

Kingdom of Northshield



Youth Boffer Combat Handbook

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Youth Boffer Combat

1 - GENERAL CONVENTIONS

These rules and guidelines apply to all Youth Boffer Divisions, ages 6-17. Specific differences between the divisions are addressed in "Divisional Standards". The terms "Boffer Combat" or "Youth Combat" used in these rules apply to all three youth divisions.

A. THE RULES OF THE LIST

1. Although the rules of the list of the SCA do not include boffer combat, all those rules apply unless superceded by a rule in this document.
2. The conventions of combat of the SCA apply to boffer combat unless superceded by a rule in this document.
3. The Northshield Armored Combat conventions apply to boffer combat unless superceded by a rule in this document. Any Northshield Rapier Combat convention can be used instead of an Armored Combat convention at any tournament with the full explanation of the change given to the combatant.
4. The word "Hold!" is to be used by marshals, fighters, and parents to stop the combat when they see a problem. Parents are allowed to call hold from the sideline if they notice a behavior in their child that they feel is either unacceptable or dangerous.

B. PARENT/GUARDIAN RESPONSIBILITIES

1. Parents/guardians are to understand this is a contact sport and that injuries may occur.
2. Guardians **must** have a properly executed document designating them as able to authorize medical treatment for that minor in case of an emergency.
3. At least one parent/guardian must be present at all times while the minor is engaged in Boffer activities. For 6-9 year olds, this presence requires the parent to be within visual and vocal range of the list area. For 10+ year olds, the parent must be at the same site as the boffer combat.
4. The parent/guardian present is to have the minor's authorization card in his/her possession at all times when Boffer activities (official fighter practice, tournament, melee) are occurring.
5. Parents/guardians are to behave in a courteous and responsible manner at all times.
6. Parents/guardians are urged to become authorized Boffer Marshals so that they can work closely with their minor in this activity.

7. Parents/guardians are responsible for their minor's safety, with the Boffer Marshals guiding the armoring/safety process.
8. Parents/guardians are required to read and understand these rules and standards and are to make sure that their minor follows them.

C. MARSHALATE GUIDELINES

1. The activity of Youth Combat within Northshield shall be regulated and monitored by the Office of the KEM, through the Kingdom Youth Armored Combat Marshal (KYACM) and the Kingdom Youth Rapier Marshal (KYRM). (see rapier handbooks for youth rapier rules).
2. Marshals on the field are expected to take an active role in safety, sportsmanship, and assistance in calibration. Marshals are encouraged to tell the youth combatant that a good blow was struck, should they seem unaware of it.
3. There shall be three types of Marshals: Boffer Combat Marshal, Youth Armored Combat Marshal, and Minor Armored Combat Marshal. All marshals, including Minor Armored Combat Marshals, are to be members of the S.C.A., Inc.
 - a) A Warranted Boffer Combat Marshal (BCM) is a person at least age 18 authorized to:
 - ◆ Marshal on the boffer combat field
 - ◆ Inspect weapons and armor of boffer combat
 - ◆ Teach the pre-authorization class
 - ◆ Authorize youth combatants in all three boffer divisions
 - b) A Warranted Youth Armored Combat Marshal (YACM) is a person at least age 18 who is a BCM AND a Warranted Armored Combat Marshal, and is authorized to:
 - ◆ Marshal on the boffer and youth armored combat field
 - ◆ Inspect weapons and armor of boffer combat
 - ◆ Teach the pre-authorization class
 - ◆ Authorize youth combatants in all three boffer classes and youth armored combat
 - c) A Warranted Minor Armored Combat Marshal (MACM) is a person age 12-17 authorized to:
 - ◆ The MACM may marshal in their age group and lower (e.g. a 12 year old may marshal the 10-13 year olds and the 6-9 year olds, but not the 14-17 year olds).
 - ◆ Marshal on the field of Boffer combat under supervision of a Boffer Marshal or Youth Combat Marshal
 - ◆ Inspect weapons and armor of boffer combat under supervision of a BCM.
 - ◆ Teach the pre-authorization class
 - ◆ Authorize youth combatants in all of the boffer classes of their age group and below, with the assistance of a BCM.
4. To become a warranted BCM, you must complete the BCM authorization process. This process is identical to the armored combat marshal authorization process with the following additions:

