

The Society for Creative Anachronism



East Kingdom Youth Combat Rules

For Divisions 1–3 — January 2019

This handbook is an official publication of the Society for Creative Anachronism, Inc.

This is a living document. Officers and contact information will be periodically updated.

Please check our website for revisions frequently: youthfighters.eastkingdom.org/

East Kingdom Youth Combat Rules

For Divisions 1–3 — January 2019

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Overview

Youth Combat is a program designed for minors aged 6 to 17. This program emphasizes the concepts of Chivalry, Honor, and Courtesy, proper etiquette, teamwork and good sportsmanship, armor and weapon construction techniques, and effective fighting arts in a competitive environment that parallels Adult Armored Combat. It is not intended as a substitute for normal play.

Participation

There are SCA and East Kingdom policies that govern the participation of minors in all SCA activities, including Youth Combat at events and demos, as well as standalone Youth Combat practices. Nothing in this document will be construed to overrule, change, or substitute for those policies.

Waivers:

Any youth desiring to participate in Youth Combat shall have a Parent assume all risks and liabilities for any harm or medical condition arising from the youth's participation in these activities. The assumption of responsibility shall be signified by all legal documents required by the SCA, the East Kingdom, and possibly their Kingdom of residency if it is other than the East.

(The term "Parent", as used in this document, includes the biological parents, adoptive parents, or any court appointed legal guardian.)

No youth shall participate in Youth Combat unless the Responsible Adult has completed a "Minor's Consent to Participate and Hold Harmless Agreement" form. This form is submitted to the event steward or local seneschal who will forward it to the Kingdom Waiver Secretary. The minor should also have a copy of this form with them at all times. Alternately, a current signed "Blue" SCA Membership Card, signifying this waiver is on file for the youth at Corporate, is acceptable.

The minor's waiver form may be downloaded from <http://www.sca.org/docs/pdf/chldwaiv.pdf>.

Medical Authorizations:

A Parent may designate another adult to be responsible for the minor at an SCA event. The designated adult must be in possession of a "Medical Authorization for Minors" form signed by a parent. For events in the United States, this form must be notarized.

(The term "Responsible Adult", as used in this document, includes either a Parent, or another adult designated by a Parent and in possession of this form.)

The medical authorization form is available at <http://www.sca.org/docs/pdf/treatminor.pdf> and a version with space for notarization is at <http://www.sca.org/docs/pdf/treatminor-notary.pdf>.

The youth should have a second copy of this form in their possession. It's also a good idea for the youth to have a note with a parent's cell phone number or other contact instructions for use in an emergency.

A copy of the "Medical Authorization for Minors" form must be on file with the kingdom waiver secretary.

Authorizations:

Youths may not participate in tournaments or large melees unless first authorized for Youth Combat. They may practice or engage in small scale melees of 12 fighters or less prior to authorizing.

Adults may not participate in youth combat tournaments or melees.

Adult Involvement

- 1) The Responsible Adult has the right to remove their ward from any contest or activity which they may deem inappropriate or hazardous.
- 2) Parents must sign the “Minor’s Consent to Participate and Hold Harmless Agreement” as noted prior.
- 3) Adults watching youth combat activities shall act in a courteous manner toward the combatants, marshals, youth combat officials, and other parents. Jeering and heckling your child’s opponent is NOT acceptable. Adults demonstrating bad behavior will be asked to leave the youth combat area. This may result in their child having to withdraw from that day’s activity.
- 4) Youth Combat is NOT a babysitting service.
- 5) At least one Responsible Adult must be present at the list at all times for fighters age 9 or under.
- 6) At least one Responsible Adult must be on the site where youth combat is taking place at all times for fighters age 10 to 13.
- 7) A Parent/Guardian of a fighter age 14 to 17 must have the program and rules explained to them during the minor’s first visit to an SCA youth combat function. After this they may designate another adult to be responsible for the minor at an SCA function.

Marshals

Full Youth Combat Marshals (a “Full Marshal”) shall know the EK Youth Combat Rules. They shall be able to supervise youth fighters both in the lists and in melee. They will promote safe practices and enforce the rules of the list and of melee. They must be able to inspect weapons and armor and may authorize youth fighters. All Full Marshals must be SCA background checked and current members. Residents of Pennsylvania must pass additional background checks as listed in the addendum. They must be on the East Kingdom Youth Combat Marshals’ Roster unless given an interkingdom waiver by the East Kingdom Deputy Earl Marshal of Youth Combat (EK DEM YC). They must have a current “Blue” signed SCA membership card or have

signed an Adult Waiver form for the practice, event, demo, or war. It is good practice for the Marshal in Charge to have their background check letter from Corporate with them.

