

Kingdom of Northshield

Youth Armored Combat Handbook

2018 Revision 3.5

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OVERVIEW

Youth armored combat is a program designed for minors ages 6 to 17. This program emphasizes armor and weapon construction techniques, proper etiquette, and the concepts of chivalry, honor, courtesy, teamwork, and good sportsmanship. Combatants will be practicing these virtues while they learn proper techniques in a competitive environment. Learning these skills will aid the combatant in transitioning to adult combat when they reach the required age if they choose to continue. Youth combat is not a substitute for normal play and should not be viewed as such.

This handbook details the rules of youth combat using padded (“boffer”) weapons in the Kingdom of Northshield. Youth rapier combat is detailed in a separate handbook. Unless otherwise specified, any reference to ‘youth combat’ or the Youth Combat Program made here is meant to apply to youth armored combat, also known as youth “boffer” combat.

The Kingdom of Northshield Youth Armored Combat weapon, armor, and calibration standards generally follow the minimums outlined in the SCA Youth Combat handbook, with some exceptions. Except in cases where this handbook provides more stringent standards, participants should follow SCA minimums.

PARTICIPATION

Any youth desiring to participate in youth combat shall have a responsible adult 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 the designated adult’s signature on all legal documents required by the SCA and the Kingdom of Northshield. For the purposes of youth combat and this document a ‘designated adult’ is defined as the youth’s parent or 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 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.

Youths may not participate in tournaments or large melees unless first authorized for youth combat using the procedures of their resident kingdom. They may practice or engage in small scale melees of 12 fighters or less prior to authorizing.

AGE DIVISIONS:

There are three age divisions in youth armored combat:

Division 1 (Eaglet): Ages 6-9

Division 2 (Cub): Ages 10-13

Division 3 (Fledgling): Ages 14-17

**See below for individual division’s armor, weapons, and calibration standards.*

PARENTAL/GUARDIAN INVOLVEMENT:

1. **Youth Combat is NOT a babysitting service.**
2. A parent/guardian of a youth interested in participating in SCA Youth Combat must have the program and rules explained to them during the minor's first visit to an SCA Youth Combat function.
3. Youth Combatants must either have a current signed blue membership card or have their parent/guardian execute a "Minor's Consent to Participate and Hold Harmless Agreement" in order to participate in every practice, event, demo, or war. This form must be forwarded to the Kingdom Waiver Deputy by the local seneschal. A digital copy that can be produced when requested will be considered acceptable.
4. Designated adults have the right to remove their child from any contest or activity which they may deem inappropriate or hazardous.
5. Any adult or child present may call a "Hold" during combat activities if they see a situation that needs to be addressed by the marshals.
6. A designated adult for the child must be present during the armor inspection of their child.
 - a. In the event that the designated adult cannot be present during the armor inspection process, two non-related marshals need to be present during individual inspections as per Society's "Two-Deep Rule".
7. Upon completion of the necessary participation forms and the armor inspection of their child, the level of participation by the designated adult will be as stated below.
 - a. **Division 1** At least one parent/guardian of the child must be present at the list at all times for Division 1 fighters.
 - b. **Division 2:** At least one parent/guardian of the child must be on the site where youth combat is taking place at all times for Division 2 fighters.
 - c. **Division 3:** The parent/guardian may designate an adult to be responsible for the minor at an SCA function. **However**, in addition to the "Minor's Consent to Participate and Hold Harmless Agreement" form, a copy of the "Medical Authorization for Minors" form must be on file with the kingdom waiver secretary. A copy of this form must also accompany the minor. Parents must be available via voice communications (e.g. - cell phone) in the event of an emergency.
8. Adults watching youth combat activities shall act in a courteous manner toward the combatants, marshals, youth combat officials, and other parents. Jeering and heckling any child is NOT acceptable. Adults demonstrating inappropriate behavior will be asked to leave the Youth Combat area. This may result in their child having to withdraw from that day's activity.

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 their legs (corkscrewing).
 - b. Hitting an opponent from behind.
 - c. Hitting an opponent who cannot defend themselves (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. Example: Slashing with a spear, thrusting with a weapon that does not have a thrusting tip, etc.
 - 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. (Exception: javelins may be thrown in melee combat.)

