

Midrealm Youth Rapier Handbook

3rd Edition:
March 2018

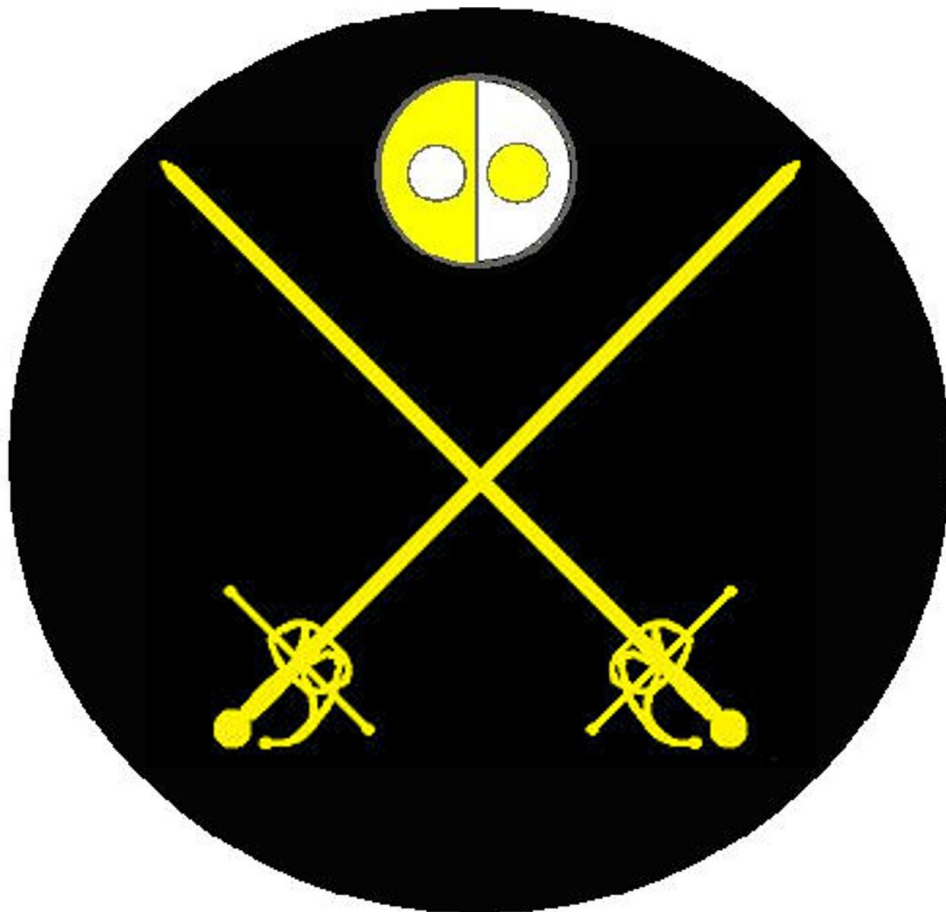


Table of Contents

Topic	Page #
Introduction/Overview	3
Mission & Goals	3
General Conventions	3
Parent Section	
I. Definitions	4
II. Participation	4
III. Membership	5
IV. Parental Responsibilities	5
Participants' Section - Youth Rapier Combat	
V. General Information	6
VI. Conventions	9
VII. Weapons and Parrying Devices	10
VIII. Protective Gear	11
Marshals' Section	
IX. Organization	13
X. Authorization of Marshals	13
XI. General Requirements and Restrictions for Youth Marshals	14
XII. Marshaling Concerns In Rapier Combat	15
XIII. Adult Training of Youth at Official SCA Activities	15
XIV. Injury Procedures	17
XV. Youth Combat Authorizations	17
XVI. Marshal Responsibilities, Chain of Command, and Reporting	18
XVII. Experimentation	18
XVIII. Disciplinary Actions	19
Glossary	20
Forms	
Minor Combat Waiver	21
Medical Authorization Form for Minors	22
Authorization Form	23
Youth Approved Fencer/Youth Approved Rapier Marshal Application	24
Non-Member Consent to Participate	25

Introduction/ Overview

Mission & Goals

The mission of the youth rapier program is to provide a safe and fun environment where the youth of the SCA can participate in rapier activities, mirroring adult Rapier Combat, at a level appropriate to their age. The goal is to introduce and reinforce the ideals of chivalry, honor, courtesy, service, and heraldic pageantry, both on and off the list field. The program stresses good sportsmanship and parental participation. It is designed to allow the youth to learn more about all aspects of the Society and above all,

HAVE FUN!

