

AN TIR
BOOK
of
YOUTH
ARMOURED
COMBAT

(ABYAC)

July 2008 Revision

INTRODUCTION

The following are the July 2008 revised rules for the youth armoured combat program of the Kingdom of An Tir, SCA Inc.

The original, written by Sir Loehtgar Gallobchar in January A.S. XXXVI, was an excellent launching pad for the program. His original, Titled: An Tir Book of Boffer, offered young combatants, parents, and marshals a valuable resource to start and maintain the program for many years.

Since this original, we have made many discoveries related to the required equipment, direction, purpose, and desires of all the participants. This program is no longer a simple game played around camp with "pool noodles". It is no longer impromptu tournaments where the youth have little or no equipment or training. Under the original An Tir Book of Boffer and the direction of His Grace Sir Skepti; Yarl Sir Ulfred; and Her Ladyship, Kingdom Minister of Children, Candace de Rouen; the youth armoured combat program graduated from a sideline children's game to a fully recognized marshal art under the Kingdom Earl Marshal and highly regarded by its participants and the populace alike.

The primary purpose of today's 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 fortunate opportunity to watch several young well-rounded fighters successfully make this move to the adult erics. Every "graduate" has received resounding and well-earned respect from adult fighters.

This revision involves several major changes including the program name, equipment requirements, ages, warranting of marshals and fighters, marshaling to include the "two deep" rule, and background checks for all adults involved in the youth armoured combat program.

Sir Daniel d'Antioch
Kingdom Earl Marshal, An Tir

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I. GENERAL GUIDELINES FOR THE YOUTH ARMoured COMBAT PROGRAM

A. Definitions

1. "Closed cell foam" means a plastic or rubber based foam that a person cannot blow air through using his or her mouth (e.g. camping and exercise mats).
2. "Combatant" means a person participating, or intending to participate, as a competitor in youth armoured combat.
3. "Eric" means an to be used for tournament fighting and free from spectators, erics areas are normally marked off by rope.
4. "Open cell foam" means a plastic or rubber based foam that a person can blow air through using his or her mouth (e.g. sofa cushions).
5. "Parent" means parent or legal guardian.

B. The Role of Parents

1. The supervision, safety, and wellbeing, including hydration, of each child participating in youth armoured combat is ultimately the responsibility of the parents of the children.
2. When constructing youth armoured equipment and the parent is unsure of the material to use or how construction is done, for guidance, the parent should consult with:
 - a. A youth armoured combat marshal,
 - b. A member of the chivalry,
 - c. A senior adult heavy marshal, and-or
 - d. The Kingdom YAC online group.

C. The "Two-Deep" Rule

1. The "two-deep" rule applies to all youth armoured combat activities.
 - a. Two adults, unrelated to one another, must be present in the immediate area at all times during any youth armoured combat activity.
 - i. If one adult must leave the immediate area, the activity must stop until the "two-deep" rule is reestablished.
 - ii. Merely within voice distance does not qualify as the immediate area.

D. The Role of Branches and Autocrats

1. Branches are responsible to properly staff all youth armoured combat activities.
2. For all youth armoured combat activities, whether a tournament, war, or practice, the Branch must obtain the services of a Youth Armoured Combat Marshal-In-Charge (YACMIC) who shall be a currently warranted senior youth armoured combat marshal.
3. For youth armoured combat tournaments and wars, the autocrat should appoint a youth armoured combat liaison for the event, who can help the autocrat ensure that the event is properly staffed and staged.
4. Branches may recruit members of other branches to staff youth armoured combat events.
5. In order to ensure that staff members are focused on their assignments, each staff member may assume one, and only one, of the following roles per any given youth activity:
 - a. Marshal,
 - b. Listkeeper, or
 - c. Herald.
6. A properly staffed tournament shall have at a minimum:
 - a. A Youth Armoured Combat Marshal-In-Charge (YACMIC);

