

Youth Combat Policies for the East Kingdom

INTRODUCTION:

This is to serve as a list of requirements for all age groups participating in the East Kingdom Youth Combat Program. Both combatants and their parents are encouraged to read the entire document. Please pay special attention to the requirements for their respective age groups.

The program is divided into three age groups: Division 1, for 7-10 year old participants; Division 2, for 11-13 year old participants; Division 3, for 14-17 year old participants. Based on the size and skill level of the a given participant, the local Youth Combat Marshall may elect to place that person in a different group more suited to his or her situation. If that has happened, the parents and participants must ensure that the participant is properly equipped for that Division

DIVISION 1 6-9 Years

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I. Equipment -

A. - Armor:

- 1.] Helmet - Minimum 1 piece hockey helmet with externally mounted metal face cage, properly padded and fitted to the individual. Maximum - 16 ga. Steel Helmet IA SCA Standards, padded with a minimum of 3/16" closed cell foam. No openings to allow a device of 1" diameter to enter. Proper chinstrap is required and must be used. If the helmet worn does not provide proper coverage of the throat or upper Cervical Vertebrae, the helmet must be modified to provide coverage for those areas. A minimum of a leather camail extending from the helmet over the neck in front and/or back is acceptable. If glasses must be worn under the helm, they must be either sports glasses designed to withstand heavy impact or have lenses made of material that does not splinter during catastrophic failure. One acceptable type of lens material is polycarbonate. Glass lenses are not acceptable, including safety glass.
- 2.] Neck - Minimum of 6oz. Leather over resilient foam. Must extend to provide protection of the Larynx and lower Cervical Vertebrae.
- 3.] Torso - Minimum of a padded gambeson to protect chest, sides and back. Two layers of duck cloth with a light cotton batting is acceptable. A separate kidney belt (or equivalent) is required whenever the torso protection does not provide protection for the kidneys. Note - the kidney belt must ride over the kidneys, not the hips or buttocks
- 4.] Arms - Minimum of basketball elbow pads. Additional protection of long sleeves for the lower arms is recommended.
- 5.] Hands - Minimum of padded sports gloves with a minimum of 1/4" thick padding on the back of the hands and fingers. Examples - Lacrosse, street hockey, ice hockey, field hockey. Protection must extend to 2" beyond the wrist.
- 6.] Groin - Minimum protection - Gender appropriate rigid groin protection, properly worn. Acceptable substitutes - Skirting made of 4 layers of duck cloth, or single layer of 4-ounce leather, or equivalent. Skirting must be worn in order to protect the groin area. Split skirting without an

overlap is not acceptable! Skirting must have enough overlap to prevent any gap or opening during movement and must extend to mid thigh.

- 7.] Legs - Minimum protection - basketball kneepads and long-legged pants.
- 8.] Feet - Closed toe shoes or boots are required. Sneakers or other "sports shoes" are acceptable. Cleats are not allowed.
- 9.] Other - All fighters are strongly encouraged to cover any modern equipment with period style covering, such as a Tabard or Surcoat.

Note: if the fighter is working with the next age group due to number limitations in the local area, or by the Marshals decision based on size and skill, that fighter must utilize the armor and weapons required for that division.

B. - Weapons:

- 1.] All single-handed weapons will be made of a single golf tube covered with a minimum of 1/2" closed cell foam extending 1-1/2" past the end of the tube. The ends of the golf tube must be fiber tape closed.
- 2.] All single handed thrusting weapons must consist of the above listed construction plus a thrusting tip consisting of closed cell foam and tape, loosely wrapped, a minimum 2" in diameter and extending 2.5" past the golf tube. Tip should be sturdy enough not to completely fold over upon impact.
- 3.] Weapons must be covered with single layer of loosely wrapped duct tape for support. The blade edge must be defined on swords with an off-color marking tape. In addition, weapons for Division 1 must have 2 bands of off-color tape around the circumference of the blade within 6" of the end of the blade. The thrusting tips must be marked with contrasting tape. The color tape for the edges, thrusting tips and special marking may be the same color, but contrasting from the blade.
- 4.] All weapons must be proportional to the size of the combatant, i.e. the weapon should not touch the ground when properly held by the combatant. Mass weapons should have NO "mass" to them.
- 5.] Basket hilts are not required but are allowed. All weapons must have a lanyard.