General Conventions

These rules set fundamental standards for minors, ages 6 thru 17, participating in youth rapier activities in the Middle Kingdom. All parents, fighters, and marshals are responsible for knowing and following these rules.

Rules are designed to promote safe youth 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. These rules and guidelines apply to all youth rapier activity age divisions. Specific differences between the divisions are addressed in the appropriate sections.

The basic rules for rapier combat are contained in the "Society Rapier Marshal's Handbook" and "Midrealm Rapier Rules". Those guidelines apply to youth rapier activities unless superseded by this document.

Parent Section

I. Definitions

- A. Minors are defined as anyone who has not reached the age of legal majority. This varies between countries, states and other jurisdictions.
- B. The term “Parent”, as used in this document, includes the biological parents, adoptive parents, or any court appointed legal guardian.

II. Participation

Note: SCA policies relating to the attendance and participation of minors at events and activities are found in the Seneschal’s Handbook. Nothing in this document will be construed to overrule, change, or substitute for those policies.

- A. Parental involvement and participation is a critical component of the Youth Rapier program.
- B. Parents must understand this is a contact sport and that injuries may occur. Parents are ultimately responsible for the safety and well being of their children and assume all risks and liabilities for any harm or medical condition arising from the youth’s participation in these activities. This legal requirement cannot be delegated to the SCA or to the marshals on the list field. The assumption of responsibility shall be signified by completion of all legal documents required by the SCA, the Middle Kingdom, and owners of event sites.
- C. No minor shall participate in Youth Rapier activities unless the parent has completed and signed a “Minor’s Consent to Participate and Hold Harmless Agreement” (waiver) form, or a country specific alternate, approved by the Board of Directors. Minors with blue cards, indicating a waiver at the Corporate Office that is signed by a parent, are treated the same as adult blue-card attendees with regard to waivers. Roster waivers are not acceptable for use with minors.
- D. Minors participating in Youth Rapier activities must either have a parent present at the event/activity or a properly executed “Medical Authorization Form for Minors” (or a country specific alternate) designating a responsible adult, present at the event or activity, as able to authorize medical treatment in the case of emergency (a form of temporary guardianship). If needed the responsible adult shall also be in possession of a waiver signed by the parent.

III. Membership

- A. In the Middle Kingdom For Youth Rapier Combat Divisions I (6-9) and II (10-13) neither the parent nor the child need be members of the SCA, Inc. Division III (14-17) fighters need to be paid members of the SCA, Inc.

IV. Parental Responsibilities

- A. Youth Rapier activities will NOT be used as a babysitting service.
 - a. A parent or responsible adult must remain within sight and sound of the Youth rapier list field when the child is participating if the child is under 10 years old.
- B. Parents have the right and responsibility to remove their child from any contest or activity they may deem inappropriate or hazardous.
- C. A Parent shall have witnessed SCA Youth Rapier Combat, or be present at the first training session, before their child may participate.
- D. Parents are required to read and understand these rules and standards and make sure that their child follows them.
- E. Parents are encouraged to become Youth Rapier Marshals.
- F. Adults watching Youth Rapier activities shall act in a courteous manner toward the combatants, marshals, and other parents. Adults demonstrating inappropriate behavior will be asked to leave the Youth Rapier area. This may result in their child having to withdraw from that day's activity.

