

Interim East Kingdom Youth Combat Rules January 2013

For Divisions I - III

Equipment:

A. ARMOR for Division 2 and 3:

Armor is primarily meant to distribute the force of a blow over an area larger than the blow itself, provide cushioning, and in some cases weight to resist the transferred force of the blow.

Definitions:

Rigid - a minimum of 18 ga. mild steel or 1 layer of heavy leather which has been treated (wax hardening for example) or two layers of untreated heavy leather or equivalent

Heavy Leather - untreated 11 / 64" oak tanned (sometimes called vegan) leather or equivalent (note that heavy grade industrial food buckets meet this requirement)

Medium Leather - untreated 1 / 8" oak tanned (sometimes called vegan) leather (note that light grade industrial food buckets meet this requirement)

Helm:

Head protection is required. A rigid or equivalent helmet which also protects the face. It is to be padded with a minimum of 1/4" closed cell foam or equivalent in any part where force may be or is transferred to the head. (Note HECC or CSA approved single piece hockey helmets (i.e. not goalie helmets) are considered equivalent.)

Leather and/or other strapping materials are to be used to hold the helm firmly in place by way of a chin strap. Rigid foam is permitted for a low chin brace against a grill which is also braced by the helm. No other part may rest against or by design impact the face in a triangular area from below the eye brows to the chin. No opening may permit a 1" diameter rod to enter the helm and there should be a 1 / 2" clearance inside all openings except at the ear. The cervical vertebrae must be covered completely by some padded part of the helm or gorget (see Neck below). It is not acceptable to have the upper neck and chin exposed between the helm and the gorget, so ensure this is addressed were it occurs. It may be compensated for by hanging a piece called camail from the helm, which might be a piece of medium leather or equivalent functioning mail.

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Neck:

Neck protection is required. Commonly called a gorget. Minimum: Medium leather (or equivalent) over 1 / 4" closed cell foam or equivalent. If coverage is not provided by the helm, then the gorget must extend to provide protection of the Larynx and prominent lower Cervical Vertebrae (vertebra prominens).

Upper Torso:

Multiple protective pieces are required. All of the following minimums must be worn:

- 1) A single layer of cloth to reduce abrasion.
- 2) Medium leather (or equivalent) over the bread basket (solar / celiac plexus)
- 3) Medium leather (or equivalent) over the kidneys.

Lower Torso/Groin:

Multiple protective pieces are required. All of the following minimums must be worn as appropriate to gender:

- 1) A single layer of cloth to reduce abrasion, which cannot open or otherwise shift to expose the skin of the wearer's lower torso and must not restrict the wearer's movement. (Note that a kilt would fail these requirements and a garment would have to be worn underneath it.)
- 2) Gender appropriate rigid single piece groin protection; or for females 1) heavy leather, 2) medium leather (or equivalent) over 1 / 4" closed cell foam, or 3) simply 1/2" closed cell foam. Female lower torso protection must cover the pubic bone and extend up the torso to protect between the points of the hip. The second and third options may be a single piece which covers both areas on a female fighter so long as it does not float from the protected areas.

Arms:

Elbow protection is required. Minimum: The elbow point and bones at either side of the elbow joint must be covered by 1 / 4" closed cell foam, in addition the elbow point must be covered with a further layer of medium leather or equivalent. (Note that "skater pads" are considered equivalent.) To protect the point of the joint, a rondel or wing may be added to a 'skater pad'.

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Hands:

Hand and wrist protection is required. Commonly called a gauntlet. The outer surfaces of the hand, to one inch above the wrist of both arms and including the thumb, must be covered by one or a combination of the following:

- 1) A heavy leather gauntlet with 1 / 2" thick padding (padded sports gloves, like hockey gloves with 1 / 2" thick padding on the back meet this requirement)
- 2) A rigid gauntlet with 1/ 4" thick padding or designed so that force is transferred to the object held
- 3) A basket (hilt or shield) constructed of rigid materials, and a partial gauntlet or vambrace to cover the remaining portion of the hand/wrist with the equivalent protection of options 1 or 2

Legs: Knee protection is required. Minimum: The kneecap must be covered an inch above and below, and both sides of the knee joints must be covered, by 1 / 4" closed cell foam, in addition the knee must be covered with a further layer of medium leather or equivalent. (Note that "skater pads" are considered equivalent.) To protect the point of the joint, a rondel or wing may be added to a 'skater pad'.

