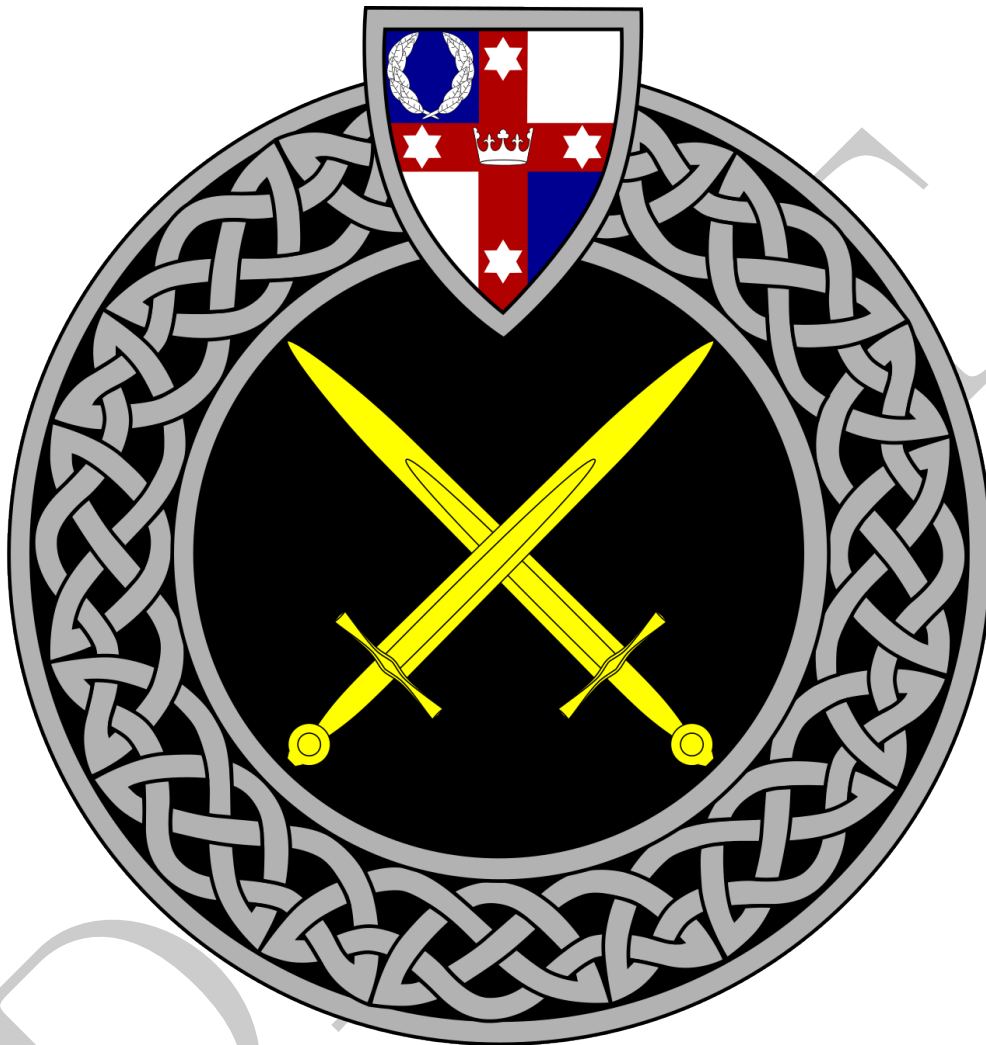


# Draft Kingdom of Lochac Youth Armoured Combat Handbook



Version 0.0.1

Non scriptum non est

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# 1 Overview

## 1.1 Mission & Goals

Youth armoured combat provides a fun environment where our young people of the SCA can participate in a martial activity, mirroring adult armoured combat at a fun level for their age. The goal is to show and learn the ideals of chivalry, honour, courtesy, service, and heraldic pageantry, both on and off the list field.

The programme stresses fair play and parental participation. It is designed to allow our young people to learn more about and participate in all aspects of the Society and above all - HAVE FUN!

## 1.2 General

1. These rules cover the different divisions of youth armoured combat in Lochac. They incorporate the requirements from the SCA at Society level and apply additional standards and restrictions for Lochac.
2. Youth armoured combat is for minors, ages 6 through 17.
3. The rules include procedures and requirements for authorising:
  - youth armoured combatants
  - sparring partners
  - youth armoured combat marshals
  - youth armoured combat authorising marshals
4. All youth fighters, parents and nominated caregivers, and marshals involved in youth armoured combat are responsible for knowing these rules to participate.
5. No matter how clear or accurate, rules cannot replace common sense, good judgment and concern for the participants. If there is a question when applying these rules, choose the answer that is safest for everyone.

## 1.3 Definitions

1. When we say “minor”, we mean anyone who has not reached the age of legal majority in the mundane jurisdiction where the event is held. In Australia, this is

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18 years old. The age of majority in New Zealand is 20 years old, but for the purposes of participation in SCA events in New Zealand, we use 18 years of age.

2. When we say “child” or “youth”, we mean minor participants.
3. When we say “parent”, we include biological parents, and court-appointed legal guardians, such as adoptive parents.
4. When we say “nominated caregiver”, we mean a person listed on the Australian “Transfer of guardianship/Nomination of caregiver” form, or the New Zealand “Minor’s sign-in sheet” as being responsible for the minor for the event.
5. When we say “marshal”, we mean a youth armoured combat marshal, not an adult armoured combat marshal or a fencing marshal, or a marshal for any other kind of SCA martial activity.
6. When we say “rostered marshal”, we mean an adult subscribing member of the SCA or its affiliates who is authorised as a youth armoured combat marshal. In Australia, this person will also hold a current Working with Children Check, or equivalent.



## 2 Information For Parents

### 2.1 Policies

#### 2.1.1 Lochac

1. The Kingdom of Lochac and the Society for Creative Anachronism in New Zealand and Australia is made up of two affiliated organisations:
  - The Society of Creative Anachronism Ltd (Australia), (SCA Ltd) and;
  - The Society of Creative Anachronism New Zealand Incorporated, (SCANZ).

The officials of both organisations and their members must obey all legislation that relates to working with children that applies in the relevant jurisdictions.

2. Everybody participating in youth armoured combat activities is responsible for following our organisation policies with regards to working with children:
  - SCA Ltd policies can be found at <https://sca.org.au/documents/policy/children/child-protection/> and <https://sca.org.au/documents/policy/children/child-protection/background-check/>
  - SCANZ policies can be found at <http://www.sca.org.nz/documents>
3. All youth armoured combat activities (including practices, events, demos, and wars) must be supervised continuously by at least one rostered marshal, and at least one additional adult who is not related to the marshal.

#### 2.1.2 In Australia

1. All adults acting as marshals or sparring partners for youth armoured combat in Australia must have a current Working with Children Check, or equivalent.

#### 2.1.3 In New Zealand

1. SCANZ does not require background checks for suitability for working with children.
2. This means that you, as the parent or nominated caregiver, must decide if the youth armoured combat activity is suitable for your child and make sure they are supervised.

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3. Youth armoured combat activities in New Zealand must not be advertised in a way that implies that anyone running the activity has been vetted for their suitability to interact with minors, or that minors can attend the activity without appropriate supervision from their parent or nominated caregiver.

## **2.2 Membership**

1. You and your child are not required to be full members of the SCA to take part in youth armoured combat activities, but if you are not a full member, you may need to sign waivers to allow your child to participate, depending which country you are in as well as being an “Event Member”.
2. Marshals and authorising marshals must be members of the SCA or its affiliates.

## **2.3 Parent and nominated caregiver responsibilities**

1. If your child wants to take part in youth armoured combat, you must read and understand these rules, and make sure your child follows them.
2. As a parent, you must give permission for your child to take part. You need to see youth armoured combat, or be present for your child’s first training session, so that you know what you are giving permission for your child to do.
3. If you are the nominated caregiver, you must have the parent’s permission for the child to take part. The parent needs to have seen youth armoured combat, or been present for the child’s first training session, so that they know what they are giving permission for their child to do.
4. This is a contact sport and people can get hurt.
5. Youth armoured combat activities are not a babysitting service.
6. If your child is under 10 years old, you must remain within sight and sound of the youth armoured combat field when your child is participating.
7. As a parent, you are ultimately responsible for the safety and well-being of your children. This includes choosing a nominated caregiver if you are not going to be at the event. You cannot delegate your responsibility to the SCA or to the marshals on the field.
8. You have the right and responsibility to remove your child from any contest or activity you think is inappropriate or dangerous.
9. We encourage you to become a youth armoured combat marshal.
10. If you are watching youth armoured combat activities, you must be courteous to the combatants, marshals, and other adults.
11. If you behave badly, you will be asked to leave the youth armoured combat area. This may result in your child having to withdraw from that day’s activity.