- a) Those that are not authorized armored or rapier combatants must spend at least one day observing armored or rapier combat at an event and have a warranted marshal sign off on this. This marshal must answer any questions about combat to the boffer marshal in training.
 - b) The special deputy for youth combat may request additional references as desired.
5. All YACMs must be warranted BCMs first.
 6. At least one (1) warranted BCM or YACM is required for any practice bout.
 7. At least one (1) Warranted BCM or YACM must be on the field for any tournament bout.
 8. BCMs/YACMs are responsible for combat safety. This includes, but is not limited to, checking weapons, observing combat, warning a combatant of inappropriate or dangerous actions, disallowing dangerous weapons, and, if necessary, removing a combatant from the field.
 9. It is suggested to allow MACMs as much control and authority over combat as possible. However, the final responsibility on the field is with the BCM/YACM.
 10. Any combatant who refuses to obey the commands of the marshals, including MACMs, shall be removed from the field.
 11. 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. A BCM/YACM or a MACM under supervision of a BCM/YACM must do inspections.

D. AUTHORIZATION GUIDELINES

1. All combatants, along with a parent or guardian, must attend a pre-authorization session taught by a BCM/YACM. The session will outline the rules and guidelines found within this handbook. A different session will be given for each division.
2. A combatant changing divisions will be expected to take the next appropriate session, along with the parent or guardian, before authorizing in the next division. This is on the honor of the combatant and parents. Parents who are warranted marshals for that age division do not need to attend.
3. Once a combatant is authorized in the next age division, they may not participate in tournaments in the lower age group.
4. Authorizations will be conducted in the manner detailed in the appropriate division.
5. If a previously authorized combatant fails to pass an authorization for the next division, the authorizing marshals may allow him/her to continue to participate in the previous division for the remainder of the event.

6. Authorization cards will be given to the parent/guardian. Cards must be presented to the marshal-in-charge or list official before any combat begins. A waiver, signed by the parent, for full contact competition must be on file with the Clerk of the Roster before an authorization card will be issued. Authorizations are valid until the minor moves up to the next division.
7. For boffer combat, neither the parent/guardian nor the child need to be members of the SCA, Inc. Once the minor begins rattan combat, they must become a member of the SCA, Inc.
8. All combatants must be authorized in the proper division before participating in any tournament combat.
9. Parents/Guardians and youth fighters are responsible for keeping track of the rules and any changes to the rules either via the Northwatch, the web, or personal contact with the marshals.
10. Combatants need not be authorized to participate in official fighter practices, but the parent/guardian must sign a waiver for full contact competition.

E. DISCIPLINARY ACTIONS

1. The BCM/YACM is 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.
2. Disciplinary actions may include a simple caution, a warning, removal from the field, removal from the tournament or practice, or suspension of authorization.
3. The Marshals may bar anyone who they feel is disruptive from the vicinity of the list field. If, as a result of that action, a minor has no parent/guardian present, he/she cannot continue and must be withdrawn from the tournament or practice.
4. Any action that involves removing a participant or a parent/guardian from the field or practice must be reported to, and is subject to review by, the KEM, KACM (Kingdom Armored Combat Marshal) and KYACM.
5. Only the Crown, the KEM, the KACM, or the KYACM may suspend the authorization of a participant.
6. All injuries, in addition to being included in regular reporting, must be reported by telephone or in person to the KYACM, KACM or the KEM within 24 hours of the injury. If none can be reached, contact the Kingdom Seneschal directly.
7. 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/guardians.
8. 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 of the field/inspecting Marshal

- b) Marshal-in-Charge of the tournament or practice
 - c) Regional Deputy Youth Armored Combat Marshal
 - d) Kingdom Youth Armored Combat Marshal
 - e) Kingdom Armored Combat Marshal
 - f) Kingdom Earl Marshal
 - g) The Crown of Northshield
9. Reporting shall follow the same schedule as other marshals. See section three of the Northshield Marshal Administration Handbook. Youth-approved marshals may include boffer and other youth combat on the same report.

