

POLICIES FOR YOUTH RAPIER 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 both 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) 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 Regional Deputies, Group Youth Marshals, and At-Large Youth Marshals, specifically warranted in their particular activity. The Chancellor of the Youth Martial Academy and these officers are responsible for the activities of the minor participants.
- D. The Provost of Youth Rapier reports to the Chancellor of the Youth Martial Academy and to the Kingdom Marshal of Fence. The Provost is required to consult with the KMOF on changes in the rapier rules and how they affect the youth fencers.

VI. REQUIREMENTS TO OBTAIN A YOUTH RAPIER 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
 5. Already hold a valid adult rapier marshal warrant.

VII. APPOINTMENT OF REGIONAL DEPUTIES:

- A. The Provost of the Youth Rapier program may appoint Regional Deputies to oversee the youth rapier program on a regional level.

- B. Candidates must meet the requirements for office as outlined in section VI above and be warranted as a Youth Rapier Marshal.

VIII. WARRANTING OF GROUP YOUTH RAPIER 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 Rapier 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. Candidates must meet the requirements for office outlined in section VI above.

IX. WARRANTING OF AT-LARGE YOUTH RAPIER MARSHALS:

- A. Candidates must:
 - 1. Request appointment to the office by notifying the Youth Rapier Provost
 - 2. Meet the requirements for office outlined in section VI above.

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 rapier marshals are authorized to:
 - 1. Inspect fencers and armor.
 - 2. Marshal on the youth rapier field
 - 3. Authorize fencers in all three youth rapier forms.
- C. At least one (1) warranted Youth marshal must be on the field for any practice or tournament bout.
- D. 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 of rapier combat, observing combat, warning a combatant of inappropriate or dangerous actions, disallowing dangerous weapons, and, if necessary, removing a fencer 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 rapier division and blade form.
- G. All marshals must stay informed and up-to-date on all rules, regulations, guidelines, and/or conventions that govern all Youth rapier Program activities in Æthelmearc.

XI. YOUTH RAPIER MARSHAL-IN-TRAINING (YRMIT) PROGRAM

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

B. Program Guidelines

1. *Youth Rapier Marshal-In-Training (YRMIT)*:

- a. Is a citizen of the Kingdom of Æthelmearc who is an authorized youth fighter 16 years of age or older, and who has been accepted by the *Provost of the Youth Rapier Program, or the Youth Rapier Regional Deputy of his/her local region as a trainee to learn the skills and techniques required to become a Youth Rapier Combat Marshal (YRCM) of the Kingdom.*
 - b. A trainee until he or she reaches the age of majority (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 Rapier Marshal Warrant* as described above.
2. Upon the acceptance of an individual as an *YRMIT*, sponsoring Marshal assumes responsibility for training and educating the *YRMIT* in the skills and knowledge required to conduct Youth Rapier Program activities in Æthelmearc. Additionally, the sponsoring Marshal must notify the Provost of the Youth Rapier Program of his or her acceptance of the trainee, and provide a recommendation and character reference.

XII. TERM OF OFFICE

- A. Youth Rapier 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 will submit written reports of activity to the Youth Provost Marshal quarterly on March 1, June 1, September 1, and December 1.
- B. The Youth Provost Marshal will submit a written report of activity to the Chancellor of the Youth Martial Academy quarterly on March 5, June 5, September 5 and December 5. This report shall consist of compiled reports from all regional deputies and a summary report of the Provost's own activities for the quarter.
- C. All Academy officers 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 all SCA minor policies are adhered to at all events/practices/activities held within the group.
- B. At official SCA events with youth rapier, 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 practices, the Youth Rapier Marshal 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."
- B. May not close a hand around any portion of an opponent's weapon *but may parry a blade with an open hand.*
- C. Combatants may not strike an opponent who is defenseless; e.g. has fallen down or dropped all weapons. A combatant who has dropped his or her weapon(s) must retrieve it before a fight can resume.
- D. Striking an opponent with any portion of the body or shield is prohibited.
- E. Striking an opponent with a rigid or non rigid parry item is prohibited.
- F. Youth fencers may be trained by adult authorized fencers with the approval of both the parents of the youth and the supervising Youth Rapier Marshal. The youth and the adult must follow the rules and weapons usage of the youth's division

XVI. THE RULES OF THE LIST

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

XVII. PARENTS/ LEGAL GUARDIANS RESPONSIBILITIES

- A. Parent/legal guardians are hereby informed that youth rapier 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 rapier, 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 RAPIER MARSHALS ARE NOT BABYSITTERS.