Feet –Closed toe shoes, sneakers or boots are required. Cleats are not allowed.

Division 1 Armor variance

Make all Div 2/3 medium leather items, light leather (defined as a minimum of 6 oz or 3 / 32" thick oak tanned leather) with tolerance for stiffened basketball pads at the elbows and knees. Allow street hockey or batting gloves as gauntlets without wrist protection.

B. WEAPONS for all Divisions:

Guidelines:

Minimum sizes: 12" in total length, 6" length for any possible striking surface with a 2 1/2" diameter for tips other than the pommel. No weapon can be longer than 72" total except for thrusting only weapons, known as spears, which may be no longer than 90" total.

"Mass weapons" are defined as those with a head or protuberant blade, like a mace, axe or halberd. These weapons are to not have mass and cannot be weighted to increase their mass.

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Weapons should be made to length and weight so that they are not encumbering to the combatant and will be banned by a marshal for that combatant if they are not used proficiently except when practicing for authorization in that form.

No part of the completed weapon, except a lanyard, should be able to fit more than $\frac{1}{2}$ " within a 1" diameter hole.

Core:

The core as described below is expected to be very close to the SCA Known World guideline but cannot be guaranteed to be in compliance as the specification is not yet fixed.

The primary core material is a single continuous piece of shaved rattan. Single handed weapons will use a diameter of no less than $\frac{3}{4}$ " up to ~ 1 ". Weapons meant for two handed use should have a diameter of ~ 1 " to $\sim 1\frac{1}{4}$ ". Because of the nature of shaved rattan, some diameter variation will occur within any length. Most of a core should comply with these diameters. Avoid pieces with variations where any part of the core would be $\frac{1}{8}$ " or more outside of these tolerances. No weapon may have more than one core.

End caps are not required. The edges of the ends should be gently rounded, yet the end should remain primarily flat in the center of the end cut. Small pieces that create a push through concern may be capped with leather. *CPVC caps have passed a breakage test and may be used in the Interim, but SCA Known World acceptance is not guaranteed.* Glue is not required to attach the end caps though they must be secured by the taping method that follows.

All cores and caps will be covered in two layers of fiber tape (a.k.a. strapping tape): the first a single layer of slightly overlapping lateral stripes, the second a single layer of slightly overlapping barber-pole spiral wrap of fiber tape.

Where the foam is attached to the core there will almost certainly be multiple additional layers of tape. These should not be excessive and should not add considerable weight or alter the core flexibility. Additionally, a single layer of duct tape on a haft for decorative purposes or a single layer of grip tape on a pommel is acceptable.

An alternate material we are testing for single handed weapon cores, which may not be Known World accepted or East Kingdom approved following the Interim period, is PEX. A $\frac{3}{4}$ " or 1" diameter specification is acceptable. It is available in 5' and 10' staves (avoid the rolled material) at many hardware stores. The ends must be capped with at least two layers of strapping tape, but CPVC caps fit PEX well. Do not use the brass plugs associated with sealing the ends of PEX when it is used for plumbing. The PEX core is to

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remain hollow. Tape it in the same manner as Rattan. Consider limiting the length to 42" to avoid whip and failure from it.

Regardless of material, the core should not flex excessively when the weapon is used.

Padding:

All parts of a weapon except the hilt, haft, or guards are considered a possible impact surface and must be covered in a minimum of ½" closed cell foam as padding. The padding should be firmly affixed to the core at the hilt or haft in a way that will prevent rotation or separation. All foam, especially at the seams, must be taped so that the padding does not permit a gap to the core.

Both ends of the core must be covered with additional padding. The core end meant to be closest the opponent will always have a minimum 2 ½" diameter with at least a 2" depth of foam past the end of the core that has at least 1" of progressive give. It may be marked and used as a thrusting tip, or unmarked and not used for thrusts. The other end of the weapon (the butt or pommel), when not intended to make contact with the opponent, must have a minimum 2" diameter with at least a 1/2" depth of foam past the end of the core that has at least 1/4" of progressive give. If the butt or pommel end will be used as a spike, then it must also have a minimum 2 ½" diameter with at least a 2" depth of foam past the end of the core that has at least 1" of progressive give. The foam should not compress in our use past ¼ of its thickness (bottom out) as it might not protect sufficiently.

A tip should be constructed in a way that it does not fold over upon impact. The use of an additional layer of tape, cloth fabric, and garment leather (2-3oz or 2 / 64" - 3 / 64" thick) or similarly resilient but supple materials can be used to reinforce a thrusting tip.

