

The Middle Kingdom Youth Combat Handbook



A handbook for learning the rules and culture of youth combat in the Middle Kingdom of the Society for Creative Anachronism, Inc.

INTRODUCTION

Mission & Goals

The mission of the Youth Combat Program for the Middle Kingdom is to provide a safe and fun environment whereby the youth of the Kingdom from ages six (6) to seventeen (17) years can participate in martial activities, which mirror adult heavy combat, at a level appropriate to their age. The goal is to introduce and reinforce the ideals of chivalry, honor, courtesy, service, and heraldic pageantry, both on and off the list field. The program stresses good sportsmanship and requires significant parental participation. It is designed to allow the youth to learn more about all aspects of the Society and above all,

HAVE FUN!

General Conventions

The Youth Combat program is regulated by SCA, Inc. Kingdoms are responsible for implementing youth combat programs and are responsible for establishing procedures for youth combatant authorization, and the warranting of marshals. Kingdoms may modify Society Youth Combat rules, as necessary for their kingdom, provided that such changes do not reduce the overall safety of the activity. This document is a Middle Kingdom specific supplement to the Society Youth Combat Rules.

These rules and guidelines apply to all youth combat divisions, ages 6-17. Specific differences between the divisions are addressed in the appropriate sections. The term "Youth Combat" used in these rules apply to the Children's, Youth and Teen divisions.

The basic rules for SCA combat are contained in the "SCA Marshal's Handbook" and the Midrealm Armored Combat Fighter and Marshal Handbook. Additional rules specific to Youth Combat can be found in the Society Youth Combat Rules. These guidelines apply to all youth combat activities unless superseded by this document.

Any questions concerning the applicability of armored combat rules to youth combat, or the duties and responsibilities of marshals, not adequately addressed in this document, will be resolved by referencing the following:

- a. Society Youth Combat Rules
- b. Midrealm Armored Combat Fighter and Marshal Handbook
- c. SCA Marshal's Handbook

PARENT/GUARDIAN SECTION

Parental involvement and participation is an important component of the youth combat program. The term “Parent”, as used in this document, includes the biological parents or any court appointed legal guardian.

I. Membership

A. Neither the parent nor the child are required to be members of the SCA, Inc. to participate in youth combat. Youth combatants, who do not have a current signed blue membership card, must have their parent execute a “Minor’s Consent to Participate and Hold Harmless Agreement” (waiver) in order to participate in any practice, event, demo, or war.

B. Parents are encouraged to become authorized Youth Combat Marshals. Note: All marshals must be paid members of the SCA, Inc.

II. Parental Responsibilities

A. Parents must understand this is a contact sport and that injuries may occur. Parents are ultimately responsible for the safety and well being of their children. This legal requirement cannot be delegated to the SCA or to the marshals on the list field.

1. Parents are required to read and understand these rules and standards and make sure that their child follows them.

2. Parents must witness SCA youth combat and discuss the activity with a Youth Combat Marshal before their child may participate.

B. Parents are to behave in a courteous and responsible manner at all times. Disruptive behavior may result in the parent being removed from the list area.

C. Participants in youth combat must either have a parent present at the event/activity, or a responsible adult present and in possession of a properly executed “Medical Authorization Form for Minors” and a signed waiver as needed. The medical authorization form must designate an adult present at the event/activity as able to authorize medical treatment in the case of emergency (a form of temporary guardianship).

1. The parent or responsible adult must remain within sight and sound of the youth combat list field when the child is participating if the child is under 10 years old.

PARTICIPANT SECTION

III. Participation Standards

A. Divisional Definitions

1. Children's Division: Ages 6-9 (Division 1)
2. Youth Division: Ages 10-13 (Division 2)
3. Teen Division: Ages 14-17 (Division 3)

Note: The listed age range for each division is not absolute. See divisional transfers (Marshal Section) for more information.

B. Society rules allow a minor, aged at least 16, to authorize in adult armored combat. Minors may continue to participate in youth combat while training for adult combat. When a minor authorizes in adult armored combat, he/she will be deemed to have opted-out of youth combat and is not eligible to participate in youth combat tournaments, or melees. To authorize as an adult fighter, a minor must be a member of the SCA. He/she is encouraged to become a youth marshal.

IV. Authorizations

A. All youth combatants must be authorized before participating in any tournament or melee combat at an event. (See the Marshal's Section of this document for more information.) Combatants need not be authorized to participate in official fighter practices.

B. Youth combatants, and their parents, are responsible for keeping current on any changes to the rules either via the Pale, the web, or personal contact with the marshals.