YOUTH COMBAT AUTHORIZATIONS:

The following criteria will be met to authorize in the Kingdom of Northshield.

1. At least one Adult Youth Combat Marshal must witness and approve the authorization.
 - a. It is preferred that two marshals are present during the authorization. The marshals may not be related to the youth.
 - b. It is preferred that the authorizing marshal is not related to the child authorizing.
2. Youth combatants must demonstrate their knowledge of the Northshield and SCA rules of Youth Combat.
 - a. This will be checked by the marshals asking a series of basic questions from the rules.
 - i. Example: What armor do you have to wear? How hard do you hit?
3. Youth combatants must demonstrate that they can safely spar with other youths.
4. They must be able to effectively block shots.

5. They must be able to consistently throw shots at the appropriate level of calibration to legal target areas.
6. Upon completion of the authorization a temporary authorization card (or “auth card”) will be issued. The parent/guardian of the youth is to mail a copy of the card to the clerk of the roster so that they may update the Kingdom roster. A digital copy of the youth’s authorization card will be available and able to be printed out if desired. This card must be shown to youth combat officials before a youth combatant engages in youth combat activities including tournaments and melees. Showing the digital copy will be considered acceptable.
7. A youth combatant who permanently moves up a Division must reauthorize to demonstrate safety with those divisions’ standards.

MELEE RULES:

1. Rules of engagement shall conform to the Kingdom of Northshield Armored Combat conventions.
2. An opponent may not be struck from behind, but their weapon may be “fouled”.
3. Fighters may only charge to gain ground. They may not intentionally run into their opponents.
4. Fighters who have fallen down may not be struck. They must be allowed to rise and defend themselves before they may be struck.
5. 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, a hold will be called.
6. During melees, recognition between fighters will be required prior to engagement. A fighter must have visual contact and recognition with their opponent before striking them.
 - a. A fighter may not look away or avoid eye contact for the purposes of avoiding recognition.
 - b. A fighter must not only look at their opponent, but gain visual acknowledgement before striking the opponent.
7. No more than four opponents may engage one fighter at once in a melee scenario (referred to as a ‘4 on 1 engagement’).

Crossing Divisions

Younger combatants who are not yet old enough for Division 2 or 3 may permanently move to a higher division with the approval of the combatant's **parent/guardian** and the Kingdom Earl Marshal or a representative designated by the Kingdom Earl Marshal.

Interdivision Participation

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

1. Permission of the combatant's designated adult.
2. Permission of the youth combat marshal-in-charge.
3. Older combatants 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 at the Division 1 level).

CALIBRATION STANDARDS

1. **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.
2. **Division 2:** Positive Force- This is a clean, unimpeded blow which is readily felt through $\frac{1}{4}$ 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.
3. **Division 3:** Light Force- This is a clean, unimpeded blow which may be readily felt through 0.5 inch (12.7 mm) of open cell padding, but is not hard enough to leave a bruise through 0.25 inch (6.3 mm) of open cell foam padding. Face thrusts have touch calibration.

**It is recommended that marshals use open cell foam of the appropriate thickness to demonstrate levels of calibration.*

Youth combatants are encouraged to honorably judge the effectiveness of blows they receive. The opposing combatant may not judge the effectiveness of their own blow. Information unavailable to the combatant being struck may be supplied by the opposing combatant or the marshal, including blade orientation upon impact, apparent force transmitted, or apparent location and angle of the blow's impact based upon the observer's angle of observation. When necessary, the marshal on the field shall intervene and call blows.

Excessive blows are not permitted in any Division. Any combatant who persists in hitting too hard after appropriate warning may be removed from the field and/or have their authorization suspended.

