required for participation in a tournament at an official SCA event. Youth fighters must show their authorization card to the Minister of the Lists or Youth Marshal to participate in a tournament.
- E. The combatant's parent/legal guardian must be present for the authorization bout.

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 Marshalls 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/responsible adult from the field or practice must be reported by the marshal-in-charge, and is subject to review by the Kingdom Youth Combat Marshal 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 Kingdom Youth Combat Marshal that the youth fighter's authorization be suspended. Only the Kingdom

Youth Combat Marshal, the Kingdom Earl Marshal, or the Crown may suspend the authorization of a participant.

B. Regarding Marshals:

1. Marshals who the Kingdom Youth Combat Marshal and/or the Kingdom Earl Marshal determine have failed to do their job or who create a dangerous situation on the field will have their warrant 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. Kingdom Youth Combat Marshal
 - 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, e.g. Division 1 fighters may not fight Division 3 fighters in tournaments. However, bouts between Division 1 and Division 3 in tournaments may use other techniques like Rock Paper Scissors, or having the Division 3 fighter defend only against the Division 1 fighter for a set period of time.
- 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 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. Calibration for melees is also at the level of the lowest division of participants.

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. Youth fighters who are large for their age or show unusual maturity and control may, at the marshal's discretion and with the parent/legal guardian's approval, be permitted to transfer to a higher division up to one year before they reach the minimum age for that division.
- C. Should a combatant fail a division transfer authorization, he or she can continue to participate in his or her previous division.

XXIII. ADULT TRAINING AT OFFICIAL SCA ACTIVITIES

- A. Adults fighting against youth combatants for training purposes 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. Sparring Partners
 - 1. Warranted Youth Marshals may, with the parent's permission and supervision, fight against minors in all divisions of youth combat.
 - 2. Heavy weapons fighters who wish to fight with youth fighters using youth weapons, calibrations, and conventions must pass a youth sparring authorization supervised by the Kingdom Youth Combat Marshal, a Regional Marshal, or his/her designated Deputy, consisting of bouts against youth in all three divisions, if possible.
 - 3. Adults with youth sparring authorizations must re-authorize every four years. Their sparring authorization expires on the same date as their adult authorizations.
 - 4. Adults may participate in youth melees, with the youth marshal paying extremely close attention to ensure that calibration levels do not rise.
 - 5. Adults may *not* compete against youth fighters in tournaments.
 - 6. Adults who are not authorized to spar with youth fighters may still provide training, but may not strike any youth fighters.

XXIV. DIVISIONAL STANDARDS

A. Youth Combat Division 1: Ages 6 – 9 Years	B. Youth Combat Division 2: Ages 10 – 13 Years	C. Youth Combat Division 3: Age 14 – 17 Years
1. MINIMUM REQUIRED ARMOR		
Participants may always use better (thicker, more rigid, etc.) armor, as long as they can still feel blows.		
<p>a. Head.</p> <ul style="list-style-type: none"> ▪ 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. ▪ All helmets must have grills or metal mesh covering the face. ▪ No opening shall be more than 1.5 inches. ▪ The top of the neck must also be covered by a minimum of a flap of heavy leather attached to the base of the helm. ▪ The helmet must be constructed of continuously rigid material covering the entire head. ▪ Helmets must have either a chinstrap or a back strap to hold the helm on securely. ▪ Marshals should consider the weight of the helmet in relation to the age and size of the participant to prevent neck strain. ▪ The helmet should fit such that, when struck with a weapon, the grill cannot come into contact with the fighter's face, and the helmet cannot slide 	<p>a. Head.</p> <ul style="list-style-type: none"> ▪ Helmet requirements are the same as Division 1 except: <ul style="list-style-type: none"> ○ Older division 2 fighters may wear period-looking metal helms; however, marshals and parents should be alert for issues of neck strain from heavy helmets. ○ Marshals may disallow helmets that they feel are too heavy or not protective enough. Youth fighters may want to phase in such helmets gradually. 	<p>a. Head.</p> <ul style="list-style-type: none"> ▪ Helmet requirements are the same as Division 2. ▪ Youth fighters in this division are encouraged to switch to adult-style period-looking metal helmets, especially if they plan to transition to adult combat.