C. - Shields:

- 1.] Shields may not be used as offensive weapons. NO contact between shield and the opponent's body is allowed.
- 2.] Materials allowed are wood, plastic, aluminum or equivalent.
- 3.] All edges must be covered by tubing, leather or foam. Pipe foam padding is highly recommended.
- 4.] Shield shape should be recognizable as a medieval shield.
- 5.] Shields shall be reasonable in size proportional to combatant.

6.] NO bolts, wires or other objects may project more than .375 inches without padding or tape.

II. Combat Conventions -

- A. - **Legal target areas** - The head and torso are defined as kill zones. The arms, one inch above the wrist, and the legs, one inch above the top of the kneecap are disabling. Face thrusting is not allowed.
- B. - **Calibration** - Targeted Touch, which means contact with a portion of the body that is a legal target area, will result in a loss of the use of that portion of the body, i.e. a contact with an arm or a leg results in a loss of that limb, contact with the head or the torso is a kill.
- C. - **Helpless opponents** - An opponent lying on the ground, falling down, or without a weapon is considered helpless, and should never be struck, nor should he or she strike a blow. An opponent on his or her knees is not considered helpless. A fighter who loses a piece of armor is considered helpless and must repair that armor before he can fight again. A fighter who loses his helmet is considered dead, and forfeits the match.
- D. - **Face thrusts** - Face thrusting is not permitted.

III. Melee Conventions (all age groups) -

- A. - **General:** There will be no mixing of Divisions in melee combat.
- B. - **Engagement:**

1.] All combatants shall adhere to the Society Combat Conventions. These are included in Appendix XX.

2.] All combatants in a "line" are considered as engaged with all combatants in the opposing "line".

3.] A fighter who breaks weapons range with his line is considered out of the line and out of engagement. Care must be taken to ensure he properly re-engages and receives recognition of his presence prior to reentering combat.

4.] The helpless fighter provisions listed above shall be in effect, with the exception that a weapon dropped in a melee does not render a fighter helpless. No hold will be called for this condition.

5.] No more than four (4) opponents may face a single fighter that has broken away from a line.

6.] Two-handed weapons may not be swung in greater than a 90-degree arc.

7.] There is NO face thrusting.

DIVISION 2 10 – 13 Years

I. Equipment -

A. - Armor:

- 1.] **Helmet -** Minimum 1 piece hockey helmet with externally mounted metal face cage, properly padded and fitted to the individual. Maximum -16 ga. Steel Helmet IA SCA Standards, padded with a minimum of 3/16" closed cell foam. No openings to allow a device of 1" diameter to enter. Proper chinstrap is required and must be used. If the helmet worn does not provide proper coverage of the throat or upper Cervical Vertebrae, the helmet must be modified to provide coverage for those areas. A minimum of a leather camail extending from the helmet over the neck in front and/or back is acceptable. If glasses must be worn under the helm, they must be either sports glasses designed to withstand heavy impact or have lenses made of material that does not splinter during catastrophic failure. One acceptable type of lens material is polycarbonate. Glass lenses are not acceptable, including safety glass.
- 2.] **Neck -** Minimum of 8oz. Leather over resilient foam. Must extend to provide protection of the Larynx and lower Cervical Vertebrae.
- 3.] **Torso -** Minimum of a padded gambeson to protect chest, sides and back. Two layers of duck cloth with a light cotton batting is acceptable. The torso protection must stay closed during movement. A separate 8oz kidney belt (or equivalent) is required. Note - the kidney belt must ride over the kidneys, not the hips or buttocks. Female fighters, as the body begins to physically mature, must have adequate breast protection of an additional layer of light leather, or double gambeson completely overlapping the front of the body. Any rigid breastplate used must be a single piece.
- 4.] **Arms -** Minimum of basketball elbow pads. Additional protection of long sleeves for the lower arms is recommended. Forearm protection is strongly recommended when fighting against two-handed and mass weapons.
- 5.] **Hands -** Minimum of padded sports gloves with a minimum of 1/4" thick padding on the back of the hands and fingers. Examples - Lacrosse, street hockey, ice hockey, field hockey. Protection must extend to 2" beyond the wrist. For two-handed weapons, rigid thumb protection must be added.
- 6.] **Groin -** Minimum protection - Gender appropriate rigid groin protection, properly worn. Acceptable substitutes - Skirting made of 4 layers of duck cloth, or single layer of 4-ounce leather, or equivalent. Skirting must be worn in order to protect the groin area. Split skirting without an overlap is not acceptable! Skirting must have enough overlap to prevent any gap or opening during movement and must extend to mid thigh.
- 7.] **Legs -** Minimum protection - basketball kneepads and long legged pants. Hockey style shin guards are strongly recommended.
- 8.] **Feet -** Closed toe shoes or boots are required. Sneakers or other "sports shoes" are acceptable. Cleats are not allowed.