LEGAL TARGET AREAS

1. "Edged weapons" must strike with the "blade" in order to be considered good.
2. Legal target areas for all divisions are the same as those in adult rattan combat:
 - a. Legal target area is 1.0 inch (25.4 mm) above the knees to the top of the head, and 1.0 inch (25.4 mm) above the wrist to the top of the arm
 - b. A good blow to the arm will result in the loss of the arm.
 - c. A good blow to the leg will result in the loss of that leg.
 - d. A good blow the torso, neck or head results in the opponent being "killed". Shots to the groin and throat are legal, but discouraged.
3. Alternative formats may be used to determine victory (such as counted blows or first touch) provided that the combatants know and understand the format being used. Special tournaments or combat rules may redefine what areas of the body are armored, and to what extent, so long as all the participants are made aware of the special conditions prior to the start of combat.
4. **Face thrusts are not allowed for Division 1 fighters.**

ARMOR REQUIREMENTS:

These are minimum required armor standards for the Kingdom of Northshield. 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 face masks are acceptable; however they may have to have additions or alterations made to them 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.

- a. 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 2.0 inches (5.1 cm) in the area protecting the face.
- b. The helmet must be constructed of a continuous rigid material. Segmented or jointed helmets are not permitted.
 - a. Helmets may have hanging aventails, camails, or bevors to aid in protecting the neck.
- c. Helmets must have a chin strap or back strap to hold it securely on the head.
- d. Helmets must be padded inside so that the rigid portions of it do not contact the head, including the face.
- e. Helmets must fit properly.

- f. 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.
- g. If the combination of the helmet and gorget do not fully cover the combatants neck/throat during normal range of motion, a modification such as an aventail will be required.

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: Groin protection is required at all times during combat activities.

- a. For boys, minimum groin protection is a rigid athletic cup or padded skirt until reaching puberty. Once they begin puberty, a rigid athletic cup (e.g., an ice hockey, soccer, karate, or baseball cup) worn in a supporter or fighting garment designed to hold the cup in place, or equivalent armor. (Equivalent armor is defined as rigid protection that fully protects the groin area during normal combat activities.)
- b. For girls, a padded skirt, closed-cell foam, heavy leather or the equivalent is required to cover the pubic bone area. The wearing of a male athletic cup by female fighters is prohibited.

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

Shields:

- a. Shields may be made of wood, plastic, aluminum, or an equivalent material.
- b. Edges must be covered by plastic tubing, leather, or foam at least 0.5 inch (12.7 mm) wide.
- c. No wires, bolts, screws, or other objects may project more than 0.25 inch (6.3 mm) without padding or tape covering them.
 - a. Center bosses are not considered projections, and do not need to meet this requirement.
- d. Shields should be of a shape appropriate to that used in period.
- e. Shields should be of an appropriate weight for the size and strength of the combatant.

**Additional division armor requirements are outlined below.*

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 weight leather with 0.5 inch (12.7 mm) of closed-cell foam (or equivalent) 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-weight leather kidney belt with 0.5 inch (12.7 mm) closed cell foam (or 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 0.25 inch (6.3 mm) padding protecting the fingers, back of the hand, and wrist are required. Light gloves in a rigid basket hilt with wrist protection or street hockey gloves are acceptable.

Division 3

The practice of hard over soft will be followed for all areas requiring rigid protection. This means that under the rigid protection there should be 0.5 inch (12.7 mm) of closed cell foam padding, or its equivalent.

Neck: A gorget of rigid material or heavy leather with 0.5 inch (12.7 mm) of closed cell foam (or equivalent 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 xiphoid process must be protected by a rigid material, or medium weight leather in conjunction with 0.5 inch (12.7 mm) closed cell foam (or equivalent 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 over padding. The padding must be at least 0.25 inch (6.3 mm) thick.

- Hockey, motocross elbows and other similar sports elbows are acceptable.

Legs: Knees must be protected with a rigid material over padding. The padding must be at least 0.25 inch (6.3 mm) thick.

- 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 0.25 inch (6.3 mm) 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.