- b. At least one Herald; and
 - c. At least one Listkeeper.
- 7. A properly staffed war or fighter practice shall have:
 - a. A Youth Armoured Combat Marshal-In-Charge (YACMIC); and
 - b. At least one youth armoured combat marshal (of any rank) per eight combatants.
- E. Youth Armoured Combat at Crown Events
 - 1. The Kingdom Deputy for Youth Combat will be the YACMIC at all Crown Events where a youth armoured combat tournament is scheduled, unless he or she is not in attendance. When the KDYC is not in attendance, the KDYC shall be responsible to appoint a YACMIC.
 - 2. All other staff for youth armoured combat shall be arranged for by the branch hosting the Crown Event. However, the listkeeper for youth armoured combat shall report to Kingdom Lists and take direction therefrom.
- F. Combat and Applicability of An Tir Book of Combat (ABC)
 - 1. The An Tir Book of Combat, except as superseded by these rules, shall substantially apply to youth armoured combat.
 - 2. The rules of the list, conventions of combat, legal target areas, the use of weapons and shields, and the acknowledgement of blows in youth armoured combat shall be substantially the same as adult heavy combat.
 - 3. Combatants are prohibited from using excessive blows to strike at their opponents.
 - 4. The struck combatant shall “call the blow”, that is, rule upon the effectiveness of blows directed at him or her.
 - 5. A blow that strikes cleanly should be considered as a damaging or killing blow by the struck combatant. For the blow to be clean, the weapon must contact a legal target area of the struck combatant crisply. A blow is not considered clean if (1) the contact is listless, (2) only the tip of the weapon nicks the defender “tippy”, (3) the defender was not hit by the killing edge of the weapon “flat”, or (4) the weapon impacted at angle where it would not have penetrated through the armor into the defender “skippy”.

II. REQUIREMENTS FOR MINORS TO PARTICIPATE

A. Parental Consent

- 1. To assure compliance with the Society’s rules concerning minors a parent must execute a minor waiver for presentation to, and inspection by, the YACMIC prior to each youth armoured combat activity (be it a tournament, war, or a practice). The YACMIC’s staff and-or listkeeper may collect waivers and present them to the YACMIC on behalf of the parents. The waivers shall be included with the YACMIC’s reports as proscribed Youth Armoured Combat Marshallate Handbook.
 - a. A previously executed waiver with the Society (whether resulting in a blue card or not); a minor consent waiver executed at gate; or any other waiver is not sufficient to be in compliance with the requirements of Section II(A)(1).
 - b. Youth armoured combat marshals will verify prior to any youth armoured combat activity that each competitor has a parent present. If a parent signs a combatant up for an activity and is not present when the activity starts, the youth will not be allowed to participate.
 - c. Under penalties of the SCA for violating the minor rules, a marshal may be banished from the SCA for allowing an unaccompanied minor to participate.

- B. Age to Participate
 - 1. At least 6 years of age, and less than 18 years of age.
- C. Terms Combatants Must Understand
 - 1. HOLD: Stop Immediately. Whatever is going on stops and the opponents drop to a knee until instructed to do otherwise. Anyone observing a potentially unsafe act or situation may call hold.
 - 2. CENTER: Move back to the center of the eric space. This does NOT mean hold or stop. Center instructs the combatants they are too close to the eric edges and without dropping their guards or attack to move back towards the center of the space.
 - 3. ON GUARD: Prepare to fight.
 - 4. LAY ON: Fight
- D. Authorization Cards
 - 1. To receive and hold a youth armoured combat authorization card the combatant must demonstrate the following:
 - a. Knowledge of his or her equipment, armor and weapons;
 - b. Comprehension of Section II(C) terms;
 - c. A basic skill set in the use of weapons and shields;
 - d. Be respectful to their fellow competitors, spectators, and youth armoured combat marshals;
 - e. Comprehension and acknowledgment of legal and illegal blows and targets; and
 - f. Substantial control of their emotions.
 - 2. Authorization cards may be obtained from senior youth armoured combat marshals only.