## 3 Divisions

### 3.1 Divisions

1. There are three divisions for youth armoured combat in Lochac. These are based on age and have different rules for what weapons you can use, what armour you can wear, and how hard you can hit.
  - Division 1 is for children from age 6 to age 9.
  - Division 2 is for children from age 10 to age 13.
  - Division 3 is for children from age 14 to age 17.
2. Some children are very small or very large for their age, and some grow up earlier or later than others, so you might be moved to a higher division, or a lower division, if your parent asks for that and the marshals say that is allowed.
3. Sometimes there will only be a small number of fighters in your division at an event or practice. You can fight others in another division if you have permission from your opponent's parent or nominated caregiver, and the marshal-in-charge of the activity.
4. You have to follow the rules for the division of your opponent if they are younger than you. This means that if you are in Division 2, you can fight someone from Division 1, but you have to use the armour, weapons and rules for hitting from Division 1.
5. A tournament or group combat with fighters from different divisions will always follow the rules for the division of the youngest fighter in the tournament or the group combat.
6. If you authorise in adult armoured combat, you have graduated from youth armoured combat and you aren't allowed to take part in youth armoured combat tournaments, except as a bye fighter (you can't win any prizes). You can still take part in youth armoured combat training activities and we encourage you to become a sparring partner, and then a marshal once you turn 18.
7. If you are a parent or nominated caregiver, you can always spar with your own children. See Adult Participation for more information.

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## 3.2 Youth armoured combat sparring partners

1. These are people who have been authorised to spar with youth combatants, and can include youths over 17 who have graduated from youth armoured combat.
2. You must be able to demonstrate a sound working knowledge of the weapons, armour, and calibration levels appropriate to all divisions.

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## 4 Authorisation Requirements

### 4.1 Authorisation tests

1. When we talk about authorising, this means passing a test to show that you can understand and follow the rules, and are safe for yourself and other people on the field.
2. You don't have to be authorised to take part in youth armoured combat training sessions, classes and practices as these are where you learn enough to be ready to authorise.
3. You must be authorised to fight in tournaments and wars.
4. You will need to authorise again to change to the next division.
5. When you become old enough for the next division, you will need to authorise for the division you want to be in. You can authorise for the next division or authorise again for the division you are already in. We need to make sure that you can control how hard you hit as you get older as you are usually bigger and stronger than you used to be.
6. To pass the test and get authorised:
  - (a) You will need to show the authorising marshal that you know:
    - i. which parts of the body you are allowed to try to hit and what parts you aren't allowed to hit
    - ii. what to do if you get hit in the arm, leg, head or body
    - iii. how hard you are allowed to hit your opponent. You might have to hit another fighter or a marshal, and they will say whether it was too hard or not.
    - iv. what concussion looks or feels like, and why it is bad to have it. There is a Concussion Recognition Tool to help you with this.
  - (b) You will spend a few minutes play fighting with an experienced fighter showing that you know what to do.
  - (c) Then you will fight properly with an experienced youth fighter, including "dying" in a safe way if you are "killed".
  - (d) The authorising marshal is going to be watching to see if you are:
    - i. hitting your opponent hard enough, and not too hard

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- ii. taking hits that hit you hard enough
  - iii. following the rules.
- (e) They will also look to see if you run away or duck too much because you are scared of your opponent trying to hit you.
7. You don't have to be very good at fighting to pass the test. The marshal just wants to make sure that you will be safe for yourself and other people.
  8. If you are big enough or good enough, you might be able to authorise for the next division, even if you are younger, if your parent and the authorising marshal agree that you are ready.

## **4.2 Youth armoured combat sparring partner**

1. If you are now too old for youth armoured combat, or have graduated to adult armoured combat, you can authorise as a youth armoured combat sparring partner.
2. You will need to demonstrate that you can:
  - (a) understand the differences between the divisions with regard to calibration and allowed shots
  - (b) spar safely and chivalrously with youth from all divisions
  - (c) promote safe practices and enforce the rules.
  - (d) understand the risks of concussion, know the signs and symptoms of concussion, and can apply the Concussion Recognition Tool.

## **4.3 What to expect at an authorisation**

### **4.3.1 General**

Every marshal will run their authorisations differently, but as long as the requirements set out in these rules are met, that is fine. Usually, an authorisation test will follow the steps below.

### **4.3.2 Armour and weapons check**

1. You will put on your armour and grab any weapons or shields you want to use.
2. The marshal will check your armour and weapons to make sure they follow the rules.

### **4.3.3 Knowledge quiz**

The marshal will ask you some questions about the rules, such as:

1. What is good or acceptable behaviour on the field, and what is bad or unacceptable behaviour?

- 
2. When are you allowed to try to strike someone, and when aren't you allowed to?
  3. What happens if you get hit in the various different target areas, or somewhere that's not a target?
  4. If you are in division 3, you can expect some questions about making armour and weapons and what things you are allowed to use and do.
  5. What do you know about concussions? The older you are, the more you will be expected to know.

#### **4.3.4 Sparring**

1. Once you have told the marshal that you know what to do, you will have to also show them that you can do it safely. You will have a few rounds of sparring with another authorised youth fighter for a few minutes.
  - (a) First you will fight for a bit where you are not allowed to attack the other fighter, only block their strikes. This is so you can show the marshal that you can block safely, and know what to do if you get hit.
  - (b) Then you will fight for a bit where you are allowed to try to strike the other fighter, and they will try to block your strikes. This is so you can show the marshal that you can strike safely.
2. The marshal is watching to see that you:
  - (a) are striking safely and calling shots when hit (both 'light' and 'good' shots).
  - (b) respond to the marshal's instructions and any 'holds'.
3. The authorised youth combatant you were fighting and the marshal will talk about what they saw in the sparring. They might give you some advice before you fight a proper bout.

#### **4.3.5 Formal combat**

1. If there are no problems during sparring, you will have a formal bout with an authorised youth combatant, following all the rules as if it was a tournament bout.
2. The marshal is watching for the same things as during the sparring.
3. The main thing is safety. You don't have to be good, but you do have to be safe.
4. The authorised youth combatant you fought and the marshal will talk again, and the marshal will decide whether you have passed the test.

#### **4.3.6 Passing the test**

1. If you have passed the test, the marshal will sign the authorisation form, and your parent will need to send a copy (scanned or photographed) by email to [authorisations@lochac.sca.org](mailto:authorisations@lochac.sca.org) if you are in Australia, or [lists@sca.org.nz](mailto:lists@sca.org.nz) if you are in New Zealand.

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2. If the marshal decides not to authorise you , they will explain why, and what things you can do to succeed next time you try.
    - (a) This should be done with your parent so that they know too, and can help you work on what you need to get better at.

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## 5 Rules of All Combat

### 5.1 General

1. The game rules can be changed for a tournament, or game as long as the marshal explains the special rule changes to everyone before it starts. These are things such as victory conditions (how you win), target areas, and weapon choices.
2. Safety rules can't be changed. Especially calibration, but also including armour and weapons regulations, etc. E.g., you can't reduce required armour or allow heavier weapons.
3. As a minimum, you need to wear the armour required for your division. You can wear more armour if you want to. Your weapons need to follow the rules for your division too.
4. A marshal must check your weapons and armour to make sure that they follow the rules, and tell you that you can use them before you can start fighting at every SCA youth armoured combat event or fighting practice that you want to take part in.
5. The marshal can stop you from using a weapon or piece of armour if they think it doesn't follow the rules.

### 5.2 Behaviour

1. You must be courteous (respectful), and chivalrous (fair) whenever you are taking part in combat.
2. You must follow the instructions of the marshals on the field.
3. No one can make you take part in combat, if you don't want to.
4. You must not lose your temper. You can feel grumpy, but you must not be mean or rude to people because you are grumpy. If you are having trouble with your feelings, tell an adult, such as a marshal or your parent or the adult looking after you at the event.
5. Don't take unfair advantage of your opponent, especially if they are doing something to be chivalrous or extra safe. If you are not sure what would be an unfair advantage, ask an adult. This would usually be something that if it happened to you, you'd say "That's not fair, I was being nice!"

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6. Do not hit anyone who is helpless. A helpless person is someone who has fallen down or dropped their weapon, or can't defend themselves for any reason.
  7. If you become helpless on purpose to keep people from hitting you, the marshal can say that if you do it again, you lose. And then, if you do again when you have been told not to, you lose.
  8. Don't hit anyone too hard. The rules say how hard you are allowed to hit your opponent. Hitting someone the way you would in Division 3 is too hard in Division 1 or 2.
  9. If you keep hitting too hard and you are warned about it by the marshals in the tournament or practice, if you do it again, the marshals can say you are not allowed to fight anymore at the event. If you keep hitting people too hard when you fight, the marshals may say that you are no longer authorised and need to retrain, or stop taking part in youth armoured combat at all.
  10. You aren't allowed to grapple, trip, throw, punch, kick, or wrestle with your opponent.
  11. You aren't allowed to hit your opponent with your shield on purpose or make them hit themselves with their own shield.
  12. You aren't allowed to grab your opponent or their shield or their weapon.
  13. You aren't allowed to throw weapons at your opponent in a tournament, but you might be allowed to use throwing weapons in war games that allow them.

## 5.3 Holds

1. If there is something happening that is not safe, or is against the rules, the marshal will say "HOLD!" and you must stop everything until the marshal says that it is safe to continue.
2. If you see something happening that is not safe, you can call "HOLD", and everyone must stop. Explain to the marshal what you saw, and they will work out what to do next.