Participants' Section - Youth Rapier Combat

V. General Information

A. Divisions – The following are Divisions as defined in the Middle Kingdom and shall follow modern law from local jurisdictions as necessary.

a. Age Division I (6-9):

- i. This age division will use a plastic foil.
- ii. The youth fighter may not use draw cuts.
- iii. The youth fighter may not blade grasp.
- iv. The youth fighter may not use case of rapier.
- v. The youth fighter may not use tip cuts.
- vi. The youth fighters shall not participate in melee activities against other youth fighters.
- vii. The youth fighter may not use Rubber Band Guns (RGB's).
- viii. Marshals shall have the discretion to permit individual minors of this age group to utilize the following secondary weapons during practices on a case by case basis:
 1. The youth fighter may use a parry device.
 2. The youth fighter may use a flexible rubber dagger, such as the Revival Rubber Rondel Dagger found at www.revival.us. Rapier Marshals shall inspect Daggers to ensure that they are adequately flexible.

b. Age Division II (10-13):

- i. This age division will use a plastic foil.
- ii. The youth fighter may not use draw cuts.
- iii. The youth fighter may not blade grasp.
- iv. The youth fighter may not use case of rapier.
- v. The youth fighter may not use tip cuts.
- vi. The youth fighters shall not participate in melee activities against other youth fighters.
- vii. The youth fighter may not use Rubber Band Guns (RGB's).
- viii. The youth fighter may use a parry device.
- ix. The youth fighter may use a flexible rubber dagger, such as the Revival Rubber Rondel Dagger found at www.revival.us. Rapier Marshals shall inspect Daggers to ensure that they are adequately flexible.
- x. This age group may use Epees and light weight Heavy Type rapier blades no longer than 37" (measured from tang to tip) in length as an advanced authorization style under the following conditions:
 1. Minors who are authorized in single plastic foil for Division II Youth Rapier shall be allowed to authorize in Epee. Epee may be used in practices, but not in tournament competition. Fencers who hold an epee

authorization may participate in out of kingdom “light rapier” activities, using epees. Authorization in Epee will be used primarily for enabling minors to fence with minors from other kingdoms where Epee is the youth rapier weapon of choice. Epees shall be standard weight and length; double-wide or musketeer epees shall not be permitted. For more information please see “Midrealm Rapier Rules” Section on Light Rapier under General Information.

2. Minors who are 12 years old AND are authorized in all styles available for Division II Youth Rapier shall be allowed to authorize in Heavy Rapier. Authorizations in Heavy Rapier will be held to Division III standards.
 3. Minors who are 13 years old may practice with Heavy Rapier without having a plastic foil authorization. They may not authorize in Heavy Rapier until they either authorize in plastic foil or enter Division III.
 4. Care shall be taken to ensure that the weight and balance of these weapons are appropriate for the individual minor. Selecting a guard and blade combination that is appropriate in weight and balance for the minor is required. The minor must show that they can safely handle the weapon and show that the weapon is not excessively heavy or unwieldy for minor’s size and strength. It is primarily the parent’s responsibility to ensure that the weapons the minor uses are appropriate in weight and balance for the minor. Marshals may prohibit a minor from using a specific weapon if they deem that the weapon is inappropriate for the minor.
- c. Age Division III (14-17):
- i. Participants in this age division shall follow the rules laid out in “Midrealm Rapier Rules”.
 - ii. This age division will use the same weapons and parrying devices as the adults. See Midrealm Rapier Rules, Appendix 5
 - iii. Division III (14-17) shall follow the same standards for authorization as adult fencers.
 - iv. Melees will be allowed for Division III (14-17) Youth Rapier Combat.
 - v. Youth fencers may train for melee with adults as long as all of the adults in the melee are Youth Approved Rapier Marshals (YARM) or Youth Approved Fencers (YAF).
 - vi. Rubber Band Guns (RBG’s) may be used in melee combat only.
 - vii. The youth of this division shall carry their own authorization cards.
 - viii. Youth fighters ages 16 and 17 may compete against authorized adults at practices, in rapier tournaments, and in melees if they meet all of the requirements below:
 1. Their parents specifically request it by submitting an SCA “Minor’s Waiver and Informed Consent to Participate in

SCA Combat” form to the Kingdom Rapier Marshal (KRM) or the Midrealm Dean of Youth Rapier Combat with a copy kept on file by the clerk of the roster.
<http://www.sca.org/officers/marshal/docs/minorcombatwaiver.pdf>

