

LOCHAC  
YOUTH  
ARMOURED  
COMBAT  
Rules

8th draft May 2015

# INTRODUCTION

The following are the draft rules for the youth armoured combat program in the Kingdom of Lochac. They are a Lochac adaptation of Society Youth Combat Rules date May 2012.

The primary purpose of the program is training youth armoured combatants to transition into safe and chivalric adult heavy combat when they reach the appropriate age. The program aspires to develop each combatant's self-respect, respect for others, and an appreciation for medieval history. We have had the opportunity to watch several young well-rounded fighters successfully make this move to the adult list fields. Every "graduate" has received resounding and well-earned respect from adult fighters.

This draft contains final clarifications, some safety changes to minimum weapon requirements and simplified calibration requirements. It should be the final draft. We will be beginning testing shortly, with the goal of publishing these rules for general use as soon as possible

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## Legal requirements

1. The Society of Creative Anachronism (SCA), being SCA Ltd in Australia and SCA NZ in New Zealand, will act in accordance with all legislation pertaining to working with children that may apply in the relevant jurisdiction.
2. It is the responsibility of all persons participating in Youth Armoured Combat activities to ensure that all the SCA Ltd policies in Australia and all SCANZ policies in New Zealand as well as Kingdom Law are followed.

SCA policies may be found at <http://sca.org.au/board/documents/policy>; SCANZ policies may be found at <http://www.sca.org.nz/documents>; and Kingdom Law may be found at <http://lochac.sca.org/laws/>

## Overview

Youth Combat is a program designed for minors ages 6 to 17. This program emphasises armour and weapon construction techniques, proper etiquette, the concepts of Chivalry, Honour, and Courtesy, teamwork and good sportsmanship, and effective fighting arts in a competitive environment that parallels Adult Armoured Combat.

**N.B.** These rules in no way inhibit, prevent or ban normal unregulated “boffer” play; it simply provides a structured framework for youths who wish participate in a formalised system of combat.

## Participation

Any youth desiring to participate in youth combat shall have a responsible adult assume all risks and liabilities for any harm or medical condition arising from the youth’s participation in these activities. The assumption of responsibility shall be signified by the completion of all legal documents required by the SCA Ltd in Australia and SCANZ in New Zealand.

For the purposes of youth combat a responsible adult is defined as the youth’s legal guardian.

Youths may not participate in tournaments or melees unless first authorised for youth combat using the Lochac standard authorisation process conducted by a YAC authorised marshal. They may practice prior to authorising.

# Legal Guardian Involvement

1. Youth Combat is NOT a babysitting service.
2. Legal guardians have the right to remove their child from any contest or activity at any time.
3. At least one legal guardian must be present at the lists at all times for Division 1 fighters (ages 6 to 8).
4. At least one legal guardian must be on the site where youth combat is taking place at all times for Division 2 fighters (ages 9 to 11).
5. A legal guardian of a Division 3 or Youth Rattan fighter (ages 12 to 14 & 15 to 17) must have the program and rules explained to them during the minor's first visit to an SCA youth combat function. After this they may designate an adult to be responsible for the minor at an SCA event. This person must be on the site where youth combat is taking place at all times. In Australia (only) the legal guardian must formalise the appointment of the Nominated Caregiver using the "Appointment of Nominated Caregiver form" which may be found at <http://lochac.SCA.org/constable/>.
6. Adults watching youth combat activities shall act in a courteous manner toward the combatants, marshals, youth combat officials, and other legal guardians. Jeering and heckling your child's opponent is NOT acceptable. Adults demonstrating bad behaviour will be asked to leave the youth combat area. This may result in their child having to withdraw from that day's activity.

## Rules of the List

1. All combatants shall act in a courteous and chivalrous manner at all times.
2. The instructions of the marshal shall be followed at all times. Should a safety issue arise the marshal will call "HOLD" and all combat activity in the list will stop until the marshal indicates that it is safe to resume.
3. A fighter shall not take deliberate advantage of an opponent's sense of safety or chivalry. This includes:
  - A. Walking around an opponent who has lost the use of their legs (corkscrewing).
  - B. Hitting an opponent from behind.
  - C. Hitting an opponent who cannot defend them self (e.g. laying on the ground).
  - D. Continually dropping a weapon or running into the list ropes.
  - E. Grappling.
  - F. Shield on body contact.
  - G. Hitting with excessive force.
  - H. Using a weapon in a manner for which it was not intended.
  - I. Refusing to acknowledge blows.
  - J. Shield on shield contact for the purpose of unbalancing or knocking down an opponent.
  - K. Throwing or launching weapons at an opponent in the list. (Javelins may be thrown in melee combat.)