A. Youth Combat Division 1: Ages 6 – 9 Years	B. Youth Combat Division 2: Ages 10 – 13 Years	C. Youth Combat Division 3: Age 14 – 17 Years
<p>backward on the fighter's head so as to expose the neck and chin.</p> <ul style="list-style-type: none"> ▪ Helmets must be padded such that they provide progressively resistant give that prevents the rigid portions of the helmet from coming in contact with the fighter's head when struck. ▪ Parents are strongly advised to consult the Helmet Guidelines document on the SCA.org website's Youth Combat page to ensure that the helmet they buy is safe for their youth fighter. 		
<p>b. Neck</p> <ul style="list-style-type: none"> ▪ Light leather or ½ inch closed cell foam or equivalent gorget is required to cover the neck, larynx, cervical vertebra, and first thoracic vertebra. ▪ The cervical vertebra must be covered by a flap of medium leather attached to the back of the helm. 	<p>b. Neck</p> <ul style="list-style-type: none"> ▪ Medium (8 to 10 oz.) leather gorget is required to cover the neck, larynx, cervical vertebra, and first thoracic vertebra. 	<p>b. Neck</p> <ul style="list-style-type: none"> ▪ Neck requirements are the same as Division 2. ▪ Rigid neck protection is strongly recommended but not required for this division, especially for youth fighters planning to transition to adult combat.
<p>c. Torso</p> <ul style="list-style-type: none"> ▪ All combatants must have the torso, shoulders, and armpits covered with a minimum of cloth. Tunics, shirts, or bodices, and pants, shorts, or skirts are acceptable. 	<p>c. Torso</p> <ul style="list-style-type: none"> ▪ Must be covered by medium-weight shirt, tunic, bodice, etc. ▪ Kidney protection made of ½ inch closed cell foam or equivalent is required. ▪ As females mature, they must also have adequate breast protection; e.g. quilted material tunic, light leather, or equivalent. 	<p>c. Torso</p> <ul style="list-style-type: none"> ▪ Torso requirements are the same as Division 2 except: Minimum medium leather backed with padding or foam. Kydex, metal scale, plate, etc. are acceptable. ▪ Kidney, sternum, and xiphoid protection made of a rigid material are required.

A. Youth Combat Division 1: Ages 6 – 9 Years	B. Youth Combat Division 2: Ages 10 – 13 Years	C. Youth Combat Division 3: Age 14 – 17 Years
	<ul style="list-style-type: none"> ▪ Shoulder protection is recommended. 	
<p>d. Arm</p> <ul style="list-style-type: none"> ▪ Medium-weight cloth tunic/garb. ▪ Elbow joint protection must be soft elbow pads or better. 	<p>d. Arm</p> <ul style="list-style-type: none"> ▪ Medium-weight cloth must cover entire arm. ▪ Hard (leather, metal, or plastic) over soft (closed cell foam or other padding) elbow joint protection is required. 	<p>d. Arm</p> <ul style="list-style-type: none"> ▪ Arm requirements are the same as Division 2.
<p>e. Hand</p> <ul style="list-style-type: none"> ▪ Gloves of any kind are acceptable. Examples: gardening gloves, stretchy winter gloves. 	<p>e. Hand</p> <ul style="list-style-type: none"> ▪ Hockey gloves with rigid thumb or full gauntlets (plastic or metal) are required for hands unless they are covered by basket hilts. ▪ Hands in a basket hilt shall use a lightweight glove and half gauntlet. The use of basket hilts is strongly encouraged. 	<p>e. Hand</p> <ul style="list-style-type: none"> ▪ Hand requirements are the same as Division 2.
<p>f. Legs</p> <ul style="list-style-type: none"> ▪ Pants, shorts, or a skirt of a medium weight cloth. ▪ Sturdy shoes are required. No open-toed shoes or sandals. ▪ Knee joint protection with soft knee pads. 	<p>f. Legs</p> <ul style="list-style-type: none"> ▪ Pants or shorts of medium weight fabric are required. ▪ Sturdy shoes are required. ▪ No open-toed shoes or sandals. ▪ Hard (leather, metal, or plastic) over soft (closed cell foam or equivalent) knee joint protection is required. 	<p>f. Legs</p> <ul style="list-style-type: none"> ▪ Leg requirements are the same as Division 2.
<p>g. Groin</p> <ul style="list-style-type: none"> ▪ Children with male genitalia: A sports cup ▪ Children with female genitalia: A padded skirt or undergarment made of light 	<p>g. Groin</p> <ul style="list-style-type: none"> ▪ Groin requirements are the same as Division 1. 	<p>g. Groin</p> <ul style="list-style-type: none"> ▪ Groin requirements are the same as Division 1.