2. The youth is approved by the KRM or the Dean of Youth Rapier Combat.
 3. Upon approval, they will be required to keep their approval card/letter upon them to present to MICs. This shall be a separate card/letter from the authorization card.
 4. To comply with SCA rules, Minors competing with adults in Rapier will have a single yellow diamond no larger than 1" (25mm) but no smaller than 0.5" (12.5mm) on the back of each of their gloves. The placement of this diamond shall be clearly visible. A similar diamond (between 1" and 3" in size) shall be placed on the front hemisphere of the fencing mask so that it is clearly visible to an opponent.
(<http://www.sca.org/officers/marshal/ann.html>)
- ix. When a youth fencer turns 18 years old they will not automatically become a Youth Approved Fencer (YAF). The fencer will have one year to submit an application to become a YAF to the Dean of Youth Rapier Combat if they wish to continue to be able to fence with minors after their 19th birthday. During that year they shall be permitted to continue to spar and train with youth fencers, following the same guidelines as a YAF.
- B. 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.
- C. The Marshallate recognizes that some youth will be very small or very large for their age, and that some will mature earlier or later than others. Younger combatants may be moved to a higher division or older combatants may be allowed to remain in a lower division, on a case-by-case basis, at the request of the parent and with the approval of the Dean of Youth Rapier.
- D. Acknowledging that there might be a limited number of youth combatants at an event or practice, combatants may fight others in another division with the following provisions:
- a. Permission of the combatant’s parent or responsible adult.
 - b. Permission of the Marshal-in-Charge.
 - c. Older combatants must adhere to the weapon standards and rules of the younger combatants being fought.
- E. Midrealm rules allow a minor, aged at least 16, to authorize in Adult Rapier

Combat. Minors may continue to fully participate in Youth Rapier while training for adult combat. When minors become authorized in adult rapier combat, they will be deemed to have graduated from Youth Rapier and may not participate in Youth Rapier tournaments, except as bye fighters (i.e. not eligible for prizes). They may still participate in Youth Rapier training activities and are encouraged to become Youth Rapier Marshals.

- F. The Midrealm has established policies allowing adults to train and spar with youth combatants. Parents may always spar with their own children. See paragraph XIV "Adult Training of Youth at Official SCA Activities" in the Marshal's Section for more information.
- G. Authorizations
 - a. The following is the procedure to authorize combatants for participation in Youth Rapier Combat activities in the Middle Kingdom.
 - i. Youth fighters may only authorize in the weapon styles permitted for their division. Authorizations shall test the youth fighter's safety, calibration, and ability to listen to the marshal.
 - 1. Division I (6-9) authorizations shall primarily focus on safety of the youth fighter and their ability to listen to the marshal. The Youth fighter and their parent/legal guardian should show a basic understanding of the armor and weapon standards for their Youth Rapier Division.
 - 2. Division II (10-13) authorizations shall focus on safety of the youth fighter, their ability to listen to the marshal, and proper calibration. The Youth fighter and their parent/legal guardian should show a basic understanding of the armor and weapon standards for their Youth Rapier Division.
 - 3. Division III (14-17) authorizations shall be conducted in the same manner as authorizations for adult rapier combatants.
 - b. There are three categories of rapier combat, each requiring separate authorization. These categories are:
 - i. plastic rapier
 - ii. light rapier
 - iii. heavy rapier
 - c. Except where noted, rules apply to all three forms of rapier combat.
 - d. Cut and Thrust Rapier is not an authorized form in Youth Rapier.

VI. Conventions

- A. General
 - a. Youth Rapier Combat shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., the Society Rapier Marshal's Handbook, and such further rules as are established by the Middle Kingdom.
 - b. All combatants shall adhere to the Society minimum standards for

weapons and protective gear, appropriate for their division, and to any additional standards or conventions of the Kingdom in which the event takes place.

- B. Behavior on the Field
 - a. All fighters shall obey the commands of the marshals overseeing the field, or be removed from the field and subject to further disciplinary action.
 - b. Each fighter shall maintain control over his or her temper and behavior at all times.
 - c. Striking an opponent with excessive force, or with deliberate intent to injure, is forbidden.
 - d. Upon hearing the call of "HOLD" all fighting shall immediately 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.
 - e. 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.
- C. Use of Weapons and Parrying Devices
 - a. The use of weapons and parrying devices by Youth Rapier combatants will be in accordance with the Society Rapier Marshal's Handbook, and Midrealm Rapier Rules.
- D. Acknowledgement of Blows
 - a. The acknowledgement of blows by Youth Rapier combatants will be in accordance with the Society Rapier Marshal's Handbook, and such further rules as are established by the Middle Kingdom.