III. YOUTH ARMOURED COMBAT DIVISIONS

- E. Three Divisions
 - 1. Lion Division
 - a. By default ages 6 through 8 comprise the Lion Division.
 - 2. Griffin Division
 - a. By default ages 9 through 12 comprise the Griffin Division.
 - 3. Dragon Division
 - a. By default ages 13 through 17 comprise the Dragon Division.
- F. Advancement
 - 1. Upon a combatant's desire, parental consent, and senior marshal approval, a combatant may advance to a senior division.
 - a. Advancement is required for continued participation in youth armoured combat activities when reaching the default age for a division. Therefore, a combatant should seek advancement from a senior youth armoured combat marshal either (1) before reaching the default age, or (2) after reaching the default age but before engaging in any further combat activity.
 - 2. Only the applicable minister of youth combat, the Kingdom Deputy for Youth Combat, or the Earl Marshal may reverse an advancement.
 - 3. Upon the application of a parent or senior marshal, the Kingdom Deputy for Youth Combat or the Earl Marshal may waive the requirement that a combatant who has reached a default age must advance or discontinue participation, but only upon a reasonable determination that:

- a. The applicant will not outperform the average combatant within the junior division, and
 - b. The applicant does not pose a significant risk to the safety of other combatants in the junior division, whether the risk is due to size, strength, speed, temperament, or for any other reason.
4. Announcements of advancement:
- a. Parents and marshals are encouraged to inform event autocrats when their child has been advanced and the advancement has not yet been announced in a court of the Knowne World.
 - b. Courts are encouraged to mark advancements as a right of passage by an appropriate announcement in court. The Kingdom Deputy for Youth Combat shall publish suggested language that courts may use to mark such occasions.
 - c. A private celebration of a youth's advancement with friends and family at the youth's encampment or after leaving the event (as appropriate) is further encouraged in recognition of the youth's dedication and participation in the youth armoured combat program.
- G. Cross-Division Combat
1. "Cross-division combat" means that a youths from one division will be fighting youths from a different division.
 2. All cross-division combat requires that:
 - a. The senior combatants are advised to:
 - i. Strike the junior opponent by a light touching with his or her weapon;
 - ii. Acknowledge the intentional light touches from the weapons of junior opponents as good blows; and
 - iii. That senior combatants fight from their knees or plant a leg when the marshal determines the terrain or other conditions warrant the precaution; or when the senior combatant believes he or she is substantially more skilled than his or her junior opponent.
 3. Cross-division wars:
 - a. Senior combatants must be advised to make the battles fun for the junior combatants.
 - b. Each division will be grouped as a team. All lions must fight as the first team, all griffins must fight as the second team, and all dragons must fight as the third team.
 - c. Only two teams may take the field at a time.
 - d. These rules are necessary to ensure that aggression between two senior combatants does not endanger junior combatants.
 4. Cross-division tournaments and brackets.
 - a. Generally:
 - i. When one of the divisions is underrepresented it is suggested that divisions be combined to create a cross-division bracket.
 - ii. A branch may have a combination of a cross-division and same-division brackets within the same tournament. For example, dragons and griffins may fight in a "dragon-griffin bracket" (cross-division) and the lions may fight in a "lion bracket" (same-division).
 - iii. Only two combatants may be engaged within a cross-division eric at any time, this means that cross-division melee style tournaments are prohibited.
 - b. Wins and losses:

- i. Wins and losses between cross-division opponents will be announced only in the eric at the conclusion of the bout, but will not: (1) be recorded by the listkeeper; (2) used to calculate division or overall tournament champions, or (3) made available to the populace by the youth armoured combat staff.
 - ii. Wins and losses between same-division opponents will be recorded and the combatant with the best record within each division may be announced to the populace.
- H. Selecting Youth Armoured Combat Victors and Champions
 - 1. Selecting an overall victor.
 - a. A tournament must either have: (1) no overall tournament victor; (2) one overall victor selected by a gallery in attendance and appointed by the sponsoring branch; or (3) one overall victor who shall be the combatant with the best overall ratio of wins over losses recorded in accordance with Section III(C)(4)(b) above.
 - i. In the event of a tie where an overall tournament victor is to be declared, the following tiebreakers will be applied in order until the tie is broke: (1) if the combatants in a tie are of the same-division, they shall fight a tiebreaker bout or bouts and the winner of the bout or bouts shall be declared the overall victor, or (2) the combatant with the most wins shall be declared the overall victor, or (3) the combatant in the senior-most division shall be declared the overall victor.
 - 2. Selecting a division victor.
 - a. A branch may select a division victor by means of its own choosing provided that the selection does not run counter to the An Tir Book of Youth Armoured Combat, and specifically that cross-division wins and losses are not used to calculate the division victor.
 - 3. Youth armoured combat champions of branches.
 - a. Although there are three youth armoured combat divisions, a branch may opt to have only one youth armoured combat champion.
 - b. Youth champions, as opposed to adult champions, may not be considered officers of the SCA and shall have no corporate responsibilities.