## 5.4 Target areas

1. You are allowed to hit people in the following areas:
  - (a) Face: The front part of your head between your ears, and between your chin and the top of your forehead. You aren't allowed to thrust at the face in Division 1.
  - (b) Head: The rest of your head and neck that isn't your face.
  - (c) Arms: From the shoulder to 25mm (1 inch) above your wrist. You aren't allowed to hit your opponent's hands on purpose.
  - (d) Legs: From the bony bits of your pelvis (where you'd put your hands if someone told you to put your hand on your hips), down to 25mm (1 inch)

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above the top of your knee cap. You aren't allowed to hit people in the knees, lower legs or feet.

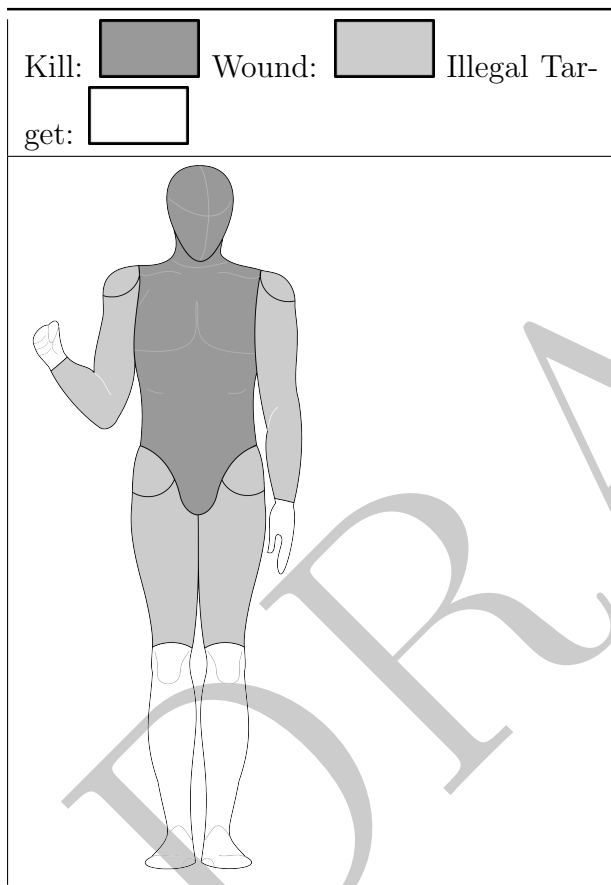
(e) Body: The rest of you that isn't your head, arms or legs, or hands or feet.

2. Try not to hit people in the groin or the throat, but if you get hit there, it counts.

## 5.5 Taking hits

### 5.5.1 General

Figure 5. Kill and Wound Zones



1. The different divisions have different calibration (how hard you need to hit someone for the blow to count), which is shown in Table 5. Marshals should use material of the appropriate thickness to help fighters learn the levels of calibration.
2. You need to hit your opponent hard enough for them to say it was good enough. Your opponent also needs to hit you hard enough for you to call it good. If you don't think they hit you hard enough, call "Light!" - but this means that you want them to hit you harder.
3. You are the one who says a blow that hits you is good enough. Your opponent isn't allowed to say they got you, unless you aren't sure and ask them, and they think their blow was good enough. They might tell you not to take a blow because

Table 5. Calibration

Division	Calibration	Description
Division 1	Intentional touch	A deliberate touch (not accidental) that is easily felt through a single layer of medium weight cloth, but is not hard enough to sting on bare skin. Face thrusts are not allowed.
Division 2	Positive contact	A blow that is easily felt through 6 mm of open cell padding, but is not hard enough to sting in an area covered by medium weight cloth. Thrusts to the face only need to touch the grill of the helmet to count.
Division 3	Light force	A blow that is easily felt through 12 mm of open cell padding, but is not hard enough to sting through 6 mm of open cell foam padding. Thrusts to the face only need to touch the grill of the helmet to count.

they knew they didn't hit you with the right part of the weapon. You can also ask the marshal if you aren't sure.

4. Some tournaments or competitions can have rules that say if you get hit on a particular part of your body it won't count and you can keep fighting if you get hit there. The marshals need to make sure everyone knows that there are special rules for that tournament before you start fighting.
5. If you get hit with the edge of the weapon, and it was hard enough, it's a good blow, even if you managed to block some of it with your weapon or shield.

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6. If your opponent drops their weapon as it hits you, that doesn't count.

### 5.5.2 Effects of blows

1. Any thrust that touches the grill of your helmet at all is a good blow, except in Division 1 combat as thrusts are not allowed.
2. If you get hit in the hand, which includes up to 25mm (1 inch) above the bend of your wrist, it doesn't count.
3. If you get hit on the feet or lower legs or knees, all the way up to 25mm (1 inch) above your knee cap, it doesn't count.
4. If you get a good hit on the head, neck, or body, your opponent has won.
5. If you get a good hit on the arm above the wrist, you aren't allowed to use that arm to attack or defend for the rest of the fight. If you get hit in the same arm again, it's the same as if you were hit in the torso, and your opponent has won.
6. If you get a good hit on the leg above your knee, you aren't allowed to use that leg to stand on for the rest of the fight. You can continue fighting on your knees, sitting, or standing on the leg that wasn't hit.
7. If you get touched by a thrown weapon, that counts, even if it didn't hit you as hard as it would have needed to if your opponent was holding it.
8. If your opponent is using a javelin as a one-handed thrusting weapon, they need to hit you with the same force as if it was any other thrusting weapon.
9. If you deliberately put an illegal target (such as your hand or lower leg, including the knee and foot) in the way of a blow, you lose the use of that arm or leg as if it had been hit in a legal area.
  - (a) If you accidentally get your hand in the way while you're trying to block with your weapon, you won't lose the use of it.



## 6 Rules of Group Combat

Group combat involves more than two people fighting against each other. You can have group combat in a tournament, or in a war. It's often called melee combat.

### 6.1 General

1. You are only allowed to run to get to where you can reach your opponents. You must not deliberately run into (charge) your opponents.
2. You can only use thrown weapons in a group combat if all of the marshals and all the other fighters are told about it first.
3. You are not allowed to hit somebody from behind who doesn't know you are there.
4. In some group combat games, the marshal can allow you to "kill" someone from behind. Because you are not allowed to hit someone who doesn't know you are there, you do this by putting your weapon or your hand in front of your opponent's face (without touching them), and shout, "You are slain!". They are now out of the game or "dead".
  - (a) The marshal needs to tell everyone if this is allowed before the fighting starts.
  - (b) Killing from behind is not allowed in tournaments.
5. No more than four fighters are allowed to attack a single opponent who is on their own.

### 6.2 Unit engagement

1. A "unit" is a group of fighters (two or more) on the same side who are working together. This sometimes looks like just a group of people or can look like a wide line of people.
2. To join or to stay in a unit you must maintain coherency to one of the other fighters in the group. Coherency is weapons reach to another fighter of the group, this can be your or their weapons reach.
3. Unit engagement is when one unit meets another opposing unit in combat. This starts when one fighter of your unit comes into weapons reach of the opposing unit's fighters. The units are now "engaged".

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4. During a unit engagement, you are “engaged” with all of the fighters in the other unit, which means that you are allowed to strike at any of the opposing fighters, even if they are distracted by fighting someone else, or you are behind them, and they don’t realise that you are about to try to hit them.
  5. If your unit has been engaged as just described, this means that you can be hit from behind.
  6. When 1 fighter from a unit becomes separated, they are considered to have left their unit, and you must use the “1-on-1 engagement” rules. You are separated from your unit if you have lost “coherency” with your unit, meaning that you are far enough apart that you cannot reach your team mates with your weapon, or they cannot reach you with theirs.
  7. If 2 or more fighters leave their unit together, then it is a new smaller unit.
  8. If you hit someone from behind and you aren’t part of an engaged unit, you will have to leave the field, and there may be further punishment.

### **6.3 1-on-1 engagement**

1. In tournament group combat, you engage your opponent by moving into their line of sight, and loudly say, “I am engaging you” or something similar.
2. In war combat, you engage your opponent by moving into range where they can see you and clearly show that you are about to attack them. If you don’t think your opponent has actually seen you, loudly say, “I am engaging you” or something similar, and make sure that they are aware of you.
3. You are not allowed to try to hit an opponent that you haven’t engaged.
4. If you are engaged with an opponent, and you turn your back on them, they can hit you from behind until you get out of weapon range.



## 7 The Use of Weapons and Shields

### 7.1 The Use of Weapons

1. You can only use a weapon in the way it is designed. For example, spears can only be used for thrusting, axes for striking along the edge of the blade, maces for striking with the head, etc.
2. You can only use a weapon for thrusting if it has been approved for thrusting.
  - (a) If your weapon has a thrusting tip, you must tell your opponents and the marshals, and show it to them.
3. If you're using a weapon that has an edge, like a sword or an axe, you need to hit your opponent with the edge and not the flat side of your weapon. If you hit them with the flat part and they say good, tell them that it was flat and doesn't count.
4. You are not allowed to block your opponent's weapon with your hands or arms and legs.
5. If you are in Division 1, you aren't allowed to use a butt spike.
6. You are allowed to use throwing weapons to strike at people, as well as throwing them in battles when thrown weapons are allowed.
7. You can use a throwing axe in any division.
8. If you are in Division 2 or 3, you can use a javelin in group combat.
9. Javelins can be thrown or be used as a single-handed thrusting weapon.
10. You are not allowed to use the butt end of your javelin to attack someone.

