

***Policies and  
Procedures for  
Youth Combat***



***Kingdom  
of  
Ealdormere***

Policies and Procedures for Youth Combat in the Kingdom of Ealdormere  
(Revision 2, April 2010, Sir Edward the Red)  
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## Introduction

While reading this handbook, please remember that kids will be kids. **The intent of this program is not to replace play in the Kingdom,** but to give the children something to participate in that is structured on Society means and ideals. The purpose is to help them learn about the Society, the way competition in the Society works, and respect for the processes that are undertaken to keep every one safe. Whether or not your child ever becomes a Heavy Weapon's Fighter, if they finish this program with a better understanding of how the SCA works, then it has done its job.

Please note that playing with foam swords, whether or not they meet the standards in this book, is NOT a restricted activity and it is at the sole discretion of the parents involved as to if they wish their children to play.

Robert of Glendon Auk, Society Marshal in January 2005, summed it up best:

*“Somehow, there has been some confusion generated over the subject of boffers and Youth Combat. Let me dispel the confusion.*

*Boffers: An unregulated children's activity, open to anyone in the SCA. Not administered by the marshallate. Kids (or adults) at play. May be administered by MOCs. (Ministers of Children)*

*Youth Combat: A formalized system of combat which may or may not include boffer style weapons. Directly under Kingdom marshallate supervision. Characterized by a rule set, age divisions, usually skill level provisions, the mandatory use of armor, closely mirroring adult heavy combat. Used primarily as a system to engage SCA young people in SCA activities and train them for participation in adult heavy combat. Very closely monitored by the marshallate of a kingdom with significant parental participation. “*

# Youth Combat

## ***Section 1: For parents***

Youth Combat is organised, foam sword combat regulated by the rules and regulations as described in this book. The purpose of Youth Combat is to allow the children of Ealdormere to participate in Martial-like activities in a manner that will help them learn the aspects of Heavy Combat at a level appropriate to their age. Youth Combat involves the training and authorising of children between the ages of 6 to 15 in foam sword fighting. In order to participate in Sanctioned Ealdormere Youth Combat Tournaments the child must be authorised and must have completed the training as described in this book.

### **1. A: Definitions**

Throughout this document the following terms will be used. They are defined here:

**Parent:** The parent or legal guardian of the child

**Designated adult:** The parent or another person above the age of 16 that the parent has designated to oversee the care of their child.

**Division 1** - Children aged 6 to 8.

**Division 2** – Children aged 9 to 12.

**Division 3** – Children aged 13 to 15.

### **1. B: Basic Guidelines**

There are several guidelines that anyone participating (trainers, marshals or combatants) in combat should adhere to:

1. **SAFETY IS PARAMOUNT** -All safety regulations are to be strictly enforced. The following safety regulations apply:
  - a) All participants must have valid paperwork (waivers, authorisation cards, etc.) prior to participating.
  - b) All weapons and armour must be inspected every time prior to use while the Minor is wearing it.
  - c) There must be a Warranted Marshal or Constable (depending on the nature of the activity, as described and required in these rules) present and participating at all times.
  - d) All combatants must know and understand the Youth Combat Rules of the List prior to participating.
  - e) For more information on Rules of the List, and Heavy Fighting, please see the Ealdormere Marshal's Handbook.
  
2. **Attitude of Youth combatants and Adults** -This program is for the children to have the same kind of fun as the Heavy Fighters, with safety and chivalry. Adults are reminded, "Let the combatants and the Youth Combat Marshalls work out the problems on the list field". A designated adult is asked not enter the list field without first being invited to do so by the Marshal or Constable running the bout. Designated adults are reminded that loud yelling from the sidelines often distracts the child, and may be detrimental to their performance. Though encouragement is highly recommended, please remember to keep it polite and friendly. The children are there to have fun. If designated adults cannot conduct themselves in a chivalrous manner, they will be asked to leave the list area and

their child to withdraw from the tourney. Youth Combatants should be treated the same as a Heavy Fighter (not a little league game). Please remember with your new young fighters, the goal is to instil in them the ideals of chivalry when dealing with the problems on and off the field. If a designated adult notices behaviour in their child that is not appropriate, they should call 'HOLD' and approach the Youth Combat Marshal in Charge. The designated adult, after discussion with the Marshal, should then remove their child from the field, and discuss the child's behaviour with the child. The Marshal should not allow the child back onto the field until the parent has given the Marshal permission to do so.