THEY ARE NOT RESPONSIBLE FOR MINORS PARTICIPATING IN COMBAT ACTIVITIES.

- C. If a parent/legal guardian cannot be at an event in which their minor child wishes to participate in youth rapier 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 Rapier Marshal with a minor medical authorization form 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 rapier 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. Parent /legal guardians must behave in a courteous and responsible manner at all times.
 - H. Parent/legal guardians are strongly urged to become authorized rapier combatants 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. To participate in youth *rapier* combat, neither the parent/legal guardian nor the child needs be a member of the SCA, Inc.
- D. Parents/legal guardians and *youth fencers* 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.
- E. Combatants need not be authorized to participate in official youth rapier 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 to 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 Provost of the Youth Rapier Program.

The Provost of the Youth Rapier Program will investigate and, if warranted, recommend to the Chancellor of the Youth Academy that the combatant's authorization be suspended. 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:
 - Marshal in charge of the field/inspecting Marshal
 - Marshal in charge of the tournament or practice
 - Regional Deputy for Youth Rapier d. Provost of the Youth Rapier Program
 - Chancellor of the Youth Martial Academy
 - Kingdom Earl Marshal
 - 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 provided they are in weapon categories that are compatible necessary but may not cross TWO divisions for any reason. If for reasons of limited participants a tourney bout is scheduled between fencers of Division 1 and 3, the bout will be decided by non contact means (Rocks, Paper Scissors, dice, Point control against a non living target, etc)
- 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. Inter-division melee practice may occur at the discretion of the marshals and the parents of the combatants involved. Fencers must always use the weapon standards and calibration of the lowest division participant involved.

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 and of the weapon(s) 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 Youth Provost marshal 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 required to meet the armor standards required by the weapons forms if any contact of weapons is involved in 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 rapier 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

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	1. Minimum Required Armor:	1. Minimum Required Armor:
a. No skin shall show anywhere on the fencer's body regardless of the position or stance of the fencer.	a. No skin shall show <same as division 1>	a. Same as Division 1 and 2 with the addition of
b. There shall be sufficient overlap (3 inches of overlap recommended) between separate pieces of armor that the required protection for that body area is preserved.	b. There shall be sufficient overlap <same as division 1>	b. Neck rigid gorget is required to use heavy rapier. 1.This shall consist of rigid material as defined (gorgets made of metal are strongly encouraged) covering the entire throat and shall be backed by either puncture resistant material (such as a hood), one quarter inch (1/4 inch / 6 mm) of open-cell foam, or their equivalents. 2.Gorgets worn over a hood or other substantial fabric padding will be considered to meet this requirement. 3. The cervical vertebrae shall also be protected by rigid material provided by some combination of gorget, helm, and/or hood insert.
c. Clothing: 1.Fencers must wear a minimum of abrasion resistant clothing . 2. Examples include long sleeved tee shirt and medium weight pants. Cloth or leather gloves and a hood or drape from the mask	c. Torso and Arm Armor 1. Puncture resistant armor shall cover the body from the top of the shoulder to the base of the groin and the underarm area. 2. Minimum underarm protection is provided by a triangle extending from the armhole seam and covering the lower half of the sleeve extending down the under side of the arm one-third the distance to the elbow. 3.The edges of any closure must overlap by at least 3 inches.	

	<p>4.The rest of the arm must be covered with abrasion resistant material.</p>	
<p>d. Face. Must be covered with a 12K fencing mask</p>	<p>d. Face:</p> <ol style="list-style-type: none"> 1.Fencing Mask - The front and top of the head must be covered by rigid material to below the jaw line and behind the ears. 2.Standard 12 kg fencing masks meet this standard. Fencing helms meeting this standard are also acceptable and shall be approved on a case-by-case basis. 3.The face must be covered by either 12 kilogram mesh (e.g., a standard fencing mask) or perforated metal which meets the definition of rigid material and has holes no larger than 1/8 inch (3 mm) in diameter and a minimum offset of 3/16 inch (5 mm). 4.Masks and helms must be secured to the fighter so that they cannot be easily removed or dislodged during combat. 5.The combination of a snug fit and the spring-tongue in a conventional fencing mask is not sufficient by itself to secure the mask to the fighter. 	
<p>e. Neck: Requires additional protection consisting of medium weight leather or equivalent padding.</p>	<p>e. Head and Throat –</p> <ol style="list-style-type: none"> 1. The rest of the head and neck must be covered by at least puncture resistant material. However, combatants are strongly encouraged to wear heavier protection than this minimum requirement. 2. Additional throat protection is required. This shall consist of rigid material as defined (gorgets made of 	