F. DIVISIONAL DEFINITIONS

1. Children's Boffer Division (Ages 6-9)
2. Youth Boffer Division (Ages 10-13)
3. Teen Boffer Division (Ages 14-17)
4. Youth Armored Combat Division (Ages 16-17). Youth are not required to participate in armored combat at this age and may continue with boffer. For rules, armor, and weapon standards for Youth Armored Combat, see adult armored combat sections of this handbook.
 - a) Authorization forms will be the same as adult armored combat.
 - b) There will be no combat archery with this age group.

G. INTERDIVISION COMBAT

1. At no time shall there be tournament combat between the different divisions.
2. Practice between divisions shall always use the weapon standards and calibration of the lowest division involved.
3. Youths of age 17 and below can practice with any other youth, regardless of authorizations held, as long as they are able to follow the rules in "2" above.
4. Melee practice may only occur between divisions at local practices. NO melee between divisions shall be allowed at any events.

H. DIVISION TRANSFER

1. A division transfer authorization should be run in the same manner as any other authorization, but the marshals should be focused on the new rules between divisions.
2. Should a combatant fail a division transfer authorization, he will be allowed to participate in his previous division.
3. The Marshallate recognizes that some minors will be very small or very large for their age, or that there may be insufficient participants in a given division at an event. These minors may, at the request of their parent/guardian, and

on a case-by-case basis determined by the KEM, KACM, KYACM or designate, be moved up or down one division as appropriate.

I. ADULT TRAINING AT OFFICIAL SCA ACTIVITIES

1. Adults in a training situation with youth combatants are not required to meet the armor standards outlined in the "Divisional Standards". It is recommended that trainers wear armor appropriate to the training, especially helmets.
2. Parents can actively train their own children.
3. Other than parents, only BCMs, YACMs, and MACMs may train minors.
4. On rare occasions, and with specific permission of the KYACM, AND the KACM or KEM, authorized adult armored combatants may train minors.

2 - DIVISIONAL STANDARDS

A. CHILDREN'S BOFFER DIVISION: AGE 6-9 YEARS

1. Minimum Required Armor
 - a) Head - The head must be covered by a helmet. Helms for youth combat include: street hockey helmets, hockey helmets, baseball catcher's masks with full head protection, and fencing masks. Period looking metal helms are also allowed, but are not encouraged for this age division. All helms must have grills or metal mesh covering the face. No opening on the face shall be more than 2 inches. The helm must be constructed of rigid material. Helms must have either a chin strap or a back strap to hold the helm securely. All helmets must fit properly.
 - b) Neck - Larynx protection is required. Minimum medium (belt grade) leather with a .5 inches of closed cell foam or equivalent underneath.
 - c) Torso - Must be covered by shirt, tunic, bodice, etc. Kidney, sternum, and xiphoid protection is not required.
 - d) Arms - Minimum of lightweight cloth must cover shoulders and elbows. Elbow joint protection is not required. Both a long sleeve shirt and a short sleeve with elbow pads meet this requirement. Light gloves are required for hands.
 - e) Legs - Long pants, tights, or sweats required. Minimum of lightweight cloth. Sturdy shoes are required. No open-toed shoes or sandals. Knee joint protection is not required.
 - f) Groin - Minimum protection is sports cup, padded skirt, or undergarment constructed of a minimum of light leather or equivalent.
2. Weapon Standards
 - a) All single-handed weapons will be made of a single golf tube covered with a .5 in. of closed cell foam extending 1.5 in. past the end of the tube. The ends of the golf tube must be fiber tape closed.
 - b) All single-handed thrusting weapons must consist of the above listed construction plus a thrusting tip consisting of closed cell foam and tape, loosely wrapped, a minimum 2.5 inches in diameter and extending 2.5

inches past the golf tube. Tip should be sturdy enough to not completely fold over upon impact.