### **1. C: Parents' Responsibilities**

1. Parents are to understand this is a contact sport and that, despite the best attempts of these policies and rules, as in everyday play between children, injuries may occur. Parents should make sure they have read and understand the impact of all waivers and "consent to participate" forms prior to signing those forms.
2. For children in Division 1, a designated adult must be within visual and vocal range of the child at all times while the child is engaged in Youth combat activities. This includes both official fight practices and tournaments.
3. For children in Division 2, a designated adult must sign the child into the Youth Combat list and speak with the marshal, so that marshal is aware that the designated adult is aware that the child is engaging in Youth combat activities. They must continue to be on site while the child is engaged in Youth combat activities. This includes official fight practices and tournaments.
4. For children in Division 3, the child must have completed paperwork as per current SCA Inc requirements. Ask your local marshal if you are unsure of what that may be.
5. Parents are urged to become authorised Youth Combat Marshals and/or Constables so that they can work closely with their child in this activity.
6. Parents are responsible for their child's safety, with the Youth Combat Marshals and Constables guiding the armouring/safety process.
7. Parents are required to read and understand these rules and standards and are to make sure that their child follows them.

### **1. D: Training Of Youth Combatants**

1. Anyone may train youths with their Parents permission.
2. All youth combatants will be instructed in the proper way to hold and use a weapon and to use a shield prior to facing any opponents, even in training
3. No child may face an opponent in training until a Youth Combat Marshal or Constable has given permission for them to do so.
4. A full inspection of all weapons and armour for each youth combatant must be completed prior to each tourney.

5. All children should be taught the following Youth Combat Rules of the List prior to their first training session and must know them before authorizing.

#### Youth Combat Rules of the List

- a) Never hit, touch, or contact anyone, using your weapon, shield or body, before a Marshal has yelled 'Lay-on'.
- b) Listen to the Marshal and/or Constable at all times.
- c) When someone yells 'Hold', stop what you are doing and don't move.
- d) Do not run into, over, or through the list ropes.
- e) Never hit anyone in anger. If someone has made you mad, yell 'hold', walk off the list and tell the Marshal or your parent why you are mad.
- f) Never hit anyone with your shield, or with anything that is not a foam weapon.
- g) Never hit anyone who is not aware you are there. If they are not looking at you, you should get their attention by either yelling their name, or a warning, and wait for them to see you before you hit them. You may not use your weapon or shield to get their attention.
- h) Never deliberately avoid someone. It will only make you both angry. If someone is trying to get your attention, defend yourself safely (either try to walk out of their weapon range, or lift your shield) and let them know you are aware of them.
- i) Never swing your weapon like a baseball bat. You do not want to hurt anyone, just strike them with your weapon.
- j) Never hit anyone while you are running at them on the field, you may jog slowly, but don't run at full speed.
- k) If someone falls down, or drops their weapon, step back and wait for them to pick it up, and then wait for the Marshal to call 'Lay-on' before striking.
- l) Only aim at legal target areas. Legal target areas are considered to be an inch above the knee, up to the top of your head, and down both arms to an inch above the wrist. \*\*Remember, there are some areas on the body where it really hurts to be hit, and even though it might be a legal target area, it is just not nice to try to hit someone there. These areas include between the legs for any fighter or in the throat. Try to avoid these areas.

#### **1. E: Authorisation of Youth Combatants**

1. No child may participate in a Youth Combat Tourney without a signed authorisation card (or a copy of the authorisation form while waiting for the card). All appropriate paperwork must be presented to the Youth Combat Marshal in Charge, or his designated List Official.
2. In order for a child to attempt to authorize, the youth combatant must have:
  - a) Armour and Weapons that pass inspection.
  - b) Knowledge of the Youth combat Rules of the List.
  - c) Shown safety in weapon and shield use.
3. At least one Youth Combat Marshal must be present to oversee any Minor authorisation, and a second Marshal or Youth Combat Constable must be present.
4. No Youth Combat Marshal or Constable can be the parent of the child being authorised.
5. Parents should be in attendance for authorization bouts.

6. The standard for initial authorisation is Weapon and Shield in all age groups, however, exceptions can be made with approval from the Deputy for Youth Combat.
7. In addition to the following criteria for initial authorization, all combatants must show a degree of accuracy and control for any secondary weapons form.
8. The youth combatant attempting authorisation must show competence in the following areas before passing the authorisation:
  - a) The use and function of all pieces of Armour and Weapons being used by them.
  - b) Understanding and adherence to the Minor Rules of the List
  - c) Safety in the use of weapons and shields appropriate to their age bracket.
  - d) Willingness to listen and obey the Marshal.
  - e) Self-control while on the field.
9. The authorisation bout will consist of:
  - a) An unauthorised minor sparing with an authorised minor opponent appropriate to that age group. \*\* If another authorised minor is not available, the opponent may be another minor vying for authorisation or any opponent acceptable to both the designated adult and marshal.
  - b) The bouts will be structured in much the same way as armoured combat authorization bout. Sparing; calling all blows, first with the opponent fighting gently and then pressing harder. For Division 2 and 3, a section with the authorizing child fighting on their knees and then single sword off handed.
  - c) Primary authorization should end with a bout as if for Crown, including salutes and counted/ acted blows.
  - d) During and after each section the Marshals will instruct the youth combatant on any form or style that needs addressing.
  - e) During the course of the bouts, the Marshals will look for the following criteria:
    - i. Safety in use of weapon and shield (if appropriate)
    - ii. Targeting legal target areas only
    - iii. Control in use of force and temperament
    - iv. Willingness to listen to instruction
  - f) The Youth Combat Marshal in Charge will consult with the other Authorising Marshal(s) / Constable(s) before making a ruling on the success or failure of the authorisation. If it is felt that the child has displayed the above mentioned criteria, the youth combatant will be deemed as having passed the authorisation.
10. Once completed, if the child has passed the authorisation bout, the Youth Combat Marshal will complete the proper paperwork, and provide the designated adult with a copy to be sent to the Minister of the List. The proper paperwork shall consist of:
  - a) Youth Combat Authorisation Tracking Form – signed by Marshal.
  - b) “Minor’s Waiver and Informed Consent to Participate in SCA Combat-Related Activities”. The witnessing Marshal must countersign the waiver.
11. The Minister of the List, upon receiving the completed paperwork, will issue an authorisation card according to the minor’s correct age bracket.
  - a) The authorisation card will be valid until the expiration date: the day on which the minor enters the next age bracket. The authorisation card will be honoured for 3 months past the expiration date. (Any minor may begin to practise for the next age bracket 3 months prior to the expiration of their current authorisation card, but may not participate in that bracket prior to re-authorisation).