- 9.] Other - All fighters are strongly encouraged to cover any modern equipment with period style covering, such as a Tabard or Surcoat.

Note: if the fighter is working with the next age group due to number limitations in the local area, or by the Marshals decision based on size and skill, that fighter must wear armor and weapons required for that division.

B. – Weapons:

- 1.] All weapons will be made of ¾" Schedule 40 PVC pipe covered with a minimum of ½" closed cell foam extending 1½" past the end of the pipe cap. The ends of the pipe must be capped with a PVC pipe cap, sealed with fiber tape. The hilt cap must be covered with ½" foam around the circumference of the cap.
- 2.] All impact and pole weapons are also required to have an additional ½" layer of closed cell foam defining the head. The length of the head may not exceed 12" inclusive of thrusting tip.
- 3.] All single handed thrusting weapons must consist of the above listed construction plus a thrusting tip consisting of closed cell foam and tape, loosely wrapped, a minimum 2" in diameter and extending 3" past the cap. Tip should be sturdy enough not to completely fold over upon impact.
- 4.] All two-handed thrusting weapons must consist of the above listed construction plus a thrusting tip consisting of closed cell foam and tape, loosely wrapped, a minimum 3" in diameter and extending 3" past the cap. Tip should be sturdy enough not to completely fold over upon impact.
- 5.] The PVC pipe must be covered with a lateral wrap of fiber strapping tape, followed by a spiral wrapping of fiber tape. The foam must be covered with a single layer of loosely wrapped duct tape for support. Cutting edges and thrusting tips must be marked with a tape of a contrasting color to the blade.
- 6.] All weapons must be proportional to the size of the combatant, i.e. single-handed weapons should not touch the ground when properly held by the combatant. Mass weapons should have no "mass" to them. Single-handed weapons may not exceed 36 inches, inclusive of thrusting tip. Two-handed weapons may not exceed 5 feet (60 inches).
- 7.] Basket Hilts are not required but are allowed. All single-handed weapons must have lanyards.
- 8.] Butt spikes are not allowed on any weapon in Division 2 combat.

C. – Shield:

- 1.] Shields may not be used as offensive weapons. NO contact between shield and the opponent's body is allowed.
- 2.] Materials allowed are wood, plastic, aluminum or equivalent.
- 3.] All edges must be covered by tubing, leather or foam. Pipe foam padding is highly recommended.

- 4.] Shield shape should be recognizable as a medieval shield.
- 5.] Shields shall be reasonable in size proportional to combatant.
- 6.] No bolts, wires or other objects may project more than 3/8 of an inch without padding or tape.

II. Combat Conventions -

- A. - **Legal target areas** - The head and torso are defined as kill zones. The arms, one inch above the wrist, and the legs, one inch above the top of the kneecap are disabling. Face thrusting is not allowed.
- B. - **Calibration** - Positive Contact, defined as a clear and unobstructed intentional blow with minimum force to a portion of the body that is a legal target area, will result in a loss of the use of that portion of the body, i.e. a contact with an arm or a leg results in a loss of that limb, contact with the head or the torso is a kill. As long as the shot connects without obstruction, it is considered good. Excessive force is discouraged. Note: all combatants must be considered as wearing the minimum required armor, regardless of what they are actually wearing.
- C. - **Helpless opponents** - An opponent lying on the ground, falling down, or without a weapon is considered helpless, and should never be struck, nor should he or she strike a blow. An opponent on his or her knees is not considered helpless. A fighter who loses a piece of armor is considered helpless and must repair that armor before he can fight again. A fighter who loses his helmet is considered dead, and forfeits the match.
- D. - **Face thrusting** – Face thrusting is not permitted.