C. Authorization cards and waivers

1. Authorization cards are given to the parent. Cards will be presented to the marshal-in-charge, or list official, before any combat begins (fighter practice, tournament, or melee).

2. The parent must complete the appropriate waiver as required by Society and Kingdom rules prior to their minor being allowed to participate in youth combat activities.

V. Rules of the list/ Conventions of Combat

A. General Information

1. Rules of the list and conventions of combat as listed in the “SCA Marshal’s Handbook,” the “Midrealm Armored Combat Fighter and Marshal Handbook,” and the “Society Youth Combat Rules” apply to youth combat in the Middle Kingdom unless superseded by a rule in this document. Conventions may be modified for a specific tournament with the full explanation of the changes given to the combatants.

2. Excerpt from Society Youth Combat Rules, May 2012:

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.*
- 3) *A fighter shall not take deliberate advantage of an opponent’s safety or chivalry. This includes:*
 - a) *Walking around an opponent who has lost the use of his legs (corkscrewing).*
 - b) *Hitting an opponent from behind.*
 - c) *Hitting an opponent who cannot defend himself (e.g.- lying on the ground).*
 - d) *Continually dropping a weapon or running into the list ropes.*
 - e) *Grappling*
 - f) *Shield on body contact.*
 - g) *Hitting with excessive force.*
 - h) *Using a weapon in a manner for which it was not intended.*
 - i) *Refusing to acknowledge blows.*
 - j) *Shield on shield contact for the purpose of unbalancing or knocking down an opponent (shield bashing).*
 - k) *Throwing or launching weapons at an opponent in the list. (Javelins may be thrown in melee combat.)*

3. Marshals, fighters, or parents will use the word “HOLD” to stop combat when they see a problem. Parents are allowed to call “HOLD” from the sideline if they notice a behavior, weapon or armor condition that they feel is either unacceptable or dangerous.

4. Any combatant using force sufficient to bruise or injure an opponent will, after one warning, be removed from the field. This situation will be discussed with the combatant and the parent. It is up to the marshal in charge to determine if the combatant is to be allowed back on the field that day.

B. Target Areas

1. Excerpt from Society Youth Combat Rules, May 2012:

Targeting-

“Edged weapons” must strike with the “blade” in order to be considered good.

Legal target areas are the same as those in adult rattan combat. A good blow is one inch above the wrist results in the loss of that arm. A good blow is one inch above the knee results in the loss of that leg. A good blow the torso, neck or head results in the opponent being “killed”. Shots to the groin and throat are legal, but discouraged. Face thrusts are not allowed in Division 1.

Alternative formats maybe used to determine victory such as counted blows or first blood provided that the combatants know and understand the format being used.

C. Inter-divisional Combat

1. At no time shall there be tournament combat between the different divisions.
2. Practice between divisions shall always use the weapon standards and calibration of the lowest division.
3. Youths aged 17 and below can practice with any other youth, regardless of authorizations held as long as they are able to follow those rules.
4. Melee practice may only occur between divisions at local practices. No melee between divisions shall be allowed at any events

D. Melee Conventions

1. Excerpt from Society Youth Combat Rules, May 2012:

Melee Rules-

- 1) *An opponent may not be struck from behind, but their weapon maybe “fouled”.*
- 2) *Fighters may only charge to gain ground. They may not intentionally run into their opponents.*
- 3) *Fighters who have fallen down may not be struck. They must be allowed to rise and defend themselves before they may be struck.*
- 4) *Holds will not be called for dropped weapons unless dropping the weapon compromises the safety of the fighter. For example, if dropping a sword with a basket hilt compromises the safety of the fighter’s hand.*

5) *One of two options may be used during melees- Recognition or Death From Behind. Either, but not both methods may be used during a melee. Fighters and marshals should know before the melee begins which is being used and the rules for that method.*

a) With Recognition, a fighter must have visual contact with his opponent before striking him. A fighter may not look away or avoid eye contact for the purposes of avoiding recognition.

b) With Death From Behind, a fighter must place their weapon on their opponent's shoulder and announce in a loud, clear voice "You are dead from behind".

2. "Death from Behind" conventions will not be used in the Middle Kingdom

3. If any combatant loses a piece of required armor, a hold shall be called immediately and that fighter removed from the field.

E. Acknowledgment of Blows

1. Blow acknowledgement (i.e. wounds to arms and legs, etc.) shall follow the conventions of armored combat unless modified for a specific tournament. Examples include counted blows, retained wounds, etc.

2. Calibration

a. Excerpt from Society Youth Combat Rules, May 2012:

Calibration-

Division 1- Intentional Touch- This is a clean, 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- Positive Force- This is a clean, 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- Light Force- This is a clean, 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.