- b) Upon entering a new age bracket, the minor must re-authorise. The Designated adult must provide the new authorisation paperwork to the Minister of the List to obtain a new authorisation card.

### **1. F: Youth Combat Tournaments**

1. Youth Combat Tournaments may be organised and run at any sanctioned SCA event where the individual in charge of the event has granted permission.
2. All Youth Combat Tournaments will have a designated Youth Combat Marshal / Constable in Charge.
3. There must be at least one Marshal or Constable on the list at all times.
4. In general, when numbers permit, children should fight within their own Division.
5. Combatants may face opponents from another age bracket, as agreed to by their designated adult and the marshal.
6. Depending upon such factors as size and skill, parents, with the permission of the Deputy for Youth Combat, may request that their child move up one Division. This would be permanent change and would require the minor to meet all minimum armour standards etc of the new Division and to authorize again.

## **Section 2: Armour and Weapon Standards**

### **2. A: All age categories:**

All parents should be aware that Weapon and Armour standards vary from Kingdom to Kingdom, and any person travelling outside of the Kingdom to events such as Pennsic or Gulf Wars, should check these standards BEFORE travelling.

#### **(I) Weapon Standards**

1. All weapons will have a marked striking edge with a stripe of contrasting tape down the length of the edge.
2. All weapons need a minimum of one layer of 3/8" pipe insulation foam or 3/8" of other closed cell foam over the striking surface.
3. All weapons will have a minimum one layer duct tape wrapped loosely.
4. Weapons will have no hard materials used in the construction of the striking surface.
5. Quillions must be at least 1.25" in diameter. Counterweights are acceptable.
6. Single handed weapons should be have a blade length approximately the size of the combatants arm. A smaller head is appropriate for an axe or mace.
7. Great Weapons should be a maximum of approximately the height of the child, to a maximum of 5 feet for axes and 6 feet for spears, polearms, and great swords. This includes the thrusting tip and butt spike.
8. Two handed weapons should not be excessively 'whippy'.
9. All weapons must have a thrusting tip consisting of closed cell foam and tape, loosely wrapped, a minimum 2 inches in diameter and 2 inches past the end of the core. The tip should be sturdy enough to not completely fold over upon impact. The thrusting tip must be wrapped in a different colour of tape from the flat of the sword and may be the same colour as the striking edge. Butt spikes are constructed in the same way.
10. Shields may not be used as offensive weapons (You may not push your shield into someone, or hit someone with your shield.).
11. Shield shapes should be recognizable as an SCA shield, they should not look like a 'fantasy' shape, or a totem shape (i.e.: not dragons, animals, etc.).
12. No tourney shield should be substantially greater in length than the child's length between the chin to the crotch, and wider than the minor's width from shoulder to shoulder. Melee shields may be larger, but the child still must be able to use it safely.
13. All shields may be made out of plastic, wood, cardboard, aluminum, or similar material and should have no protruding pieces. Any shield having metal projecting more than 1/4 inch from the face of the shield, other than a shield boss, must pad or tape it.
14. All shields must be edged so as to not cause damage to weapons or shields.

#### **(II) Armour Standards:**

Helmets with face masks from sports such as hockey and lacrosse are the minimum. Period-looking helms are encouraged, bearing in mind the size & weight of the child. Other helmets will be considered on a case by case basis by a Youth Combat Marshal. Chinstrap is required. Spacing on helm bars should be adequate to prevent weapons from hitting the face. The faceplate must extend at least one (1) inch below the wearer's chin line. No sharp part of the faceplate may be pressed into touching the face nor should any unpadding part of the faceplate rest on the face.