WEAPON STANDARDS

All Divisions:

1. All weapons should be inspected regularly for deteriorated or compromised foam as well as damaged or broken components.
 - a. All weapons that will be used at an official practice or event are to be inspected by a marshal prior to use at that event.
 - b. The participant/parent/guardian is responsible for regularly inspecting the weapons as is the marshal.
2. No weapon shall use materials which might shatter or splinter on impact.
 - a. Materials may be tested by placing the material on an anvil and striking it several times with a hammer.
 - b. **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-ended striking surfaces are not permitted.
5. Weapons may not exceed 8 ounces (226.8 grams) 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 (5.08 cm) past the end of the core and be at least 2.5 inches (6.35 cm) in diameter.
7. Striking surfaces must be covered with at least 0.375 inches (9.5 cm) of closed cell foam extending at least 1.0 inch (25.4 mm) past the core material. The foam must be covered with a single loose layer of duct tape or a cloth sleeve. The striking surface shall not be less than 1.5 inches (38 mm) wide.
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 0.375 inches (9.5 cm) of closed cell foam extending at least 1.0 inch (25.4 mm) 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.
14. If a weapon has a head, it must be constructed solely of lightweight foam. The head shall be firmly and securely attached to the haft. Striking surfaces shall have compression characteristics similar to those without a defined head.
15. Approved materials for weapon cores are:
 - a. Rattan, either shaved or skin-on, with a diameter between 0.75 inch (19.0 mm) and 1.0 inch (25.4 mm) for most weapons. Two-handed weapons longer than 5-1/2 feet (1.67 meters), used in Division 3 only, may use rattan up to but not exceeding 1.25 inches (32 mm) in diameter.
 - i. Both ends of the rattan shall be rounded and/or covered with cloth or leather to prevent the edges from cutting through foam tips.
 - b. Common forms of High Density Polyethylene (HDPE) pipe used for irrigation and plumbing. Examples are Sil-o-Flex® and PEX.
 - i. Any nominal size of HDPE may be used provided the actual outside diameter of the pipe is no less than 0.75 inches (19.0 mm), the youth can securely grip the pipe, and the weapon is within weight limits.
 - ii. HDPE pipe shall have both ends capped, plugged, or otherwise covered to prevent the pipe from cutting through the foam.
 - c. Other materials may be approved by: the Society Deputy Earl Marshal for Youth Combat or a Kingdom Deputy Earl Marshal, in accordance with the procedures in the SCA Marshal’s Handbook, paragraph XVI. Experimental Weapons and Materials Procedures.

Additional Weapon Standards by Division

Division 1

1. The following are permitted as core materials for Division 1 weapons- rattan with a diameter between 0.75 and 1.0 inches (19.0 mm and 25.4 mm) (not recommended due to weight), siloflex with a diameter of 0.75 inches (19.0 mm), PEX tubing with a diameter of 0.75 inches (19.0 mm).
2. Butt spikes are NOT permitted in Division 1.
3. All weapons must be proportional to the combatant; however, no weapon may be longer than 5 feet (1.52 meters).
4. Spears are not permitted in Division 1.

Division 2

1. The suggested principle core material for all weapons is rattan with a diameter between 0.75 and 1.0 inches (19.0 mm and 25.4 mm). 1.0 inch (25.4 mm) diameter PEX or Siloflex may also be used as a core material. (Younger fighters may prefer this due to weight.) Given the excessive flexibility of PEX or Siloflex in warm temperatures it is recommended that these cores be limited to single-handed weapons.
2. Butt spikes are permitted on two-handed weapons.
3. Spears are not permitted in Division 2.
4. All weapons must be proportional to the combatant; however, no weapons may be longer than 5.5 feet (1.67 meters).

Division 3

1. The same weapon standards as Division 2 apply with the following exceptions:
2. Spears up to 7.5 feet (2.29 meters) are permitted. They may not have butt spikes.
3. Pole arms up to 6 feet (1.83 meters) are permitted; however, a weapon which is 6 feet (1.83 meters) long or longer shall be used for thrusting only.
4. Two-handed swords up to 6 feet (1.83 meters) are permitted. The hilt or handle may not exceed 18 inches (45.72 cm) in length.
5. Weapons longer than 5.5 feet (1.67 meters) may use rattan up to but not exceeding 1.25 inches (31.75 mm) in diameter.

Javelins

1. Javelins made of 1.0 inch (25.4 mm) 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.
2. The thrusting tip must conform to standard weapon thrusting tips (see above).
3. The butt end may not be used offensively. It must be padded with foam in such a manner

that it will not penetrate a 2.0 inch (5.08cm) opening.