The Youth Clerk of the Chancellor Minor's office will maintain a Youth Combat Marshals' Roster and update it monthly. It will include the expiration dates of every Full Marshals' SCA Background Check and Membership. The Youth Clerk will send reminders by email when these are near to lapsing. The Roster will be made available through the EK DEM YC and the YC First Deputy so that Event Stewards and Seneschals of events, practices, demos and wars will know who is permitted to be a Youth Combat Marshal in Charge.

There are three levels of Youth Combat Marshal as well as Situational Warrants:

- 1) Full Youth Combat Marshal: These are marshals who have been warranted by the Kingdom and have passed a current SCA background check. A Full Marshal may be a Marshal in Charge (MiC) for events, practices, demos, and wars. A Full Marshal may sign an authorization form. A Full Marshal may spar One-on-One with Division 1-3 fighters for training purposes using weapons, armor, and calibration levels appropriate to the division of the youth fighter with whom they are sparring. The fighter's Responsible Adult must grant permission in person for this training. The Marshal may NOT supervise other activities while sparring. A Full Marshal may train a Limited Marshal (MiT).
- 2) Limited Marshal: This includes minor marshals (ages 12 to 17) and marshals-in-training (MiTs). Except signing authorizations, these marshals may perform all of the duties of a warranted Full Marshal, but must be supervised by a Full Marshal. Additionally, Responsible Adults may be designated as "Line Marshals" who work under the supervision of the Marshal in Charge. Line Marshals do NOT perform inspections or conduct authorizations, but provide an "extra set of eyes" in the lists or melees.
- 3) Situational Warrants: To facilitate One-on-One training with those who are not part of the Youth Combat Marshallate, a Full Youth Combat Marshal may grant a Situational Warrant for a trainer to work with youth fighters under their direct supervision for a single occasion. The trainer must use weapons, armor, and calibration levels appropriate to the division of the fighter with whom they are sparring. The fighter's Responsible Adult must grant permission in person for this training. The Marshal will supervise ONLY this activity while it is ongoing.

Please keep in mind that a parent/guardian may spar with their own child.

Marshals' Warrants

Full Youth Combat Marshal Warrants are granted by the EK DEM YC, Kingdom EM, or Crown following completion of a successful Society-level background check and a training period as a MiT. MiT training will include a minimum of 6 months on the Youth List under the supervision of at least two different Marshals. During this time, the MiT will perform safety checks of

equipment and weapons, tournaments, practices, authorizations, and develop a good understanding of the current EK Youth Combat rules. Recommendations for advancement to full Marshal by the YC First Deputy and Regional Deputies shall be respected. The EK DEM YC, Kingdom EM, or Crown may revoke warrants. The First Deputy and Regional Deputies may revoke warrants temporarily to permit review.

Failure to: Observe the Two Deep Rule; Maintain Safety; Keep Current Membership and Background Checks (except Tir Mara); Act Respectfully in the Conduct of the Office; Demonstrate Knowledge of Youth Combat Rules; Participate; and Report are causes for revocation.

Two Deep Rule

The SCA guideline for Two Deep is: For all organized SCA functions for minors, a minimum of two adults (persons who have achieved the age of majority in the state, province, or country in which the function is being held), unrelated to one another by blood or marriage or relationship, must be present. This policy does not relieve parents or guardians from their primary responsibility for the welfare of their children. One of these two adults may also be acting as the official coordinator for the youth activities going on i.e: a Full YC Marshal. Should the Kingdom make changes to this policy, that change takes precedence.

It is the prerogative of any parent or guardian to be “alone” with their child or children.

Marshaling

All SCA youth combat activities including practices, events, demos, and wars must have at least one Full Marshal who acts as the Marshal in Charge. The Marshal in Charge is outranked by the Crown, though administrative or safety issues might require the intervention of the Event Steward, EK EM, EK DEM YC, and EK YC Deputies.

The Two Deep rule must be observed. Marshals shall make sure that all armor and equipment is inspected and safe to use. Marshals shall monitor activities and behavior on the field and immediately stop all potentially hazardous or unchivalrous activities by calling “HOLD”.

Reporting

Reporting of Youth Combat activities is done in the following manner:

- 1) For each event, demo and war a report is to be sent, preferably via email, by the Marshal in Charge to their Regional Deputy. Unless there is an incident, a practice does not require a report but should be noted in the quarterly report. Completed authorization forms are to be mailed by the Marshal in Charge to the Youth MOL following the event.