IV. EQUIPMENT

- A. Acquisition
 - 1. It is the sole responsibility of the youth armoured combatants and their parents to supply all required equipment to participate.
 - 2. Nevertheless, loaner gear may be available and parents are encouraged to contact the local warden of youth armored combat to arrange to use it; however, combatants should never show up to a youth armoured combat activity expecting to use loaner gear without making prior arrangements. Further, as a rule of thumb, a combatant should begin assembling their own kit after participating in three youth armoured combat activities.
- B. Construction Guides
 - 1. The Kingdom Deputy for Youth Combat shall be responsible for publishing guides for the construction of youth armoured combat equipment and making those publications available to the public. However, in the case of a conflict between these rules and a Kingdom Deputy's guide, these rules shall prevail.

C. Requirements of Youth Armoured Combat Equipment

1. Shields:

- a. The body of the shields may be made of closed cell foam, cardboard, plastic, fiberglass, wood, or metal.
 - i. Cardboard, closed cell foam, plastic, or fiberglass shields may be glued and laminated layers to reach the desired rigidity.
- b. Edging:
 - i. All edges of the shield must be wrapped in minimum 1/2" (12.7 mm) closed cell foam.
 - ii. The foam must covered with duct tape, cloth, leather, and-or rawhide.
 - iii. Edges are to be laced to the shield body.
- c. Handles may be constructed of wood, plastic, or metal.
 - i. Regardless of the material used, the handles must be rigidly attached to the shield body, by use of zip ties, bolts, lacing, or other positive fastening device.
 - ii. Simply taping a handle to the back side is not acceptable.
 - iii. Handle fasteners may not protrude on the face side of the shield to an extent to create a hazard.
- d. Arm straps.
 - i. Leather or cloth sling type arm straps shall be rigidly attached.
- e. Center boss.
 - i. Center boss may be constructed of plastic, wood, and-or metal.
 - ii. Regardless of material used, the center boss must provide adequate hand protection be rigidly affixed to the body of the shield in such a manner as to not create a hazard.

2. Weapons:

- a. Prohibited weapon types:
 - i. Segmented weapons including flails.
 - ii. Two-handed weapons with thrusting tips, including spears of all types, and two-handed swords with thrusting tips.
- b. Weapon core material:
 - i. The core of a youth armoured combat weapon must be constructed of 3/4" (19 mm) diameter rattan.
 - ii. As a practical matter, rattan will have natural variances in its diameter, but at no point shall the rattan core be less than 5/8" (15.9 mm) in diameter nor greater than 13/16" (20.6 mm) in diameter.
- c. Hafts:
 - i. The hafts of weapons shall be padded with closed cell foam and wrapped (but not compressed) by duct tape, athletic tape, and-or covered by a tight cloth sleeve.
 - ii. Wrapping the haft with strapping tape before adding the foam padding is allowed and may extend the weapon's useful life.
 - iii. The total diameter of a haft shall be no less than 1-3/4" (44.4 mm) in diameter.
 - iv. The handle of a single-handed weapon is not considered the haft of the weapon for the purposes of these construction rules.
- d. Striking surfaces of weapons:

- i. Intended striking surfaces must be edged with color that distinguishes them from non-striking surfaces.
 - ii. The interior material of axe heads, mace heads, warhammer heads, thrusting tips, and spikes must be only of closed cell foam; fastened to the rattan core (but not compressed) by athletic tape, strapping tape, duct tape, strips of cloth, thin flexible leather, and-or thin flexible nylon straps; and the whole striking surface covered (but not compressed) by tight fitting cloth, athletic tape, and-or duct tape.
 - iii. Blades shall be constructed by first wrapping the rattan core completely with strapping tape, then covered in closed cell foam of no less than 3/8" (9.5 mm) thickness, and the foam shall be wrapped (but not compressed) by duct tape, athletic tape, and-or covered by a tight cloth sleeve.
 - iv. Striking surfaces that are 4" (10.2 cm) or more in length shall be no less than 1-3/4" (44.4 mm) in total diameter.
 - v. Striking surfaces less than 4" (10.2 cm) in length, including thrusting tips, spikes, and warhammer heads, must measure no less than 2" (51 mm) in both depth and diameter and have progressive give.
 - e. Size and weight restrictions:
 - i. Maximum length of a weapon is the combatant's height or 6' (183 cm)
 - ii. Weapon length must be design appropriate.
 - iii. Maximum handle sections of 8" (20 cm) or 25% of the overall length whichever is greater.
 - iv. Weapons must be weight proportionate to the combatant.
 - f. Miscellaneous:
 - i. Wrist slings (lanyards) or "triggers" are required on all single-handed weapons.
3. Armor:
- a. The armor requirements in the An Tir Book of Combat shall apply to youth armoured combat except as noted below.
 - b. Helmet:
 - i. Helmets must either: (1) meet all adult heavy combat requirements (with the exception that Lion and Griffin division helmets may be made of 18 gauge metal); or (2) be a youth sport helmet manufactured by a company that sells sports equipment as a regular part of its business.
 - ii. Youth sports helmets, such as hockey helmets and catcher helmets, may be allowed by the YACMIC provided (1) the helmet protects the entire skull with continuous solid and rigid protection; (2) has a cage (face guard) that will not allow a 1-1/4" (31.8 mm) dowel to contact the face; and (3) has at least 1/2" (12.7 mm) of closed cell padding. Helmets with open or flexible side or back plates are not acceptable. Thick leather or metal maille is normally hung from a youth sport helmet to help protect the combatant's neck and throat in accordance with subsection (c) below.
 - iii. Helmets must be of a weight and size appropriate for the combatant, have chin straps, and must fit the combatant fighter to prevent excess movement in any direction and must not come in contact with the combatant's face.
 - c. Neck and throat protection:

- i.* The neck, including the larynx, cervical vertebrae, and first thoracic vertebra must be fully protected and stay covered during the full range of motion of the combatants head and neck.
 - ii.* Neck protection must be accomplished by an approved helmet, a gorget of rigid material, a collar of rigid material, a camail of metal or heavy leather, an aventail of metal or heavy leather, or a combination of such armors.
 - iii.* Regardless of the armor used to protect the neck, a layer of no less than 1/4" (6.4 mm) of closed cell foam shall be interposed between the armor and the combatant's neck.
 - d. Hand protection:
 - i.* A hockey glove, or a leather glove and rigid protection.
 - ii.* Rigid protection must be made of thick plastic or thick leather and there must be no burrs, sharp edges, angles or other obvious hazards.
 - iii.* Rigid protection must be designed to prevent the blow of a youth armoured combat weapon from coming into direct contact with the hand and fingers.
 - iv.* For a shield hand only, in addition to plastic and leather, the rigid protection may be made of metal.
 - e. Groin protection is required for both male and female combatants.
 - f. Rigid chest protection:
 - i.* Females are required to have rigid chest protection.
 - ii.* Males are required to have rigid sternum protection.
 - g. Knee and elbow protection:
 - i.* Full rigid knee and elbow protection is required with pads. The "pads" must be large enough to fully cover the outer points of the joints. Smaller combatants may try using a set of knees for the elbows. In general, smaller elbow pads are not wide enough to cover the required points.
 - h. Kidney protection:
 - i.* All combatants are required to wear rigid kidney protection. This may be included in the armor design or may be something similar to a weight lifting belt. Kidney protection must be wide enough to fully cover the combatant's lower back up to the first rib (top of the hip to the first rib).
 - i. Feet:
 - i.* Combatants must wear closed toe shoes or boots.
 - ii.* Sandals, flip-flops, or similar footwear are not acceptable.
 - j. Shin guards:
 - i.* Shin guards are not required but are highly recommended.

