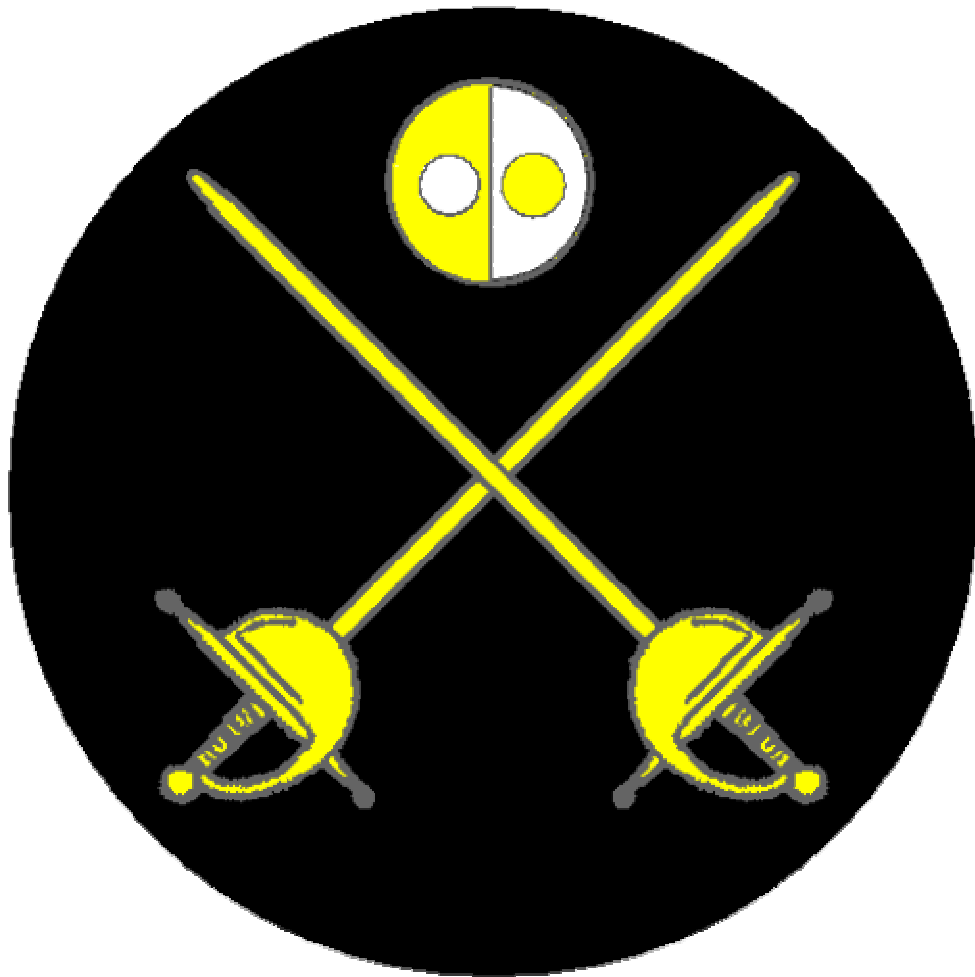


Midrealm Youth Rapier Handbook

1st Edition: 08-21-2009



Introduction:

These rules set fundamental standards for Youth Rapier Combat in the SCA. They are designed to allow use by the Kingdoms of the Society as basic rules, to which Kingdom-specific preferences (such as the weapons used) can be added. In keeping with Corpora, Kingdoms retain the right to add rules which establish more restrictive standards. All youth fighters, parents and youth marshals are responsible for knowing these rules, as well as the additional rules of their Kingdom.

Rules are designed to promote safe Youth Rapier Combat in the Society. However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants. If a question arises when applying these standards, choose the answer that promotes the greatest degree of safety for all participants and parents.

These are rules for the three divisions of Youth Rapier Combat. The goal of these rules is to follow the same requirements as the adults with some minor changes for the different divisions of youth fighters. The following divisions are: I (6-9 years old), II (10-13 years old), and III (14-17 years old).

1. Conventions

- A. Rapier Combat shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., these rules, and such further rules as are established by the Kingdoms.
- B. All fighters and parents, prior to every combat or practice, shall ensure their equipment is safe, in good working order and has been inspected by a member of the Kingdom Marshallate authorized to inspect Youth Rapier gear.
- C. Unless otherwise directed by Kingdom Law, the Crown's representative upon the field and in all matters dealing with Rapier Combat is the Earl Marshal, then the Kingdom Rapier Marshal, then, by delegation, members of the Kingdom Rapier Marshallate.

2. Armor Requirements:

- A. All youth fighters shall follow the same armor requirements as the adults. See the section "Protective Gear" in The Rapier Combat Marshal's Hand Book.