VI. **Armor Requirements**

A. General Armor Standards

1. Excerpt from Society Youth Combat Rules, May 2012:

Armor Requirements-

These are minimum required armor standards. A kingdom may require that additional armor be worn. While it is the goal of the SCA to encourage a medieval appearance for all participants given the specific nature of youth combat, visible modern sports equipment may be worn as armor.

Armor Requirements (All Divisions)-

Head- Helmets must completely cover the head. Hockey helmets, lacrosse helmets, and catcher's helmets with facemask are acceptable. 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 grills, rigid mesh, or face plates which prevent a weapon from making contact with the face. No helmet shall have a gap exceeding 2 inches in the area protecting the face.*
- 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 beavercams 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.*

Body- All combatants must have the torso, arms, and legs covered with a minimum of cloth. Long sleeve tunics, shirts, and long pants or skirts are acceptable.

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.*
- 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 combatant.*

Additional Armor Requirements by Division-

Division 1-

Neck- The throat and larynx shall be protected by a minimum of light leather or the equivalent.

Hands- A minimum of light gloves is required.

Division 2-

Neck- A minimum gorget of rigid material or medium leather with padding is required. The larynx and cervical vertebrae must be covered. Aventails, camails, and coifs may be substituted or used in conjunction with gorgets as long as all required areas are protected.

Torso- Kidneys must be protected by a minimum of a medium leather kidney belt with padding or the equivalent. It is recommended but not required that girls have chest protection.

Arms- Elbows must be protected by a minimum of soft pads.

Legs- Knees must be protected by a minimum of soft pads.

Hands- Gloves with a minimum of at least 1/4 inch padding protecting the fingers, back of the hand, and wrist are required. Street hockey gloves or light glove in a rigid basket hilt with wrist protection is acceptable.

Division 3-

Neck- A gorget of rigid material or heavy leather with padding is required. The larynx and cervical vertebrae 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 xyphoid 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 are required. An ice hockey glove or lacrosse glove with additional thumb protection is acceptable. 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.

2. Armor Requirements in Addition to the Society Standards: None

3. Additional armor may be worn. If the additional armor prevents the proper acknowledgement of blows the marshal-in-charge may, after consulting with the parent and ensuring that safety is not compromised, ask that the optional armor be removed.

VII. Weapons Standards

A. General Weapon Standards

1. Excerpt from Society Youth Combat Rules, May 2012:

Weapon Specifications- All Divisions-

- 1) All weapons must be inspected regularly for deteriorated or compromised foam as well as damaged or broken components.*
- 2) 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.*
- 3) No metal may be used in any weapons. This includes, but is not limited to: basket hilts, pommel weights, and hose clamps.*
- 4) Flails, pole axes, and two ending striking surfaces are not permitted.*
- 5) Weapons may not be excessively heavy. Weapons may not exceed 8 ounces per foot in weight.*
- 6) Thrusting tips shall be constructed of closed cell foam covered with duct tape or cloth. They must extend 2 inches past the end of the core and be at least 2.5 inches in diameter.*
- 7) Striking surfaces must be covered with at least 3/8 closed cell foam extending at least 1 inch past the core material. The foam must be covered with a single loose layer of duct tape or a cloth sleeve.*
- 8) Thrusting tips and "edges" must be marked with contrasting colored tape.*
- 9) Thrusting tips should be constructed so that they do not fold over.*
- 10) Pommels and the butt ends of weapons without butt spikes or basket hilts must be covered with at least 3/8 inch closed cell foam extending at least 1 inch past the end of the core material. This must be covered with a loose single layer of duct tape or cloth.*
- 11) Lanyards or triggers are required on all single-handed weapons.*
- 12) Basket hilts are permitted on single-handed weapons.*
- 13) Experimental weapons must be approved by the Society Deputy for Youth Combat.*

Division 1-

- 1) *The following are permitted as core materials for Division 1 weapons- rattan with a diameter between 3/4 and 1 inch, golf tubes, siloflex with a diameter of 3/4 inch, PEX tubing with a diameter of 3/4 inch.*
- 2) *Rattan core weapons must have the ends rounded and/or covered with cloth or leather to prevent the edges from cutting through foam tips.*
- 3) *All other core materials must have the ends covered with cloth, leather or similar material.*
- 4) *Two-handed weapons made with golf tubes shall be constructed of two tubes taped together with an over lap of 3 inches.*
- 5) *Butt spikes are NOT permitted in Division 1.*
- 6) *All weapons must be proportional to the combatant. No weapon may be longer than 5 feet.*
- 7) *Spears are not permitted in Division 1.*