A. Youth Combat Division 1: Ages 6 – 9 Years	B. Youth Combat Division 2: Ages 10 – 13 Years	C. Youth Combat Division 3: Age 14 – 17 Years
<p>leather or the equivalent, or groin protection designed for girls, commonly called a “jill”. The wearing of a male-style athletic cup by fighters with female genitalia is prohibited.</p>		
<p>2. WEAPONS STANDARDS</p>		
<ul style="list-style-type: none"> ▪ All single-handed weapons must be made of 0.75" to 1" diameter shaved rattan. Both ends of the shaved rattan must be rounded to prevent the edge from cutting through the foam padding. <li style="text-align: center;">OR ▪ Common forms of High Density Polyethylene (HDPE) pipe used for irrigation and plumbing, with an outer diameter of between 0.75" and 1". Examples are Sil-o-Flex® and PEX. HDPE pipe shall have both ends capped, plugged, or otherwise covered to prevent the pipe from cutting through the foam. ▪ PVC pipe is <i>not</i> permitted. ▪ All weapons must be covered with a minimum of 3/8" of closed cell foam extending at least 1" past the tip, with a single layer of loosely wrapped duct tape for support to avoid compressing the foam. ▪ As weapons age, pipe foam degrades and must be replaced. The core material 	<ul style="list-style-type: none"> ▪ Same as Division 1 except as noted below. 	<ul style="list-style-type: none"> ▪ Same as Division 2, except as noted below.

A. Youth Combat Division 1: Ages 6 – 9 Years	B. Youth Combat Division 2: Ages 10 – 13 Years	C. Youth Combat Division 3: Age 14 – 17 Years
<p>should not be able to be readily felt through the foam.</p> <ul style="list-style-type: none"> ▪ All weapons must have a clearly marked striking edge. The color of the striking edge must contrast with the duct tape on the rest of the weapon, e.g. marked with black or red electrician’s tape. ▪ All weapons must be proportional to the size of the combatant, no more than 10" longer than the height of the fighter. The youth fighter must be able to control the weapon. ▪ The maximum length of any weapon is 5 feet. ▪ 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. ▪ Any quillions must be padded with 3/8" closed cell foam such that they have a minimum diameter of 1.5". ▪ Weapons may <i>not</i> contain any metal; no metal clamps, screws, pommel weights, etc. ▪ Weapon heads must be constructed of foam. Rubber heads like those used by adult fighters are not permitted. ▪ Weapons may not exceed 8 		