3. Weapon Requirements:

- A. Division I: Fighters will only use plastic foils.
- B. Division II: Fighters will use plastic foils, rubber daggers and padded parry devices. The parry device or buckler must be padded with a quarter inch foam. Examples: A stick should be padded from top to bottom and a buckler around the edges.
- C. Division III: Youth Fighters shall use the same weapons as adult fighters, see Appendix 5.

- D. All rules that the youth will follow in the general care of the swords can be found in the adult handbook, see the section “Use of Weapons and Parrying Devices” in The Rapier Combat Marshal’s Handbook. Tips on plastic foils shall be taped to the weapon with a contrasting color.
 - a. "Nasycon “Aramis” type plastic foils are the only approved plastic foils for Youth Rapier Combat in the Middle Kingdom. Nasycon “Aramis” foils can be purchased from: Leon Paul USA, Zivkovic Modern Fencing Equipment, and www.Fencing.net."

4. Rules for the Youth Perspective (fighters):

- A. All Youth Rapier Fighters and parents shall obey the commands of the marshals overseeing the field, or be removed from the field and subject to further disciplinary action.
- B. Disagreements with the marshals overseeing the field shall be resolved through the established mechanisms outlined in the Marshallate Procedures of the SCA, Inc. and Midrealm Marshallate.
- C. Each fighter and parent shall maintain control over his or her temper and behavior at all times. If fighter or parent cannot maintain control of their temper, they will be removed from the list.
- D. Fighters shall also maintain control of their actions on the field. Any attack that cannot be immediately halted in case of a hold being called, or that impairs the fighter's ability to maintain calibration is not allowed.
- E. Striking an opponent with excessive force, or with deliberate intent to injure, is forbidden.
- F. Upon hearing the call of "HOLD" all fighting shall immediately stop. Fighters will repeat the call of Hold and stop. The fighters shall freeze, check for hazards in their immediate vicinity, and then assume a non-threatening position with their weapons pointed away from their opponents.
- G. Conduct obstructive of normal rapier combat, such as consistent ignoring of blows, deliberate misuse of the rules (such as calling HOLD whenever pressed), or the like, is forbidden.
- H. Acknowledgement of Blows – shall follow the same as adults; (see the section “Acknowledgement of Blows” in The Rapier Combat Marshal’s Handbook).
- I. The Marshallate recognizes that some minors will be very small or very large for their age, or that there may be insufficient participants in a given division at an event. These minors may, at the request of their parents/legal guardians, and on a case-by-case basis determined by the Kingdom Earl Marshal, Kingdom Rapier Marshal and Dean of Youth Rapier Combat, or designate be moved up or down one division as appropriate.

5. Special rules for Divisions:

A. Age Division I (6-9):

- a. This age division will only use single plastic foil.
- b. The youth fighter may not use draw cuts.

- c. The youth fighter may not blade grasp.
- d. The youth fighter may not use case of rapier, parry devices or daggers.
- e. The youth fighter may not use tip cuts.
- f. No melees.
- g. No Rubber Band Guns (RGB's).

B. Age Division II (10-13):

- a. This age division will use a plastic foil.
 - i. Authorization in Single Foil under Division I will carry over to Division II.
- b. The youth fighter may not use draw cuts.
- c. The youth fighter may not blade grasp.
- d. The youth fighter may not use case of rapier.
- e. The youth fighter may not use tip cuts.
- f. No Rubber Band Guns (RBG's).
- g. The youth fighter may use a padded buckler or padded/soft parry device, (see the section "Use of Weapons and Parrying Devices" in The Rapier Combat Marshal's Handbook).
- h. The youth fighter may use a flexible rubber dagger, such as the Revival Rubber Rondel Dagger found at www.revival.us. Youth Marshals shall inspect Daggers to ensure that they are adequately flexible.
- i. No melees.

C. Age Division III (14-17):

- a. Participants in this age division shall follow the rules laid out in The Rapier Combat Marshal's Handbook.
- b. This age division will use the same weapons as the adults
 - o See the SCA Rapier Combat Handbook, Appendix 5
<http://sca.org/officers/marshal/combat/rapier/index.html>.
- c. Authorizations for Single Foil, Parry Device, or Dagger from Division I and/or Division II do not carry over to Division III. Division III shall follow the same standards for authorization as for adult fencers because these authorizations do not need to be repeated as an adult.
- d. Melees will be allowed for Division III Youth Rapier Combat.
- e. Youth fencers may train for melee with adults as long as all of the adults in the melee are Youth Approved Rapier Marshals or Youth Approved Fencers.
- f. A Youth Rapier Fighter may participate in melees with other rapier fighters (youth and/or adult) subject to whatever age requirements and other qualifications that are mandated by their kingdom rules.
- g. Rubber Band Guns (RBG's) may be used in melee combat only.
- h. The youth of this division shall carry their own authorization cards.