VII. Weapons and Parrying Devices

- A. General
 - a. Sharp points, edges or corners are not allowed anywhere on any equipment.
 - b. All equipment must be able to safely withstand combat stresses.
 - c. Equipment that is likely to break a blade or damage other equipment is prohibited.
 - d. Light rapier does not permit any equipment that has small rigid openings large enough to admit a properly tipped light rapier blade (i.e. small holes in bell guards, small openings in a cage or swept hilt, any design which has acute angles where a blade could easily be wedged and bent). Knuckle bows are deemed safe for use with light rapier blades.
- B. Blades
 - a. In addition to plastic blades, as detailed below, any blade that meets the

criteria stated in the Society Rapier Marshal's Handbook, is considered acceptable for use by Youth Rapier combatants.

- b. Plastic Rapier: The only swords allowed are commercially manufactured plastic training foils and epees, size 3 or shorter. (e.g. Nasycon, Leon Paul, Absolute Fencing, Zivkovic, etc.) Non-Acoustic and acoustic versions are allowed.
 - c. Plastic blades shall be made from a single plastic molding and contain no metal parts.
 - d. All plastic blades must have a rubber tip attached to the point.
 - e. Orthopedic (or pistol) grips will not be used unless the fighter has approval for medical reasons, supported by documentation from their health care provider.
 - f. Plastic weapons in this category of combat may not be used against metal weapons or any other SCA blade type or weapon.
- C. Parrying Devices:
- a. Any parry device that meets the criteria stated in the Society Rapier Marshal's Handbook is acceptable for use by Youth Rapier combatants.
 - b. Bucklers may only be used in a defensive manner.
 - c. When used with plastic rapier, the edges of all rigid parry devices must be covered by tubing, leather, or foam to protect striking weapons.
- D. Projectile Weapons
- a. The Middle Kingdom does permit mock-gunnery gear (such as rubber-band guns) to be used in rapier melee combat, as long as safety standards for those arts are met.
 - b. The use of any projectile weapon is forbidden within formal rapier Tournament lists (single combat), or in any situation where spectators cannot be separated from the potential line of fire by more than the effective range of the projectile weapons to be used.
- E. Spears / Pikes / Polearms:
- a. Youth Rapier combatants may not use these weapons.

VIII. Protective Gear

- A. All Youth Rapier combatants, except those using plastic rapier (see below), must meet the minimum standards in the Midrealm Rapier Rules.
- B. Protective Gear for Plastic Rapier. The following shall be the minimum required protective gear for Youth Rapier age groups using the plastic rapier as their weapon.
 - a. Head and Neck
 - i. The front and top of the head must be covered by either a pre-12k or 12k fencing mask, or a commercially manufactured safety mask

designed to be used with plastic training foils and epees (e.g. the Nasycon "Aramis" mask and the Absolute Fencing Gear plastic weapons mask).

- ii. The bib shall be in good condition.
- b. Torso and other Killing Zones
 - i. The entire torso (the chest, back, abdomen, groin, and sides up to and including the armpits) must be covered with abrasion-resistant material as defined in the Society Rapier Marshal's Handbook.
 - ii. Male fighters aged 6-9 are strongly encouraged to wear a youth athletic cup or other equivalent rigid groin protection, those aged 10 and up are required to. Female fighters should protect the groin area with extra layers of clothing or equivalent groin padding.
- c. Arms and Legs
 - i. Exposed skin in these areas is acceptable. That being said, all fighters are encouraged to strive for a period appearance on the field.
 - ii. Hands: gloves are recommended, but not required.
 - iii. Participants must wear properly fitting shoes that provide safe reliable footing.

Marshals' Section

IX. Organization

- A. Youth Rapier in the Middle Kingdom is placed under the oversight of the Dean of Youth Rapier.
- B. A duly appointed and warranted Youth Rapier marshal must be in charge of any youth rapier activity.
- C. Youth Marshals will be warranted separately for Youth Armored Combat and Youth Rapier combat.