### (III) Blow Calibration

1. No blows may be thrown until the Marshal has called "Lay-on".
2. The standard armoured combat target conventions apply. (i.e. Target areas include the head, torso, legs, down to one inch above the knee, and arms down to one inch above the wrist)
3. Excessive force is prohibited. Marshals or constables may remove combatants from the field for excessive force infractions,
4. Combat shall be standard conventions as found in the Kingdom of Ealdormere Marshal's Handbook, available from your local Heavy Combat Marshal or on the Kingdom Web page, except whatever differences are described in these rules.

### (IV). Goals

1. Explanations and instruction on chivalrous conduct on and off the field.
2. Encourage combatants to disguise all modern sporting equipment, to improve medieval appearance on the field.
3. HAVE FUN!

## **2. B: Division 1: Age 6-8 years**

### (I) Weapon Standards

1. Weapon and Shield Form only. Single-handed swords, maces, and axes are acceptable.
2. All weapons will have one golf tube center (stiff foam inside is acceptable to prevent the weapon from being too 'whip-like'). All weapons should have a minimum of 3/8" foam wrapped around a golf tube center. The tape should not be wrapped in a manner that will cause pre-compression of the foam to the golf tube center. 1" Polyethylene Water Supply tubing (such as siloflex) is an acceptable substitute for golf tubes, but will not require stiffening foam. The ends of the tube must be taped closed.

### (II) Armour Standards

#### 1. Minimum Required Armour

- a) Head – Marshallate approved helm with face protection.
- b) Arms – Lightweight cloth covering the shoulders.
- c) Torso - Lightweight cloth covering the torso.
- d) Legs - Long pants or sweats required. Minimum of lightweight cloth. Sturdy shoes are required. No open-toed shoes or sandals.

#### 2. Recommended Armour

- a) Neck - A rigid gorget with padding covering the larynx and cervical spine.
- b) Torso - Padding, such as a gambeson.
- c) Arms - Soft elbow joint protection.
- d) Legs - Soft knee joint padding.
- e) Groin - A sports cup, padded skirt or equivalent.
- f) Hands- Padded gloves.

### (III) Blow Calibration

1. Touch only. Any directed blow that is not deflected by a weapon or shield and touches the opponent's body area will be accepted.
2. All fights will be to three counted blows. These should be counted by the marshal.
3. No face thrusting allowed. This means you cannot push the tip or end of your sword into the faceplate or grill of an opponent, no matter how much force is being used.
4. Thrusting to other legal targets is allowed.

### (IV). Goals

1. Beginning with exercises in form and the basics of SCA combat.
2. Explanation and practice in use, function, and techniques of Youth Combat Weapons.
3. Build fun and excitement in Youth Combat.

## 2. C: Division 2: Age 9-12 years

### (I) Weapon Standards

1. Weapon authorizations will include: Weapon and Shield, Polearm (all two handed weapons including Great Swords), and Two Weapon.
2. ¾ inch ID Schedule 40 PVC is considered the standard base material for weapon construction. 1" ID schedule 40 PVC is acceptable for two handed weapons.
3. Rattan no smaller than 7/8" and no larger than 1-1/8" is also acceptable
4. The Deputy for Youth Combat will consider other similar materials on a case by case basis
5. The standard PVC weapon must consist of:
  - PVC (schedule 40) minimum core
  - Both ends of PVC must be capped with PVC end caps.
  - PVC should then be taped with a minimum of 2 full layers of fiber-reinforced strapping tape.
  - 3/8" foam minimum, extending the striking length of the weapon. Thicker foam on the striking surface is encouraged.
  - Standard thrusting tip.
4. Rattan core weapons require neither the caps nor the fiber tape, simply the foam, duct tape, and thrusting tip. Any splinters must be taped down.
5. Lightweight (not steel) basket hilts are not required, but are allowed.

### (II) Armour Standards

#### 1. Minimum Required Armour

- a) Head – Marshallate approved helm with face protection.
- b) Neck - Minimum of a rigid gorget with padding covering the larynx and cervical spine.
- c) Torso - Must be covered by minimum of padded gambeson. (e.g. quilted material, light leather, or equivalent.)
- d) Arms - Lightweight cloth covering the shoulders. Elbow joint protection with a minimum of soft elbow pads.
- e) Hands- Both hands must be protected with at least padded gloves or light gloves and a basket hilt. Minimum leather gauntlets or hockey gloves are required for use of two-handed weapons.
- f) Legs - Long pants or sweats required. Minimum of lightweight cloth. Sturdy shoes are required. No open-toed shoes or sandals. Knee joint protection with a minimum of soft kneepads.
- g) Groin - Minimum protection is sports cup, padded skirt, or equivalent.