### 7.2 The Use of Shields

1. If you have a shield, you must control it with your hand. If you are not holding on to your shield with your hand, then it just counts as decorative armour. If you get hit on it, you need to take the blows as if the shield wasn't there.
2. You are not allowed to try to hit your opponent with your shield, or try to make them hit themselves with their own shield.
3. You are not allowed to grab your opponent's shield.

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## 8 Armour Requirements

### 8.1 General

1. These are the rules for the armour that you must wear, but you can also wear more or better armour if that makes you feel safer.
2. We encourage you to make your armour look historical, but you might need to use modern sports equipment for safety reasons.

### 8.2 Head - all divisions

1. Your helm must completely cover your head.
2. You can use a hockey helmet, lacrosse helmet, and other sports helmet with a rigid facemask, but the helmet might need to have parts added or be altered to fully enclose your head.
3. You are allowed to and encouraged to have a period-looking helm.
4. Depending on your size and development (how strong you are), the marshal-in-charge may not let you use a helmet that is too heavy for you to wear safely, as the weight may be a problem rather than helping to protect you.
5. Your helmet must be constructed of a continuous rigid material.
6. Your helmet is not allowed to have “floating” segments that are only attached with straps.
7. Your helmet must have a grill, rigid mesh, or a face plate that keeps a weapon from making contact with your face.
  - (a) Your helmet must not have any gaps that are bigger than 50 mm in the area protecting your face.
8. Your helmet must have a chinstrap or something that does the same thing that will keep your helmet from coming off or touching your face during combat.
9. Your helmet and neck protection must work together so that a weapon cannot touch any part of your head or neck.
10. Your helmet must be padded inside so that the rigid parts of it cannot touch your head.

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- (a) The padding must be soft enough to be protective, but not so soft that you can squish it and feel the hard surface behind it.

## 8.3 Neck

1. Division 1: You need to protect your throat and larynx with a minimum of light leather (at least 1.6mm thick), or something that provides the same or better protection.
2. Division 2: You need to cover your larynx, cervical vertebrae, and first thoracic vertebra with a gorget of at least 2.8mm thick leather with 6mm of padding.
3. Division 3: You need to cover your larynx, cervical vertebrae, and first thoracic vertebra with a gorget of rigid material or at least 4mm thick heavy leather, with 6mm of padding.
4. You can wear an aventail, camail, or maille coif instead of a gorget or as well as your gorget, as long as all the areas that have to be protected are covered.

## 8.4 Body

1. Division 1: You must have your torso, shoulders and armpits and upper legs covered with at least some cloth. Tunics, shirts, or bodices, and pants, shorts, or skirts are acceptable.
2. Division 2: In addition to what you need to wear for Division 1, you need to protect your kidneys with at least 2.8mm thick leather with at least 6mm of padding, or something that provides the same or better protection. We recommend that you wear chest protection of 2.8mm leather or heavy quilted material, or something that provides the same or better protection, but you don't have to.
3. Division 3: In addition to what you need to wear for Division 1 and Division 2, you need to protect your xyphoid process (this is at the bottom of your sternum) with at least 2.8mm thick leather over 6mm of padding, or something that provides the same or better protection. We recommend that you wear chest protection of 2.8mm leather or heavy quilted material, or something that provides the same or better protection, but you don't have to.

## 8.5 Groin

1. If you have testicles, you need to protect them with an athletic cup.
  - (a) If the cup has straps to hold it in place, you need to use them. If the cup doesn't have straps, you need to wear something that is designed to keep it in place.
2. If you don't have testicles, we recommend that you wear a padded skirt, 4mm leather or similar groin protection to cover your pubic bone area.

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## 8.6 Elbow and knee joints

1. Division 1: You need to wear cloth over your elbows and knees. You could wear a long sleeve shirt and long pants, or a short sleeve shirt and shorts with elbow pad and kneepads.
2. Division 2: You need to protect your elbows and knees with at least soft pads.
3. Division 3: You need to protect your elbows and knees with rigid material over padding. You can wear hockey, motocross and other similar sports elbow and kneepads.

## 8.7 Hand and wrist protection

1. Division 1: You need to wear gloves made of cloth, canvas, or thin leather, or something that provides the same or better protection.
2. Division 2: You need to wear gloves with at least 6mm of padding on the back of your fingers, back of your hand, and your wrist. You can wear street hockey gloves, or if you use a basket hilt, you can wear a cloth or leather glove with extra wrist protection.
3. Division 3: You need to wear at least a sports glove with at least 12mm of padding protecting your fingers, back of your hand, and wrist, and extra thumb protection.
  - (a) You can use ice hockey or lacrosse goalie gloves, or something that provides the same or better protection.
  - (b) You can wear gauntlets of at least 4mm thick leather or rigid material padded with 6mm of closed cell foam or heavy padding.
  - (c) You can also wear lighter gloves with a basket hilt and additional wrist protection, such as a half gauntlet.
  - (d) You are not allowed to wear street hockey gloves on their own.

## 8.8 Feet: all divisions

1. You have to wear closed-toe shoes that fit you properly and keep you from slipping. You are not allowed to have open toes, wear sandals, toe shoes, flip-flops, Crocs, etc.

## 8.9 Shields: all divisions

1. Your shield is allowed to be made of wood, plastic, foam, aluminium, or something like those.
2. The edges of your shield have to be covered by plastic tubing, leather, or foam that is at least 12mm wide to stop it from damaging weapons or other fighters.

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3. Your shield must not have any wires, bolts, screws, or anything else that sticks out more than 6mm, you must cover these with padding or tape, as this could cause damage to weapons and people. A shield boss doesn't count.
  4. Your shield needs to be a shape that they actually used in history.
  5. Your shield needs to be of a size and weight that you can use safely.

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## 9 Weapon Standards

### 9.1 General

1. You have to get your weapons inspected before you can use them. The marshal will look for foam that is falling apart, and whether the core of the weapon is damaged or broken, or anything else is damaged or broken.
2. Your weapon must not have any metal in it. This includes things like basket hilts, pommel weights, screws, nails or other fasteners, and hose clamps.
3. You are not allowed to have a flail (a weapon on a rope, or with moveable joints).
4. You are not allowed to use materials that might shatter or splinter on impact for the core or cross guard of your weapon.
5. You are not allowed to use PVC (a specific kind of plastic) in any weapon.
6. The core of your weapon is allowed to be made out of:
  - (a) Rattan, either with or without the skin, with a diameter between 19 mm and 25 mm for most weapons.
    - i. Two-handed weapons longer than 165 cm, used in Division 3 only, can use rattan between 19 mm and 32 mm in diameter.
    - ii. Both ends of the rattan must be rounded.
  - (b) Common forms of high-density polyethylene (HDPE) pipe (it's used for irrigation and plumbing)
    - i. You can use any size of HDPE pipe as long as:
      - A. the outside diameter of the pipe is 19 mm or bigger
      - B. you can hold on to it properly
      - C. your weapon doesn't weigh too much.
    - ii. HDPE pipe must have both ends capped, plugged, or otherwise covered to stop the pipe from cutting through the foam.
  - (c) The Kingdom Youth Armoured Combat Marshal can only approve other materials after they have been properly tested and prove that they are good enough, and are included in the rules.
7. The striking surface of your weapon must be at least 38 mm wide.

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8. You have to mark the thrusting tips and cutting edges with a different colour than the rest of the weapon so that people can know where they are.
  9. We recommend that you have a wrist strap or a lanyard, so you don't accidentally throw your weapon away if you drop it, but you don't have to.
  10. The pommels, cross-guards, and the butt ends of your weapons that don't have butt spikes have to be covered with at least 9 mm of closed cell foam to protect against incidental contact, and covered with a loose (keep from compressing the foam) single layer of duct tape or cloth.
  11. Your weapon has to weigh less than 75g per 10cm of length. If your weapon is 1m long, it can't weight more than 750g.
  12. If your weapon has a head:
    - (a) It can only be made of lightweight foam.
    - (b) It has to be firmly and securely attached to the haft.
    - (c) The striking surfaces of your weapon have to be at least as squishy as a weapon that doesn't have a head.

## 9.2 Single-handed weapons

1. The striking surfaces of your weapon must be covered with at least 9 mm of closed cell foam that covers more than 25 mm past the end of the core material. The foam must be covered with a single loose layer of duct tape or a cloth sleeve.
2. Thrusting tips must be constructed of closed cell foam covered with duct tape or cloth.
  - (a) Thrusting tips must extend 5 cm past the end of the core and be at least 6.5 cm in diameter.
  - (b) Thrusting tips must be constructed so that they do not fold over.
3. Your weapon is allowed to have a basket hilt that is not made of metal.

## 9.3 Two-handed weapons

1. If you have a two-handed weapon (including ones that you can also use with just one hand), it needs to be made the same way as a single-handed weapon, but there are some extra rules that they need to follow.
2. You are not allowed to make two-handed weapons for Divisions 2 or 3 out of HDPE pipe as they get too bendy when its hot. You can use it for Division 1 weapons.
3. Your two-handed weapon is not allowed to have cutting and/or smashing surface at both ends.
4. Your weapon has a maximum length:
  - (a) In Division 1, it is not allowed to be longer than 1.5 meters.



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- (b) In Division 2, it is not allowed to be longer than 1.65 meters.
  - (c) In Division 3, it is not allowed to be longer than 2.25 meters.
5. If your weapon is longer than 1.8 metres, it's a spear and it is only allowed to be used for thrusting. You are not allowed to use it for cutting or smashing.