- 2) All injuries that require hospitalization or similar care, include a period of unconsciousness, or may require future medical care shall be reported within 24 hours of the incident to the EK Earl Marshal, EK DEM YC, YC First Deputy, and Regional Deputy and also reported to the Society Marshal and the Deputies for Rapier and Youth Combat as appropriate. Include all available details in the report.
- 3) Incidents of inappropriate behavior by a youth fighter or participating adult which is serious enough to warrant disciplinary action beyond the bounds of a single event must be reported, preferably by email, to the EK Earl Marshal, EK DEM YC, YC First Deputy, and Regional Deputy and also reported to the Society Marshal and the Deputies for Rapier and Youth Combat as appropriate. Include all available details in the report.
- 4) Online reports are expected every quarter by all Marshals and Marshals in Training. The due dates are 2/15, 5/15, 8/15, and 11/15.

Reports will be reviewed by Regional Deputies, the YC First Deputy, and EK DEM YC. After consultation with the Regional Deputies and the YC First Deputy, the EK DEM YC will submit a report to the EK Earl Marshal and Society Youth Marshal by 3/1, 6/1, 9/1, and 12/1. Repeated failure to submit reports will be cause for the withdrawal of YC warrant.

- 5) Any progress reports about using pre-approved experimental weapons shall be reported to the Society Deputy for Youth Combat, EK DEM YC, and YC First Deputy.

The report link and email contacts for all of these offices, as of January 2019, are on page 14.

Age Divisions

Division 1: Padded weapons. Recommend for ages 6 to 9.
(Younger with Parent/Guardian & MiC permission)

Division 2: Padded weapons. Recommend for ages 10 to 13.
Many 8 and 9 year olds are ready for Division 2.

Division 3: Padded weapons. Recommend for ages 14 to 17
(May not exceed age 17). Many 12 and 13 year olds are ready for Division 3.

Mixing Divisions

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

- 1) Permission of all of the fighters' parents/guardians and the Youth Combat Marshal in Charge.
- 2) Older fighters must adhere to the weapon standards, calibration, and rules of the younger combatants being fought (e.g. Division 3 combatants must fight a Division 1 combatant as if they were both in Division 1).

Society rules allow a minor, aged at least 16, to authorize in adult armored combat. Minors may continue to fully participate in Youth Combat while training for adult combat. When minors become authorized in adult armored combat, they will be deemed to have graduated from Youth Combat and are not eligible to participate in Youth Combat tournaments, except as bye fighters (i.e. not eligible for prizes). They may still participate in Youth Combat training activities and are encouraged to become Youth Marshals.

Youth Combat Authorizations

The East Kingdom has a separate, detailed authorization procedure. We use these rules:

- 1) Two (2) Full Marshals must witness and approve the authorization.
- 2) Youth fighters shall demonstrate their knowledge of the rules of Youth Combat. They must stop fighting at the call of “HOLD”; demonstrate that they can safely spar with other youths; effectively block shots; consistently throw shots at the appropriate level of calibration to legal target areas; and must be able to fall and cover up safely and correctly when “killed”.
- 3) The East Kingdom will provide documentation in the form of a card which shows that the youth is authorized to engage in youth combat in their Division. This card is to be shown to youth combat officials before a youth fighter engages in youth combat activities including tournaments and melees.
- 4) A youth fighter who permanently moves up a Division must reauthorize. Younger fighters may permanently move to a higher Division with the approval of the fighter’s parent/guardian and approval from two authorizing Full Marshals.
- 5) Authorizations may not be granted to youth below age 6.
- 6) The MiC is to forward authorization sheets to the Youth Combat MOL.

Calibration

It is recommended that marshals use open cell foam of the appropriate thickness to demonstrate levels of calibration. A good blow for each Division is described as:

Division 1 – Intentional Touch: (Previously “Targeted Touch”) This is a clean, targeted and unimpeded blow which is readily felt through a single layer of medium weight cloth, but is not hard enough to leave a bruise on bare skin. No face thrusts.

Division 2 – Light Force: (Previously “Positive Contact”) This is a clean, targeted and unimpeded blow which is readily felt through 1/4 inch of open cell padding, but is not hard enough to leave a bruise in an area covered by medium weight cloth. Face thrusts have touch calibration.

Division 3 – Positive Force: This is a clean, targeted and unimpeded blow which may be readily felt through 1/2 inch of open cell padding, but is not hard enough to leave a bruise through 1/4 of open cell foam padding. Face thrusts have touch calibration.

Excessive blows are not permitted in any division. An over-calibrated shot should be taken as a blow, then the calibration addressed by the Marshal. A combatant who persists in hitting too hard after appropriate warning may be removed from the field and/or have their authorization suspended.

Targeting

The legal target areas are the same as those in Adult Armored Combat, except that there are no face thrusts in Division 1. An “edged weapon” must strike with the “blade” in order for the blow to be good. A thrust at the appropriate calibrated force is good.