Division 2-

- 1) *The principle core material for all weapons is rattan with a diameter between 3/4 and 1 inch. One inch diameter PEX or Siloflex may also be used as a core material, but both ends must be capped with leather, unbreakable plastic, or similar material. Given the excessive flexibility of PEX or Siloflex in warm temperatures it is recommended that these cores be limited to single-handed weapons.*
- 2) *Both ends shall be rounded and/or capped with cloth or leather to prevent the rattan from cutting through the foam.*
- 3) *Butt spikes are permitted on two-handed weapons.*
- 4) *Spears are not permitted in Division 2.*
- 5) *All weapons must be proportional to the combatant. No weapons may be longer than 5.5 feet.*

Division 3-

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

- 1) *Spears up to 7.5 are permitted. They may not have butt spikes.*
- 2) *Pole arms up to 6 feet are permitted.*
- 3) *Two-handed swords up to 6 feet are permitted. The hafts may not exceed 18 inches in length.*
- 4) *Weapons longer than 5.5 feet may use rattan up to, but not exceeding 1 and 1/4 inches in diameter.*

Javelins-

Javelins made of one diameter PEX or Siloflex may be used in melee combat in Divisions 2 and 3. They may be thrown or be used as a single-handed thrusting weapon.

- 1) *The thrusting tip must conform to standard weapon thrusting tips.*
- 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 inch opening.*
- 3) *Javelins must be between 4 and 5 1/2 feet long.*
- 4) *Fins or stabilizers of foam or duct tape may be attached near the backend.*
- 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 thrown javelins.*

2. The following are Middle Kingdom additions or clarifications to the society rules.

- a. Siloflex and PEX are forms of high density polyethylene (HDPE) pipe (see glossary).
- b. Any nominal size of HDPE may be used provided the ACTUAL outside diameter of the pipe is no less than 0.75 inches and the child can securely grip the pipe.
- c. Youth Combat weapons are NEVER, under any circumstances, to be “weighted” for any reason. The use of additional weight is considered dangerous and un-chivalrous.
- d. Any weapon found to be incorrectly made, or which uses prohibited materials or construction methods, should be confiscated and the Marshal-in-Charge should report it to the Kingdom Deputy Earl Marshal for Youth Combat. Serious violations will result in disciplinary action up to, and including, a suspension of the combatants authorization card.
- e. Although allowed, rattan is not recommended as a core material for weapons in Division 1 (Ages 6 – 9).

VIII. Adult Training of Youth at Official SCA Activities

- A. Other than parents sparring with their own children, only those adults who have completed a Youth Combat Sparring authorization may spar with youth combat participants. For a comprehensive description of what constitutes sparring, and the authorization requirements, see the Marshal’s Section.
- B. Adults sparring with minors, training for adult armored combat, shall follow the rules specified in the Middle Kingdom Marshal’s Handbook.

MARSHAL SECTION

IX. General Requirements and Restrictions for all Marshals

Note: The general guidelines of the Middle Kingdom Marshal's Handbook apply to Youth Combat Marshals unless superseded by this document.

- A. Youth Combat Marshals do not need to be authorized in any SCA martial activity.
- B. All marshals must have a current membership in the SCA, Inc. when they are serving in the capacity as a marshal.
- C. **Background Check Policy** for Marshals Supervising Youth Combat Activities:
 - 1. Youth combat activities at any practice or event must be under the continuous supervision of at least one adult Youth Combat Marshal and at least one additional, unrelated adult (two-deep policy). In addition, at least one background checked person, preferably the marshal, must be present at all times. Adult marshals are encouraged to have background checks if they are going to be in charge of Youth Combat activities.
 - 2. For more information on the two-deep policy or acquiring a background check, refer to the SCA Seneschal's Handbook and the Policies and Procedures of the Middle Kingdom Seneschal.

X. Types of Warranted Youth Combat Marshals, and Responsibilities

- A. Kingdom Deputy Earl Marshal for Youth Combat (KDEM-YC)
 - 1. Reports directly to the Kingdom Earl Marshal. Has overall responsibility for the youth combat program in the Middle Kingdom.
 - 2. Reports, as required, to the Society Deputy for Youth Combat.
- B. Regional Deputy Marshal for Youth Combat (RDM-YC)
 - 1. Reports to the Kingdom Deputy Earl Marshal for Youth Combat.
 - 2. Maintains a record of all warranted Youth Combat Marshals and Marshals-in-Training within the region.
 - 3. Trains and supervises the marshallate within the region.