#### 2. Recommended Armour

- a) Arms - Leather or plastic covered elbow pads such as Roller blade.
- b) Neck – Access to neck and throat shall be blocked. This can be accomplished with any combination of camail, helmet, gorget, or other equivalent.
- c) Hands – Both hands must be protected. Minimum of hockey gloves or gauntlets is required. Light gloves and half gauntlets with basket hilts or shield baskets/bosses are also acceptable.
- d) Legs - Leather or plastic covered kneepads such as Roller blade pads.
- e) Torso - Kidney protection, minimum medium leather. Kydex, metal scale, plate etc. are acceptable.

### (III) Blow Calibration

1. Positive Force. Any blow that makes solid, non glancing contact will be accepted. Use of force is to be discouraged
2. No face thrusting allowed. This means you cannot push the tip or end of your sword into the faceplate or grill of an opponent, no matter how much force is being used.
3. Thrusting to other legal targets is allowed.

### (IV). Goals

1. Continued focus on correct form and re-enforce the basics of SCA combat.
2. Refinement of techniques in defense, accuracy, and speed.
3. A basic introduction to melee tactics.

## **2. D: Division 3: Age 13-15 years**

### (I) Weapon Standards

1. Weapons authorizations will include: Weapon and Shield, Polearm (all two handed weapons including Great Sword), Two Weapon, and Face thrust.
2. ¾ inch ID Schedule 40 PVC is considered the standard base material for weapon construction. . 1" ID schedule 40 PVC is acceptable for two handed weapons.
3. Rattan no smaller than 7/8" and no larger than 1-1/8" is also acceptable
4. The Deputy for Youth combat will consider other similar materials on a case by case basis.
5. The standard PVC weapon must consist of:
  - PVC (schedule 40) minimum core
  - Both ends of PVC must be capped with PVC end caps.
  - PVC should then be taped with a minimum of 2 full layers of fiber-reinforced strapping tape.
  - 3/8" foam minimum, extending the striking length of the weapon. Thicker foam on the striking surface is encouraged.
  - Standard thrusting tip.
- 6 Rattan core weapons require neither the caps nor the fiber tape, simply the foam, duct tape, and thrusting tip. Any splinters must be taped down.
7. Lightweight (not steel) basket hilts are not required, but are allowed.

### (II) Armour Standards

#### 1. Minimum Required Armour

- a) Head - Marshallate-approved helm with face protection.
- b) Neck – Access to neck and throat shall be blocked. This can be accomplished with any combination of camail, helmet, gorget, or other equivalent
- c) Torso -Must be covered by a padded gambeson minimum. Kidney protection, minimum medium leather. Kydex, metal scale, plate etc. are acceptable.
- d) Arms - Lightweight cloth covering the shoulders. Elbow joint protection with a minimum elbow pads covered with medium leather or plastic. Roller blade or volleyball style pads with hard plastic cup are acceptable.
- e) Hands – Both hands must be protected. Minimum of hockey gloves or gauntlets is required. Light gloves and half gauntlets with basket hilts or shield baskets/bosses are acceptable.
- f) Legs - Long pants or sweats required. Minimum of lightweight cloth. Sturdy shoes are required. No open-toed shoes or sandals. Knee joint protection with a minimum of soft kneepads covered with medium leather or plastic. Volleyball style pads with hard plastic

- cup are acceptable.
- g) Groin - Minimum protection is sports cup or rigid pubic arch protection, or heavy padding.

## 2. Recommended Armour

Full SCA armoured combat armour is recommended.

### (III) Blow Calibration

1. Light armoured force - Any blow that you would consider taking in armoured combat. If you do not know what this means then you should not marshal this age group. Blow force in the normal armoured combat range is the high end for this group.
2. Face thrusting will be allowed if both combatants are wearing full SCA heavy combat helms. Calibration for face thrusts shall be just a touch.
3. Thrusting to other legal targets is allowed.

### (IV) Goals

1. Continue developing basic techniques
2. Introduction to some advanced techniques.
3. Expansion of melee tactics and teamwork
4. Preparation to continue into heavy combat.

### **Section 3: For Marshalls**

Youth Combat is regulated through the Earl Marshal's office. All authority to change and enforce Youth Combat in the Kingdom of Ealdormere is through the Earl Marshal, by means of the Deputy for Youth Combat. Only the Deputy for Youth Combat and the Earl Marshal may initiate and implement changes to this handbook and any related rules or regulations. The Deputy for Youth Combat must receive full approval from the Earl Marshal and the Privy Council prior to implementing any changes.

Any foam sword fighting, training or authorisations that occur at an event that is not under the jurisdiction of a Warranted Youth combat Marshal is not recognised by the Deputy of Youth Combat, and will not qualify for inclusion in this program.