6. Cross Age Division:

- A. No tournaments will be held across age divisions.

- B. At practices, an older fighter may practice with a younger fighter using the rules for the younger fighter.

7. Rules for the Parents/Legal Guardians:

- A. Parents must fill out all the paperwork required by the SCA. See final pages for the youth waiver forms.
- B. Parents/legal guardians are to understand this is a contact sport and that injuries may occur. **Parents are ultimately responsible for the safety and well-being of their children.** This modern era legal requirement cannot be delegated to the SCA or to the marshals on the list field.
- C. At least one parent/legal guardian must be present at all times while the minor is engaged in Youth Rapier activities for the 6-9 and 10-13 divisions. For 6-9 year olds this presence requires the parent to be with in visual and vocal range of the list area. For 10+ year olds, the parent must be at the same site as the Youth Rapier combat. For 14-17 year olds, the parent or legal guardian need not be present at the event or practice provided that the parents have filed a medical release form with the Clerk of the Roster and ensure that the responsible adult taking the youth to the event or practice has a copy of said medical release form available for the marshal-in-charge.
- D. The parent/legal guardian present is to have the minor's authorization card in his/her possession at all times when Youth Rapier activities (official fighter practice, tournament, and melee) are occurring. Division III combatants shall carry their own authorization cards.
- E. Parents/legal guardians are to behave in a courteous and responsible manner at all times.
- F. Parents/legal guardians are responsible for their minor's safety, with the Youth Approved Rapier Marshals guiding the armoring/safety process.
- G. Parents/legal guardians are required to read and understand these rules and standards and are to make sure that their minor follows them.

8. Rules for the Youth Approved Rapier Marshal:

- A. In order to be a Warranted Youth Approved Rapier Marshal, you must have a background check, be an adult Rapier Marshal, and be approved by the Knight's Earl Marshal, Kingdom Rapier Marshal (KRM) or the Dean of Youth Rapier Combat.
 - a. Minors who are at least 14 years old may become a Youth Rapier Marshal, following all guidelines for becoming a marshal as directed by The Rapier Combat Marshal's Handbook, the KRM, and the Dean of Youth Rapier Combat. Minors who serve as Youth Rapier Marshals do not require background checks as they must function under the direction of a background checked, adult Youth Approved Rapier Marshal. Upon turning 18, minors who have served as Youth Approved Rapier Marshals will need to have a background check if

they want to continue as a Youth Approved Rapier Marshal. Otherwise, they shall become a regular Rapier Marshal of the Field.

- b. The Knight's Earl Marshal, Kingdom Rapier Marshal and Dean for Youth Rapier Combat may request additional references as desired.
- B. A Youth Approved Rapier Marshal will follow the same guidelines of marshaling as the adult version; see The Rapier Combat Marshal's Handbook.
- C. Background Check Policy for Marshals Supervising Youth Combat Activities - The conduct of any Youth Rapier Combat at a practice or an event must be under the continuous supervision of at least one background checked adult Youth Approved Rapier Marshal **AND** at least one additional, unrelated adult.
 - a. For a local group practice only, if a group has no Youth Approved Rapier Marshal, that group can have a person that has a SCA background check, such as a Minister of Children's Activities, to supervise that practice with permission of Knight's Earl Marshal, Kingdom Rapier Marshal (KRM) and the Dean of Youth Rapier Combat.
- D. The activity of Youth Rapier Combat within the Middle Kingdom shall be regulated and monitored by the Office of the Kingdom Earl Marshal, through the Kingdom Rapier Marshal and the Dean of Youth Rapier Combat and any other authorized deputies.
- E. Marshals on the field are expected to take an active role in safety, sportsmanship and assistance in calibration. Marshals are encouraged to discuss an exchange of blows with the Youth Fighter.
- F. At least one (1) Youth Approved Person and Rapier Marshal is required for any practice bout. Marshals-in-training and minors who are Youth Rapier Marshals are not permitted to run practices or events without a warranted Youth Approved Marshal in attendance and in-charge of the youth combat activity. A second, unrelated adult to the marshal must be present at the list field.
- G. **Parents are ultimately responsible for the safety and well-being of their children.** Youth Approved Rapier Marshals are responsible for checking of weapons, armor, observing combat, warning a fighter of inappropriate or dangerous actions, disallowing dangerous weapons, and if necessary, removing a fighter from the field.
- H. Any fighter or parent who refuses to obey the commands of the marshals shall be removed from the field.
- I. Prior to any combat (practice or tournament) all equipment must be inspected by a Youth Approved Rapier Marshal and shall meet all safety and armor requirements pertaining to the appropriate age division. Division III may be inspected by any Warranted Rapier Marshal.