- 1) A good blow to the torso, neck or head results in the opponent being “killed”. Striking the groin and throat is legal, but discouraged. The torso includes the groin, excludes the thigh below the waist (iliac crest), and includes the points of the shoulders.
- 2) A good blow to the arm begins one inch above the wrist; this results in the loss of that arm.
- 3) A good blow to the thigh begins one inch above the knee; this results in the loss of that leg.
- 4) A good blow from a Mass Weapon striking the hip socket and higher on the thigh “kills”.
- 5) A thrust or thrown weapon cannot penetrate the helm except to the face.
- 6) Good blows blocked by a lost limb, or deliberately blocked by an illegal target area, shall be acknowledged as if they were not blocked. Hands struck while holding weapons or shields that are blocking blows are exempt.
- 7) The MiC may use alternate formats (e.g. counted blows) if all fighters know and understand them.

Rules of the List

- 1) All combatants shall act in a courteous and chivalrous manner at all times.
- 2) The instructions of the marshal shall be followed at all times. Should a safety issue arise the marshal will call “Hold” and all combat activity in the list will stop until the marshal indicates that it is safe to resume. All fighters shall immediately kneel and quietly await instruction.
- 3) A fighter shall NOT take deliberate advantage of an opponent’s safety or chivalry. This includes:
 - a) Hitting with excessive force.
 - b) Hitting an opponent from behind.

- c) Refusing to acknowledge blows.
 - d) Hitting an opponent who cannot defend themselves (e.g. fell to the ground).
 - e) Using a weapon in a manner for which it was not intended.
 - f) Hitting an opponent who has no weapon, except as a coup-de-grace.
 - g) Throwing or launching weapons at an opponent in the list.
 - h) Shield on body contact for the purpose of unbalancing or knocking down an opponent (shield bashing).
 - i) Shield on shield contact for the purpose of unbalancing or knocking down an opponent (shield bashing).
 - j) Grappling of the body or weapons.
 - k) Continually dropping a weapon or running into the list ropes.
 - l) Walking around an opponent who has lost the use of their leg(s) (corkscrewing).
 - m) When both legs are lost, a fighter may not rise using their legs whatsoever.
- 4) An armor or weapon failure that cannot quickly be resolved requires leaving and yielding the list.

Rules for Melee

These rules include the Rules of the List but take precedence over them where there is a difference.

- 1) A fighter may NOT be struck from behind, but their weapon maybe “fouled”.
- 2) Unless safety requires it, “Hold” shall NOT be called if a fighter falls or dies.
- 3) Unless safety requires it, “Hold” shall NOT be called for dropped weapons.
- 4) A fighter without a weapon may be struck.
- 5) Walking around a fighter who has lost the use of their legs is permitted.
- 6) Thrown weapons may be permitted by the Marshal in Charge.
- 7) Shield on shield contact may happen; Fighters are to be courteous and chivalrous.
- 8) Fighters may only charge to gain ground. They may NOT intentionally charge into other fighters.
- 9) A fighter may NOT be struck until properly engaged by an opponent. Fighters have a 180 degree frontal engagement arc facing forward from a line between their eyes. If an opposing fighter is NOT already engaged to their front then eye to eye contact is the preferred method for establishing engagement.
- 10) No fighter may continually refuse eye contact to avoid engagement.

- 11) A “line” is formed by allied fighters with overlapping weapons range. All fighters in a "line" are considered engaged with all opposing fighters who engage any member of the "line". However, no more than four (4) fighters may engage a single opponent who is not in a line at one time.
- 12) Striking an opponent from the flank with engagement due to being in a “line” is fine, but be careful not to strike from behind. The fighter should know they are flanked before being struck.
- 13) A fighter may strike an opponent as they pass through the fighters’ line until the opponent has passed two (2) steps behind the line.

Armor Requirements

All Divisions:

Head: Helmets must completely cover the head. Hockey helmets are encouraged, but lacrosse helmets and catcher’s helmets with face masks are discouraged, but allowed if they meet further requirements below. They may have to have additions or alterations to fully enclose the head. Period looking helms are permitted, but bearing in mind the size and development of the youth the Marshal in Charge may disallow the use of a helm deemed too heavy for the youth to wear safely.

- 1) All helmets must have cages/grills, rigid mesh, or face plates which prevent a weapon from making contact with the face. No helmet shall have an opening exceeding 2 inches square in the area protecting the face. Openings of 3/4” or greater dimension which transit the face and would permit the entrance of a haft so that it could touch the face, such as a catcher’s mask without a nasal, are not permitted.
- 2) The helmet must be constructed of a continuous rigid material. Segmented or jointed helmets are not permitted. Helmets may have hanging aventails, camails, or bevors to aid in protecting the neck.
- 3) Helmets must have a chin strap or back strap to hold it securely on the head.
- 4) Helmets must be padded inside so that the rigid portions of it do not contact the head.
- 5) Helmets must fit properly.
- 6) Helmets in conjunction with neck protection (such as a gorget) must be constructed so that a weapon may not touch any exposed area of the head or neck.
- 7) Banned padding methods: Do NOT permit Seven Technology ring style padding. EPP foam is NOT permitted in helmets except in Division 1. See the glossary for descriptions.