## **9.4 Thrown weapons**

### **9.4.1 Throwing Axes**

- 1. A throwing axe is made entirely out of closed cell foam and tape.
- 2. Your axe is not allowed to be excessively large or heavy. It still has to weigh less than 75g per 10cm of length.

### **9.4.2 Javelins**

- 1. Javelin cores are made from a single length of HDPE pipe.
- 2. Javelins must have a thrusting tip made the same way as the thrusting tip for a single-handed weapon.
- 3. The butt end of your javelin must be padded with foam so that it is too big to fit through a 5 cm opening.
- 4. You are allowed to put fins or stabilisers of foam or duct tape on the back end of your javelin.
- 5. Your javelin has to be between 125 and 165 cm long.

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## 10 Marshal's Section

### 10.1 General

1. There are three types of people that go by the name “marshal” in youth armoured combat:
  - authorised marshals
  - marshals who are group officers
  - marshals who have specific roles at events.
2. “Rostered marshal” is a general term for authorised youth armoured combat marshals and youth armoured combat authorising marshals who are current SCA members (subscribing members, not just event members).

### 10.2 Types of authorised marshal

There are two types of authorised marshal in youth armoured combat:

- Youth armoured combat marshal
- Youth armoured combat authorising marshal.

### 10.3 Marshals as officers

There are levels of marshals as officers:

- Group Youth Armoured Combat Marshals for local groups (baronies, shires, cantons and colleges)
- the Kingdom Youth Armoured Combat Marshal/Deputy Earl Marshal for Youth Armoured Combat
- the Kingdom Earl Marshal
- the Deputy Society Marshal for Youth Combat
- the Society Marshal.

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## 10.4 Marshals for events and practices

There are three types of marshals for events and practices:

- Field marshals
- Responsible marshals for a field (e.g. a tournament list, war field or pick-up area)
- Marshal-in-charge for an event or practice.

## 10.5 Ranks of authorised marshal

Summary of roles

	Rostered marshals	Rostered marshals
	Youth armoured combat marshal	Youth armoured combat authorising marshal
Subscribing membership required*	Yes	Yes
Inspect equipment	Yes	Yes
Field marshal	Yes	Yes
Responsible marshal for a field	Yes	Yes
Marshal-in-charge of an event or practice	Yes	Yes
Authorise fighters	No	Yes
Authorise marshals	No	Yes
Authorise authorising marshals	No	Yes (with another authorising marshal)

### 10.5.1 Youth armoured combat marshal

A rostered youth armoured combat marshal can:

1. inspect armour and weapons
2. be responsible marshal for a field
3. be marshal-in-charge of an event or practice
4. be a field marshal.

### 10.5.2 Youth armoured combat authorising marshal

1. Perform all roles of a Youth armoured combat marshal.
2. A youth armoured combat authorising marshal is a rostered youth armoured marshal who may authorise:

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- youth armoured combatants
  - youth sparring partners
  - youth armoured combat marshals
  - youth armoured combat authorising marshals.
3. A youth armoured combat authorising marshal may also become Kingdom Youth Armoured Combat Marshal.

## **10.6 Marshals as officers**

### **10.6.1 Group Youth Armoured Combat Marshal**

1. The Group Youth Armoured Combat Marshal is responsible for the administration of youth armoured combat in their group. They are not necessarily required to organise marshalling for any specific event (that is the responsibility of the Marshal-in-Charge for the event, who is appointed by the event steward).
2. Group Youth Armoured Combat Marshals must be members.
3. Group Youth Armoured Combat Marshals do not have to be authorised youth armoured combat marshals, or authorised fighters in any combat form.
4. Group Youth Armoured Combat Marshals report to the Kingdom Youth Armoured Combat Marshal (see Chain of Command and Reporting).
5. The Group Youth Armoured Combat Marshal has a role in the chain of appeals if they are an authorised youth armoured combat marshal (see Sanctions and Appeals).

### **10.6.2 Kingdom Youth Armoured Combat Marshal**

1. They are also known as the Deputy Earl Marshal for Youth Armoured Combat and are responsible for youth armoured combat activities in Lochac.
2. They are appointed by the Kingdom Earl Marshal for a two-year term, as described in Lochac Law.
3. They report on the state of youth armoured combat, including any issues within the kingdom to the Kingdom Earl Marshal and the Society Deputy for Youth Combat.
4. They must be a youth armoured combat authorising marshal, and must be a member of the SCA or its affiliates.

### **10.6.3 Kingdom Earl Marshal**

1. The Kingdom Earl Marshal is responsible for overseeing all combat-related activities in Lochac.

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2. If the Kingdom Earl Marshal is not an authorising marshal for youth armoured combat, they must appoint a Kingdom Youth Armoured Combat Marshal. They may have warranted deputies for other areas (e.g. a Kingdom Earl Marshal who is a senior marshal for both armoured combat and a youth armoured combat authorising marshal may still choose to have deputies for one, or both, of those areas).
  3. In addition to their warranted deputies, the Kingdom Earl Marshal may appoint other deputies, for various purposes as they see fit, e.g. running test programs, maintaining the combat handbook, or maintaining the marshallate website.

#### **10.6.4 Deputy Society Marshal for Youth Combat**

1. The Deputy Society Marshal for Youth Combat looks after both youth armoured combat and youth rapier combat.
2. They are appointed by the Society Marshal and the Board of Directors of SCA Inc (USA).

#### **10.6.5 Society Marshal**

1. The Society Marshal is responsible for all martial activities in the SCA.
2. They are appointed by the the Board of Directors of SCA Inc (USA).

### **10.7 Marshals for events and practices**

#### **10.7.1 Roles**

One person may fill several of the roles listed below. For example, it is common for the marshal-in-charge for the event, responsible marshal for a field of combat, and one of the field marshals to be the same person.

#### **10.7.2 Field marshals**

Field marshals:

1. May not be a sparring partner at the same time as they are marshalling.
2. Are appointed by the responsible marshal for the field.
3. Declare the beginning and end of a passage of combat.
4. Supervises the safety of combatants and their equipment.
5. Report to the responsible marshal, marshal-in-charge and/or up the reporting lines as required.
6. Must see that the results of combat are carried to the list keeper. (We expect results will be carried by an assistant or a herald, but the responsible marshal needs to make sure it happens.)

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### **10.7.3 Responsible marshal for a field of combat (any area where combat is taking place)**

1. For every area where youth armoured combat is taking place (including pick-up fights), there must be a responsible marshal for that field who has overall responsibility for that combat.
2. The responsible marshal for a field may be a different person for different bouts or scenarios in the same tournament or war.
3. The responsible marshal for a field:
  - (a) must be satisfied that there are sufficient field marshals.
  - (b) may participate as a sparring partner for one-on-one pick-up fighting, as long as there are field marshals.

### **10.7.4 Marshal-in-charge of an event or practice**

1. Every youth armoured combat event or practice must have a designated Marshal-in-Charge.
2. They must be a rostered youth armoured combat marshal.
3. They organise marshalling of youth armoured combat at the event, and must make sure there are sufficient marshals to oversee whatever youth armoured combat takes place.
4. They report on all youth armoured combat activities at the event, as required by the event steward, Group Youth Armoured Combat Marshal, Kingdom Youth Armoured Combat Marshal or Earl Marshal.

## **10.8 Requirements to act as a marshal**

1. You must be at least 18 years old.
2. You must have a current authorisation as a youth armoured combat marshal
3. To act as a rostered youth armoured combat marshal you must also be a subscribing member (not event member) of the SCA or its affiliates.
4. You must show your authorisation card and proof of membership to the lists officer, responsible marshal or marshal-in-charge, if required.
5. You must meet all the standards for working with children in the country/state you are marshalling in, and if required hold a Youth Activity Authorisation Card. See <https://youth.lochac.sca.org/policies/> for more details.

## **10.9 Marshal responsibilities**

1. Monitor activities and behavior on the field and immediately stop all potentially hazardous or unchivalrous activities.

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2. Marshals on the field are expected to take an active role in safety, sportsmanship and assistance in calibration.
    - (a) Youth armoured combat marshals have a greater responsibility to intervene than their counterparts in adult martial activities.
    - (b) The younger the combatants, the more active the marshalling becomes.
  3. Marshals will remove any combatant who refuses to obey the commands of the marshals or other officials.
  4. Supervise youth armoured combat training activities

## **10.10 Marshal-in-charge responsibilities**

1. Only a rostered youth armoured combat marshal may be the marshal-in-charge of a youth armoured combat event or practice.
2. The marshal-in-charge at any official event, including practices, is responsible for:
  - (a) Ensuring that all waiver and background check policies are complied with.
  - (b) Preparing (or having prepared) and submitting all required reports and forms.
  - (c) Ensuring that there are enough marshals to control the activity.
  - (d) Checking that the field can be safely fought upon and an appropriate buffer zone is provided between the list or battlefield and spectators as necessary.
  - (e) Ensuring that before any combat (practice or tournament) all equipment is inspected and meets all safety and armor requirements relevant to the appropriate division.