- c) All two-handed weapons will be made of golf tubes taped together with an overlap of up to three inches covered with .5 in. of closed cell foam extending 1.5 in. past the end of the tube. The ends of the golf tube must be fiber tape closed.
- d) All two-handed thrusting weapons must consist of the above listed construction plus a thrusting tip consisting of closed cell foam and tape, loosely wrapped, a minimum 3 inches in diameter and extending 2.5 inches past the golf tube. Tip should be sturdy enough to not completely fold over upon impact.
- e) Weapons must be covered with single layer of loosely wrapped duct tape for support.
- f) All weapons must be proportional to the size of the combatant. For example, youths should not use weapons 1-1/2 times their height. Mass weapons should still be light-weight weapons.
- g) Basket hilts are not required but are allowed.
- h) The maximum length of any weapon will be 5 feet.

3. Shield Standards

- a) Shields may not be used as offensive weapons. NO contact between shield and the opponent's body is allowed.
- b) Materials allowed are wood, plastic, aluminum, or equivalent.
- c) All edges must be covered by tubing, leather, or foam. Pipe foam padding is highly recommended.
- d) Shield shape should be recognizable as a medieval shield.
- e) Shields shall be reasonable in size and proportional to the combatant.
- f) No bolts, wires, or other objects may project more than .375 inches without padding or tape.

4. Blow Calibration

- a) Touch only. Any blows that touch the opponent's body, unless rolled across a weapon or shield, will be accepted. Marshals are expected to notify the combatants if a shot comes off a shield or weapon. Groin shots, while legal, are to be discouraged.
- b) The marshals shall notify the combatant when the blow force is harder than a touch.
- c) All combatants are presumed to be wearing a tunic.
- d) Combatants may call hold to discuss the force of blows, but only the marshal-in-charge of the field may discount a blow.
- e) The marshal-in-charge of the field will discount blows that are harder than positive force, but not hard enough to injure an opponent. This situation must be discussed with both youth combatants.
- f) Any combatant using force sufficient to bruise or injure an opponent will, after one warning, be removed from the field. This situation will be discussed with the combatant and the parent/guardian. It is up to the marshal-in-charge to determine if the combatant is to be allowed back on the field that day.

5. Target Area

The entire body is a legal target area for cutting blows. Blows to the hand are not counted. Thrusting is allowed to the torso, arms, and legs.

6. Blow Acknowledgement

- a) Any touch to a legal target area scores a victory for the combatant striking the blow.
 - b) Combatants do not fight from their knees or with the off hand.
 - c) All tournament combat shall be conducted in the manner of counted blows with three being the standard number.
 - d) In melee, when touched, an opponent may either fall down or leave the field.
7. Authorization Procedure
- a) There is only one authorization in this division and it will allow the combatant to use any weapon.
 - b) The marshal shall have the combatant strike him with a proper blow. The marshal shall explain if the blow force is correct. If it is not, the marshal shall attempt to correct it. The authorization will not continue until the marshal is satisfied with the blow force.
 - c) An authorization bout will be fought. Blows will be called verbally. The preferred opponent is an authorized combatant in the same age division. If none are available, then use an older authorized boffer opponent or a warranted Youth Marshal. Use of an Adult Boffer Marshal as an opponent is a last resort.
 - d) The combatant will pass unless he demonstrates willful disregard for the rules. Neither a lack of ability to attack nor defend is a reason to fail an authorization. Poor acknowledgement is not a reason to fail an authorization.
8. Educational Goals
- a) Explanation and practice in use, function, and techniques of Youth Boffer Weapons.
 - b) Preparation for advancement to the Youth Boffer Division (age 10-13 years).

B. YOUTH BOFFER DIVISION: AGE 10-13 YEARS

1. Minimum Required Armor:
- a) Head - The head must be covered by a helmet. Helms for youth combat include: street hockey helmets, lacrosse helmets, hockey helmets, baseball catcher's masks with full head protection, and fencing masks. Period looking metal helms are also allowed and encouraged. All helms must have grills or metal mesh covering the face. No opening on the face shall be more than 2 inches. The helm must be constructed of rigid material. Helms must have either a chin strap or a back strap to hold the helm securely. All helmets must fit properly.
 - b) Neck - Lightweight gorget covering the larynx and cervical spine is required. Minimum of medium (belt grade) leather with .5 inches of closed-cell foam or equivalent underneath.
 - c) Torso - Must be covered by shirt, tunic, bodice, etc. Kidney, sternum, and xyphoid protection is not required. For females: As a girl matures, she must also have adequate breast protection, e.g. quilted material tunic, light leather, or equivalent.
 - d) Arms - Minimum of lightweight cloth on shoulders and armpits. Heavy or padded gloves are required for hands. Elbow joints must be protected by a minimum of soft elbow pads.