4. Promotes the youth combat program within their region.
- C. Group Knight Marshal for Youth Combat (GKM-YC)(optional).
1. Baronies and local groups with a large enough program to justify it may, at their discretion, appoint a group marshal.
 2. Reports to the Regional Deputy Marshal for Youth Combat and baronial youth marshal (if appropriate).
- D. Youth Combat Marshal (YCM)
1. A fully warranted adult (at least age 18) member who is not responsible for a specific group. All Youth Combat Marshals are encouraged to complete and maintain a current SCA background check.
 - a. Performs all marshal field duties.
 - b. Reports annually at Domesday to their Regional Deputy Marshal.
 - c. Authorizes youth combatants in divisions 1, 2, or 3
 - d. Act as Marshal-in-Charge at an event or fighter practice.
- E. Restricted Warrant Marshals and other staff
1. A Minor Youth Combat Marshal (MYCM)
 - a. A minor, in the 12 - 17 age bracket, warranted to perform the field duties of a marshal under the supervision of an adult Youth Combat Marshal. Minor Youth Combat Marshals should be allowed as much control and authority over combat as possible. However, the final responsibility on the field is with the YCM.
 - b. The training program for a Minor Youth Combat Marshal will exactly parallel the adult training program. Upon successful completion of the training program, the minor will be warranted as a Minor Youth Combat Marshal with the restrictions noted above.
 - c. When the minor becomes an adult (age 18) their warrant will be transferred to full marshal status upon approval by the Earl Marshal or designate.
 2. Marshal-in-Training (MiT) for Youth Combat
 - a. May perform all of the field duties of a marshal under the supervision of a warranted adult Youth Combat Marshal.

3. Constables

- a. Constables are adults who informally help supervise the list boundaries, and who may perform other marshal related duties at the direction of the Marshal-in-Charge. Constables must sign a waiver or present a valid “blue” membership card before entering the Lists.

XI. Training and Warranting of Youth Combat Marshals

A. A marshal candidate receives a Middle Kingdom Marshal-in-Training Appointment from their Regional Youth Combat Marshal. To become a warranted Youth Combat Marshal the candidate must complete the Marshal In Training program or the Fast-Track program as appropriate.

B. The Youth Combat Marshal training process mirrors the Armored Combat Marshal training program. The Marshal-in-Training (MiT) is trained and actively participates in each area of marshal operations to receive the corresponding signature. A minimum participation in three events is required and more is strongly recommended. The sponsoring marshal or the marshal supervising the MiT in each aspect of operations will review guidelines, expectations and requirements, and then oversee the MiT in executing the operation until the MiT shows a reasonable level of proficiency. Training is required in the following areas:

1. Administration: The MiTs is trained in the reporting process, including use of the report forms, and the reporting schedule. Must be familiar with the forms required for conducting youth activities to include waivers, medical forms, and rosters.
2. Conducting Activity: The MiT is trained to run the activity, including, where applicable:
 - a. Tournaments, Melees, and Competitions.
 - b. Arbitration of disagreements and responses to rules violations.
 - c. Event/activity planning and set-up.
3. Equipment Inspections: The MiT is trained in enforcing the equipment requirements for the activity including:
 - a. Inspection of armor, weapons and equipment used in the activity
 - b. How to respond to a failure and repair situation

- c. Using proper equipment inspection tools
- d. Dealing with experimental equipment, weapons or armor.

4. Authorizations: The MiT is trained to run authorizations in all three Youth Combat divisions.

C. A written test, specific to youth combat, will be administered to all marshal candidates. If the MiT passes the test, the RDM-YC will review the completed training form and test results, then forward the completed form and their recommendation to the KDEM-YC, who will confirm the candidate and award the warrant. The KDEM-YC may request additional references.

D. The custodial parents of participating youth combatants and/or members of the Chivalry may complete the alternate Fast Track Program to become Youth Combat Marshals. (Former Youth Combat Marshals may be reinstated, using the Fast Track process, at the discretion of the KDEM-YC and the RDM-YC.)

1. The Fast-Track program waives the 3-event requirement and allows the training to be completed at a single event if feasible.

2. Individuals authorized to conduct the Fast Track Program are: the current Kingdom Deputy Earl Marshal for Youth Combat and Regional Deputy Marshals for Youth Combat. Former Kingdom Deputy Earl Marshals for Youth Combat, Special Deputies for Youth Combat, and Regional Deputy Marshal for Youth Combat may conduct fast-track training with the concurrence of the current Kingdom Deputy Earl Marshal for Youth Combat.

XII. Marshal Field Duties

A. Marshal Field Duties, as enumerated in the Middle Kingdom Marshal's Handbook, and Guidelines for Marshalling on the Field, from the SCA Marshal's Handbook, will apply to youth combat unless superseded in this section.