	<p>metal are strongly encouraged) covering the entire throat and shall be backed by either puncture resistant material (such as a hood), one quarter inch (1/4 inch / 6 mm) of open-cell foam, or their equivalents.</p> <p>3. Gorgets worn over a hood or other substantial fabric padding will be considered to meet this requirement.</p> <p>4. The cervical vertebrae shall also be protected by rigid material provided by some combination of gorget, helm, and/or hood insert.</p>	
	<p>f. Gloves</p> <p>1. Gloves made of abrasion resistant material must overlap the wrist openings of the sleeves by at least 3 inches and cover any cuff opening.</p> <p>2.If gloves designed for electric equipment are used, the openings for wires must be secured shut</p>	
	<p>g. Groin/Breast Armor</p> <p>1. Male fencers shall wear a cup (rigid material) underneath the lower extremity armor.</p> <p>2. Female fencers must ensure that their groin area is covered by puncture resistant material.</p> <p>3.Additional breast armor for females is left to individual discretion</p> <p>4. female fencers are strongly encouraged to employ additional breast protection.</p>	
	<p>h. Lower Extremity Armor</p> <p>1. All portions of the lower extremities must be</p>	

	<p>covered with at least abrasion resistant material. ----</p> <p>2. Spandex, cotton gauze, and nylon tights are unacceptable.</p> <p>3. If skin can be seen through the material, the material is too thin.</p> <p>4. Footwear must completely enclose the foot with a minimum of abrasion resistant material.</p>	
<p>2. Weapon Standards</p>	<p>2. Weapon Standards</p>	<p>2. Weapon Standards</p>
<p>a. Uses Plastic size 0 or 3 foil available here:</p> <ol style="list-style-type: none"> 1. http://www.leonpaulusa.com/acatalog/Size_0_Leon_Paul_Plastic_Foil.html 2. http://www.leonpaulusa.com/acatalog/Size_0_Leon_Paul_Plastic_Foil.html 3. http://shop.fencing.net/Plastic_Training_Set_p/nc-pl-set.html 	<p>a. 35 inch standard epee or foil.</p> <ol style="list-style-type: none"> 1 It is preferable for weapons to have quillions and the appearance of the weapons we are simulating. 2. Light Rapier points must be capped with standard plastic or rubber fencing tips and must be taped with tape that contrasts in color with the blade and the tip. 3. The tape must not cover the tip. 	<p>a. Same as Division 2</p>
	<p>b. Foil, epee, and saber bells are permitted on Light Rapiers.</p> <ol style="list-style-type: none"> 1. Bells with openings large enough to admit a standard, capped Light Rapier point must be blocked with rigid material. 2. Quillions can be no longer than 12 inches from tip to tip. 3. The ends must be blunted and all edges rounded. 4. A Light Rapier with quillions that may trap and/or break a blade are cause for prohibiting the use of the blade. 	<p>b. Additionally, up to 35 inch heavy rapier blades can be used.</p> <ol style="list-style-type: none"> 1. Heavy Rapier blades are defined as those blades described in the Society Rapier Marshal list of approved rapier blades.

	<p>5. Orthopedic (or "Pistol") grips will not be used unless the fighter has approval for medical reasons, supported by documentation from their health care provider.</p>	
	<p>c. Daggers</p> <ol style="list-style-type: none"> 1. The maximum allowable length for a dagger is 25 inches from pommel to tip. 2. Bells, grips, and quillons shall follow the specifications for the class of blade with which they are being used. 3. Standard thrusting daggers shall be commercial dagger blades as approved by the SRM, which will be capped as rapiers are (See III.A.2 above). 4. Daggers score in the same manner as rapiers. 	<p>c. Heavy Rapier Tips</p> <ol style="list-style-type: none"> 1. Before placing a tip on the blade, the point of a Heavy Rapier blade that was not manufactured with a safety tip shall be filed or cut down flat <ol style="list-style-type: none"> a) The use of a filing wheel is NOT recommended!). b) Any sharp edges shall then be filed smooth 2. The tip of a Heavy Rapier blade shall be covered with a metal casing or washer and then covered with a rubber archery bird blunt. <ol style="list-style-type: none"> a) Padding may be used to hold the tip in place. b) Equivalent tips may be approved by the KMoF on a case-by-case basis. c) Standard foil and epee tips are not to be used as Heavy Rapier tips. 3. The rubber tip of the Heavy Rapier must be taped to the blade itself with colored duct tape or woven cloth tape in a color that contrasts with the blade and the tip. <ol style="list-style-type: none"> a) Tool dip is not an acceptable substitute. b) The tape shall not cover the end of the rubber tip but shall leave enough showing that a marshal would be able to see if the rubber tip is wearing through. 4. Open guards and hilts may be used with Heavy