Body: All combatants must have their torso and legs covered with a minimum of cloth in addition to other required armor. Long pants or skirts are acceptable for covering the legs.

Groin: Boys must wear a sports cup or the equivalent. Girls must have padding or the equivalent.

Feet: All combatants must wear shoes which cover the feet. Sandals, flip-flops, crocs, etc are NOT acceptable.

Shields:

- 1) Shields may be made of wood, plastic, aluminum, or an equivalent material.
- 2) Edges must be covered by plastic tubing, leather, or foam and be at least 3/4" in diameter around the edge of the shield.
- 3) No wires, bolts, screws, or other objects may project more than 1/4 inch without padding or tape covering them.
- 4) Shields should be of a shape appropriate to that used in period.
- 5) Shields should be of an appropriate weight for the size and strength of the fighter.

Additional Armor Requirements by Division

Division 1:

Neck: The throat and larynx shall be protected by a minimum of light leather or the equivalent. A neoprene neck guard is equivalent.

Hands: A minimum of light gloves is required.

No additional armor beyond clothing is required for torso, knees or elbows. If shirt does not cover the elbows, cloth sleeves or lightly padded elbows are needed.

If the Marshal in Charge and Parent/Guardian permits a Division 1 fighter to mix with fighters from other divisions, the fight is to be at Division 1 calibration. It is recommended, but not required, that the Division 1 fighter arm to a level at, or approaching, that of the higher division participants.

Division 2 & Division 3:

Neck: A padded gorget, made with an exterior of either a rigid material or heavy leather, with padding against the neck, is required. The larynx and cervical vertebrae (vertebra prominens) must be covered. An aventail, camail, or coif may be substituted or used in conjunction with gorgets as long as all required areas are protected.

Torso: Kidneys and the xiphoid process must be protected by a rigid material or medium leather and padding. Girls are required to have chest protection of medium leather, heavy quilted material, or the equivalent.

Arms: Elbows must be protected by a rigid material covering padding. Hockey, motocross elbows and other similar sports elbows are acceptable.

Legs: Knees must be protected with a rigid material covering padding. Hockey shin guards with attached knee protection or similar sports equipment are acceptable.

Hands: A gauntlet of heavy leather or rigid material lined with at least 1/2 inch of closed cell foam or heavy padding equivalent is required. Examples include most ice hockey gloves, most lacrosse gloves with additional thumb protection, and gloves with slightly lesser padding which include a rigid plate over the padding. Light gloves with a half gauntlet and a basket hilt of rigid material are acceptable. Street hockey gloves alone are NOT acceptable, but may be used in conjunction with a basket hilt or additional added protection.

Weapon Specifications

All Divisions:

All weapons must be inspected before combat and regularly thereafter for deteriorated or compromised foam as well as damaged or broken components.

- 1) No weapon shall use materials which might shatter or splinter on impact. Materials may be tested by placing the material on an anvil and striking it several times with a hammer. PVC may NOT be used in any component of a weapon.
- 2) Metal may NOT be used in any weapon. This includes, but is not limited to: basket hilts, pommel weights, and hose clamps.
- 3) Basket hilts are allowed on single handed weapons.
- 4) Flails and two-ending striking surfaces are NOT permitted.
- 5) Weapons will NOT be permitted if it is so small that it is likely the hand/gauntlet would strike the opponent during a normal blow.
- 6) Weapons may NOT proportionally exceed 8 ounces per foot in weight. Weapons may NOT be excessively heavy nor excessively tip heavy.
- 7) The weapon core is to be one continuous piece. Weapons may NOT have more than one core. This also prohibits sleeving with PEX and Siloflex.
- 8) Thrusting tips and butt spikes shall be constructed of closed cell foam. They must extend 2 inches past the end of the core and be at least 2.5 inches in diameter. They may not be hollow. The last 1" of the core shall also be covered with nominal 1/2" closed cell foam. They should be constructed so that they do not easily fold over. They may be reinforced to reduce folding with a small wrap of strapping or duct tape.
- 9) Striking surfaces shall be covered by nominal 1/2" or more of closed cell foam, extending at least 1 inch past the core material. The striking area must be padded with foam in such a

manner that it will not penetrate a 2" square opening, and no less than 1 3/4" in the narrowest measurement.