A. Youth Combat Division 1: Ages 6 – 9 Years	B. Youth Combat Division 2: Ages 10 – 13 Years	C. Youth Combat Division 3: Age 14 – 17 Years
ounces in weight per foot of length.		
a. Single-handed weapons <ul style="list-style-type: none"> ▪ Single-handed weapons should be of a length such that the tip of the weapon does not touch the ground when the fighter holds it down by their side. 	a. Single-handed weapons <ul style="list-style-type: none"> ▪ Standards are the same as Division 1. 	a. Single-handed weapons <ul style="list-style-type: none"> ▪ Standards are the same as Division 1.
b. Basket Hilts <ul style="list-style-type: none"> ▪ Basket hilts are not required, but are allowed. Metal basket hilts are prohibited. 	b. Basket Hilts <ul style="list-style-type: none"> ▪ Basket hilts are not required but are allowed. 	b. Basket Hilts <ul style="list-style-type: none"> ▪ Solidly constructed metal basket hilts are permitted at the marshal's discretion.
b. Two-handed weapons <ul style="list-style-type: none"> ▪ Construction of two-handed weapons shall follow single-handed weapon guidelines. ▪ On polearms, the blade length may not exceed 1/3 of the total length of the weapon. ▪ Two-handed weapons should be proportional in length to the user, no more than 10" longer than the fighter's height, and not be so heavy that the fighter cannot control them. ▪ Polearms and spears may have buttspikes; i.e. thrusting tips at the back end of the polearm. Buttspikes may not be used to strike an opponent; they are for thrusting only. ▪ Great swords are not permitted to have buttspikes. 	b. Two-handed weapons <ul style="list-style-type: none"> ▪ Standards are the same as Division 1 except that: ▪ Two-handed weapons may not exceed the following maximum lengths: <ul style="list-style-type: none"> ○ Spear – 7.5', used for thrusting only. ○ Polearm – 6'; the striking edge shall not exceed 1/3 of the weapon's total length. ○ Great sword – 6'; with no more than an 18" haft. ○ For smaller fighters, the rule that two-handed weapons may not be more than 10" longer than the user's height still applies. 	b. Two-handed weapons <ul style="list-style-type: none"> ▪ Standards are the same as Division 2, except that the base material (either rattan or HDPE plastic) for two-handed weapons may have a diameter of 1" to 1.25".

A. Youth Combat Division 1: Ages 6 – 9 Years	B. Youth Combat Division 2: Ages 10 – 13 Years	C. Youth Combat Division 3: Age 14 – 17 Years
<p>c. Thrusting weapons</p> <ul style="list-style-type: none"> ▪ All thrusting weapons must consist of the above-listed construction plus: <ul style="list-style-type: none"> ○ 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" past the end of the base material. ○ The tip should be sturdy enough to not fold over upon impact. ○ Tips may be encased in soft leather or cloth to prevent folding over. ○ Thrusting tips shall be clearly marked with tape that is a contrasting color from the overall color of the weapon, and is the same color as the striking edge. ○ Thrusting tips must have continuous give to prevent injury. The base material should not be able to be felt through the padding. 	<p>c. Thrusting weapons</p> <ul style="list-style-type: none"> ○ Standards are the same as Division 1. 	<p>c. Thrusting weapons</p> <ul style="list-style-type: none"> ▪ Standards are the same as Division 1.
<p>d. Throwing weapons</p> <ul style="list-style-type: none"> ▪ Throwing weapons are permitted for use in melees only. No weapon may be thrown in a tournament list. ▪ Throwing weapons may be used to strike an opponent in addition to being thrown. ▪ The following throwing 	<p>d. Throwing weapons</p> <ul style="list-style-type: none"> ▪ Standards are the same as for Division 1, except: <ul style="list-style-type: none"> ○ Javelins may be used by Divisions 2 and 3 only, and must be constructed as per other one-handed weapons, must 	<p>d. Throwing weapons</p> <ul style="list-style-type: none"> ▪ Standards are the same as for Division 2.

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<p>weapons are permitted:</p> <ul style="list-style-type: none"> ○ Axes, which must be constructed solely of foam covered in duct tape. Pool noodle or closed cell foam are permitted. Axes may not be so large or heavy as to have the potential to cause injury. ○ Other experimental throwing weapon designs may be permitted at the discretion of the Kingdom Youth Combat Marshal, following Society guidelines for experimental weapons use. 	<p>include a thrusting tip, and should be between 4' and 5.5' in length. Javelins may not have buttspikes. The back end of the javelin must be padded but may not be used offensively. Fins made of foam or duct tape may be added to the back end of the javelin to serve as stabilizers.</p>	
<p>3. SHIELD STANDARDS</p>		
<p><i>Shields may <u>not</u> be used as offensive weapons. Contact between a shield and the opponent's body is NOT allowed.</i></p>		
<ul style="list-style-type: none"> ▪ Materials allowed are wood, plastic, aluminum, or equivalent. <ul style="list-style-type: none"> ○ All edges must be covered by tubing, leather, or foam at least 1/2" in diameter. Pipe foam padding should be covered by duct tape. ○ Low-profile edging is not appropriate for Youth Combat shields. ○ Shields shall be proportional in size to the combatant. ○ Bolts, wires, or other metal objects that project more than 3/8" from the shield on 	<ul style="list-style-type: none"> ▪ Shield standards for Division 2 are identical to those for Division 1. 	<ul style="list-style-type: none"> ▪ Shield standards for Division 3 are identical to those for Division 2, except that a shield basket, hockey glove, or gauntlet is required under the shield.