# Youth Combat Authorisations

The requirements and process for authorisation:

1. At least one Adult Youth Combat Marshal must witness and approve the authorisation.
2. At least one other Adult must witness the authorisation.
3. Youth combatants must demonstrate their knowledge of the rules of Youth Combat.
4. Youth combatants must demonstrate that they can safely spar with other youths.
5. They must be able to effectively block shots.
6. They must be able to consistently throw shots at the appropriate level of calibration to legal target areas.
7. Completion and submission of appropriate forms to relevant Kingdom Lists officer.
8. A youth combatant who permanently moves up a Division must reauthorise.

## Marshals

**N.B.** These requirements are irrespective of the age and apply to minors as Marshals-in-Training also.

All marshals must be authorised to marshal youth combat and be able to show proof as required.

All marshals must be current members of the SCA.

All marshals must be over the age of 18 years at the time of authorisation. Minors aged 16–17 years may be Marshals-in-Training.

All marshals must show proof they have the 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 <http://www.sca.org.au/board/documents/policy>; and SCANZ policies which can be found at <http://www.sca.org.nz/documents>

All marshals shall know the Youth Combat Rules. They should be able to supervise youth combatants both in the lists and in melee combat. They should promote safe practices and enforce the rules of the list. They should be able to inspect weapons and armour.

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. The process for authorising Youth Armoured Combat marshals is the same as that for authorising Adult combat marshals with relevant reference to the Youth Armoured Combat rules.

There are three levels of youth combat marshals:

1. Adult Youth Combat Marshal: These are marshals who have been warranted by the kingdom to marshal tournaments and melees for Youth Armoured Combat and are able to authorise combatants.
2. Adult Youth Combat Sparring Partner: These are adults who have been warranted by the kingdom to spar with youth combatants. They must be able to demonstrate a sound working knowledge of weapons, armour, and calibration levels appropriate to the Division of the youth combatant with whom they are sparring.
  - A. Legal guardians can always spar with their own children.
  - B. Adults may not participate as combatants in youth combat tournaments or melees.  
**N.B.** Adult Youth Combat Sparring Partners cannot marshal tournaments nor authorise combatants.
3. Limited Marshals: marshals-in-training. These marshals may perform all of the duties of a warranted marshal, but cannot authorise combatants and must be supervised by an Adult Youth Combat Marshal.

## Marshalling

1. All SCA youth combat activities including practices, events, demos, and wars must have at least one Adult Youth Combat Marshal and at least another adult (see also point 3).
2. All SCA youth combat events and activities must be run by an authorised Youth Combat marshal
3. In accordance with the Society Youth Policy's "Two-Deep Rule" at least two adults who are unrelated to one another by blood, marriage or relationship must be present in each area where youths are engaged in youth combat activities.
4. Marshals shall make sure that all armour and equipment is inspected and safe to use.
5. Marshals shall monitor activities and behaviour on the field and immediately stop all potentially hazardous or unchivalrous activities by calling "HOLD".
6. All Youth Combat Marshals must hold a current Youth Combat Marshal authorisation.

## Melee Rules

1. An opponent may not be struck from behind, but their weapon may be 'fouled'.
2. Fighters may only charge to gain ground. They may not intentionally run into their opponents.
3. Fighters who have fallen down may not be struck. They must be allowed to rise and defend themselves before they may be struck.
4. Holds will not be called for dropped weapons unless dropping the weapon compromises the safety of the fighter. For example, if dropping a sword with a basket hilt compromises the safety of the fighter's hand.
5. One of two options may be used during melees: *Recognition* or *Death From Behind*. Either, but not both methods may be used during a melee. Fighters and marshals should know before the melee begins which is being used and the rules for that method.
  - A. With *Recognition*, a fighter must have visual contact with his opponent before striking him. A fighter may not look away or avoid eye contact for the purposes of avoiding recognition.
  - B. With *Death From Behind*, a fighter must place their weapon on their opponent's shoulder and announce in a loud, clear voice "You are dead from behind".