X. Authorization of Marshals

- A. A Youth Rapier Marshal may be warranted after demonstrating the ability to supervise youth combatants, inspect youth weapons and armor, and judge a youth combatants authorization.
 - a. A Youth Rapier Marshal will have a valid background check issued by the SCA corporate office.
 - b. Youth Rapier Marshals shall apply to the Dean of Youth Rapier and complete a written test focusing on the Kingdom rules as part of their warranting process.
 - c. A fully warranted Youth Rapier Marshal's authorization shall assess the candidate's knowledge of the Society and Kingdom Rules of the list, and all Conventions of Combat. In addition, the assessment will include a demonstration of:
 - i. Promoting safe practices and a willingness to enforce the rules of the list.
 - ii. A good working knowledge of the rules for youth rapier combat.
 - iii. The ability to inspect weapons and armor for youth rapier combatants.
 - iv. The ability to supervise youth combatants in the lists, during training, tournaments, and in melee combat.
 - v. The ability to authorize youth combatants according to the rules of the Middle Kingdom.
- B. In an effort to promote the Youth Rapier Combat program and allow non-martial parents/guardians to have greater involvement, interested persons can apply to the Dean of Youth Rapier to be a Youth Rapier Martial Assistant. Youth Rapier Marshal Assistants (YRMA) do not need to be authorized in any SCA martial activity.
 - a. A Youth Rapier Marshal Assistant will have a valid background check issued by the SCA corporate office.

- b. A Youth Rapier Marshal Assistant will complete an abbreviated MIT Program that covers Equipment Inspection, Administration, and Conducting Activity.
 - i. Not being an authorized Rapier combatant, a Youth Rapier Marshal Assistant will not have the authority to marshal or participate in an authorization, or to train/spar with any youth.
- c. Upon completion of the MIT program the YRMA will also complete a written test focusing on the Kingdom rules as part of their warranting process
- d. A Youth Rapier Marshal Assistant's authorization shall assess the candidate's knowledge of the Society and Kingdom Rules of the list, and all Conventions of Combat. In addition, the assessment will include a demonstration of:
 - i. Promoting safe practices and a willingness to enforce the rules of the list.
 - ii. A good working knowledge of the rules for youth rapier combat.
 - iii. The ability to inspect weapons and armor for youth rapier combatants.
 - iv. The ability to supervise youth combatants in the lists, during training, tournaments, and in melee combat.
- e. A Youth Rapier Martial Assistant will be authorized to supervise Divisions I and II at practices and at events. A full Youth Rapier Marshal Warrant will be required to work with Division III as at that point the youth are using the adult rapier rules.

C. All warranted Youth Rapier Marshals are considered to be officers and must be members of the Society for Creative Anachronism Inc.

XI. General Requirements and Restrictions for Youth Rapier Marshals

- A. Two-Deep Policy: All SCA Youth Martial activities including practices, events, demos, and wars must be under the continuous supervision of at least one background checked adult marshal, warranted in Youth Rapier Combat, and at least one additional unrelated adult (two-deep policy).
- B. Background Checks: Youth Rapier Marshals must have a valid SCA background check to keep their warrant active. Marshals whose membership or background check expire will have their warrants suspended until such time as they are current.
 - a. Additional background checks may be required by the state, territory, or province, where the event is held. Contact the Midrealm seneschal to ensure you are in compliance with local laws.
- C. For more information about background checks and the two-deep policy, refer to the SCA Seneschal's Handbook and the policies of the Middle Kingdom.

- D. Marshal-in-Charge (MiC) responsibilities:
 - a. A Youth Marshal may not be the marshal-in-charge (MiC) of an event unless warranted or rostered by the Earl Marshal, or the relevant Deputy Earl Marshal, as an officer of the kingdom.
 - b. The MiC at any official event, including practices, is responsible for ensuring that all waiver and background check policies are complied with.
 - c. The MiC is responsible for preparing (or having prepared) all required reports and forms. The MiC should ensure that there are enough marshals and constables to control the activity.
 - d. Check 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. Prior to any combat (practice or tournament) all equipment must be inspected and shall meet all safety and armor requirements pertaining to the appropriate division.
- F. Marshals shall monitor activities and behavior on the field and immediately stop all potentially hazardous or un-chivalrous activities.
- G. Marshals on the field are expected to take an active role in safety, sportsmanship and assistance in calibration. Youth Marshals have a greater responsibility to intervene than their counterparts in adult martial activities. The younger the combatants, the more active the marshaling becomes.
- H. Marshals shall remove from the field any combatant who refuses to obey the commands of the marshals or other officials.