B. Marshal-in-Charge (MiC) responsibilities:

1. The MiC must be a fully warranted Youth Combat Marshal.

2. The MiC of youth combat at any official event, including practices, is responsible for ensuring that all waiver and background check policies (see above) are complied with.

3. The MiC is responsible for preparing (or having prepared) all required reports and forms. The MIC should ensure that there are enough marshals and constables to control the activity.
- C. At least one Youth Combat Marshal is required for any practice bout. At least two (2) Youth Combat Marshals must be on the field for any tournament bout or melee.
- D. Prior to any combat (practice or tournament) all equipment must be inspected and shall meet all safety and armor requirements pertaining to the appropriate division.
- E. Marshals on the field are expected to take an active role in safety, sportsmanship and assistance in calibration. Youth Combat Marshals have a greater responsibility to intervene than their counterparts in adult martial activities. The younger the combatants, the more active the marshalling becomes.
- F. Any combatant who refuses to obey the commands of the marshals, including Minor Youth Combat Marshals, shall be removed from the field.
- G. Melee practice may only occur between divisions at local practices. No melee between divisions shall be allowed at any events.

XIII. Authorization Procedures and Guidelines

- A. A minimum of two (2) warranted Youth Combat Marshals must be present and approve any authorization.
- B. All combatants, along with their parent must be able to demonstrate, to the authorizing marshal, knowledge of the rules and guidelines found within this handbook.
- C. All youth combatants must reauthorize when changing divisions. Youths are expected to practice at the next division before authorizing.
- D. Authorizations are valid for four years or until the youth moves up to the next division.
- E. If a previously authorized combatant fails to pass an authorization for the next division, s/he may continue to participate in her/his previous division.
- F. Youth authorizations will be conducted in the manner specified for the appropriate division.

1. Division 1 (ages 6 – 9)

- a. There is only one authorization in this division. The combatant may use any weapon. Combatants need not demonstrate the ability to fight from their knees or offhand. Face thrusting is not allowed.
- b. The marshal shall have the combatant strike him with correct calibration for this division. The marshal shall explain if the blow force is correct. If it is not the marshal shall attempt to correct it. The authorization will not continue until the marshal is satisfied with the blow force.
- c. An authorization bout will be fought. Blows will be called verbally. The preferred opponent is a youth combatant in the same age division. If none are available, use an older youth combatant as an opponent. An adult fighter, with a youth combat sparring authorization, may be used as a last resort.
- d. The combatant will pass unless he demonstrates willful disregard for the rules. Neither a lack of ability to attack nor defend is a reason to fail an authorization.

2. Division 2 (ages 10 – 13)

- a. There are two authorization categories: Single-handed weapon and two-handed weapon. Primary authorizations will be Single-handed weapon. All authorizations must include proper body and face thrusts.
- b. The marshal shall have the combatant strike him with correct calibration for this division. The marshal shall explain if the blow force is correct. If it is not the marshal shall attempt to correct it. The authorization will not continue until the marshal is satisfied with the blow force.
- c. An authorization bout will be fought following a pattern similar to that for adult armored combat. The preferred opponent is a youth combatant in the same age division. If none are available, then use an older youth combatant as an opponent. An adult fighter, with a youth combat sparring authorization, may be used as a last resort.
- d. To authorize the combatant must demonstrate the ability to deliver and recognize a proper blow, and a reasonable attempt at defense. Most importantly, they must exhibit safe and courteous behavior throughout the bout.

3. Division 3 (ages 14 – 17)

- a. There are two authorization categories: Single-handed weapon and two-handed weapon. All authorizations must include proper body and face thrusts.
- b. The marshal shall have the combatant strike him with correct calibration for this division. The marshal shall explain if the blow force is correct. If it is not the marshal shall attempt to correct it. The authorization will not continue until the marshal is satisfied with the blow force.
- c. An authorization bout will be fought following a pattern similar to that for adult armored combat. The preferred opponent is a youth combatant in the same age division. If none are available an adult fighter, with a youth combat sparring authorization, is an acceptable opponent.
- d. To authorize the combatant must demonstrate the ability to deliver and recognize a proper blow. They must demonstrate an adequate defense. They must react correctly to pressure. They must exhibit safe and courteous behavior throughout the bout.

F. Divisional transfers

1. The Marshallate recognizes that some youths will be very small or very large for their age, and that some will mature earlier or later than others.
2. Younger combatants may be moved to a higher division or older combatants may be allowed to remain in a lower division, on a case-by-case basis, at the request of the parent and with the approval of the marshals.
 - a. A division transfer authorization should be run in the same manner as any other authorization, but the marshals should be focused on the differences in rules between divisions.
 - b. Should a combatant fail a division transfer authorization, s/he will be allowed to participate in his/her previous division.