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<p>either side must be covered by padding or tape.</p> <ul style="list-style-type: none"> ○ A shield basket, glove, or gauntlet is required under the shield. 		
4. BLOW CALIBRATION		
<p>a. Force of Blows YOUTH COMBAT DIVISION 1 IS TOUCH-ONLY CALIBRATION</p> <ul style="list-style-type: none"> ▪ Any intentional blow that touches the opponent’s body, unless rolled across a weapon or shield, must be accepted. ▪ Marshals are expected to notify the combatants if a shot comes off a shield or weapon. ▪ The marshals shall notify the combatant when the blow force is harder than a touch. This situation must be discussed with both youth combatants, and blows harder than touch will be discounted by the marshal. ▪ An effective blow is defined as one that was properly oriented (i.e. struck with marked striking edge of the blade), and struck with appropriate force for the division. 	<p>a. Force of Blows</p> <ul style="list-style-type: none"> ▪ All cutting blows must have positive contact to be accepted. ▪ Positive contact 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. 	<p>a. Force of Blows</p> <ul style="list-style-type: none"> ▪ Light force is required for all cutting shots. ▪ Light force is defined as 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.

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<p>b. Face Thrusts <i>Face Thrusts are not allowed in Youth Combat Division 1.</i></p>	<p>b. Face Thrusts</p> <ul style="list-style-type: none"> ▪ Face thrusts require only a touch. ▪ Any combatant using more than a touch to the face will be warned. ▪ If, after one warning, the combatant uses excessive force in a face thrust against any opponent again, the combatant will be removed from the list. ▪ Face thrusts with greater than touch force will be discounted by the marshal. ▪ A face thrust is a kill. ▪ Face is defined as the area between the chin and the middle of the forehead and between the ear openings. 	<p>b. Face Thrusts</p> <ul style="list-style-type: none"> ▪ Standards are the same as Division 2.
<p>c. Calling 'Hold'</p> <ul style="list-style-type: none"> ▪ Combatants may call hold to discuss the force of blows. ▪ When anyone calls hold, combatants must freeze in place and look to the marshal for instructions. In a melee, combatants must kneel. 	<p>c. Calling 'Hold'</p> <ul style="list-style-type: none"> ▪ Standards are the same as Division 1. 	<p>c. Calling 'Hold'</p> <ul style="list-style-type: none"> ▪ Standards are the same as Division 1.
<p>d. Calibration Issues</p> <ul style="list-style-type: none"> ▪ Any combatant using force sufficient to bruise or injure an opponent will be warned. ▪ If after one warning, the combatant bruises or injures any opponent a second time, the combatant 	<p>d. Calibration Issues</p> <ul style="list-style-type: none"> ▪ Standards are the same as Division 1, except: ▪ The fighter who is struck determines whether the blow was of sufficient force. The fighter striking the blow cannot call the shot; e.g. announce "I 	<p>d. Calibration Issues</p> <ul style="list-style-type: none"> ▪ Standards are the same as Division 2.