- 10) Pommels and the butt ends of weapons are built like thrusting tips but extend only 1" past the core and measure no less than 1 3/4" across. The last 1" of the core shall also be covered with nominal 1/2" closed cell foam.
- 11) All foam must be covered in a single layer of duct tape or a cloth sleeve. Minimize the overlapping of tape over the foam during construction to reduce total mass.
- 12) Thrusting tips and "edges" must be marked with contrasting colored tape. A stripe or two of the contrasting tape must circle the end of the weapon to mark it as a Youth Combat weapon.
- 13) Experimental weapons must be approved by the Society Deputy for Youth Combat and EK DEM YC.

Some weapons can be made safely despite not complying strictly with these rules. For instance, rubber engine hose used to form a cross guard is common. An appropriate piece of rattan lashed to the core to form a cross guard, properly padded, should be fine. A Full Marshal is trusted to make the appropriate decision for their practice and event. Please keep safety foremost. Alternate materials might be considered as experimental and require Society authorization.

Additional Weapons Specifications by Division

Because rattan is a natural product, some allowance for slight oversize or undersize at one end or the other of a core should be exercised. Rattan is sold in metric diameter ranges, such as 24-26mm, the largest of which is slightly above 1". Rattan sold at 1 1/4" will range between 32 – 34mm. The 32mm spec is slightly above 1 1/4", but even a 33mm measurement at one end is acceptable.

Division 1:

- 1) The following are permitted as core materials for Division 1 weapons:
 - a. Rattan with a nominal diameter between 3/4" and 1".
 - b. PEX with a 3/4" or 1" Nominal Size.
 - c. Siloflex with 1/2", 3/4", or 1" Nominal Size, as fits the users hand.
- 2) Both core ends shall be rounded and/or capped (leather, CPVC caps or equivalent) to prevent the core from cutting through the foam.
- 3) Butt spikes are NOT permitted in Division 1.
- 4) All weapons must be proportional to the combatant. No weapon may be longer than 5 feet (60").
- 5) Spears and Javelins are NOT permitted in Division 1.

- 6) Throwing Hammers and Axes are permitted at the discretion of the Marshal in Charge. See Throwing Weapons.

Division 2:

- 1) The following are permitted as core materials for Division 2 weapons:
 - a. Rattan with a nominal diameter between 3/4" and 1" as fits the fighter's hand.
 - b. PEX with 3/4" or 1" Nominal Size, as fits the users hand.
 - c. Siloflex with 3/4" or 1" Nominal Size, as fits the users hand.
- 2) Both core ends shall be rounded and/or capped (leather, CPVC caps, or equivalent) to prevent the core from cutting through the foam.
- 3) Butt spikes are permitted on Pole Arms and Two-Handed Swords.
- 4) Spears are NOT permitted in Division 2, though Javelins may be used in this manner.
- 5) All weapons must be proportional to the combatant. No weapons may be longer than 5.5 feet (66").
- 6) The hafts of Two-Handed swords may not exceed 18 inches in length.
- 7) Throwing Hammers and Axes are permitted at the discretion of the Marshal in Charge. See Throwing Weapons.

Division 3:

The same weapon standards as Division 2 apply with the following exceptions:

- 1) Spears up to 7.5 feet (90") are permitted. They may not have butt spikes.
- 2) Pole Arms up to 6 feet (72") are permitted.
- 3) Two-Handed Swords up to 6 feet (72") are permitted.
- 4) Weapons longer than 5.5 feet (66") may use rattan up to 1 1/4" inches in diameter.

Throwing Weapons

Javelins:

Javelins may be made with a single core design of 3/4" Siloflex or PEX. They may be used in Division 2 and 3 melee by throwing them, or by using them as a one handed thrusting weapon.

- 1) The thrusting tip must conform to Weapon Specification Item 8.
- 2) The butt end may not be used offensively. It must be padded with foam in such a manner that it will not penetrate a 2" opening. There is to be at least 1" of foam past the core end.
- 3) Javelins must be between 4 and 5.5 feet long.

- 4) Fins and stabilizers of foam and duct tape may be attached near the back end, so long as all parts conform to item 2 above.
- 5) Calibration level for a thrown javelin is Intentional Touch.
- 6) Calibration level for a javelin used as a one handed thrusting weapon is the same as any weapon appropriate for that division.
- 7) Face thrusts are legal for javelins.
- 8) Javelins are not to be gleaned and re-used during a melee. They are to be inspected before another use.

Throwing Hammers and Axes:

These thrown weapons are to be made of foam and tape only, without a core. The lack of a core makes them relatively safe to be gleaned from the field and re-used without another inspection. Typical fabrication is for 2 lengths of pool noodle or pipe foam of 12” or less to be taped together as the “head”, with another length of similar size taped as the haft or handle.