- e) Legs - Long pants, tights, or sweats required. Minimum of lightweight cloth. Sturdy shoes are required. No open-toed shoes or sandals. Knee joints must be protected by a minimum of soft knee pads.
- f) Groin - Minimum protection is sports cup, padded skirt, leather, or equivalent.

2. Weapon Standards:

- a) Schedule 40 PVC is considered the standard base material for boffer construction. The marshallate will consider other equivalent materials for construction (such as CPVC, Schedule 80 PVC, or Siloflex) on a case by case basis. The standard non-thrusting type weapon must consist of:
 - ◆ 0.5 inch I.D. (inner diameter) PVC (schedule 40) minimum; 1.0 inch I.D. maximum
 - ◆ Both ends of PVC must be capped.
 - ◆ Two layers of fiber-reinforced strapping tape.
- b) 0.5 inch closed cell foam, minimum, extending the striking length of the boffer to 1.5 inches past tip of PVC. The foam must cover all sides of the PVC.
- c) Minimum one layer duct tape wrapped loosely.
- d) All single-handed thrusting weapons must consist of the above listed construction plus a thrusting tip consisting of closed cell foam and tape, loosely wrapped, a minimum 2.5 inches in diameter and extending 2.5 inches past PVC. Tip should be sturdy enough to not completely fold over upon impact. Tips may use soft leather or cloth to give support to avoid folding over.
- e) Two-handed weapons must use a minimum of .75 inch PVC.
- f) Two-handed thrusting weapons must consist of the above listed construction plus a thrusting tip consisting of closed cell foam and tape, loosely wrapped, a minimum 3 inches in diameter and extending 2.5 inches past PVC. Tip should be sturdy enough to not completely fold over upon impact. Tips may use soft leather or cloth to give support to avoid folding over.
- g) All weapons must be proportional to the size of the combatant. Mass weapons should have no real "mass" to them.
- h) Basket hilts are not required but are recommended.

3. Shield Standards

- a) Shields may not be used as offensive weapons. NO contact between shield and the opponent's body is allowed.
- b) Materials allowed are wood, plastic, aluminum, or equivalent.
- c) All edges must be covered by tubing, leather, or foam. Pipe foam padding is highly recommended.
- d) Shield shape should be recognizable as a medieval shield.
- e) Shields shall be reasonable in size and proportional to the combatant.
- f) No bolts, wires, or other objects may project more than .375 inches without padding or tape.

4. Blow Calibration

- a) All cutting blows must have positive force to count. Positive force is defined as a blow that contacts the surface and can be felt, but does not need to have any significant power behind it.
- b) All thrusting blows will require touch only. Any unimpeded blow will be counted.
- c) All combatants are presumed to be wearing a quilted coif and tunic only.