#### **3. A. Basic Guidelines**

1. Encourage good forms – Place more emphasis on the manner in which the Minor is throwing the blow, or using the shield, than on its impact or productivity. This will also enforce the idea of safety first. This will allow for better fighting when they are ready for rattan. The better their form is the less likely they will have physical problems on entering the heavy fighter list.
2. Do not worry about strength of impact, teach to take light and use good form -We are dealing with young people with still developing bodies. We, as instructors, are better off trying to get them to increase reflexes, dexterity, and balance. Strength will come later.
3. Encourage Team Work - If you have enough older youth combatants and safety equipment, start looking at the group tactics and melees. Triads are a good place to start. This will allow the youth combatants to mix in easier when they begin to join the heavy fighters in melees.
4. They should have fun too – remember that children, especially very young ones, have a short attention span. Don't spend so much time teaching that they get bored before they get to fight.
5. If the fighters look tired, strongly suggest that they sit out. If someone is not having fun, "do something about it". Do not be afraid to bring the child's condition to the Marshal or Constable in Charge, and request they speak to the youth combatant about continuing.
6. Fighting is only one part of the SCA - You should encourage all youth combatants to look into creating and studying the other aspects of the SCA. The Arts & Sciences, Service, Heraldry, Archery are all good places to start. You may be their first contact, make it a meaningful experience.
7. The Deputy of Youth Combat and the Earl Marshal must approve all Youth Combat Marshals. The Earl Marshal may choose to grant sole authority for approval of all Youth Combat Marshals (warranting must remain with the Earl Marshal) to the Deputy of Youth Combat. This authority may only be granted in writing from the Earl Marshal.

### 3. B: Youth Combat Marshals / Constables and In-Training Marshals / Constables

1. The following Marshalling definitions apply to Youth Combat:

- a) Earl Marshal - A Heavy Combat Marshal, warranted by the Society Earl Marshal, responsible for all martial activities in the Kingdom. (See Marshal's Handbook for Kingdom of Ealdormere)
- b) Deputy of Youth Combat – A Youth Combat Marshal warranted by the Earl Marshal to supervise and monitor Youth Combat in the Kingdom. The Deputy of Youth Combat must approve all Marshals and Constables. Approval is designated as placing that individual's name upon the recommended Warrant Roster submitted to the Earl Marshal for approval.
- c) Youth Combat Marshal - A warranted Armoured Combat Marshal, approved by the Deputy of Youth Combat, and warranted by the Earl Marshal. ("In-Training" designates an individual awaiting approval or warranting).
- d) Youth Combat Constable – Any individual who meets the requirements as listed below, approved by the Deputy of Youth Combat, and warranted by the Earl Marshal. ("In-Training" designates an individual awaiting approval or warranting).

2. The Deputy of Youth Combat MAY approve an individual who has met the following qualifications:

#### Youth Combat Marshals:

- a) The individual is already a Warranted Heavy Weapons Marshal.
- b) Demonstrated an understanding and knowledge of the Youth Combat Regulations.
- c) Has worked at least 2 Youth Combat tourneys with a warranted Youth Combat Marshal.

#### Youth Combat Constables:

- a) Any individual who has demonstrated an understanding and knowledge of the Rules of the List and Standard Combat Conventions.
- b) Demonstrated an understanding and knowledge of the Youth Combat Regulations.
- c) Has worked at least 3 Youth Combat tourneys with a warranted Youth Combat Marshal.

3. Youth Combat Marshals will complete the warranting process deemed necessary by the Deputy of Youth Combat and the Earl Marshal, and shall receive proper paperwork indicating that completion, prior to serving as Marshal-In-Charge of any Youth Combat tourney or authorisations of minors.

Once warranted, a Youth Combat Marshal may:

- a) Conduct armour and weapon inspections.
- b) Train Youth Combatants.
- c) **Conduct** authorisations of Youth Combatants.
- d) Run or marshal Youth Combat Tourneys.
- e) Serve as 'Marshal In Charge' for Youth Combat Tourneys.
- f) Sign 'Marshal / Constable in Training' papers to verify the Marshal / Constable in Training's participation at official tourneys.

4. Youth Combat Constables will complete the warranting process deemed necessary by the Deputy of Youth Combat and the Earl Marshal, and shall receive proper paperwork indicating that completion, prior to serving as Marshal-In-Charge of any Youth Combat tourney or training of any minors.

Once warranted, a Minor Boffer Combat Constable may:

- a) Conduct armour and weapon inspections.

- b) Train Youth Combatants.
  - c) Assist in authorisations of Youth Combatants.
  - d) Run or marshal in Youth Combat Tourneys.
  - e) Serve as 'Marshal In Charge' for Youth Combat Tourneys.
  - f) Sign 'Marshal / Constable in Training' papers to verify the Marshal / Constable-In-Training's participation at official tourneys.
5. All 'Marshals – In – Charge' will:
- a) Ensure all individuals in charge of the event are aware of the tourney, and that proper space has been arranged for in advance.
  - b) Ensure that the space provided is adequate, clearly marked and safe prior to beginning the tourney.
  - c) Ensure that this book is available at the list table.
  - d) Ensure that the proper numbers of Marshals and/or Constables are available for the tourney.
  - e) Instruct all participants of the tourney format and rules.
  - f) Ensure all participants provide the correct paperwork (This duty may be delegated to a 'List Minister', but ultimately remains the responsibility of the Marshal in Charge).
  - g) Sign all successful authorisation forms and waivers.
  - h) Provide all authorisation forms and Consent to Participate Waivers to designated adult who must send them to the Minister of the List.
  - i) Provide a complete Authorisation Summary report to the Deputy of Youth Combat within 30 days of the tourney, preferably via e-mail.