V. SPECIAL ALLOWANCES AND RESTRICTIONS

A. Youths Practicing with Adults

1. Youth armoured combatants may practice with adult heavy combatants provided:
 - a. The parent of the youth has been consulted and approves of the proposed training;
 - b. The adult is authorized to fight heavy;
 - c. The adult is using youth armoured combat weapons;
 - d. Each grouping of youth combatants are assigned to, and engaged with, a single adult heavy at any given time; and
 - e. A youth armoured combat marshal is present and observing.

2. Youth with adult practice is at the discretion of the youth, the parent, the adult heavy fighter, and the marshal. It is within the power of each to stop the training. The marshal will interrupt or stop the training if he or she believes the adult is being overly aggressive with the youth.
- B. Experimental Weapons
- a. Usage of experimental weapons shall be in accordance with the An Tir Book of Combat with the following additional requirements:
 - i. The Kingdom Deputy of youth armoured combat shall first recommend the weapon for limited testing to the Earl Marshal; and
 - ii. Whenever an experimental weapon is used, its use shall be reported by the YACMIC in the manner proscribed in the Youth Armoured Combat Marshallate Handbook.

VI. THE YOUTH ARMoured COMBAT MARSHALLATE

A. Organization

1. Offices and their scope of authority:

- a. Kingdom Earl Marshal: The Kingdom Earl Marshal oversees all combat disciplines, including youth armoured combat, normally by issuing general directives applicable to the youth armoured combat discipline. However, the Kingdom Earl Marshal may also override specific decisions made by any member of the youth armoured combat marshallate.
- b. Kingdom Deputy for Youth Combat: The Kingdom Deputy for Youth Combat reports to the Earl Marshal and is the principal officer in charge of organizing and maintaining the youth armoured combat program and marshallate. The Kingdom Deputy may issue general directives as well as override specific decisions made by any youth armoured combat marshal. The Kingdom Deputy has the power to:
 - i. Promote and demote any youth armoured combat marshal within the Kingdom;
 - ii. Authorize individual combatants to participate and revoke the same; and
 - iii. Advance youth armoured combat participants to a senior division and reverse the same.
- c. Ministers of Youth Combat: Ministers of youth combat (also known as the regional and principality marshals) report to the Kingdom Deputy for Youth Combat and may override specific decisions of youth armoured combat marshals within their area, whether such assignment is permanent or temporary. Within their respective regions and principalities, ministers have the power to:
 - i. Recommend a senior and junior youth armoured combat marshal for promotion or demotion;
 - ii. Authorize individual combatants to participate and revoke the same; and
 - iii. Advance youth armoured combat participants to a senior division and reverse the same.
- d. Wardens of Youth Combat: Wardens of youth combat (also known as the local branch youth armoured combat marshals) report to the minister of youth armoured combat overseeing the region or principality that the branch is located in.

