

The Calontir Youth Combat Handbook



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

INTRODUCTION

Mission & Goals

The mission of the Youth Combat Program for the Calontir 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!

Scope

Recognizing fully the conflict between “kids with toys” and organized activities that fall under the authority of the SCA, The rules and conventions described herein apply SOLELY to organized youth combat within the purview of the SCA. They specifically do not apply to children at play, regardless of whether they are using equipment which may coincidentally match that described by these rules.

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 Calontir-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 Calontir Marshal's 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 These guidelines apply to all youth combat activities unless superseded by this document.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. Calontir Marshal's 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. Parents whose Youth combatants do not have a current signed blue membership card **MUST** 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 warranted 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 responsibility 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. A minor authorized as an adult fighter 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 Mews, 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 upon request, 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 "Calontir Marshals Handbook," and the "Society Youth Combat Rules" apply to youth combat in Calontir 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.
- B. Target Areas
 - 1. Legal Target areas are in accordance with the Society Youth Combat Rules.
- C. Inter-divisional Combat
 - 1. Combat 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.
- D. Melee Conventions
 - 1. Melee conventions will be according to the Society Youth Combat Rules, with the exception of engagement:
 - a. "Death from Behind" conventions will not be used in Calontir, however, Calontir Youth fighters should be familiarized with the convention if they wish to participate in melees in Kingdoms which do use that standard.
- 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. Calibration will be according to the Society Youth Combat Rules.

VI. Armor Requirements

- A. General Armor Standards

1. Armor requirements are in accordance with the Society Youth Combat Rules.
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. Weapons will be constructed in accordance with the Society Youth Combat Rules.
2. The following are Calontir 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.

VIII. Adult Training of Youth at Official SCA Activities

- A. Other than parents sparring with their own children, or any adult with the express permission of the parent, 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 Calontir Marshal's Handbook.

MARSHAL SECTION

IX. General Requirements and Restrictions for all Marshals

Note: The general guidelines of the Calontir 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. and be warranted 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 Calontir 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 Calontir.
 2. Reports, as required, to the Society Deputy for Youth Combat.
- B. 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.
- C. 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.
 2. Performs all marshal field duties.
 3. Reports annually at Domesday to the Kingdom Deputy Earl Marshal for Youth Combat
 4. Authorizes youth combatants in divisions 1, 2, or 3
 5. 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. They DO NOT count towards the two-deep requirement
 - 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 Kingdom 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.

4. Reserve Marshals

a. Members of the Chivalry may serve as Reserve Youth Combat Marshals.

b. May perform all of the duties of a Youth Combat Marshal with the exception that they may not serve as MIC of an event or without becoming warranted.

XI. Training and Warranting of Youth Combat Marshals

A. A marshal candidate receives a Calontir Marshal-in-Training (MIT) Appointment from the Kingdom Deputy Earl Marshal for Youth Combat. To become a warranted Youth Combat Marshal the candidate must complete the MIT program as appropriate.

B. The Youth Combat Marshal training process will mirror the Armored Combat Marshal training program. The MIT is trained and actively participates in each area of marshal operations.

A minimum participation in three events is strongly recommended before granting the authorization.

The sponsoring marshal or the marshal supervising the MIT in each aspect of Marshal 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 the use of the report forms and the reporting schedule. They 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. 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 DKEM-YC and/ OR the KEM.)

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 or the KEM. Former Kingdom Deputy Earl Marshals 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 Calontir 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 or melee. At least two (2) Youth Combat Marshals, of any category, 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.

XIII. Authorization Procedures and Guidelines

A. At least one, and preferably two or more, warranted Youth Combat Marshals must be present and approve any authorization.

B. All combatants AND their parent(s) must be able to demonstrate, to the authorizing marshal, knowledge of the rules and guidelines found within this handbook AND the Society Youth Combat Rules.

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 legal 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, you may 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 and thrust 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, you may 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 and thrust 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. The Marshallate may recommend, but not require, a divisional transfer to the parent(s) of the combatant.

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, and may permit any other adult to do so at their discretion.

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. Sparring:

1. Adults authorized in Armored combat in Calontir who have completed a Youth Combat Sparring authorization are allowed to spar with youth combatants other than their own children at official SCA activities, to include all members of the Chivalry at their discretion.

a. 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 may 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.

2. Authorizing adults to spar with youth

a. Sparring with youth combat participants is considered an advanced weapon style.

b. 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.

c. The preferred method for conducting this authorization would be to include at least one experienced youth combatant as a sparring partner.

d. The successful candidate must demonstrate superior control, showing the ability to maintain proper calibration levels for all age divisions during sparring.

e. 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.

f. 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.

3. Limitations regarding sparring:

a. 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 the DKEM. 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. Event (Tourney) reports are submitted to the DKEM for Youth Combat. Reports must be sent within one week of the event. The required information is:

1. Marshallate activity (Tournements, Melee, etc)
2. List of combatants
3. Martial Authorizations
4. 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 verbal 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. Deputy Kingdom Earl Marshal for Youth Combat
5. Calontir Earl Marshal
6. The Crown of Calontir

XVII. Experimentation

A. The Deputy Kingdom Earl Marshal for Youth Combat may allow limited testing of alternate or unapproved materials and weapons within Calontir 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. A responsible adult may not consent in the place of the parent to the use of experimental weapon or material.

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

E. Once per quarter throughout the test period, the DKEM-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 DKEM-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 DKEM-YCs, shall determine if the weapon or material is approved for use in SCA Youth Combat related activities.