## Reporting

Youth Combat is a subsidiary of Armoured Combat. Kingdom Youth Combat Marshals should report their activities to the kingdom Earl Marshal; and in addition:

1. Any progress reports about using pre-approved experimental weapons should be reported to the Society Deputy for Youth Combat.
2. An incident involving serious injury to a youth fighter should be reported to the Society Deputy for Youth Combat as well as the Kingdom Earl Marshal. A serious injury is something which involves emergency medical treatment or hospitalization.
3. Any serious injury or incident that is reported to the Society Deputy for Youth Combat must also be reported to the SCA Ltd board in Australia or the SCANZ Committee in New Zealand, depending on which country the incident occurred.
4. Incidents of inappropriate behaviour by a youth combatant or participating adult which is serious enough to warrant revoked authorisation, warrant, a court of chivalry, possible banishment, or legal action should be reported to the Society Deputy for Youth Combat as well as the Kingdom Earl Marshal and the SCA governing body of the country in which the incident occurred (i.e. either the SCA Ltd (Australia) BoD or SCANZ (New Zealand) committee). A copy of this report will be forwarded to the Society Special Deputy for Family and Youth Programs.



# Age Divisions

There are three age divisions for Youth Combat, plus an additional division (Youth Rattan) designed as a transition from Youth Combat to Adult Armoured Combat:

Division 1: Ages 6 to 8

Division 2: Ages 9 to 11

Division 3: Ages 12 to 14

Youth Rattan: Ages 15 to 17

## Crossing Divisions

Younger combatants may permanently move to a higher division with the approval of the combatant's legal guardian and the Kingdom Youth Combat Marshal or a representative designated by the Kingdom Youth Combat Marshal.

Acknowledging the fact 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:

1. Permission of the combatant's legal guardian/guardian.
2. Permission of the youth combat marshal-in-charge.
3. Only able to fight in the division above or below their current authorised division.
4. Older combatants must demonstrate knowledge of and adhere to the weapon standards, calibration, and rules of the younger combatants being fought.

## Calibration

Division 1- Intentional Touch- This is a clean, unimpeded blow which is readily felt, but should not bruise, to a single layer of medium weight cloth. No face thrusts.

Division 2- Positive Force- This is a clean, unimpeded blow which is readily felt, but should not bruise, through 6mm closed cell padding. Face thrusts have touch calibration.

Division 3- Light Force- This is a clean, unimpeded blow which is readily felt, but should not bruise, through 13mm of closed cell padding. Face thrusts have touch calibration.

It is recommended that marshals use closed cell foam of the appropriate thickness to demonstrate levels of calibration.

Excessive blows are not permitted in any Division. Any combatant who persists in hitting too hard after appropriate warning may be removed from the field and/or have their authorisation suspended.

# Targeting

'Edged weapons' must strike with the 'blade' in order to be considered good.

Legal target areas are the same as those in adult rattan combat. A good blow 25mm above the wrist results in the loss of that arm. A good blow 25mm above the knee results in the loss of that leg. A good blow the torso, neck or head results in the opponent being 'killed'. Shots to the groin and throat are legal, but discouraged. Blows to non-legal target areas are not considered good and should not be deliberately thrown. Face thrusts are not allowed in Division 1.

Alternative formats maybe used to determine victory such as counted blows or first blood provided that the combatants know and understand the format being used.

## Armour Requirements

These are minimum required armour standards. A kingdom may require that additional armour be worn. While it is the goal of the SCA to encourage a medieval appearance for all participants given the specific nature of youth combat, visible modern sports equipment may be worn as armour.

### All Divisions

Head: Helmets must completely cover the head. Hockey helmets, lacrosse helmets, and catcher's helmets with face masks are acceptable. They may have to have additions or alterations to fully enclose the head.

Period looking helms are permitted, but bearing in mind the size and development of the youth the marshal-in-charge may disallow the use of a helm deemed too heavy for the youth to wear safely.

1. All helmets must have grills, rigid mesh, or face plates which prevent a weapon from making contact with the face. No helmet shall a gap exceeding 50mm in any direction in the area protecting the face.
2. The helmet must be constructed of a continuous rigid material. Segmented or jointed helmets are not permitted. Helmets may have hanging aventails, camails, or bevors to aid in protecting the neck.
3. Helmets must have a chin strap or back strap to hold it securely on the head.
4. Helmets must be padded inside so that the rigid portions of it do not contact the head.
5. Helmets must fit properly.
6. Helmets in conjunction with neck protection (such as a gorget) must be constructed so that a weapon may not touch any exposed area of the head or neck.
7. Helmets fail if their shape deforms under reasonable pressure applied by the palm of a hand even if they return to their original shape when the pressure is released.