- d) Any combatant using force sufficient to bruise or injure an opponent will, after one warning, be removed from the field. This situation will be discussed with the combatant and the parent/guardian. It is up to the marshal-in-charge to determine if the combatant is to be allowed back onto the field that day.
5. Target Area
- a) The body from 1 inch above the knee and up is legal target area for cutting and thrusting. Blows to the hand are not counted. Please be aware that the entire head is a legal area for thrusting.
 - b) Modifications to the target area to match either armored or rapier combat for a particular tournament or melee is allowed. These target areas are defined in the appropriate handbook. In this case all combatants MUST be clear on the legal target areas, and no combat shall proceed until they are.
6. Blow Acknowledgement
- a) Any blow striking from the shoulder to the hand shall cause the loss of the arm.
 - b) Any blow striking from 1 inch above the knee to the hips will cause the loss of the leg. The combatant will then be allowed to fight from his knees.
 - c) Any blow striking the hip will cause the loss of movement. The combatant must sit to continue to fight.
 - d) Any blow struck to the head or torso is a kill.
7. Authorization Procedure
- a) There are two authorization categories: Single-handed weapon and two-handed weapon.
 - b) The marshal will quiz the combatant on legal target area, armor standards, and weapon standards.
 - c) The marshal shall have the combatant strike him with a proper blow. The marshal shall explain if the blow force is correct. If it is not, the marshal shall attempt to correct it. The authorization will not continue until the marshal is satisfied with the blow force.
 - d) An authorization bout will be fought. Blows will be called verbally. The preferred opponent is someone in the same age division. If none are available, then use an older boffer opponent or a Warranted Youth Marshal. Use an Adult Boffer Marshal as an opponent is a last resort.
 - e) To authorize, the combatant must demonstrate the ability to deliver and recognize a proper blow. They must demonstrate a reasonable attempt at defense. Most importantly, they must exhibit safe and courteous behavior throughout the bout.
8. Educational Goals
- a) Refinement of techniques in defense, accuracy, and speed.
 - b) Continued development in the graces of chivalric combat, honorable conduct, and etiquette both on the field and off.
 - c) Preparation for advancement to the Teen Boffer Division (Age 14-17) and Youth Armored Combat.

C. TEEN BOFFER DIVISION: AGE 14-17

1. Minimum Required Armor

- a) Head - The head must be covered by a helmet. Helms for youth combat include: street hockey helmets, lacrosse helmets, hockey helmets, baseball catcher's masks with full head protection, and fencing masks with padded hoods. Standard SCA armored helmets are encouraged. All helms must have grills or metal mesh covering the face. No opening on the face shall be more than 2 inches. The helm must be constructed of rigid material. Helms must have either a chin strap or a back strap to hold the helm securely. All helmets must fit properly.
- b) Neck - Gorget covering the larynx and cervical spine is required. Minimum of rigid material.
- c) Torso - Must be covered by shirt, tunic, bodice, etc. The kidneys, sternum, and xiphoid must be covered by rigid material constructed of a minimum of medium leather backed with padding or foam. Kydex, metal scale, plate, etc. are acceptable. Females must also have adequate breast protection, e.g. quilted material tunic, light leather, or equivalent.
- d) Arms - Minimum of lightweight cloth on the shoulders and armpits. Rigid elbow joint protection is required constructed of a minimum of elbow pads covered with medium leather. Roller- blade or volleyball style pads with hard plastic cup are acceptable.
- e) Hands - The hand must be protected by a combination of basket hilt, gauntlet or hockey gloves. Street hockey and lacrosse gloves are acceptable for this division. Gauntlets may be made of leather or metal.
- f) Legs - Long pants or sweats required constructed of a minimum of lightweight cloth. Sturdy shoes are required. No open-toed shoes or sandals. Knee joint protection is required constructed of a minimum of soft kneepads covered with medium leather. Rollerblade or volleyball style pads with hard plastic cup are acceptable.
- g) Groin - For boys, minimum protection is sports cup or rigid pubic arch protection. For girls, closed-cell foam, heavy leather, or the equivalent is required to cover the pubic bone area. The wearing of a male style athletic cup by female fighters is prohibited

2. Weapon Standards

- a) Schedule 40 PVC is considered the standard base material for boffer construction. The marshallate will consider other equivalent materials for construction (such as CPVC, Schedule 80 PVC, or Siloflex) on a case by case basis. The standard non-thrusting type weapon must consist of:
 - ◆ 0.5 inch I.D. (inner diameter) PVC (schedule 40) minimum; 1.0 inch I.D. maximum
 - ◆ Both ends of PVC must be capped.
 - ◆ Surface must be covered with two layers of fiber-reinforced strapping tape.
 - ◆ 0.5 inch closed cell foam, minimum, extending the striking length of the boffer to 1.5 inches past tip of PVC. The foam must cover the striking edge only.
- b) The striking surface must have a minimum one layer of duct tape wrapped loosely.
- c) All single-handed thrusting weapons must consist of the above listed construction plus a thrusting tip consisting of closed cell foam and tape, loosely wrapped, a minimum 2 inches in diameter and extending 2 inches past the PVC. The tip should be sturdy enough to not completely fold over upon impact. Tips may use soft leather or cloth to give support to avoid folding over.
- d) Lanyards are required on single-handed weapons.
- e) Construction of two-handed weapons shall follow single-handed weapon guidelines with the exception of 1 inch PVC (Schedule 40) used for base material.