They may be used in any division if the Marshal in Charge deems their use safe given the design, environs and proximity of those watching. They may be thrown or wielded as a single handed weapon.

- 1) The striking ends (head) must be at least 2 1/2” in diameter or minimum width.
- 2) The head, pommel and haft must be padded with foam in such a manner that it will not penetrate a 2” opening. The haft might have a slightly reduced area for gripping.
- 3) There are no thrusting tips on these weapons, including on the pommel.
- 4) The striking ends and pommel may be hollow or filled with closed cell foam.
- 5) The total length (haft plus head) should not exceed 16”.
- 6) The calibration level when thrown is Intentional Touch. The calibration level when used as a one handed weapon is the same as any weapon appropriate for the division.

Glossary

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

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

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

Coif: This is cap of chainmail or padded cloth worn under a helmet which extends to the base of the neck. It may be long enough to also cover the shoulders.

EPP Foam: Expanded polypropylene is an engineered plastic foam material. It is molded during creation. EPP will compress and recover, but with less effectiveness with each compression. Many bicycle helmets use EPP foam. While acceptable at Division 1 (touch), the repeated compressions of stronger blows will lead to degradation at a rate faster than other commonly used foams.

Face: the area between the chin and the middle of the forehead and between the ear openings.

Foam: Foam should have gentle progressive give and little weight. Polyethylene (rough skinned) pipe foam is the standard. The rubberized (smooth skinned) foam does not expand as quickly after compression and is not as good for striking surfaces, though it is good within thrusting tips, especially for face thrusts. Pool noodles are stiffer than preferred for thrusting or striking, but good for thrown hammers and axes and fine for Div. 1. Yoga pad and camp sleeping pad can be used as well with varying success. Other foams are under review.

Gorget: This is a collar which protects the neck. It may also protect the larynx and cervical vertebrae.

Leather:

Light Leather: This is 4 to 6 ounce leather about 3/32" thick.

Medium Leather: This is 7 to 9 ounce leather about 1/8" thick.

Heavy Leather: This is at least 10 ounce leather about 1/4" thick.

Light Gloves: These are gloves made of cloth, canvas, or thin (2 to 4 ounce) leather.

Nominal: A theoretical size that may vary from the actual: approximate. A nominal 1/2" thick pipe foam wall might be as small as 15/32". It will be noticeably larger than 3/8".

Mass Weapon: Axes, Hammers, Maces, Pole Arms and Two-Handed Swords (or Hand and a Half Swords swung with two hands) are Mass Weapons.

Melee: Fighting between teams with two or more persons on at least one of the teams is melee. Fighting "Two-on-One" is a melee. Fighting "One-on-One" is not, unless the fight began as a melee.

PEX: This is flexible, shatterproof, plastic pipe which can be found in many hardware stores. Use staves of it, not rolls. It is usually white, but red and blue colors can be found. PEX Standard is ASTM F876: Standard Specification for Crosslinked Polyethylene (PEX) Tubing.

PVC: This is flexible pipe usually white or gray in color which may shatter upon impact. It is NOT legal for youth combat. CPVC is a different material, which is legal for end caps only.

Rigid Material: This is shatterproof plastic, rigid metal, heavy leather, or hardened leather.

Siloflex: This is a brand name of flexible, shatterproof plastic pipe which can be found in many hardware stores. Use staves of it, not rolls. It is usually black in color. Siloflex and equivalent

brands must be manufactured to ASTM D2239 or ASTM D2737 Standards, of PE3408, and rated for 160 ps.

Seven Technology: A liner system that absorbs impact by compressing plastic rings. The rings have been found to have unsatisfactory compression except when squeezed on an angle. The padding between the rings and the head is often insufficient to assist with absorbing minor impacts. Found in some Bauer hockey helmets, this liner system is also found in some Cascade hockey and lacrosse helmets.

Xiphoid Process: This is the area at the base of the sternum.

Contact Information

For All Youth Marshals:

Warranted marshals are added to a kingdom-wide mailing list. If you are a warranted marshal and have not automatically been added to this list, send a message to marshals+subscribe@youthfighters.eastkingdom.org to be subscribed.

Send a message to marshals@youthfighters.eastkingdom.org to reach all of the marshals.