# 11 Adult Participation

## 11.1 Training

1. All training of youth combatants at official SCA activities, whether or not it includes sparring, must be done under the supervision of a rostered youth armoured combat marshal.
2. Other than parents, any authorised adult fighter can help with training, which does not include sparring, as long as a youth armoured combat marshal is present.
3. You can always train your own children.
4. The marshal-in-charge can allow group training activities and exhibitions, with more than one youth and more than one adult.
5. If you are training with youth, you must use weapons for the division of the youth being trained, whether or not sparring occurs.
6. If you are training with youth, you are not required to meet the armour standards of youth armoured combat, but we recommend it

## 11.2 Sparring

1. Sparring is training where you fight with youth to help them learn new skills and try out things they have learnt.
2. Sparring can also be part of a demonstration, educational, or just for fun and practice.
3. For the purposes of youth armoured combat, sparring has a set meaning.
  - (a) If you are the adult, and you are holding a weapon and trying to throw shots at a youth, this IS sparring.
  - (b) If both the adult and the youth are striking each other with weapons, regardless of force or speed, this IS sparring.
  - (c) If the youth is striking an adult who is holding a shield or buckler and the adult is merely blocking shots, this IS NOT sparring.
  - (d) 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.
4. You can always spar with your own children.

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5. Only authorised youth armoured combatants, youth armoured sparring partners, and youth armoured combat marshals can spar with youth combatants.
  6. Sparring with youth is normally conducted as one-on-one combat (one authorised adult sparring partner vs. one youth).

## 11.3 Competition

1. Adults are not allowed to participate as combatants in youth armoured combat tournaments or group combat.

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## **12 Conducting Youth Armoured Combat Authorisations**

### **12.1 Authorisations**

1. The Kingdom Earl Marshal specifically deputises their responsibility for the authorisation of minors in youth armoured combat to youth armoured combat authorising marshals.
2. Youth armoured combat authorising marshals must conduct the authorisation test and sign the proper paperwork to ensure that the authorisation can be registered.
3. Authorisations must be conducted in a manner appropriate for the division.
4. At least one other adult must witness the authorisation.
5. A parent or legal guardian (not nominated caregiver) must be present for their child's authorisation.
6. All youth armoured combatants must reauthorise when permanently changing divisions.
7. Youth are expected to practice at the next division level before authorising.
8. Youth combatants must demonstrate their knowledge of the rules of youth armoured combat.
9. Youth combatants must demonstrate that they can safely spar with other youths of all divisions including and below the one they are authorising for
10. They must be able to effectively block shots.
11. If a previously authorised combatant fails to pass an authorisation for the next division, they can continue to participate in their previous division.
12. They must be able to consistently throw shots at the appropriate level of calibration to legal target areas.

### **12.2 Authorisation preparation**

1. Youth armoured combat authorising marshals must be fully prepared before an authorisation:
  - (a) Have the correct authorisation form ready.

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- (b) Make sure there is an authorised youth available and equipped, alternatively if one is not available, an authorised adult sparring partner may be used.
  - (c) Ensure the parent or guardian (not nominated caregiver) will either be present, or confirm they have witnessed youth armoured combat previously.
  - (d) Have a fighting area prepared, with clearly defined limits and a 2m exclusion zone beyond them.
  - (e) A marshal's pole.
  - (f) A selection of weapons and shields is helpful.
  - (g) Have access to a copy of the rules.

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## **13 Authorisation of Marshals**

### **13.1 General**

1. All youth combat marshals must be familiar with the child protection policies and procedures of SCA Ltd in Australia or SCANZ in New Zealand, depending on the country that they are marshalling in.
2. All marshals must be authorised to marshal youth combat and be able to show proof as required.
3. All marshals must show proof they have any working with children background check required in their jurisdiction in order to complete their authorisation, refer to the SCA Ltd policies which can be found at on SCA Ltd's website; and SCANZ policies which can be found at SCANZ's website.

### **13.2 Authorising as a youth armoured combat marshal**

1. All marshals must be current members of the SCA, or its affiliates, as they are considered officers.
2. All marshals must be over the age of 18 years at the time of authorisation.
3. In Australia, the candidate must show proof they have a working with children background check as required in their jurisdiction in order to complete their authorisation.
4. A youth armoured combat marshal may be authorised after demonstrating the ability to:
  - (a) know the Lochac Youth Armoured Combat Rules.
  - (b) supervise youth combatants both in tournament and melee combat.
  - (c) promote safe practices and enforce the conventions of combat.
  - (d) inspect weapons and armour used in youth armoured combat.
  - (e) understand the risks of concussion, the signs and symptoms of concussion, and can apply the Concussion Recognition Tool.
5. Youth armoured combat marshals do not need to be authorised in any other SCA martial activity.

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### 13.3 Authorising as a youth armoured combat authorising marshal

1. The candidate must have a current youth armoured combat marshal authorisation.
2. A youth armoured combat authorising marshal may be authorised after demonstrating the ability to assess the suitability of a prospective youth armoured combatant for authorisation.
3. If an authorising youth armoured combat marshal is not available in person to conduct the assessment, a recording or video call can be used as evidence, this evidence must be supplied to the assessing authorising youth armoured combat marshal who will endorse should a favorable assessment be witnessed.
4. If a second authorising youth armoured combat marshal is not available for verification purposes, an authorising marshal from another 1-on 1-martial combat stream may be used.

## 14 Injury Procedures

### 14.1 On the field

1. If there is a suspected injury on the field, anyone can call a hold to stop all fighting in the area and a marshal will determine the proper course of action.
2. A marshal should call for assistance if they suspect that someone is experiencing more than momentary distress. It is an extremely serious matter to delay first aid when it is needed, and marshals who ignore injuries may have their ability to supervise combat suspended.
3. In the event of an emergency, everyone must cooperate with any authorities responding to the emergency and keep the area clear of spectators.
4. The parent, or responsible adult, must be informed immediately and escorted to the field if not already there.
5. Do not enter the field to assist until given the go-ahead by a marshal, once combat has stopped.

### 14.2 Treatment

1. Emergency treatment has implied consent that doesn't require the parents' permission, though if they are present they should be asked.
2. Parents must give consent for non-emergency treatment, though the child might be old enough to provide their own consent (varies between country and state between 14 and 18). If the parents are not present, the nominated caregiver must contact them to gain consent for non-emergency treatment.
3. If the injured person is an adult, they must be asked if they would like assistance. You cannot make a conscious adult accept treatment without their consent.

### 14.3 Return to the field

1. If the injury involves a suspected concussion, the injured person must leave the field and cannot participate in combat or training until assessed medically, even if symptoms resolve. The injured person should be assessed against the Concussion Recognition Tool, and referred to a healthcare professional as appropriate.

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2. If the injury involves free flowing blood, the injured person must leave the field immediately and may not return until the flow of blood has stopped.
  3. If the injury might have been because of the actions of an opponent (for example because of an excessive blow), the youth armoured combat marshal-in-charge can remove that opponent from combat while the incident is investigated.

## 14.4 Reporting

1. Serious injuries must be reported to the Group Youth Armoured Combat Marshal, Kingdom Youth Armoured Combat Marshal and the Earl Marshal within 24 hours of the incident and reported to the Society Youth Combat Marshal within 48 hours. Include all available details in the report. Serious injuries include:
  - all injuries which require hospitalisation or may require complex medical care
  - any injuries that include a period of unconsciousness.
2. Any incident involving calling emergency services to site must be reported to the Kingdom Seneschal within 24 hours.
3. Any injury that means a combatant is unable to continue fighting (beyond choosing not to continue for their own comfort) must be reported to the Group Youth Armoured Combat Marshal and Kingdom Youth Armoured Combat Marshal within 24 hours of the incident.
4. Other adverse events must be included in event reports, and reported to the Kingdom marshallate within 2 weeks and to the Society Marshal within 3 months of the incident. These include:
  - injuries which resulted in bleeding, and/or which required a combatant to retire from the field, even briefly.
  - near misses. Near misses are incidents which had the potential to cause, but did not actually cause, a serious injury.
5. Documentation including the relevant marshals' and witnesses' accounts, and images, are highly encouraged to provide the greatest detail for these records.
6. Incidents and injuries that might not otherwise be considered reportable are encouraged to be reported to the marshal-in-charge of the event, and included in event and quarterly reports.
7. The Kingdom Youth Armoured Combat Marshal must ensure that an investigation into the incident is undertaken and a report provided to the Kingdom Earl Marshal within 10 days of the incident being reported.



## 15 Chain of Command and Reporting

### 15.1 Marshallate chain of command

The full chain of command of the marshallate for youth armoured combat in Lochac is as follows:

- The Board of SCA Australia Ltd and SCANZ Inc Committee
- the Society Marshal
- the Society Youth Combat Marshal
- the Crown of Lochac
- the Earl Marshal
- the Kingdom Youth Armoured Combat Marshal
- Group Youth Armoured Combat Marshal of Baronies and Shires
- Group Youth Armoured Combat Marshal of subsidiary groups such as cantons and colleges
- the Marshal-in-Charge of an event or practice
- the responsible marshal for the field
- field marshals.

As per Corpora, real-world law always takes precedence over all SCA laws.