- f) All two-handed thrusting weapons must consist of: thrusting tip (leather or rubber) covering the last 12 inches of the PVC on the thrusting end. Foam and tape to be a minimum 2.5 inch in diameter and extend 2 inches past PVC.
 - g) Size limits on two-handed weapons:
 - ◆ Spear - 7.5'
 - ◆ Polearms - 6'
 - ◆ Great sword - 6' with no more than 18" haft.
3. Shield Standards
- a) Shields may not be used as offensive weapons. NO contact between shield and the opponent's body is allowed.
 - b) Materials allowed are wood, plastic, aluminum, or equivalent.
 - c) All edges must be covered by tubing, leather, or foam. Pipe foam padding is highly recommended.
 - d) Shield shape should be recognizable as a medieval shield.
 - e) No bolts, wires, or other objects may project more than .375 inches without padding or tape.
 - f) A shield basket, hockey glove, or gauntlet is required under the shield.
4. Blow Calibration
- a) Light force is required for all cutting shots. Light force is best described as a small bounce of the weapon upon contact. Blows may reach armored combat force without penalty.
 - b) Positive force is required for thrusts to the body, arms, or legs.
 - c) Face thrusts require only a touch. Any combatant using more than a touch to the face will, after one warning, be removed from the field. Face thrusts with greater than touch force will be discounted by the marshals.
 - d) Groin shots, while legal, are to be discouraged.
 - e) All combatants are presumed to be wearing mid-thigh leather gambeson and leather skullcap.
 - f) Any combatant using force sufficient to injure an opponent will, after one warning, be removed from the field.
 - g) The target area and blow acknowledgement will be the same as for armored combat. Refer to the current Northshield Armored Combat Handbook for definitions.
5. Authorization Procedure
- a) There are three authorization categories: One-handed weapon, two-handed weapon, and face thrust. You must be authorized in both one-handed and two-handed weapon before attempting face thrust.
 - b) The marshal shall have the combatant strike him with a proper blow. The marshal shall explain if the blow force is correct. If it is not, the marshal shall attempt to correct it. The authorization will not continue until the marshal is satisfied with the blow force.
 - c) An authorization bout will be fought. Blows will be called verbally. The preferred opponent is someone in the same age division. If none are available, then use an authorized Youth Armored Combatant. If none of either are available, then a Youth- approved Armored Combat Marshal should be used.
 - d) To authorize, the combatant must demonstrate the ability to deliver and recognize a proper blow. They must demonstrate a reasonable attempt at defense. They must react correctly to pressure. They must exhibit safe and courteous behavior throughout the bout.

6. Educational Goals
 - a) Continued development in the graces of chivalric combat, honorable conduct, and etiquette both on the field and off.
 - b) Preparation for advancement to Adult Armored Combat.

3 - MELEE CONVENTIONS

Except as noted below, all melee conventions follow armored combat conventions.

A. GENERAL CONVENTION

1. CHARGES ARE RESTRICTED
 - a. Charges may only be used to gain ground.
 - b. There must be a noticeable drop in speed before engaging an opponent.
 - c. Running into your opponent to knock him down is prohibited.
2. IF ANY COMBATANT LOSES A PIECE OF REQUIRED ARMOR, A HOLD SHALL BE CALLED AND THAT FIGHTER SHALL BE REMOVED FROM THE FIELD.
3. NO MISSILE WEAPONS OF ANY TYPE ARE ALLOWED.
4. WHEN A COMBATANT IS DEFEATED IN MELEE COMBAT, HE MUST DIE IN A DEFENSIVE MANNER OR SAFELY WALK OFF THE FIELD WITH HIS WEAPON HELD ABOVE HIS HEAD.