You can see an archive of previous messages at

<https://groups.google.com/a/youthfighters.eastkingdom.org/d/forum/marshals>

If you use Facebook, we encourage you to join the Unofficial EK Youth Combat Marshal Discussion Group. It is not an official means of communicating policies or reporting issues, but does provide a way of checking in with other youth marshals, asking casual questions, and chatting about upcoming events. <https://www.facebook.com/groups/1755859311305145/>

The Youth Combat web page for the East Kingdom includes guides, procedures, checklists and more: <http://youthfighters.eastkingdom.org/>

The reporting link is: <http://youthfighters.eastkingdom.org/marshalreport.html>

Kingdom Youth Combat Officers:

East Kingdom Deputy Earl Marshal of Youth Combat (EK DEM YC): Kyria Eikaterine tin Elliniki (Catherine Eldred), cell 518-915-2678, No calls after 10pm ET please, except emergencies. youthcombat@eastkingdom.org. (Term expires April 2020)

Youth Combat (YC) First Deputy: Lady Karrah the Mischievous, deputy-youthcombat@eastkingdom.org.

Youth Mistress of the Lists (YC MOL): Mistress Mylisant Grey. Mail authorization forms to: PO Box 1168, Westbrook, ME 04098.

Tir Mara Deputy: Vacant. Please consider applying. Direct inquiries to Eikaterine at youthcombat@eastkingdom.org

Northern Region Deputy: Lord Thomas de Marr, youthcombat.north@eastkingdom.org

Central Region Deputy: THL Lorenz Greylever, youthcombat.central@eastkingdom.org

Southern Region Deputy: Mathghamhain Ua Ruadháin, youthcombat.south@eastkingdom.org.

Western Region Deputy: Master Hroudland, youthcombat.west@eastkingdom.org.

Kingdom Marshallate:

East Kingdom Earl Marshal: Duke Sir Vissevald Selkirksson, earl-marshal@eastkingdom.org
(Term expires January 2020)

Society Officers:

Society Deputy Earl Marshal for Youth Marshal: Lord Germanicus de Atlan (mundanely Jeff Currie), youthcombat@sca.org (Term expires January 2021)

Deputy Society Seneschal for Youth and Family Achievement Program: David Keen, yafa@sca.org.

Revision History

Revisions January 2019:

Updated Society Level Contact information

Revisions April 2018:

Updated officer contact information.

Updated wording in background check specifications as per current practice.

Updated description of MIT process under Marshallate heading.

Added “Two Deep” description from SCA Corporate 2014 rule book

Updated reporting requirements to reflect current practices and include Society Officers

Clarified Ages and Divisions to include actual practices, as well as defined the options for a youth fighter to make the transition to Adult Heavy List some time between the age of 16 and 18.

Added ‘An overcalibrated shot should be taken as a blow, then the calibration addressed by the Marshal.’ to the Calibration section.

In Rules Of the List, added ‘h) Shield on body contact for the purpose of unbalancing or knocking down an opponent (shield bashing).’

In Armor Requirements, changed the helmet requirements and groin protection wording to reflect current safest practices as determined vis discussions with other marshals and field experience.

Under Weapons Specifications, changed pommel requirements to reflect Society rules: ‘10) Pommels and the butt ends of weapons are built like thrusting tips but extend only 1” past the core and measure no less than 1 ¾” across. The last 1” of the core shall also be covered with nominal 1/2” closed cell foam.’

Revisions February 5, 2015

EK Earl Marshal, Society YC EM, Tir Mara, Central and First Deputy contacts removed or revised.

Weapon Spec 12) Old: Thrusting tips and “edges” must be marked with contrasting colored tape. Two stripes of the contrasting tape must circle the end of the weapon to mark it as a Youth Combat weapon.

Removed “Two stripes” and replaced with “A stripe or two”

New: Thrusting tips and “edges” must be marked with contrasting colored tape. A stripe or two of the contrasting tape must circle the end of the weapon to mark it as a Youth Combat weapon.

Reasoning: Consistency in YC stripe marking is not really needed. It’s doubtful a YC weapon would find its way onto an adult list, with Pelican’s vs. Laurel’s a non list entertainment. The current materials do not include PVC, which could break and become a hazard. The PEX and Siloflex in use do not present this hazard, so the adults are relatively safe even if an error is made. Adult sized rattan will be easily spotted by YC MiC and only permitted at 1 ¼” and in appropriate Div. 3 weapons.

Weapon Spec 13) Old: Lanyards or triggers are required on all single-handed weapons except those intended to be thrown.

Replace “are” with “may be” and add to the end of the sentence “if required by the site and safe material provided to the fighters for this purpose”.

New: Lanyards or triggers may be required on all single-handed weapons, except those intended to be thrown, if required by the site and safe material is provided to the fighters for this purpose.

Reasoning: Weapons hooking on feet during melee, with the attached lanyard straining against the arm/wrist/hand and creating a tripping hazard, are deemed more perilous and more frequently perilous than a foam encased weapon flung into a crowd of watchers because of the lack of a lanyard. Lanyard use in small venues without melee is still reasonable, but the site’s Event Steward and/or MiC need to provide safe lanyard material.

Clarification: Sleeves are not required on the arms in any division.