XII. Marshaling Concerns In Rapier Combat

- A. Marshaling concerns, specific to rapier combat, as addressed in the Society Rapier Marshal's Handbook will also apply to Youth Rapier.

XIII. Adult Training of Youth at Official SCA Activities

- A. The Middle Kingdom identifies that individuals meeting the following requirements are permitted to fence with Youth. Parents may actively train their own children.
 - a. A Youth Approved Fencer is an Authorized Adult Fencer who has been approved by the Dean of Youth Rapier Combat to spar with and train Youth Fencers. No background check is required. Youth Approved Fencers who do not have a background check can only spar and train with Youth Fencers under the supervision of a Warranted Youth Approved Rapier Marshal or under the supervision of a SCA Background Checked Adult

with a regular Rapier Marshal. Youth Approved Fencers who have a background check need to be supervised by a regular Rapier Marshal or Rapier Marshal in Training per standard Midrealm Rapier rules.

- i. The following is the process for becoming a Youth Approved Fencer:
 1. The candidate must have a reasonable level of fencing and/or martial arts experience, demonstrate control over their temper, and must be authorized in Rapier Combat in the Middle Kingdom.
 2. They must complete and submit an application to the Dean of Youth Rapier Combat.
 3. The application must list two sponsors. Some examples of sponsor are the fencer's Group Rapier Marshal, the fencer's Group Youth Minister, a Midrealm Youth Approved Rapier Marshal, a Midrealm Regional Rapier Marshal, the Midrealm Kingdom Rapier Marshal, etc.
 4. The Dean of Youth Rapier Combat will consult with the candidates' sponsors, and may consult with other Marshals before accepting an application.
 5. The candidate will be given a copy of the Midrealm Youth Rapier Handbook and will be required to pass a quiz regarding being a Youth Approved Fencer.
 6. The candidate will be notified by the Dean of Youth Rapier combat if they have been accepted as a Youth Approved Fencer.
 - ii. The Kingdom Rapier Marshal or Dean of Youth Rapier Combat may permit a YARM or YAF applicant to spar with youth fencers under their direct supervision for one event or practice for the purposes of assessing how the fencer interacts with youth fencers prior to accepting or approving the authorized fencers application as a YARM or YAF
- B. All training of youth combatants at official SCA activities, whether or not it includes sparring, must be done under the supervision of a Youth Rapier Marshal.
- C. Sparring is performed as training with the intent of teaching defensive and/or offensive skills to youth combatants. Sparring may also be part of a demonstration, educational, or morale building exercise.
- a. Sparring with youth is normally conducted as one-on-one combat (one authorized adult sparring partner vs. one youth).
 - b. Group training activities and exhibitions, involving multiple youth and one or more adults, may be allowed at the discretion of the Youth Marshal in charge. Precautions will be taken to minimize risk to all participants.
- D. For the purposes of Youth Rapier Combat, sparring has a definite meaning.
- a. If the adult is holding a weapon and is attempting to throw shots at the

- 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.
- E. Other than parents, any authorized adult fighter may provide training, which does not include sparring, as long as a Youth Rapier Marshal is present.
- F. Adults in a training situation with youth combatants shall use weapons appropriate to the division of the youth being trained whether or not sparring occurs.
- G. Adult protective gear:
- a. Adults in a training situation with youth rapier combatants are required to wear the appropriate protective gear for the weapon used.