6. Only the Deputy of Youth Combat may designate an individual as a "Youth Combat Marshal – In-Training" or a "Youth Combat Constable – In-Training". The Deputy of Youth Combat, or the Kingdom Earl Marshal, may refuse to approve or warrant any Marshal / Constable-In-Training who have met all requirements listed above. This right is reserved if they feel the individual has not demonstrated the proper attitude or understanding required of the responsibility incumbent upon someone entrusted with training minor children.

**Section 4: Youth Combat Forms**  
**The Society for Creative Anachronism, Inc.**  
**MINOR'S WAIVER AND INFORMED CONSENT TO PARTICIPATE**

Society for Creative Anachronism, Inc. P.O. Box 360789

• Milpitas, California 95036-0789

• Tel (408)263-9305 • Fax (408)263-0641

MINOR'S CONSENT TO PARTICIPATE AND HOLD HARMLESS AGREEMENT

\_\_\_\_\_ ( hereafter referred to as "the minor")

Print Minor's Legal Name

does hereby state that the minor wishes to participate in activities sponsored by the international organization known as the Society for Creative Anachronism, Inc., a California not-for-profit corporation (hereafter "SCA").

- The SCA has rules which govern and may restrict the activities in which the minor can participate. These rules include, but are not limited to: Corpora, the By-laws, the various kingdom laws and the Rules for combat related activities.
- The SCA makes no representations or claims as to the condition or safety of the land, structures or surroundings, whether or not owned, leased, operated or maintained by the SCA.
- The minor's parent(s) or guardian(s) understand that all activities are VOLUNTARY and that the minor does not have to participate. It is understood that these activities are potentially dangerous or harmful to the minor's person or property, and that by participating, the minor's parent(s) or guardian(s) voluntarily accepts and assumes the risk of injury to the minor or damage to the minor's property.
- It is understood that the SCA does NOT provide any insurance coverage for the minor's person or property; and minor's parent(s) or guardian(s) acknowledge that they are responsible for the minor's safety and the minor's own health care needs, and for the protection of the minor's property.
- This Release shall be binding upon the minor, the parent(s) or guardian(s), any successors in interest, and/or any person(s) suing on the minor's behalf.
- The minor's parent(s) or guardian(s) understand that this document is complete unto itself and that any oral promises or representations made to them concerning this document and/or its terms are not binding upon the SCA, its officers, agents and/or employees.

**PARENT OR LEGAL GUARDIAN MUST SIGN BELOW:**

I, the undersigned, state that I am the parent or legal guardian of the minor whose name appears above. I understand that the above terms and conditions apply to said minor and to myself. I further understand that said minor cannot participate under ANY circumstances in armored martial arts, any combat-related activities, combat-archery, or fencing without parental consent where such participation is allowed by kingdom law. The minor will not be able to participate in any SCA activities without entering into this agreement. This document is binding on myself, the said minor and any person suing on behalf of said minor.

**Minor's Name (PRINT)** \_\_\_\_\_

**Birth-date of minor:** \_\_\_\_\_ **Home State of Minor::** \_\_\_\_\_

**Legal Name (PRINT)** \_\_\_\_\_ **Date:** \_\_\_\_\_

**Parent/Guardian**

**Legal Name (SIGN)** \_\_\_\_\_

**Parent/Guardian**

**The Society for Creative Anachronism, Inc.**  
**MEDICAL AUTHORIZATION FOR MINORS**

**(required for all minors participating without their parent or guardian present)**

I, \_\_\_\_\_, the parent or legal guardian of  
\_\_\_\_\_, a minor, do hereby authorize any one or  
more of

\_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_  
as agents for myself in my absence or incapacitation to consent to any x-ray examination and anesthetic, medical or surgical diagnosis or treatment and medical care which is deemed advisable by and is to be rendered under the general or special supervision of any physician or surgeon licensed under the provisions of the Medical Practice Act on the medical staff of any hospital whether or not such diagnosis or treatment is rendered at the office of said physician or at said hospital.

It is understood that this authorization is given in advance of any specific diagnosis, treatment or hospital care being required but is given to provide authority and power on the part of the aforesaid agents to give specific consent to any and all such diagnosis, treatment or hospital care which aforementioned physician in the exercise of his or her best judgement may deem advisable.

I hereby authorize any hospital which has provided treatment to the above-named minor to surrender physical custody of such minor to the above-named agents upon the completion of treatment.