III. Melee Conventions (all age groups) -

- A. - **General:** There will be no mixing of Divisions in melee combat.
- B. - **Engagement:**

1.] All combatants shall adhere to the Society Combat Conventions. These are included in Appendix XX.

2.] All combatants in a "line" are considered as engaged with all combatants in the opposing "line".

3.] A fighter who breaks weapons range with his line is considered out of the line and out of engagement. Care must be taken to ensure he properly re-engages and receives recognition of his presence prior to reentering combat.

4.] The helpless fighter provisions listed above shall be in effect, with the exception that a weapon dropped in a melee does not render a fighter helpless. No hold will be called for this condition.

5.] No more than four (4) opponents may face a single fighter that has broken away from a line.

6.] Two-handed weapons may not be swung in greater than a 90 degree arc.

7.] There is NO face thrusting.

DIVISION 3 14-17 years

I. Equipment -

A.] Armor:

- 1.] **Helmet-** Minimum 1-piece hockey helmet with externally mounted metal face cage, properly padded and fitted to the individual. Maximum -16 ga. Steel Helmet IA SCA Standards, padded with a minimum of 3/16" closed cell foam. No openings to allow a device of 1" diameter to enter. Proper chinstrap is required and must be used. If the helmet worn does not provide proper coverage of the throat or upper Cervical Vertebrae, the helmet must be modified to provide coverage for those areas. A minimum of a leather camail extending from the helmet over the neck in front and/or back is acceptable. If glasses must be worn under the helm, they must be either sports glasses designed to withstand heavy impact or have lenses made of material that does not splinter during catastrophic failure. One acceptable type of lens material is polycarbonate. Glass lenses are not acceptable, including safety glass.
- 2.] **Neck -** Minimum of 8oz. leather over resilient foam. Must extend to provide protection of the Larynx and lower Cervical Vertebrae.
- 3.] **Torso -** Minimum of a padded gambeson to protect chest, sides and back. Two layers of duck cloth with a light cotton batting is acceptable. The torso protection must stay closed during movement. A separate 1/8 " leather kidney belt (or equivalent) is required. Note - the kidney belt must ride over the kidneys, not the hips or buttocks. The shoulders should be protected by a minimum reinforcement of additional gambeson layer, leather or equivalent. The shoulder protection must extend a minimum of 2 inches beyond the point of the shoulder. Female fighters must have adequate breast protection of an additional layer of light leather, or double gambeson completely overlapping the front of the body. Any rigid breastplate used must be a single piece.
- 4.] **Arms -** Minimum of basketball elbow pads. Additional protection of long sleeves for the lower arms is recommended. Forearm protection is required when fighting against two-handed and mass weapons.
- 5.] **Hands -** Minimum of padded sports gloves with a minimum of ½ " thick padding on the back of the hands and fingers. Examples - Lacrosse, street hockey, ice hockey, field hockey. Protection must extend to 2" beyond the wrist. For two-handed weapons, rigid plates protecting the fingers, thumbs and backs of hands must be added. Rigid plates on the backs of the wrists are strongly recommended.
- 6.] **Groin -** Minimum protection - Gender appropriate rigid groin protection, properly worn. Acceptable substitutes, skirting made of 4 layers of duck cloth, or single layer of 4-ounce leather, or equivalent. Skirting must be worn in order to protect the groin area. Split

skirting without an overlap is not acceptable! Skirting must have enough overlap to prevent any gap or opening during movement and must extend to mid thigh.

- 7.] Legs - Minimum protection - basketball kneepads and long legged pants. Hockey style shin guards are strongly recommended. Thigh protection is recommended when fighting with or against two-handed weapons.
- 8.] Feet - Closed toe shoes or boots are required. Sneakers or other "sports shoes" are acceptable. Cleats are not allowed.
- 9.] Other - All fighters are strongly encouraged to cover any modern equipment with period style covering, such as a Tabard or Surcoat.