XIV. Injury Procedures

- A. In the event of any suspected injury on the field, the marshal shall halt all fighting in the area and determine the proper course of action. The parent, or responsible adult, shall be informed immediately and escorted to the list if not already there.
- B. When an injury occurs on the field, it should always be remembered that the primary concern is getting to and assisting the injured party. Secondary to this objective, but no less important, is the safety of persons entering the field to help and the wellbeing of anyone already on the field. (For example, fighters standing around in armor in the sun could be subject to heat problems.)
- C. In the event of an emergency, the marshals shall cooperate with any authorized persons responding to the emergency and keep the area clear of would-be spectators.
- D. All injuries that require hospitalization or similar care, include a period of unconsciousness, or may require future medical care shall be reported to the MIC and the Regional Marshal within 24 hours of the incident and also reported to the Kingdom Rapier Marshal and the Dean of Youth Rapier. Include all available details in the report.

XV. Youth Martial Authorizations

- A. Youth Rapier Marshals must witness the authorization and execute the proper

procedures to ensure that the authorization is registered with the Clerk of the Roster.

- a. Authorizations are done per age group and weapon type.
 - b. Authorizations shall be conducted in a manner appropriate for the division.
- B. A parent must be present for their child's authorization.
- C. All youth combatants must reauthorize when permanently changing divisions. Youths are expected to practice at the next division before authorizing.
- D. If a previously authorized combatant fails to pass an authorization for the next division, s/he may continue to participate in her/his previous division.

XVI. Marshal Responsibilities, Chain of Command, and Reporting

- A. Youth Rapier Marshals must report their activity to the Dean of Youth Rapier twice a year.
- B. The Dean of Youth Rapier shall report quarterly to the Society Deputy for Youth Combat regarding the status of their programs in their Kingdom.
- C. An incident involving serious injury to a youth fighter shall be reported to the Society Marshal and the Society Deputy for Youth Combat in addition to the in Kingdom reporting requirements. See "Injury Procedures" (section XIV above).
- D. Incidents of inappropriate behavior by a youth combatant or participating adult, which is serious enough to require disciplinary action beyond the bounds of a single event, shall be reported to the Society Deputy for Rapier and the Society Deputy for Youth Combat in addition to the in Kingdom reporting requirements.

XVII. Experimentation

- A. Before any alternate or unapproved materials or weapons may be used at Kingdom activities, a test proposal must be submitted to and approved by the Kingdom Dean of Youth Combat and will follow the "Experimental Weapons and Materials Procedures" of the Society Marshal's Handbook.
- B. Experiments in Youth Rapier will be coordinated with the Society Deputy for Rapier and will follow the "Procedures For Experimentation In Rapier Combat" as detailed in the appendix of the Rapier Marshal's Handbook.
- C. In addition to the requirements and procedures for experimentation in the Rapier Marshal's Handbook, all parents, or responsible adults, must consent to the use of

the weapon or material before combat begins. If any of the parents, responsible adult, combatants, or marshals object, the material or weapon may not be used in that fight or battle.

XXIV. Disciplinary Actions

- A. The Marshal in Charge of the Rapier list and the Youth Approved Rapier Marshal 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 Division I (6-9) 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, and may be noted in the "notes" section of the authorization database.
- 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. Telephone, email, and face-to-face conversations are acceptable.
- 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. Regional Rapier Marshal
 - d. Dean of Youth Rapier Combat
 - e. Middle Kingdom Rapier Marshal
 - f. Middle Kingdom Earl Marshal
 - g. The Crown of the Middle Kingdom

Glossary

12k fencing mask - A standard fencing mask covered with 12 kilogram mesh

Abrasion-resistant material - Material that will withstand normal combat stresses (such as being snagged by an unbroken blade) without tearing.

Death from Behind - A specialized 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.

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

Heavy rapier - Steel rapiers meeting the requirements identified in the Society Rapier rules

Light rapier blades - Foil blade, epee blade, or similar variant (such as double-wide epee or musketeer blades) from an established commercial manufacturer.

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

Melee - Combat fought between teams of two or more persons per side.

Plastic rapiers - Commercially manufactured plastic training foils and epees, size 3 or shorter. (e.g. Nasycon, Leon Paul, Absolute Fencing, Zivkovic, etc.). Plastic rapiers shall be made from a single plastic molding and contain no metal parts and must have a rubber tip attached to the point.

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

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

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

Rubber Band Gun (RBG) - A type of missile weapon that uses surgical tubing bands as ammunition.