### 15.2 Reporting requirements

#### 15.2.1 General

1. Reporting is an important function of the marshallate. The flow of information from individual marshals through Group Youth Armoured Combat Marshals to the Kingdom Youth Armoured Combat Marshal and Earl Marshal, and ultimately to the Society Marshal is what allows those officers to make informed decisions about the game.
2. Reporting of incidents as required by these procedures does not constitute formal escalation, and will not be accepted as such. Incidents can be entirely and satisfactorily resolved at a lower level of the marshallate, but must still be

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reported to the Kingdom Youth Armoured Combat Marshal and above. If formal escalation of any incident is required, it must follow the procedures set out in Sanctions and Appeals.

3. Failure to report as required may be grounds for actions such the removal of a group marshal, or the suspension of a marshal's marshallate authorisation.
4. Failure to report on injuries or disciplinary incidents may be grounds for suspension of authorisations or further sanctions.
5. Reports are to be submitted electronically.

### **15.2.2 Injury reporting**

Injury reporting procedures are set out in the section on Injury Procedures.

### **15.2.3 Reporting dates**

1. Group Youth Armoured Combat Marshals of baronies and shires must report to the Kingdom Youth Armoured Combat Marshal quarterly, by the 1st of February, May, August, and November.
2. Canton and college Group Youth Armoured Combat Marshals must report to the Group Youth Armoured Combat Marshal of their parent group by the 1st of January, April, July and October.
3. The dates on which officers, including marshals, must report are set out in Lochac Kingdom Law. The laws of Lochac can be found on the Kingdom Seneschal's website at <https://seneschal.lochac.sca.org/laws-of-lochac-2/> . All marshals who are required to report on a regular basis should familiarise themselves with the schedule set out in those laws.

### **15.2.4 Marshal-in-Charge of an activity**

1. Other than reports of suspension of authorisation per Suspension of authorisations or serious injury reports as outlined in Injury Procedures, reports should be supplied to the Group Youth Armoured Combat Marshal of the group sponsoring the event within 30 days of the date of the event.
2. Your report must include if any fighters were allowed to fight in a different division than they are authorised for.
3. Reports must note any incidents where:
  - Someone was injured (refer to Injury Procedures)
  - A fighter or marshal had to be disciplined
  - Disputes occurred over understanding of rules, acceptability of equipment, or personal conduct which did not require disciplinary action.
4. In the event that an incident occurs, a brief report should be gathered from all involved, including other marshals on the field, surgeons etc. These reports should be noted in writing and taken as soon as practical after the incident.

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### **15.2.5 Group Youth Armoured Combat Marshal of a branch**

1. Reports from Baronial or Shire Group Youth Armoured Combat Marshals of groups that have subsidiary branches, including colleges and cantons should include a summary of the youth armoured combat reports received from the Group Youth Armoured Combat Marshal of the subsidiary group(s).
2. Reports should contain a brief summary of the state of armoured combat in the group and details of any incidents or injuries incurred at official events or practices.
3. In addition to the regular reports, Group Youth Armoured Combat Marshals must provide any additional reports asked for by the Kingdom Youth Armoured Combat Marshal.

### **15.2.6 Kingdom Youth Armoured Combat Marshal**

1. The Kingdom Youth Armoured Combat Marshal reports to the Earl Marshal quarterly by the 10th of February, May, August, and November, and to the Society Youth Combat Marshal quarterly.
2. The report should contain a summary of the state of youth armoured combat in the kingdom, and details of any incidents, injuries or sanctions that occurred during the quarter.

### **15.2.7 Earl Marshal**

The Earl Marshal must report to the Crown of Lochac, Lochac Kingdom Seneschal quarterly by the 15th of February, May, August, and November, and the Society Marshal quarterly by the 15th of March, June, September and December. The report of the Earl Marshal must contain:

1. a summary of the state of all combat-related activities in the kingdom
2. a summary of the current authorisations in the kingdom
3. details of any sanctions and disciplinary actions with a span greater than a single event
4. a summary of all injuries reported in that quarter
5. a summary of all test programmes underway or completed in that quarter.

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# 16 Experimentation

## 16.1 Experimenting with the rules

1. As experiments may create liability issues, the Kingdom Youth Armoured Combat Marshal can only approve an experimental program with the agreement of:
  - the Kingdom Earl Marshal; and
  - the Society Youth Combat Marshal (if the rule change needs to happen to Society youth combat rules); and
  - the Committee of SCA New Zealand Inc and Board of SCA Ltd Australia, and their insurers.
2. If an experiment is approved in one country and not the other, it may only be conducted in the approved country.
3. To obtain approval, the people proposing the change must submit an experimental program plan including:
  - a description of the proposed new weapon, technique or equipment change
  - Which rules don't allow it to occur now and how do the rules need to change to allow it.
  - a description of how the experiment will be conducted in training or combat
  - a minimum time frame for the experiment to be conducted
  - a reporting schedule (at least quarterly)
  - anticipated risks
  - contact information for the person who will conduct the experiment and report to the Kingdom Youth Armoured Combat Marshal.
4. The Kingdom Youth Armoured Combat Marshal will report at least quarterly to the Kingdom Earl Marshal, and the Society Youth Combat Marshal where relevant, on the progress of the experiment, including any injuries and any concerns from fighters, parents or marshals involved in the experiment.
5. Where relevant, the Society Youth Combat Marshal will decide if the rule change should be recommended to the Society Marshal.
6. The Society Marshal will decide whether to recommend that the SCA Board of Directors approve changes to the Society Youth Combat Handbook.

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7. Incorporating the change into the rules permanently will follow the procedures set out in Changes to the rules.

## 16.2 Experiments in use

1. The parents, or responsible adults of any of the combatants immediately participating, must be asked for their consent for their child to fight with or against experimental equipment or weapons before combat begins.
  - (a) If any of the parents, responsible adult, combatants, or marshals object, the material or weapon may not be used in that fight or battle.

## 17 Procedures for Changes to These Rules

1. These rules have precedence as set out in section I.A of the Corpora of the Society for Creative Anachronism, Inc. At all times mundane law has precedence over any and all rules of the SCA.
2. As per section II of the Laws of the Kingdom of Lochac which can be found at the following URL: <https://seneschal.lochac.sca.org/files/2024/09/LochacLaws-September-2024.pdf>, temporary restrictions on activities normally allowed by these rules may be made by proclamation of the Crown, and will expire after 30 days unless renewed by proclamation, or permanently incorporated into the rules.
3. Permanent changes to Lochac standards and conventions may only be made using the following procedure, and only come into effect after all of the following steps are complete:
  - (a) The change must be approved by:
    - the Kingdom Earl Marshal; then
    - the Crown; then
    - the Kingdom Seneschal; then
    - the Board of SCA Australia Ltd, and
    - the Committee of SCANZ Inc
  - (b) the change must be proclaimed by the Crown at an official event; and
  - (c) notification of the changes will be distributed to all group marshals; and
  - (d) the Handbook (these rules) will be updated to include the approved changes.
4. Notification of the changes will then be published in Pegasus.
5. The only exception to the procedure outlined above is in the case of mundane law changes contradicting these rules. Mundane law always has precedence over internal SCA rules and changes to mundane law become effective immediately, and these rules will be updated as soon as possible.
6. The procedure for requesting changes to these rules is as follows:
  - (a) Discuss proposed changes with the Kingdom Youth Armoured Combat Marshal and the Earl Marshal.

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- (b) On the Earl Marshal's approval, necessary experimentation, testing and documentation, including experimental and test results and risk-assessment of the impact of the change, will be undertaken and reported to the Kingdom Youth Armoured Combat Marshal and the Earl Marshal.
  - (c) If the Earl Marshal agrees to proposed changes, they will follow the process for permanent changes above.
7. Typographical corrections and minor changes clarifying wording of a rule, that do not change the substance or intent of a rule, may be made by the Earl Marshal or the Kingdom Youth Armoured Combat Marshal without going through the processes set out above.



## 18 Glossary

### 18.1 Glossary

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

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

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

**Closed-cell foam** A solid foam made from polyethylene, EPV, or vinyl nitrate without interconnected pores resulting in a higher compressive strength than open-cell foams.

Common uses are pipe insulation, camping and fitness mats, and sports padding.

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

**Coherency** The distance a group of fighters need to maintain to be a unit, which is weapons reach to another fighter in the unit, this can be your or their weapons reach.

**Killing from Behind** A specialised attack sometimes allowed during melee combat where the attacker “kills” an opponent from behind without attempting to strike. Death from Behind is a minimal contact, or no contact, form of attack.

**Gauntlet** An armoured glove covering the back of the hand, fingers, and thumb and the points and back of the wrist.

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

**Heavy Leather** At least 10 ounce leather, about 5mm thick.

**HDPE** High Density Polyethylene (see Irrigation pipe and PEX)

**Irrigation Pipe** Shatter-resistant plastic pipe made of High Density Polyethylene (HDPE) sized to be a substitute for iron pipe in exterior plumbing applications. Often used for in-ground sprinkler systems. Found in many hardware stores. It is usually black in color. May be orange when used for electrical conduits. See also: Sil-o-flex.

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**Light Gloves** Gloves made of cloth, canvas, or thin leather.