B. – Weapons:

- 1.] All single-handed weapons and two-handed swords will be made of ¾" Schedule 40 PVC pipe covered with a minimum of ½" closed cell foam extending 1 ½" past the end of the pipe cap. Two handed pole weapons may be made of ¾" or 1" Schedule 40 PVC pipe. The ends of the pipe must be capped with a PVC pipe cap. sealed with fiber tape. The hilt cap must be covered with ½" foam around the circumference of the cap.
- 2.] All impact and pole weapons are also required to have an additional ½" layer of closed cell foam defining the head. The length of the head may not exceed 18" inclusive of thrusting tip.
- 3.] All single handed thrusting weapons must consist of the above listed construction plus a thrusting tip consisting of closed cell foam and tape, loosely wrapped, a minimum 2" in diameter and extending 3" past the cap. Tip should be sturdy enough not to completely fold over upon impact.
- 4.] All two-handed thrusting weapons must consist of the above listed construction plus a thrusting tip consisting of closed cell foam and tape, loosely wrapped, a minimum 3" in diameter and extending 3" past the cap. Tip should be sturdy enough not to completely fold over upon impact.
- 5.] The PVC pipe must be covered with a lateral wrap of fiber strapping tape, followed by a spiral wrapping of fiber tape. The foam must be covered with a single layer of loosely wrapped duct tape for support. Cutting edges and thrusting tips must be marked with a tape of a contrasting color to the blade. When using a 1" PVC pipe for a two-handed pole weapon, the haft must be covered with an open "barber pole" spiral style wrapping.
- 6.] All weapons must be proportional to the size of the combatant, i.e. single-handed weapons should not touch the ground when properly held by the combatant. Mass weapons should have no "mass" to them. Single-handed weapons may not exceed 42", inclusive of thrusting tip. Two-handed weapons may not exceed 6' (72").
- 7.] Basket hilts are not required but are allowed. All single-handed weapons must have lanyards.
- 8.] Butt spikes are allowed on mass and pole weapons in Division 3 combat. Butt spikes are not allowed on two-handed swords.

C. – Shields:

- 1.] Shields may not be used as offensive weapons. NO contact between shield and the opponent's body is allowed.
- 2.] Materials allowed are wood, plastic, aluminum or equivalent.
- 3.] All edges must be covered by tubing, leather or foam. Pipe foam padding is highly recommended.
- 4.] Shield shape should be recognizable as a medieval shield. Shields shall be reasonable in size and proportional to combatant.
- 5.] No bolts, wires or other objects may project more than 3/8 of an inch without padding or tape.

II. Combat Conventions -

- A. - **Legal target areas** - The head and torso are defined as kill zones. The arms, one inch above the wrist, and the legs, one inch above the top of the kneecap are disabling. Face thrusting is not allowed.
- B. - **Calibration** - Positive force, defined as the deliberate, unimpeded, targeted contact with a portion of the body that is a legal target area, will result in a loss of the use of that portion of the body, i.e. a contact with an arm or a leg results in a loss of that limb, contact with the head or the torso is a kill. The blow should be clearly felt. It is possible for a shot to be considered "Light". Care should be taken to not hurt one's opponent. There is more discretion on the part of the combatants to determine the effectiveness of blows. Note: all combatants must be considered as wearing the minimum required armor, regardless of what they are actually wearing.
- C. - **Helpless opponents** - An opponent lying on the ground, falling down, or without a weapon is considered helpless, and should never be struck, nor should he or she strike a blow. An opponent on his or her knees is not considered helpless. A fighter who loses a piece of armor is considered helpless and must repair that armor before he can fight again. A fighter who loses his helmet is considered dead, and forfeits the match.
- D. - **Face thrusting** - Face thrusting is not permitted.

III. Melee Conventions (all age groups) -

A. - General: There will be no mixing of Divisions in melee combat.

B. - Engagement:

1.] All combatants shall adhere to the Society Combat Conventions. These are included in Appendix XX.

2.] All combatants in a "line" are considered as engaged with all combatants in the opposing "line".

3.] A fighter who breaks weapons range with his line is considered out of the line and out of engagement. Care must be taken to ensure he properly re-engages and receives recognition of his presence prior to reentering combat.

4.] The helpless fighter provisions listed above shall be in effect, with the exception that a weapon dropped in a melee does not render a fighter helpless. No hold will be called for this condition.

5.] No more than four (4) opponents may face a single fighter that has broken away from a line.

6.] Two-handed weapons may not be swung in greater than a 90-degree arc.

7.] There is NO face thrusting.