XIV. Adult Training of Youth at Official SCA Activities

- A. Adults in a training situation with youth combatants are not required to meet the armor standards of Youth Combat. It is recommended that trainers wear armor appropriate to the training.
- B. Parents can actively train their own children.

- C. Other than parents, any adult fighter may provide training, which does not include sparring, as long as a Youth Combat Marshal is present.
- D. Adults authorized in Armored or Rapier Combat in the MK who have completed a Youth Combat Sparring authorization are allowed to spar with youth combatants other than their own children at official SCA activities.
 - 1. For the purposes of youth combat, sparring has a definite meaning. An adult and a youth are sparring if both the adult and the youth are striking each other with weapons, regardless of force or speed. If the youth is striking the adult but the adult is not striking the youth, this is not sparring, but considered blow calibration or practice targeting. If a youth is striking an adult who is holding a shield or buckler and the adult is merely blocking shots, this is not sparring. If an adult is holding a weapon and is attempting to throw shots at a youth, this is sparring, and must only be done by an adult who has completed a Youth Combat Sparring authorization. Regardless, the training must be done under the supervision of a Youth Combat Marshal as specified in the youth combat rules.
- E. Authorizing adults to spar with youth
 - 1. Sparring with youth combat participants is considered an advanced weapon style.
 - 2. Two warranted adult armored combat marshals, each also authorized to spar with youth, are required to authorize the fighter. If a youth combatant is participating, and neither of the armored combat marshals is also a youth marshal, a warranted youth marshal must also be present.
 - 3. The preferred method for conducting this authorization would be to include at least one experienced youth combatant as a sparring partner.
 - 4. The successful candidate must demonstrate superior control, showing the ability to maintain proper calibration levels for all age divisions during sparring.
 - 5. Receiving this authorization allows the fighter to spar with all 3 divisions. The individual will not be considered a youth marshal and, as such, does not perform armor or weapons inspections, supervise youths fighting, nor sign off on youth authorizations.
 - 6. Members of the Chivalry do **NOT** receive an automatic authorization upon elevation.

7. Once authorized, a fully warranted youth marshal would still need to be present whenever sparring with youth occurs. All rules concerning background checks and two-deep policies still apply.

F. Limitations regarding sparring:

1. Sparring with youth is limited to one-on-one combat (one youth vs. one authorized adult sparring partner).

2. Youths cannot participate in any tournaments or melees with adults in the Middle Kingdom.

3. Sparring is performed as training with the intent of teaching defensive and/or offensive skills to the youth.

XV. Reports

A. Reporting schedule:

1. Quarterly reports are due on March 1st, June 1st, and September 1st.

2. Domesday reports are due on December 1st.

B. Youth Combat Marshals report annually (Domesday) to their local group or Baronial Marshal (if any) and their Regional Deputy Marshal. This report will include:

1. Name of reporting marshal (SCA and Mundane)

2. SCA Membership number and expiration

3. SCA group affiliation (Shire, Canton, Barony, etc.)

4. Mailing address, telephone number, and E-mail Address

5. Brief summary of the marshal's activity during the past year along with any questions, problems or concerns.

C. Group Knight Marshals for Youth Combat report quarterly to their Baronial Youth Marshal (if any) and Regional Deputy Marshal. Reports should include:

1. Brief summary of group events

2. Brief summary of net increase/decrease in combatant population

3. Brief summary of issues and concerns

D. Regional Deputy Marshals for Youth Combat report quarterly to the Kingdom Deputy Earl Marshal for Youth Combat by March 7th, June 7th, and September 7th. The Domesday report, due by December 7th, is a 4th quarter report. However, the regional marshal should include anything missing from a prior quarterly report, and a summary for the year. Each report will include:

1. Changes to the marshal roster.
2. A summary of event reports received during the quarter.
3. A summary of Youth Combat activities within the region during the quarter.
4. Issues, concerns, and other descriptive information concerning training, problems, and injuries.

E. Event (Tourney) reports are submitted to the appropriate Regional Deputy Marshal for Youth Combat based on the location of the event. Reports must be sent within one week of the event. The required standard forms are:

1. The MK Martial Activity Report
2. The MK Martial Activity Report – Marshals Roster
3. The MK Martial Activity Report – Martial Authorizations
4. The MK Martial Activity Report – Participant Sign-up
5. Incident Report (if needed)

F. All injuries, in addition to being included in regular reporting, must be reported by telephone or in person to the Deputy Kingdom Earl Marshal for Youth Combat or the Earl Marshal within 24 hours of the injury. If neither can be reached, contact the Kingdom Seneschal directly.