4. Javelins must be between 4.0 and 5.5 feet (1.22 and 1.67 meters) long.
5. Fins or stabilizers of foam or duct tape may be attached near the back end.
6. Calibration level for a THROWN javelin is intentional touch.
7. Calibration level for a javelin used as a one-handed thrusting weapon is the same as any weapon appropriate for that division.
8. Face thrusts are legal for thrown javelins.

ADULT TRAINING OF YOUTH COMBATANTS AT OFFICIAL SCA ACTIVITIES

We recognize that youth combatants will benefit from the training of adults who may not be Youth Marshals. Adults may complete a Youth Combat Sparring authorization if they wish to spar with youth combat participants. (Youth Marshals and parents sparring with their own children are the exceptions to this rule.) For a comprehensive description of what constitutes sparring and the requirements for this authorization see the Marshal's Section. It is expected that adults training and sparring with youth combatants recognize that they are there to aid the youth combatant. They are expected to provide a good example and demonstrate proper etiquette, and the concepts of chivalry, honor, courtesy, teamwork, and good sportsmanship – in short, to act as a role model, and not just a moving pell.

Adults who are sparring with minors who are training for adult armored combat shall follow the rules specified in the Kingdom of Northshield Marshal's Handbook.

MARSHAL REQUIREMENTS:

To be a warranted Youth Armored Combat Marshal an individual will demonstrate knowledge and abilities as follows:

1. Marshals must know the Kingdom of Northshield Youth Combat Rules as well as the SCA standards.
2. They must be able to supervise youth combatants both in the lists and in melee combat.
 - a. Marshals will demonstrate an ability to stay calm and collected, and be respectful towards the youth when working with them.
3. They must promote safe practices and enforce the rules of the list.
4. They must be able to inspect weapons and armor and ensure that they meet the required standards.

5. They must be able to authorize youth combatants according to the rules of the Kingdom of Northshield.
6. All marshals must be paid members. They must have a current blue signed SCA membership card, or have signed an Adult waiver form, and also have proof that they have been warranted by their kingdom to marshal youth combat (e.g.-warrant card).
7. To be a fully warranted Youth Combat Marshal in the Kingdom of Northshield they must have passed a background check.
 - a. **Marshals in Training** may begin training as a marshal without a completed background check. They will not be promoted to fully warranted status until their background check passes, and they can demonstrate the ability to perform the duties of a marshal.

MARSHAL TYPES

Adult Youth Combat Marshal.

1. These are marshals who have been warranted by the Kingdom of Northshield and have passed a current SCA background check. Further information on background checks may be found in the SCA Youth Policies.
 - a. Duties include inspecting armor, supervising combat and melees, sparring with youth combatants, handling any issues that may arise with combatants or present adults.
2. Adults may not participate in youth combat tournaments or melees.

Adult Youth Combat Marshals in Training (MIT)

These are marshals who have not been fully warranted by the Kingdom. They may perform all duties of a warranted marshal with the following exceptions:

1. While working with children they must be supervised by a warranted marshal at all times.
2. May not be marshal in charge at an event.
3. May not be an authorizing marshal.
 - a. Marshals in training may assist with authorizations, but may not run the authorizations.

Line Marshals (Constables)

1. These marshals work under the supervision of a Youth Combat Marshal.
2. Line marshals do not perform inspections or conduct authorizations, or directly work with youth participants.
3. Line Marshals will provide an “extra set of eyes” in the lists during tournaments or during melees.
4. Line marshals do not need a completed background check. .

MARSHAL DUTIES

1. All SCA youth combat activities including practices, events, demos, and wars must have at least one Adult Youth Combat Marshal and another non-related adult supervising the activities in each youth combat area at all times.
 - a. In accordance with the Society Youth Policy's "Two-Deep Rule", at least two adults not related to each other must be present in each area where youths are engaged in youth combat activities.
2. An appropriate ratio of marshals to combatants should be used to ensure safety criteria are met.
 - a. Larger melees may require more than two marshals.
3. Marshals shall make sure that all armor and equipment is inspected and safe to use.
4. Marshals shall monitor activities and behavior on the field and immediately stop all potentially hazardous or unchivalrous activities by calling "HOLD".
 - a. Use of calling "HOLD" is not limited to marshals only. Anyone may call hold if the above conditions occur.
5. Youth combatants violating rules on calibration or appropriate behavior shall be given a minimum of one warning before being removed from the field.
6. Marshals should keep in mind the age(s) of the youth and strive to minimize inactive time while the children are in armor.