Body: All combatants must have the torso, arms, and legs covered with a minimum of cloth. Long sleeve tunics, shirts, and long pants or skirts are acceptable.

Groin: Boys must wear a sports cup or the equivalent. Girls must have padding or the equivalent.

Feet: All combatants must wear shoes which cover the feet. Open-toed footwear such as sandals, flip-flops, crocs, etc. are NOT acceptable.

## Shields

1. Shields may be made of wood, plastic, aluminium, or an equivalent material.
2. Edges must be covered by plastic tubing, leather, or foam.
3. No wires, bolts, screws, or other objects may project more than 6mm without padding or tape covering them.
4. Shields should be of a shape appropriate to that used in period.
5. Shields should be of an appropriate weight for the size and strength of the combatant.

## Additional Armour Requirements by Division

### Division 1

*Neck:* The throat and larynx shall be protected by a minimum of light leather or the equivalent.

*Hands:* A minimum of light gloves is required.

### Division 2

*Neck:* A minimum gorget of rigid material or medium leather with padding is required. The larynx and cervical vertebrae must be covered. Aventails, camails, and coifs may be substituted or used in conjunction with gorgets as long as all required areas are protected.

*Torso:* Kidneys must be protected by a minimum of a medium leather kidney belt with padding or the equivalent. It is recommended but not required that girls have chest protection.

*Arms:* Elbows must be protected by a minimum of soft pads.

*Legs:* Knees must be protected by a minimum of soft pads.

*Hands:* Gloves with a minimum of at least 6mm padding protecting the fingers, back of the hand, and wrist are required. Street hockey gloves or light glove in a rigid basket hilt with wrist protection is acceptable.

### Division 3

*Neck:* A gorget of rigid material or heavy leather with padding is required. The larynx and cervical vertebrae must be covered. An aventail, camail, or coif may be substituted or used in conjunction with gorgets as long as all required areas are protected.

*Torso:* Kidneys and the base of the sternum must be protected by a rigid material or medium leather and padding. Girls are required to have chest protection of medium leather, heavy quilted material, or the equivalent.

*Arms:* Elbows must be protected by a rigid material covering padding. Hockey, motocross elbows and other similar sports elbows are acceptable.

*Legs:* Knees must be protected with a rigid material covering padding. Hockey shin guards with attached knee protection or similar sports equipment are acceptable.

*Hands:* A gauntlet of heavy leather or rigid material lined with at least 13mm of closed cell foam or heavy padding are required. An ice hockey glove or lacrosse glove with additional thumb protection is acceptable. Light gloves with a half gauntlet and a basket hilt of rigid material are acceptable. Street hockey gloves alone are NOT acceptable, but may be used in conjunction with a basket hilt or additional added protection.

## Weapon Specifications

### All Divisions

All weapons must be inspected regularly for deteriorated or compromised foam as well as damaged or broken components.

1. The radius of the curve of any striking surface on a completed weapon must be a minimum of 16mm.
2. No weapon shall use materials which might shatter or splinter on impact. Materials may be tested by placing the material on an anvil and striking it several times with a hammer. PVC may NOT be used in any component of a weapon.
3. No metal may be used in any weapons. This includes, but is not limited to: basket hilts, pommel weights, and hose clamps.
4. Flails, pole axes, and two ending striking surfaces are not permitted.
5. Weapons may not be excessively heavy. Weapons may not exceed 750g per meter in weight.
6. Thrusting tips shall be constructed of closed cell foam covered with duct tape or cloth. They must extend 50mm past the end of the core and be at least 63mm in diameter.
7. Striking surfaces must be covered with at least 10mm closed cell foam extending at least 25mm past the end of the core material. The foam must be covered with a single loose layer of duct tape or a cloth sleeve.
8. Thrusting tips and “edges” must be marked with contrasting coloured tape.
9. Thrusting tips should be constructed so that they do not fold over.
10. Pommels and the butt ends of weapons without butt spikes or basket hilts must be covered with at least 9mm closed cell foam extending at least 25mm past the end of the core material. This must be covered with a loose single layer of duct tape or cloth.
11. Lanyards or triggers are required on all single-handed weapons.
12. Basket hilts are permitted on single-handed weapons.
13. Experimental weapons must be approved by the Society Deputy for Youth Combat.