**Light Leather** This is 4 to 6 ounce, leather about 2.5mm thick.

**List Field, Tourney Field** The defined area for fighting, or the fighting field, usually with a roped-off boundary.

**Mass weapons** maces, axes, war hammers, or other weapons designed to crush or punch holes (because of the weight of the real weapons), rather than to cut

**Medium Leather** This is 7 to 9 ounce leather about 3.5mm thick.

**Medium Padded Cloth** At least 5mm of padding between at least two layers of fabric. (two layers of blanket is usually enough padding)

**Melee** Combat fought with two or more combatants on a side.

**PEX** Shatterproof plastic pipe made of High Density Polyethylene (HDPE) sized to be a substitute for copper pipe and CPVC pipe in interior plumbing applications. Found in many hardware stores. Available in black, white, red, or blue coloured. Coloured orange when intended for radiant floor use.

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

**Progressively resistant give** As pressure is applied it will compress gradually without bottoming-out.

**Puncture-resistant material** Any fabric or combination of fabrics that will predictably withstand puncture.

**PVC** Plastic pipe usually white or gray in color. May shatter upon impact. It is NOT legal for Youth Combat.

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

**Sil-o-Flex** Brand name for plastic pipe made of High Density Polyethylene (HDPE) sized to be a substitute for iron pipe in exterior plumbing applications such as in-ground sprinklers. See: Irrigation pipe.

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

## 19 Change Log

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## 20 Changes from Society Youth Combat Marshal's Handbook July 2024

The Society Youth Combat Marshal's Handbook can be found here - <https://www.sca.org/wp-content/uploads/2024/07/Youth-Combat-Handbook-July-2024.pdf>

Throughout, we have looked to move to simpler English, more suitable for children as they are one of the primary audiences for these rules. As part of this, we have shifted to referring to “you” as the person who needs to follow the rule.

We have removed gendered language and use the singular they/their/themself instead of he or she, his or her, himself or herself.

The Roman numeral headings are the chapter titles in the Society Youth Combat Handbook.

### 20.1 Overview

#### 20.1.1 Mission and Goals

Our version of this section is virtually identical, but refers to youth armoured combat only. Youth rapier combat is dealt with in another handbook. As at November 2024, the Youth Rapier Handbook has not been approved by the Board of SCA Ltd or Committee of SCANZ.

Minor grammar edit.

#### 20.1.2 General Conventions

Society rules allow kingdoms to establish procedures for youth combatant authorisations and warranting of marshals, and separate youth armoured combat and youth rapier combat into separate disciplines.

Our version includes the authorisations for participants and marshals that we have established.

We have included definitions in this section that are I.A and I.B in Society rules, and added some terms, such as Nominated caregiver that are specific to Lochac.

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## 20.2 Parent Section

We've called this section "Information for parents"

### 20.2.1 I. Definitions

Moved to 1.3 Overview as the terms aren't specific to things that parents need to know.

Clarified that for the purposes of SCA activities, we use 18 years old for the "age of majority" in NZ, as the legal age of majority is 20 years old, but everything required for our purposes can be done at 18.

### 20.2.2 II. Participation

We have linked to the relevant policies relating to the participation of minors at SCA events in Lochac.

We have some differences in how minors are given permission to participate, and how minors who aren't attending with their parents are managed.

We remind parents that in NZ there are no background checks done for anyone running youth activities and it's the parent's responsibility to supervise their children.

Clarified Lochac's supervision policy for two adults one of which must be a rostered marshal.

### 20.2.3 III. Membership

We note that membership is not required for participation, though it is required for marshals.

Note clarifying you do not have to be a full member however must be an "Event" member for participation at a official training or event.

### 20.2.4 IV. Parental Responsibilities

We have reordered these and reworded them for simplicity.

## 20.3 Participants' section

We've separated this into multiple chapters.

### 20.3.1 V. General Information

We have reworded this section to make it easier to understand, and included information about sparring partners.

The Society requirement for kingdoms to establish authorisation procedures is met by Chapter 4 on authorisation requirements, which sets out the process for the youth who is about to authorise, and in Chapter 12 as the process that the marshal will go through.

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Edited Division ages to match Society's age divisions.

Provided instruction for how to support and enable cross division play.

Edits involving standardised terms to reduce confusion.

### **20.3.2 VI. Rules of the Lists and Conventions of Combat**

We've called this chapter "Conventions of all combat", and added a chapter for group combat

The Adult Rules of the Lists are not particularly child-friendly in their language, so their intent has been incorporated into the rules and the rules put into simpler language for children.

Similarly, Conventions of combat are referred to as game rules, and melee combat is referred to as group combat to make it more understandable for children.

We've separated it into two chapters: Rules for all combat, and Rules for group combat, which includes our group engagement rules, as Society requires us to.

Standardising of rules changes as "Special Rules Changes" and clarified how they are implemented.

Supplied synonyms to the virtues of Courteous and Chivalrous for childrens context.

Clarified who to seek for if your are upset.

Complete overhaul of Unit engagement rules. Clear discription of a unit, how to join and leave a unit, defined Coherency and what can happen during unit engagements.

Clear definition of Kill from behind, its use and how to execute correctly.

### **20.3.3 VII. Use of Weapons and Shields**

Language has been simplified throughout.

### **20.3.4 VIII. Acknowledgement of Blows**

Referred to as Taking hits.

Language has been simplified throughout.

The section on calibration talked about blows not hard enough to leave a bruise.

Bruising can take some time to develop, so youth need some term of reference that is more immediate that they can use in combat. We've referred to blows not hard enough to sting.

Reiterated Face thrusts are not allowed for Div 1.

### **20.3.5 IX. Armour Requirements**

Language simplified. No change to actual standards.

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Removed line indicating you “can” use a Coif, Aventails of maile or leather as well as Bevors as part of your head protection. This line was found to be irrelevant and so was removed.

Encourage armour to be historical from medieval to be more inclusive.

Clarified helm look, size and weight expectations and requirments.

Provided reason for shield safety.

### **20.3.6 X. Weapons standards**

Language simplified.

We have referred to HDPE pipe instead of Siloflex throughout, as the brand is not common in Lochac.

The metric translation of 0.375 inches is 9.5mm, however 9mm is the more commonly available form here, so we have used 9mm.

In general, we have rounded metric conversions for things in feet to the nearest 5cm.

Grammer correction.

Clarified incidental contact safety coverings and how to cover them properly.

Clarified Javelin construction and thrust tip requirments.

## **20.4 Marshal's section**

### **20.4.1 XV. Organization**

Our version of this section lays out:

- Types of authorised marshal
- Marshals as officers
- Marshals for events and practices
- Ranks of authorised marshal
- Marshals as officers
- Marshals for events and practices
- Requirements to act as a marshal
- Marshal responsibilities
- Marshal-in-charge responsibilities

### **20.4.2 XVI. Authorization of marshals**

Chapter 13 in our handbook lays out the requirements and procedure for authorising a youth armoured combat marshal



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Added requirement to have 2 authorising marshals to create another Authorising youth armoured combat marshal

Added allowances to provide remote assistance and assessment for authorising youth armoured combat marshals

### **20.4.3 XVII. General Requirements and Restrictions for Youth Marshals**

In our handbook, the rules in this section are split up between Chapter 2 on information for parents and Chapter 10 on marshalling.

### **20.4.4 XIX. Adult Training of Youth at Official SCA Activities**

(XVIII is youth rapier specific) This is our Chapter 11 - Adult participation

### **20.4.5 XX. Injury Procedures**

This is our Chapter 14 - Injury procedures

We have rewritten this to more closely mirror what is in our armoured combat rules, as our disciplines should have similar, if not identical, processes.

Standardised wording to eliminate confusion.

### **20.4.6 XXI. Youth Martial Authorizations**

The information in this section (our authorisation procedures) is covered in Chapter 12.

Added Concussion recognition to Knowledge quiz.

Added option to use authorised adult sparring partners if no other youth is available for an authorisation.

### **20.4.7 XXII. Marshal Responsibilities, Chain of Command and Reporting**

Our Chapter 15 - Chain of Command and reporting covers reporting requirements, including dates etc.

Clarified Kingdom Youth Armoured Combat Marshal description.

Clarified Kingdom Earl Marshal description.

Clarified Field marshals supervising role.

Added Jurisdiction requirement for some marshals to hold a Lochac Youth Activity Authorisation Card.

Included the roles of a youth armoured combat marshal can also be done by a Authorising youth armoured combat marshal.

Reporting cross division play, reporting date and grammar correction.

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## 20.4.8 XXIII. Experimentation

Our Chapter 17 - Experimentation covers Lochac's requirements for experiments, including our requirements for experiments to be approved by the Board and Committee (including consulting and informing the insurers) before they can be run. The process laid out mirrors that of the other martial disciplines.

Require consent from parent/guardian of child before use of experimental equipment can be used.

## 20.4.9 XXIV. Disciplinary actions

This section requires us to establish procedures for handling grievances and disputes. This is covered in our Chapter 16 - Sanctions and appeals.

## 20.4.10 Glossary

Coherency added to Glossary of terms.

## 20.5 Future change logs

This version has contained significant rewording and re-arrangement of the rules compared to the Society rules.

Future versions should require less substantive change such that the change log can be presented in the format of:

### **Rule section and number**

**Was** Existing text of the rule

**Now** Proposed new text of the rule

**Functional change** What this actually changes for our participants, if anything - some changes are just cosmetic and don't change the intent of a rule

**Reason for change** Why we are changing the rule, eg. Society rule change, safety issues, clarification, etc.

**Notes** Information that we will provide in the Notes pages to explain to participants when and why a significant rule change happened (not needed for typographical changes)