B. BOFFER MELEE COMBAT DIVISIONS:

1. Children Boffer Melee shall be ages 6-9.
2. Youth Boffer Melee shall be ages 10-13.
3. Teen Boffer Melee shall be ages 14-17.
4. Youth Armored Combats may participate in melee at ages 16-17.
 - a) Must be authorized in Youth Armored Combat.
 - b) Must be able to demonstrate knowledge of proper calibration for adult armored combat.
 - c) Must meet all other requirements for Youth Armored Combat.

C. SPECIAL ARMOR AND WEAPON RULES

1. Children's Division (ages 6-9)
 - a) Elbow and knee pads are required for melee combat.
 - b) Maximum weapon length is 48".
 - c) All weapons must be golf tube core.
2. Youth Division (ages 10-13)
 - a) Hard elbow and knee pads are required for melee combat.
 - b) Maximum weapon length for spears is 72".

- c) Maximum weapon length for all other weapons is 60".
 - d) All weapons must be PVC core.
3. Teen Division (ages 14-17, boffer only, not rattan)
 - a) Must meet Teen Boffer standards.
 - b) All weapons must be PVC core.
 4. Youth Armored Combat shall be ages 16-17
 - a) Follows the rules of the adult armored combat melee.
 - b) No missile weapons are allowed.

D. MELEE SPECIFIC RULES

1. All Divisions
 - a) A minimum of three warranted marshals are required for melee combat outside of a practice. At least two of these must be adult marshals.
 - b) The arc of attack is limited to 180° from the front of the combatant. No attack may be made outside of this arc.
 - c) No more than four opponents may attack any fighter at one time. In boffer melee, this rule is in effect at all times.
 - d) An unaware opponent may not be attacked. If divisional rules allow, then weapons may be fouled.
 - e) All holds will stop all combat and combatants will drop to their knees. In no case shall there be limited area hold in boffer combat.
 - f) Any equipment failure is cause for a hold in boffer combat. Any marshal noticing any missing piece of armor is to call hold. If the armor can be quickly repaired or replaced, then the combatant may continue, otherwise he must leave the field as if defeated.
 - g) Common sense should be used in all cases.
2. Children's Division
 - a) Charges are prohibited. All movement must stop before combat commences. This stop must be clear and obvious to the marshals.
 - b) Weapons may not be fouled.
 - c) Hafts may not be grasped.
 - d) Shield to shield pushing is prohibited. Contact between shields is going to occur in melee, but pushing on your opponent's shield to move him is not allowed.
 - e) Your opponent must see and acknowledge your presence before you may attack him. There is no line engagement in this division. All opponents must acknowledge each other.
 - f) When defeated, you are to shout out notification of the defeat and leave the field.
3. Youth Boffer Division
 - a) Charges are limited to a walk. Charges can not be at a speed faster than a walk. No combat is allowed when running. Advances to gain ground must slow to a walk before combat occurs.
 - b) Fouling of weapons from behind is allowed by weapon to weapon contact.
 - c) Your opponent must see and acknowledge your presence before you may attack him. The exception to this is two line of combatants, in which case everyone in the lines are engaged with each other.
 - d) When defeated, you are to shout out notification of the defeat and leave the field.

4. Teen Division
 - a) Charges are limited to two steps. All movement must be slowed to a walk before a two step charge into an opponent is allowed.
 - b) Fouling of weapons from behind is allowed by weapon to weapon contact.
 - c) Your opponent must see and acknowledge your presence before you may attack him. The exception to this is two line of combatants, in which case everyone in the lines are engaged with each other.
 - d) When defeated you are to fall to the ground in a defensive manner. Cover yourself with your weapon or shield. Shouting "Dead!" when one is struck is highly recommended.

4 - EXPERIMENTATION

1. Due to the nature of working with youth, all experimental weapons must be approved by the KYACM, who will consult with the Crown, and will get approval from the KACM and KEM.
2. All approved experimental weapons must be reported on by the parent/guardian of the combatant on a monthly basis.
3. Either parent/guardian, or the combatant, may refuse to allow an experimental weapon on the field.
4. If the marshal-in-charge is uncomfortable with an experimental weapon, it will not be used even if it has been approved previously. The MIC may be overridden by the KYACM, KACM, or KEM if they are present at the event.