## Additional weapon specification by Division

### Division 1

1. The following are permitted as core materials for Division 1 weapons- rattan with a diameter between 19mm and 25mm, golf tubes, siloflex with a diameter of 19mm, PEX tubing with a diameter of 19mm.
2. Rattan core weapons must have the ends rounded and/or covered with cloth or leather to prevent the edges from cutting through foam tips.
3. All other core materials must have the ends covered with cloth, leather or similar material.
4. Two-handed weapons made with golf tubes shall be constructed of two tubes taped together with an overlap of 75mm.
5. Butt spikes are *not* permitted in Division 1.
6. All weapons must be proportional to the combatant. No weapon may be longer than 1.5m.
7. Spears are *not* permitted in Division 1.

### Division 2

1. The principle core material for all weapons is rattan with a diameter between 19 and 25mm. 25mm diameter PEX or Siloflex may also be used as a core material, but both ends must be capped with leather, unbreakable plastic, or similar material. Given the excessive flexibility of PEX or Siloflex in warm temperatures it is recommended that these cores be limited to single-handed weapons.
2. Both ends shall be rounded and/or capped with cloth or leather to prevent the rattan from cutting through the foam.
3. Butt spikes are permitted on two-handed weapons.
4. Spears are *not* permitted in Division 2.
5. All weapons must be proportional to the combatant. No weapons may be longer than 1.7m.

### Division 3

The same weapon standards as Division 2 apply with the following exceptions:

1. Spears up to 2.3m are permitted. They may *not* have butt spikes.
2. Pole arms up to 1.8m are permitted.
3. Two-handed swords up to 1.8m are permitted. The hafts may not exceed 455mm in length.
4. Weapons longer than 1.7m may use rattan up to, but not exceeding, 32mm in diameter.

## Javelins

Javelins made of 25mm diameter PEX or Siloflex may be used in melee combat in Divisions 2 and 3. They may be thrown or be used as a single-handed thrusting weapon.

1. The thrusting tip must conform to standard weapon thrusting tips.
2. The butt end may not be used offensively. It must be padded with foam in such a manner that it will not penetrate a 50mm opening.
3. Javelins must be between 1.2m and 1.7m long.
4. Fins or stabilisers of foam or duct tape may be attached near the back end.
5. Calibration level for a *thrown* javelin is intentional touch.
6. Calibration level for a javelin used as a one-handed thrusting weapon is the same as any weapon appropriate for that division.
7. Face thrusts are legal for thrown javelins.

## Youth Rattan (15 to 17)

Youth Rattan is intended to be a transition stage to adult armoured combat therefore all the weapon and armour standards apply.

Calibration is positive acknowledgeable contact without full power, that is a clean unimpeded blow that can be felt through a padded gambeson but is not hard enough to leave a bruise.

## Relevant forms

(N.B. website links for the individual forms are not given as they are subject to change; check the relevant website for the current version.)

**On the Lochac Marshals website (<http://lochac.sca.org/marshal/>)**

Lochac Youth Armoured Combat Authorisation form

**On the Lochac Constables website (<http://lochac.sca.org/constable/>)**

Nomination of Caregiver form (required for Australia only)

## Glossary

**Age:** Age in years of person until 23:59:59 on the day prior to their date of birth.

**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 which hangs from the helmet. It protects the neck.

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

**Face:** The area of the head defined by a line connecting 25mm below/behind the jaw line to 25mm behind the outer edge of the eye socket to the hair line above the forehead.

**Gorget:** This is a protective collar which protects the neck. It may also protect the larynx and cervical vertebrae.

**Heavy Leather:** This is at least 10 ounce leather about 6mm thick.

**Light Gloves:** These are gloves made of cloth, canvas, or thin (2 to 4 ounce) leather.

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

**Medium Leather:** This is 7 to 9 ounce leather about 3mm thick.

**Melee:** This is fighting between teams of two or more persons per side.

**PEX:** This is flexible, shatterproof, white plastic pipe which can be found in some large hardware stores.

**PVC:** This is flexible pipe usually white or grey in colour which may shatter upon impact. It is NOT legal for youth combat.

**Rigid Material:** This is shatterproof plastic, heavy leather, or leather which has been hardened.

**Siloflex:** This is flexible, shatterproof tubing which can be found in many hardware stores. It is usually black in colour.

**Soft Pads:** These are non-rigid, padded elbow or knee protectors, e.g. volleyball pads.

**Youth:** This is a person under the age of 18 years (i.e. until 23:59:59 the day prior to their 18th birthday).