XVI. Disciplinary Actions

A. The Marshal-in-Charge of Youth Combat at any event or practice will deal with violations of the rules of combat, safety regulations, or other inappropriate or unsafe action in an appropriate way.

- B. Disciplinary actions may include a simple caution, a warning, removal from the field, removal from the tournament or practice, or suspension of authorization.
- C. If a minor has no parent or responsible adult present he/she cannot continue and must be withdrawn from the tournament or practice.
- D. Any action that involves removing a participant or a parent from the field or practice must be reported to, and is subject to review by, the Earl Marshal and Deputy Kingdom Earl Marshal for Youth Combat.
- E. Only the Crown, the Earl Marshal, or the Deputy Kingdom Earl Marshal for Youth Combat may suspend the authorization of a participant.
- F. Those who wish to appeal any Marshallate actions must appeal to the next person up in the chain of command. That chain is:
1. Marshal in charge of the list field/inspecting Marshal
 2. Marshal in charge of the tournament, practice or event
 3. Regional Deputy Marshal for Youth Combat
 4. Deputy Kingdom Earl Marshal for Youth Combat
 5. Middle Kingdom Earl Marshal
 6. The Crown of the Middle Kingdom

XVII. Experimentation

- A. The Deputy Kingdom Earl Marshal for Youth Combat may allow limited testing of alternate or unapproved materials and weapons within the Middle Kingdom after receiving approval from the Deputy Society Marshal for Youth Combat.
- B. Limited testing means the weapon or material may be used at fighter practice, tourneys, and in small melees, but only after all parents, combatants, and marshals have been informed the weapon or material is being tested and that it is not approved for general SCA use.
- C. All parents, combatants, and marshals must consent to the use of the weapon or material before combat begins. If any of the parents, combatants, or marshals object, the material or weapon may not be used in that fight or battle.

D. All experimental materials and weapons shall be marked with alternating bands of red and green tape totaling 6 inches (15.2 cm) in length. Bands shall be visible during weapon usage.

E. Once per quarter throughout the test period, the KDEM-YC will update the Deputy Society Marshal for Youth Combat on the progress and results of the testing. At the end of the test period, the KDEM-YC will provide the Deputy Society Marshal for Youth Combat with a test summary. This summary shall include a list of injuries that resulted from the use of the weapon or material and any concerns from fighters and marshals recorded during the testing. The Deputy Society Marshal for Youth Combat, after consultation with the other KDEM-YCs, shall determine if the weapon or material is suitable for SCA combat-related activities.

End

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 that hangs from the helmet. It protects the neck.

Closed-cell foam- A solid foam made from polyethylene, EPV, or vinyl nitrate without interconnected pores resulting in a higher compressive strength than open-cell foams. Common uses are pipe insulation, camping and fitness mats, and sports padding.

Coif- A cap of chainmail or padded cloth worn under a helmet that extends to the base of the neck. It may be long enough to also cover the shoulders.

Gauntlet- An armored glove covering the back of the hand, fingers, and thumb and the points and back of the wrist.

Gorget- A protective collar for the neck. It may also protect the larynx and cervical vertebrae.

Heavy Leather- At least 10 ounce leather, about 1/4 inch thick.

Light Gloves- Gloves made of cloth, canvas, or thin (2 to 4 ounce) leather.

Light Leather- This is 4 to 6 ounce leather about 3/32 inch thick.

Mass weapons- maces, axes, war hammers, or other weapons designed primarily to crush or punch holes (on account of the weight of the real weapons), rather than primarily to cut (on account of sharp edges on the real weapon).

Medium Leather- This is 7 to 9 ounce leather about 1/8 inch thick.

Melee- Combat fought between teams of two or more persons per side.

Open-cell foam- A solid foam made with interconnected pores. Common uses are for seat cushions, mattress pads, and packaging.

PEX- Shatterproof plastic pipe made of High Density Polyethylene (HDPE) sized to be a substitute for copper pipe and CPVC pipe in interior plumbing applications. Found in many hardware stores. Often white, red, or blue colored.

Polearms- hafted weapons, generally long, designed to be wielded with two hands (e.g., glaives, halberds, etc.).

PVC- Plastic pipe usually white or gray in color which may shatter upon impact. It is NOT legal for youth combat.

Rigid Material- Metal, shatter-resistant plastic, heavy leather, or leather that has been hardened.

Siloflex- Brand name for a shatter-resistant plastic pipe made of High Density Polyethylene (HDPE) sized to be a substitute for iron pipe in exterior plumbing applications. Often referred to as irrigation pipe and is commonly used for in-ground sprinkler systems. Found in many hardware stores. It is usually black in color.

Xyphoid Process- This is the area at the base of the sternum.