The authorizations shall remain effective until \_\_\_\_\_, 20\_\_, unless sooner revoked in writing delivered to said agents;

Parent or Legal Guardian Signature:

\_\_\_\_\_

Date: \_\_\_\_\_

Please note any specific health plan or insurance information such as membership or policy numbers on the back of this form.

Copies of this form, duly executed, should be in the possession of the named minor; at least one adult named in the document and present at the event; and the parent or guardian executing the Medical Authorization.

The SCA requires minor participants (i.e. those having to have waivers) whose parents or legal guardians are not present at the event to have a valid Medical Authorization form and to be accompanied at any event to be accompanied by one or more of the persons named on the form. The SCA recommends use of the Medical Authorization for all minor attendees whose parent or legal guardians are present.

**Ealdormere Youth Combat Authorisation Tracking Form**  
**MINOR'S COPY**

*First time authorisations: Keep this form as your 45 day Temporary Authorisation Card*

SCA NAME		DATE	LIST MANAGEMENT USE ONLY <b>SUCCESSFUL</b> <b>AUTHORIZATIONS</b> (INITIAL ALL THAT APPLY) <b>*Age Bracket Specific Only</b>			
MODERN NAME		EVENT				
STREET ADDRESS						
CITY	PROV.	POSTAL CODE	W/SH	*PA	*TW	*FT
TELEPHONE		DATE OF BIRTH	WAIVERS ATTACHED (please circle) <b>Consent    Medical</b>			
AGE BRACKET (please circle) <b>6-8    9-12    13-15</b>		FORMER AGE BRACKET (please circle) <b>6-8    9-12    13-15</b>	LIST MANAGEMENT USE ONLY <b>RESULTS: PASSED / FAILED</b>			
STYLE(S) ATTEMPTED	AUTHORIZATION PARTNER(S)					
1ST AUTHORIZING MARSHAL (SCA & MODERN NAME)			2ND AUTHORIZING MARSHAL (SCA & MODERN NAME)			

**Ealdormere Youth Combat Authorisation Tracking Form**  
**MINISTER OF THE LISTS COPY**

*Send this form with your completed waiver and a SASE to the MOL*

SCA NAME		DATE	LIST MANAGEMENT USE ONLY <b>SUCCESSFUL</b> <b>AUTHORIZATIONS</b> (INITIAL ALL THAT APPLY) <b>*Age Bracket Specific Only</b>			
MODERN NAME		EVENT				
STREET ADDRESS						
CITY	PROV.	POSTAL CODE	W/SH	*PA	*TW	*FT
TELEPHONE		DATE OF BIRTH	WAIVERS ATTACHED (please circle) <b>Consent    Medical</b>			
AGE BRACKET (please circle) <b>6-8    9-12    13-15</b>		FORMER AGE BRACKET (please circle) <b>6-8    9-12    13-15</b>	LIST MANAGEMENT USE ONLY <b>RESULTS: PASSED / FAILED</b>			
STYLE(S) ATTEMPTED	AUTHORIZATION PARTNER(S)					
1ST AUTHORIZING MARSHAL (SCA & MODERN NAME)			2ND AUTHORIZING MARSHAL (SCA & MODERN NAME)			

**Ealdormere Youth Combat Marshallate 'In Training' Appointment**

**B**

E it known to all by these presents that \_\_\_\_\_  
 (legal name) of \_\_\_\_\_  
 \_\_\_\_\_ (street address, city, postal code, phone),  
 known in the Society for Creative Anachronism, Inc. as \_\_\_\_\_  
 \_\_\_\_\_ is  
 hereby appointed as a Youth Combat Marshal / Constable in Training of  
 \_\_\_\_\_ (Group Name / Field)

until fully warranted or removed.

The duties of a Youth Combat Marshal in Training (YCMIT) or a Youth Combat Constable in Training (YCCIT) are identical to those of any fully warranted Marshal or Constable except that they may **not**:

- authorise minors to participate in SCA Combat.
- act as Marshal in Charge of youth combat activities at an official event other than a local fighting practice.

MITs and CITs shall become fully warranted upon fulfilment of all requirements of the office as defined by the Deputy of Youth Combat, by authority of the Earl Marshal, under the Marshal of the Society for Creative Anachronism, Inc., including the requirements described below.

This appointment takes effect on the \_\_\_\_\_ day of \_\_\_\_\_, \_\_\_\_\_ and supersedes any existing or previous Appointment or Warrant for this Office.

Signed: \_\_\_\_\_

Date: \_\_\_\_\_

**MARSHALLING LOG**

**General Field Marshalling** (Two events are required for Marshal \ Three for Constable)

EVENT	SUPERVISING WARRANTED MARSHAL / CONSTABLE		DATE
	M	C	

**Marshals / Constables Recommending Advancement**

MARSHAL'S SCA NAME & MODERN INITIALS	SIGNATURES	DATE
Deputy Marshal of Youth Combat		