B. Eligibility Requirements of Every Member of the Marshallate

1. Must be 18 years of age or older;
 2. A paid member of the Society;
 3. Pass the Society's background check, if a resident of the United States;
 4. Have expert knowledge of both the An Tir Book of Combat and An Tir Book of Youth Armoured Combat; and
 5. Be acceptable to The Crown, the Earl Marshal, and if applicable, The Coronet, Principality Seneschal, and-or local seneschal.
- C. The General Duties of Every Member of the Youth Armoured Combat Marshallate
- a. With respect to youth armoured combat, follow all valid directives of the Society for Creative Anachronism, including but not limited to, the directives of the BoD, Society Marshal, Society Seneschal, Kingdom Earl Marshal, Kingdom Deputy for Youth Combat, Kingdom Seneschal, The Crown, and if applicable, The Coronet, Principality Seneschal, and-or local seneschal.
 - b. To monitor the electronic distribution channels for youth armoured combat directives. If the channel is unknown to the youth armoured combat marshal, he or she shall contact the appropriate minister of youth combat, or the Kingdom Deputy for Youth Combat.
- D. Appointment to Specific Offices
1. Kingdom Deputy for Youth Combat shall be:
 - a. A senior youth armoured combat marshal;
 - b. Appointed by the Earl Marshal;
 - c. Certified by the Kingdom Seneschal; and
 - d. Accepted by The Crown.
 2. Ministers of youth combat shall be:
 - a. A senior youth armoured combat marshal;
 - b. Appointed by The Coronet if for a principality, or by the Kingdom Deputy for Youth Combat if for a region;
 - c. Accepted by the Kingdom Deputy for Youth Combat if for a principality, if applicable; and
 - d. Certified by the Kingdom Seneschal.
 3. Wardens of youth combat shall be:
 - a. A senior or junior youth armoured combat marshal;
 - b. Appointed by the appropriate minister of youth combat;
 - c. Acceptable to the local seneschal;
 - d. Confirmed by the Kingdom Deputy for Youth Combat; and
 - e. Certified by the Kingdom Seneschal.
- E. Senior and Junior Youth Armoured Combat Marshals
1. Promotion of:
 - a. Recommended by either two senior youth armoured combat marshals or the appropriate minister of youth combat;
 - b. Confirmed by the Kingdom Deputy of youth armoured combat (who shall seek the applicable minister of youth combat's concurrence); and
 - c. Certified by the Kingdom Seneschal.
- F. Youth Armoured Combat Marshals-In-Charge (YACMIC)
1. With respect to individual events and activities, all junior and senior youth armoured combat marshals are supervised by the Youth Armoured Combat Marshal-In-Charge (YACMIC).

2. Only senior youth armoured combat marshals may be designated as the YACMIC of an event or activity.
 3. The YACMIC is designated by the sponsoring branch seneschal or his or her deputy (ordinarily an "autocrat" or "warcrat").
 4. The authority that designated a YACMIC may remove the YACMIC it designated, but no youth armoured combat activity may be held until a replacement YACMIC is designated.
 5. The YACMIC is not subordinate to the designating authority, but will make reasonable efforts, not in contradiction with these rules, to accommodate the same.
 6. A YACMIC may utilize volunteers, even under the age of 18, as temporary unwarranted marshals, the names of whom shall be reported as proscribed in the Youth Armoured Combat Marshallate Handbook.
 - a. Unwarranted marshals must have a warranted marshal observing and supervising them at all times youth armoured combat is underway.
 - b. Volunteers under the age of 18 shall be closely supervised for their own safety and the safety of the combatants.
- G. Duties of the YACMIC and the YACMIC's Marshallate Staff
1. Responsible to ensure that the all directives of the youth armoured combat program are followed during all authorized youth armoured combat related activities at SCA sponsored activities and events. Including, but not limited to, the following duties:
 - a. Conduct all activities in compliance with the "two-deep" rule. See Section I(A)(1).
 - b. Ensure a parent is immediately present prior to allowing a combatant to participate in any activity.
 - i. Voice or visually present does not satisfy this requirement.
 - c. Ensure all youth armoured combat waivers are signed prior to each combat activity, practice, or tournament.
 - d. Act as dispute mediators related to youth armoured combat.
 - i. This shall be conducted at the lowest levels possible, remembering to follow the Kingdom of An Tir dispute resolution process at all times.
 - ii. Responsible for reporting all disputes, injuries, or equipment failures up the chain of command, as described above.
 - e. Promote chivalry.
 - f. Act in a respectful manner during all related activities.
 - g. Serve as an impartial witness to the youth armoured combat activities.
 - i. No youth armoured combat marshal shall judge blows of any youth armoured combat participant. The struck combatant calls the blow.
 - ii. If it appears a combatant repeatedly fails to recognize a legal blow, stop the activity, address both parties and, if needed, have the other combatant initiate a gauging blow and discuss the results with both participants.
 - h. Conduct weapon, armor, and eric inspections prior to all youth armoured combat activities.
 - i. Prohibit any weapon or piece of armor deemed unsafe.
 - j. Review youth armoured combat rules with all participants prior to conducting tournaments or practices.
 - k. Ensure no "live" weapons are worn in the combat area during any youth armoured combat related activity.