		Rapiers so long as they present no sharp edges or protrusions that would present a hazard to the fencer or an opponent.
3. Shield Standards	3. Shield Standards	3. Shield Standards
a. Shields may not be used as offensive weapons. No contact between a shield and the opponent's body is allowed.	a. Standards for Division 2 are identical to those for Division 1.	a. Same as Division 1 and 2 with the addition of allowing steel bucklers..
b. Materials allowed are wood, plastic, aluminum or equivalent.		
c. All edges must be covered by tubing, leather, or foam. Rigid edges must be covered with leather or equivalent to protect weapons.		
d. Shields shall be reasonable in size proportional to the combatant.		
e. Bolts, wires or other metal objects that project more than 3/8" from the shield must be covered by padding or tape.		
f. The allowable maximum area is 315 square inches (20 inches diameter circle).		
4. Blow Calibration	4. Blow Calibration	4. Blow Calibration
a. In rapier combat, blows will be counted as though they were struck with a real blade extremely sharp on point and edge. <ol style="list-style-type: none"> 1. Any blow that would have penetrated the skin shall be counted as a good blow. 2. Any valid blow that strikes a mask, helm, or gorget shall be counted as though it struck flesh. 	a. Same as division 1 with the addition of push cuts to which are treated in the same manner as draw cuts	a. Same as Division 2 with the addition of tip cuts.
b. Draw cuts are considered to be valid cuts. <ol style="list-style-type: none"> 1. For a cut to be counted 		

<p>there must be at least 6 inches (15 cm) of movement with the blade or travel of the tip against the target.</p> <p>2. Cuts that move across the entire width of a limb or the throat will count even if they are not 6 inches long.</p> <p>3. Whipping, hacking, and modern sabre cuts are prohibited.</p>		
<p>c. The marshals shall notify the combatant when the blow force is harder than a touch.</p>		
<p>d. Combatants may call hold to discuss the force of blows.</p>		
<p>e. combatant using excessive force will be warned.</p> <p>1.If after one warning, the combatant is excessive for second time, the combatant will be removed from the list.</p> <p>2.The combatant's calibration will be discussed with the youth and his or her parent/legal guardian.</p> <p>3. The marshal in charge will decide whether the combatant can return to the list that day.</p>		
<p>5. Target Area</p>	<p>5. Target Area</p>	<p>5. Target Area</p>
<p>a. Any portion of the body is a legal target.</p>	<p>a. Same as Division 1</p>	<p>a. Same as Division 1</p>
<p>6. Blow Acknowledgment.</p>	<p>6. Blow Acknowledgment.</p>	<p>6. Blow Acknowledgment.</p>
<p>a. Any valid touch with the point in line with the blade the (removed extra "t") torso or head scores a victory for the combatant striking the blow.</p>	<p>a. Same as Division 1</p>	<p>a. Same as Division 1</p>
<p>b. blow striking from the shoulder to the wrist shall cause the loss of the arm. A blow striking the hand will cause loss of use of the hand.</p>		
<p>c. blow striking the leg from the hip to and including the foot</p>		