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<p>will be removed from the list.</p> <ul style="list-style-type: none"> ▪ The combatant’s calibration will be discussed with the youth and his or her parent/legal guardian. ▪ The marshal-in-charge will decide whether the combatant can return to the list that day. 	<p>got you." However, marshals may provide the struck fighter with information about questionable blows, such as shots landing flat or striking illegal targets.</p> <ul style="list-style-type: none"> ▪ If a fighter is not accepting appropriately struck blows, the marshal may warn the fighter. ▪ If a fighter repeatedly fails to accept such blows, the marshal may call the fighter “dead” for that bout or remove the fighter from the field. Such calibration issues shall be discussed with the fighter and his or her parent/legal guardian and encourage the fighter to work with a marshal or experienced fighter on correcting their calibration levels. 	
5. TARGET AREA		
<p>a. Legal target area for both cut and thrust</p> <ul style="list-style-type: none"> ▪ The legs from one inch above the knee and up, the arms from one inch above the wrist and up, the entire body, and the head are legal target areas for shots. ▪ Blows to the hand or to the knee and below are not counted. ▪ Thrusting is allowed to the 	<p>a. Legal target area for both cut and thrust</p> <ul style="list-style-type: none"> ▪ Standards are the same as Division 1 except that face thrusts are permitted using touch calibration. 	<p>a. Legal target area for both cut and thrust</p> <ul style="list-style-type: none"> ▪ Same as Division 2.

A. Youth Combat Division 1: Ages 6 – 9 Years	B. Youth Combat Division 2: Ages 10 – 13 Years	C. Youth Combat Division 3: Age 14 – 17 Years
torso, arms, and legs only. Face thrusts are not permitted.		
c. Groin shots <ul style="list-style-type: none"> ▪ Groin shots, while legal, are discouraged. A groin shot is a killing blow. 	c. Groin shots <ul style="list-style-type: none"> ▪ Standards are the same as Division 1. 	c. Groin shots <ul style="list-style-type: none"> ▪ Standards are the same as Division 1.
6. BLOW ACKNOWLEDGEMENT		
a. How Blows Are Interpreted <ul style="list-style-type: none"> ▪ Any touch to the torso or head scores a victory for the combatant striking the blow. The “killed” combatant is to fall to the ground in the "die defensively posture" ▪ Any blow striking from the shoulder to one inch above the wrist shall cause the loss of the arm. If necessary, the struck combatant may then switch their weapon to the uninjured hand. ▪ Any blow striking from one inch above the knee to the hips will cause the loss of the leg. The struck combatant must then fight from his or her knees, sitting, or standing on one foot. ▪ In melees, when touched by a weapon, a combatant must fall down and die defensively. ▪ Any blow from a one-handed weapon striking the hip will cause the loss of movement. The combatant must sit to continue to fight and may not crawl on their 	a. How Blows Are Interpreted <ul style="list-style-type: none"> ▪ Standards are the same as Division 1. 	a. How Blows Are Interpreted <ul style="list-style-type: none"> ▪ Standards are the same as Division 1.

A. Youth Combat Division 1: Ages 6 – 9 Years	B. Youth Combat Division 2: Ages 10 – 13 Years	C. Youth Combat Division 3: Age 14 – 17 Years
<p>knees. Any blow from a two-handed weapon or great weapon striking the hip or shoulder is a kill.</p> <ul style="list-style-type: none"> ▪ The minimum force required for an effective blow by a thrown weapon in melee is touch for ALL divisions. 		
7. AUTHORIZATION PROCEDURE		
a. Types of Authorizations	a. Types of Authorizations	a. Types of Authorizations
<ul style="list-style-type: none"> ▪ There is only one authorization in this division. It allows the combatant to use any Division 1 weapon. 	<ul style="list-style-type: none"> ▪ Division 2 has THREE authorization categories: <ul style="list-style-type: none"> ○ Single weapon ○ Great weapon ○ Two weapon ▪ Face thrusting is allowed in this division, and as such, must be included in regular training and authorization practices. 	<ul style="list-style-type: none"> ▪ The authorization procedure is the same as for Division 2.
b. Process	b. Process	b. Process
<ul style="list-style-type: none"> ▪ 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 until the marshal is satisfied, then with a full- 	<ul style="list-style-type: none"> ▪ Standards are the same as for Division 1, except: ▪ The marshal will quiz the combatant on the same topics as Division 1, plus armor standards and weapon standards. ▪ The marshal shall designate someone for the youth fighter to strike with a proper blow. This can be an experienced youth fighter, an adult sparring partner, or the marshal. ▪ To authorize, the combatant must demonstrate the ability to deliver and recognize 	<ul style="list-style-type: none"> ▪ Same as Division 2.