Extra padding may be used to create guards, axe heads, or other aspects of the weapons shape.

Guards :

Leather and plastic may also be used to create guards. It may not have protruding parts that are less than 1 ½" in diameter unless it cannot fit more than ½" within a 1" diameter hole.

Taping:

All padding must be covered in a layer of duct tape. The tape should not be so tight that it creates a hard surface or decreases the effectiveness of the padding. Edges of blades are to be clearly marked with a thin strip of duct tape or equivalent that is of a color contrasting the rest of the tape.

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Two additional stripes of contrasting tape must circle the end of the weapons. All thrusting tips should also have tape forming a "X" over the end connecting to the closest tape circle so that they are easily recognizable.

Lanyards:

Lanyards are not generally required. A marshal may require a lanyard on a weapon at any time. Be prepared with some material to use temporarily for this.

Unorthodox Weapons:

If made of the noted materials, and otherwise safe, they may still be disallowed by a marshal. However, if the combatant can demonstrate proficiency through an authorization bout, or is practicing one on one to become proficient with it, the weapon may be permitted for use by that combatant under a marshal's supervision.

Combat Conventions

A. Division Ages:

Division I: 6 – 9 years old.

Division II: 10 – 13 years old.

Division III: 14 – 17 years old.

B. Legal target areas:

The head, neck and torso are defined as kill zones. The arms, one inch above the wrist, and the legs, one inch above the top of the kneecap, are disabling.

A thrust cannot penetrate the helm except through the face plate.

C. Calibration:

Div. 1 Targeted Touch; defined as contact with a portion of the body that is a legal target area, will result in a loss of the use of that portion of the body, i.e. a contact with an arm or a leg results in a loss of that limb, contact with the head or the torso is a kill.

Div. 2: Positive Contact, defined as a clear and unobstructed intentional blow with minimum force to a portion of the body that is a legal target area, will result in a loss of the use of that portion of the body, i.e. a contact with an arm

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or a leg results in a loss of that limb, contact with the head or the torso is a kill. As long as the shot connects without obstruction, it is considered good. Excessive force is discouraged. All combatants must be considered as wearing the minimum required armor, regardless of what they are actually wearing.

Div 3: Positive force, defined as the deliberate, unimpeded, targeted contact with a portion of the body that is a legal target area, will result in a loss of the use of that portion of the body, i.e. a contact with an arm or a leg results in a loss of that limb, contact with the head or the torso is a kill. The blow should be clearly felt. It is possible for a shot to be considered "Light". Care should be taken to not hurt one's opponent. There is more discretion on the part of the combatants to determine the effectiveness of blows. All combatants must accept blows and be considered as wearing the minimum required armor regardless of what they are actually wearing.

D. Helpless opponents:

A combatant lying on the ground, falling down, or without a weapon is considered helpless, and should never be struck, nor should he or she strike a blow. A combatant on their knees is not considered helpless. A combatant who loses a piece of required armor is considered helpless and must repair that armor before they can fight again. A combatant who loses their helmet is considered dead and forfeits.

E. Face thrusting:

Face thrusting is permitted in Divisions II and III. Calibration is touch-only.

F. Shield bashing:

Shields may not be used as offensive weapons. No contact between a shield and another combatant's body is allowed to be initiated by the combatant bearing the shield.

G. Melee Conventions

1. General:

- 1) Divisions 1-3 may be mixed for melee or single combat at the marshal's discretion and with parental consent for lower division participants. All armor and weapons must conform to the calibration level to be used by all combatants.
- 2) Armor and weapons that might seriously injure their user or other combatants are prohibited.

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2. Engagement:

- 1) All combatants shall adhere to the Society Combat Conventions.
- 2) Individual combatants have a 180 degree frontal engagement arc facing forward from a line between their eyes. If the individual is not already engaged with an opponent to their front then eye to eye contact is the preferred method establishing engagement.
- 3) All combatants in a "line" are considered as engaged with all combatants in the opposing "line". A line is formed by allied combatants with overlapping weapons range.
- 4) In melee a combatant is not considered "helpless" if they have dropped a weapon. No hold will be called for this condition.
- 5) No more than four (4) combatants may face a single combatant that is not in a line.
- 6) No combatant may continually refuse engagement.
- 7) A combatant may not take more than 4 rapid steps (charging) to build speed before engaging an opponent or line of opponents.