ADULT TRAINING OF YOUTH COMBATANTS AT OFFICIAL SCA ACTIVITIES

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.

Parents can actively train their own children.

Other than parents, any adult fighter may provide training, which does not include sparring, as long as a Youth Combat Marshal is present.

Adults authorized in Armored or Rapier Combat in the Kingdom of Northshield 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.

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.

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

REPORTING

Youth Combat is a division of Armored Combat. Kingdom Youth Combat Marshals should report their activities to their Kingdom Earl Marshal with three exceptions.

1. Any progress reports about using pre-approved experimental weapons should be reported to the Society Deputy for Youth Combat.
2. An incident involving serious injury to a youth fighter should be reported to the Society Deputy for Youth Combat as well as the Kingdom Earl Marshal. A serious injury is something which involves emergency medical treatment or hospitalization.
3. Incidents of inappropriate behavior by a youth combatant or participating adult which is serious enough to warrant revoked authorization, warrant, a court of chivalry, possible banishment, or legal action should be reported to the Society Deputy for Youth Combat as

well as the Kingdom Earl Marshal. A copy of this report will be forwarded to the Society Special Deputy for Family and Youth Programs.

DISCIPLINARY ACTIONS

Disciplinary actions for Youth Combat will follow the chain outlined in the Kingdom of Northshield Marshal Administration Handbook.

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 to protect the neck.

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

Designated Adult- For the purposes of youth combat and this document a 'designated adult' is defined as the youth's parent or court-appointed legal guardian.

Gorget- A collar which protects the neck. It may also protect the larynx and cervical vertebrae.

Heavy Leather- 10-ounce leather (approximately 1/4 inch, or 6.35 mm thick).

Light Gloves- Gloves made of cloth, canvas, or thin (2 to 4 ounce, or 1.6-2.4 mm) leather.

Light Leather- 4 to 6 ounce leather (approximately 3/32 inch thick, or 1.6-2.4 mm).

Medium Leather- 7 to 9 ounce leather (approximately 1/8 inch, or 2.8-3.6 mm thick).

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

PEX- Flexible, shatterproof, white plastic pipe which can be found in some large hardware stores.

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

Rigid Material-

- Steel of no less than 18 gauge, or aluminum of no less than 0.075 inch (1.9mm)
- Other metals of sufficient thickness to give similar rigidity to those listed above to include treated steel or aluminum.
- High-impact-resistant plastics such as ABS or polyethylene of sufficient thickness to give similar rigidity to those listed above.
- Heavy leather (as defined above) that has been hardened in hot wax, soaked in polyester

resin (properly catalyzed), or treated in such a manner as to permanently harden the leather.

- Two layers of untreated heavy leather (as defined above)
- Other materials equivalent to those items listed above (Any armor of unusual construction or materials must meet the approval of the Kingdom Earl Marshal or their designated deputy.)

Siloflex- Flexible, shatterproof tubing which can be found in many hardware stores. It is usually black in color.

Xiphoid Process- The area at the base of the sternum.

Minor Waivers

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 local seneschal who will forward it to the Kingdom Waiver Deputy. The minor should also have a copy of this form with them at all times.

Youth Combatants must either have a current signed blue membership card or have their parent/guardian execute a “Minor’s Consent to Participate and Hold Harmless Agreement” in order to participate in every practice, event, demo, or war. This form must be forwarded to the kingdom Waiver Secretary by the local seneschal. A digital copy that can be produced when requested will be considered acceptable.

<http://www.sca.org/docs/pdf/chldwaiv.pdf>

<http://www.sca.org/docs/pdf/treatminor.pdf>

<http://www.sca.org/docs/pdf/treatminor-notary.pdf>