

Youth Rapier Combat

General Information

Divisions

- 1) The recommended age ranges are:
 - a) Division 1: Ages 6-9
 - i) Plastic Mask and Plastic Rapier
 - b) Division 2: Ages 10-13
 - i) Plastic Mask and Plastic Rapier, allowed to use parrying devices
 - c) Division 3: Ages 14-17
 - i) Full Armor and the option to use heavy rapier

- 2) 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 marshals.

- 3) 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.

- 4) D. Society rules allow a minor, aged at least 14, 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 if allowed by their Kingdom.
 - a) TRIMARIS: Combatants who graduate from prior divisions in Youth Rapier must spend a minimum of six months training in heavy rapier prior to attempting an authorization for adult rapier combat.
 - b) Kingdoms may establish policies allowing adults to train and spar with youth combatants. Parents may always spar with their own children. See paragraph XIX "Adult Training of Youth at Official SCA Activities" in the Marshal's Section for more information.

Authorizations

- 1) Each kingdom shall establish a procedure to authorize combatants for participation in Youth Rapier Combat activities.

- 2) There are three categories of rapier combat, each requiring separate authorization. Each Kingdom may decide which categories of rapier combat they will permit in their rules. These categories are:
 - a) plastic rapier
 - b) light rapier
 - c) heavy rapier
- 3) Except where noted, rules apply to all three forms of rapier combat.
- 4) Cut and Thrust Rapier is not an authorized form in Youth Rapier.
- 5) TRIMARIS: Trimaris does not use light rapier. Youth participants will use plastic rapier prior to age 14.

Conventions

- 1) 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 their 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.
- 2) 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.
- 3) Use of Weapons and Parrying Devices The use of weapons and parrying devices by Youth Rapier combatants will be in accordance with the Society Rapier Marshal's Handbook, and such further rules, as are established by the Kingdoms.
- 4) 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 Kingdoms.

Weapons and Parrying Devices

- 1) 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.

- i) 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.
- 2) 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.
- 3) 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.
- a) Plastic blades shall be made from a single plastic molding and contain no metal parts.
 - b) All plastic blades must have a rubber tip attached to the point.
 - c) Orthopedic (or pistol) grips will not be used unless the fighter has approval for medical reasons, supported by documentation from their health care provider.
 - d) Plastic weapons in this category of combat may not be used against metal weapons or any other SCA blade type or weapon.
- 4) 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.
 - i) Bucklers may only be used in a defensive manner.
 - ii) When used with plastic rapier, the edges of all rigid parry devices must be covered by tubing, leather, or foam to protect striking weapons.
- 5) Projectile Weapons
- a) Kingdoms may 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.
- 6) Spears / Pikes / Polearms:
- a) Youth Rapier combatants may not use these weapons.

Protective Gear

- 1) All Youth Rapier combatants, except those using plastic rapier (see below), must meet the minimum standards of the Society Rapier Marshal's Handbook, and such further rules as are established by the Kingdoms. Kingdoms enacting more stringent standards shall weigh the benefits of more rigorous penetration coverage against the risks of heat illness, exhaustion, and stroke due to heavier or more confining gear.
- 2) 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 are strongly recommended to wear a youth athletic cup or other equivalent rigid groin protection. Female and male 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.

Injury Procedures

- 1) 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.
- 2) 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.)
- 3) 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.
- 4) All injuries that require hospitalization or similar care, include a period of unconsciousness, or may require future medical care shall be reported in accordance with the requirements of your kingdom within 24 hours of the incident and also reported to the Society Marshal and the Deputies for Rapier and Youth Combat as appropriate. Include all available details in the report.