9. Authorization Guidelines:

- A. All fighters, along with a parent or legal guardian, must attend a pre-authorization session taught by a Youth Approved Rapier Marshal. The session will outline the rules and guidelines found within this handbook. A different session will be given for each age division.
- B. A fighter changing divisions will be expected to take the next appropriate division pre-authorization session, along with the parent/legal guardian, before authorizing in the next age division, as defined by the Dean of Youth Rapier. This is on the honor of the fighter and parents.
- C. Authorizations will be conducted in the manner detailed in the appropriate division.
- D. If a previously authorized fighter fails to pass an authorization for the next division, the authorizing marshals may allow him or her to continue to participate in the previous division, with permission from the Knight's Earl Marshal, Kingdom Rapier Marshal (KRM) or the Dean of Youth Rapier Combat.
- E. Authorization cards will be given to the parent/legal guardian. Cards must be presented to the marshal in charge or list official before any combat begins. A waiver for full contact competition must be on file with the Mister of the List before an authorization card will be issued. Authorizations are valid until the minor moves up to the next division.
- F. For Youth Rapier Combat Divisions I (Age 6-9) and II (Age 10-13) neither the parent nor the child need be members of the SCA, Inc. Division III fighters and parents need to be paid members of the SCA, Inc.
- G. All fighters must be authorized before participating in any tournament combat.
- H. Parents and youth fighters are responsible for keeping track of the rules and any changes to the rules.
- I. Fighters need not be authorized to participate in official Youth Rapier practices, but the parent/legal guardian **MUST** sign a waiver at the beginning of a event or practice for full contact competition.

10. Disciplinary Actions:

- A. The Youth Approved Rapier Marshal and the Marshal in Charge are in charge of the field. The Marshallate will deal with violations of the rules of combat, safety regulations, or other inappropriate or unsafe action in an appropriate way.
- B. Disciplinary actions may include a simple caution, a verbal warning, removal from the field, removal from the tournament or practice, or suspension of authorization.
- C. Any parent or legal guardian who is disruptive in the vicinity of the list field shall be asked to leave. As a result of this action if a minor has no parent/legal guardian present, he/she cannot continue and must be withdrawn from the tournament or practice.

- D. Any action that involves removing a participant or a parent/ legal guardian from the field or practice must be reported to, and is subject to review by, the Knight's Earl Marshal, the Kingdom Rapier Marshal and the Dean for Youth Rapier Combat.
- E. Only the Crown, the Knight's Earl Marshal, Kingdom Rapier Marshal or Dean of Youth Rapier Combat may suspend the authorization of a participant, subject to the appeal process.
- F. All injuries, in addition to being included in regular reporting, must be reported to the Knight's Earl Marshal, Kingdom Rapier Marshal (KRM) and the Dean of Youth Rapier Combat within 24 hours of the injury. If they cannot be reached, contact the Kingdom Seneschal directly.
- G. Marshals who fail to do their job or who create a dangerous situation on the field will be subject to the same disciplinary actions as participants and parents/legal guardians.
- H. Those who wish to appeal any Marshallate actions must appeal to the next person up in the chain of command. That chain is:
 - a. Marshal in charge of the field/inspecting Marshal
 - b. Marshal in charge of the tournament or practice
 - c. Dean of Youth Rapier Combat
 - d. Middle Kingdom Rapier Marshal
 - e. Middle Kingdom Earl Marshal
 - f. The Crown of the Middle Kingdom

11. Reporting:

- A. Youth Approved Rapier Marshals shall report **QUARTERLY** to the Dean of Youth Rapier Combat and their Regional Marshal, and shall follow the same reporting schedule as a Group Rapier Marshal.
- B. The Dean of Youth Rapier reports **QUARTERLY** to the Knight's Earl Marshal and the Kingdom Rapier Marshal.

12. Adult Training at Official SCA Activities:

- A. Adults in a training situation with youth fighters are required to meet the armor standards for Rapier Combat as outlined in the Middle Kingdom Rapier Combat Handbook.
- B. Parents can actively train their own children. Other than parents, Youth Approved Rapier Marshals, Warranted Rapier Marshals and Youth Approved Fencers and may train minors with the supervision of a Youth Approved Rapier Marshal.
- C. For the purposes of youth combat, sparring has a definite meaning. An adult and a youth are sparring if both the adult and the youth are striking each other with weapons, regardless of force or speed. If the youth is striking the adult but the adult is not striking the youth, this is not sparring, but considered blow calibration or practice targeting. If a youth is striking an adult who is holding a parrying device and the adult is merely blocking shots, this is not sparring. If an

adult is holding a weapon and is attempting to throw shots at a youth, this is sparring, and must only be done by a Youth Approved Marshal, Youth Approved Fencer or the youth's parents. Regardless, the training must be done under the supervision of a youth marshal as specified in the youth combat rules. Other adults are not allowed to spar with youth who are not their children even if the child's parents give permission to the adult.