<p>will cause the loss of the leg. The combatant will then fence from a seated position.</p>		
<p>7. Authorization Procedure</p>	<p>7. Authorization Procedure</p>	<p>7. Authorization Procedure</p>
<p>a. There are only 2 authorizations in this division. b. They are single rapier and rapier and buckler.</p>	<p>a. Division 2 has 3 authorizations. b. They are single rapier, rapier and rigid parry, rapier and dagger. .</p>	<p>a. Division 3 has 5 authorizations. b. They are Single Rapier, Rapier and Dagger, Rapier and Rigid Parry, Rapier and non rigid parry and case of rapier</p>
<p>c. The marshal shall have the combatant strike him or her with a thrust from a plastic rapier and a draw cut. d. The marshal shall explain to the combatant whether the blow's calibration is correct. e. If they are not, the marshal shall explain to the combatant how to correct it. f. The authorization will not continue until the marshal is satisfied with the combatant's calibration.</p>	<p>b. The marshal will quiz the combatant on the legal target area, armor standards and weapon standards. c. The marshal shall have the combatant strike him or her with a proper blow. d. The marshal shall explain if the calibration is correct. e. If it is not the marshal shall explain to the combatant how to correct it. f. The authorization will not continue until the marshal is satisfied with the combatant's calibration.</p>	
<p>g. The authorization bout will be fought with blows called verbally. h. The preferred opponent is someone in the same age division as the authorizing combatant. 1. If none are available, then it is acceptable for the authorizing youth to fight an older youth combat opponent or a Warranted Youth Marshal. 2. The use of a Warranted Youth Marshal as an opponent is a last resort.</p>	<p>g. The authorization bout will be fought with blows called verbally. h. The preferred opponent is someone in the same age division. 1. If none are available, then use an older youth combat opponent. 2. Use of a Warranted Youth Marshal as an opponent is a last resort.</p>	
<p>i. The combatant is</p>	<p>i. In order to authorize, the</p>	

<p>accepted as authorized unless he or she demonstrates willful disregard for the rules.</p> <p>j. Lack of ability to attack or defend are not reasons to fail an authorization.</p> <p>k. Poor acknowledgment is not a reason to fail an authorization.</p>	<p>combatant must demonstrate the ability to deliver and recognize a proper blow.</p> <p>j. They must demonstrate a reasonable attempt at defense.</p> <p>k. Most importantly, they must exhibit safe and courteous behavior throughout the bout.</p>	
8. Educational Goals	8. Educational Goals	8. Educational Goals
a. Rapier combatants are expected to be able to demonstrate the use, function, and techniques rapier combat.	See Division 1	See Division 1
b. Combatants will develop the graces of chivalric combat, honorable conduct, and etiquette both on the field and off.		
c. Combatants will perform service within the SCA, e.g. helping to clean up fighting sites, assisting marshals with loading and unloading gear, etc		

XXV. Armor Definitions:

- A. Abrasion-resistant material: material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing.
 - 1. Examples include broadcloth, a layer of heavy poplin cloth (35% cotton, 65% polyester), sweat pants, opaque cotton, and poly-cotton.
 - 2. Nylon pantyhose and cotton gauze shirts are examples of unacceptable materials.
- B. Puncture-resistant material: any fabric or combination of fabrics that will predictably withstand puncture.
 - 1. Examples include 4-ounce (2 mm) leather, four layers of heavy poplin cloth, ballistic nylon rated to at least 550 Newtons, and commercial fencing clothing rated to at least 550 Newtons.
 - 2. Kevlar is not an acceptable material as it degrades rapidly
- C. Rigid Material: puncture-resistant material that will not significantly flex, spread apart, or deform under pressure of 12 Kg applied by a standard mask tester, repeatedly to any single point.
 - 1. Examples of rigid material are:
 - 22 gauge stainless steel (0.8 mm); 20 gauge mild steel (1.0 mm); 16 gauge aluminum, copper, or brass (1.6 mm)
 - One layer of hardened heavy leather (8 ounce, 4 mm).

XXVI. Melee Conventions

A. By Division:

1. Division one is not permitted melee activities.
2. Division 2 is permitted to have melees of not more than 3 on 3 combat.
3. Division 3 is permitted 5 on 5 melee combat.

B. In addition to the conventions for single combat above under section XV above, the following conventions apply during melees.

1. Must make eye contact with each opponent before engagement.
2. Combatants may not strike an opponent with whom they do not have eye contact.
3. This explicitly means that combatants may not strike an opponent from behind.
4. They are restricted to three running steps.
 - It may only be used to gain ground.
 - There must be a noticeable drop in speed before engaging in combat.
 - Running into an opponent to knock him or her down is prohibited.
8. Holds are called for dropped weapons.
9. When a combatant is defeated in melee combat
 - He/she must die in a defensive manner
 - He/she must safely exit the field with his or her weapon held on their head when acknowledged by the marshal.
10. If any combatant loses a piece of required armor, a hold shall be called and that fighter removed from the field or assisted with repairs.
11. Death from Behind is not permitted.

These Policies have been approved by:

His Royal Majesty, Æthelmearc _____

Her Royal Majesty, Æthelmearc _____

Æthelmearc Seneschal _____

Æthelmearc Kingdom Earl Marshall _____