A. Youth Combat Division 1: Ages 6 – 9 Years	B. Youth Combat Division 2: Ages 10 – 13 Years	C. Youth Combat Division 3: Age 14 – 17 Years
<p>fledged bout as if in a tournament.</p> <ul style="list-style-type: none"> ▪ The preferred opponent is an experienced Division 1 fighter. ▪ 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 or adult sparring partner as an opponent for an authorization bout 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 a reason to fail an authorization. ▪ The marshal will quiz the combatant on the legal target areas, the meaning of marshal commands ("On your guard," "Lay on", and "Hold"), and how to die defensively. ▪ Most importantly, they must exhibit safe and courteous behavior throughout the bout. 	<p>a proper blow.</p> <ul style="list-style-type: none"> ▪ They must demonstrate a reasonable attempt at defense. ▪ They must demonstrate the ability to deliver and receive face thrusts at appropriate calibration levels. 	
8. EDUCATIONAL GOALS		
<ul style="list-style-type: none"> ▪ 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 	<ul style="list-style-type: none"> ▪ Refinement of techniques in defense, accuracy, and speed. ▪ Continued development in the graces of chivalric combat, honorable conduct, and etiquette 	<ul style="list-style-type: none"> ▪ Same as Division 2, plus working toward transitioning to adult combat if the youth fighter so desires.

A. Youth Combat Division 1: Ages 6 – 9 Years	B. Youth Combat Division 2: Ages 10 – 13 Years	C. Youth Combat Division 3: Age 14 – 17 Years
<p>chivalric combat, honorable conduct, and etiquette both on the field and off.</p> <ul style="list-style-type: none"> ▪ Youth combatants will perform service within the SCA; e.g. helping to clean up fighting sites, assisting marshals with loading and unloading gear, etc. 	<p>both on the field and off.</p> <ul style="list-style-type: none"> ▪ Continued service within the SCA; e.g. helping to clean up fighting sites, assisting marshals with loading and unloading gear, etc. 	

XV. Tournament conventions

- A. Combatants may not close a hand around any portion of an opponent’s body, weapon, or shield. They may use the back of their hand on a weapon's haft to sweep an opponent's weapon out of the way. Fighters may not intentionally block a weapon's striking or thrusting surface with a hand or other illegal target.
- B. Fighters are not permitted to hit an opponent who is defenseless due to falling down or dropping their weapon.
- C. Marshals are encouraged to run youth tournaments as much like adult tournaments as possible, to encourage youth in chivalric behavior. This includes having youth salute the Crown/Barons at the start of each bout, having heralds announce the combatants, and announcing points of honor (when a fighter voluntarily gives up a limb after taking their opponent’s limb).
- D. Any fighter who obtains an unfair advantage by repeatedly becoming “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.
- E. Grappling, tripping, throwing, punching, kicking, and wrestling are prohibited.

XVI. Melee Conventions

- A. Engagement = eye contact. Fighters may not strike another combatant unless they have engagement.
- B. Charges are restricted to 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. Unarmed opponents may not be struck.
- G. The only missile weapons permitted are throwing axes and javelins as described in the weapons standards above. Experimentation with other thrown weapons may be done after approval of the Kingdom Youth Combat Marshal (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. Entanglement (e.g. pushing a weapon out of the way or fouling them from behind by using a weapon to block the opponent's weapon) is permitted. Fighters can do this when they do not have engagement with their opponent.
- K. If any combatant loses a piece of required armor, a hold shall be called and that fighter shall be removed from the field or helped to make repairs.
- L. No more than four fighters at a time may take on a single opponent. In a situation where a single fighter is left on a side, the lone fighter may request and the opposing side should be encouraged to offer single combat.
- K. Combatants and spectators must behave with courtesy and chivalry, treating their opponents with respect.

These Policies have been approved by:

His Royal Majesty, Æthelmearc: _____ King Sven Gunnarsson _____
 Her Royal Majesty, Æthelmearc : _____ Queen Siobhán inghean úí Liatháin _____
 Her Royal Highness, Æthelmearc: _____ Princess Anna Leah _____
 Æthelmearc Seneschal: _____ Duke Christopher Rawlyns _____
 Æthelmearc Kingdom Earl Marshall: ____ Master William Parris _____