



International
Archery
Association

Rules of HDH-IAA Historical Archery

INTERNATIONAL ARCHERY ASSOCIATION (IAA)

TOURNAMENT RULES

In effect from:

1. GENERAL

1.1. INTRODUCTION

- 1.1.1. The Board of Directors of IAA has prepared and approved following tournament rules.
- 1.1.2. Members (competitors and organizers) of IAA must act according to following rules, when organizing/participating (in) national/international tournaments.

2. TOURNAMENTS

2.1. EVENTS

2.1.1. IAA classifies following events:

- World and Continental Championships
- GP

World and Continental Championships are organized every second year. World and Continental Championships are to be organized separate years. GP organized maximum 3 every year.

3. ORGANIZATIONS OF CONTINENTAL AND REGIONAL TOURNAMENTS, THE GP, INTERNATIONAL, NATIONAL AND OTHER COMPETITIONS

3.1. ORGANIZATION OF TOURNAMENTS

3.1.1. The goal of IAA is to reach a standardized organization level in the different member countries. For this reason targets approved by BOD should be used at the following events:

- World Championships
- Continental Championships
- GP-s

3.1.2. The World Championships will be held every second (even) year. Continental Championship will be held every 2nd (odd) year by a member country of IAA. Competitions are 4 day-tournaments, on the first 3 days 18 target-qualification rounds and on the 4th day competitors shoot who reached the semi-finals. 18 targets are included in the semi-final (6-6-6 targets chosen from each three qualification days). Competitors may reach the semi-final who successfully shoot every specific level in each qualification round. Competitors can enter the semi-final if they shot the required score in each qualification round. The 6 best competitors from every semi-final can enter the finals.

The decision for hosting these events (3.1.1), will be taken by the Board of Directors.

3.1.3. A maximum of 3 GP competitions can be held every year. GP competitions are two day-tournaments, on the first day competitors shoot in qualification rounds of 7-7-7 targets and on the second day those competitors shoot who reached the semi-finals. The semi-final has 12 targets (4-4-4 targets chosen from the qualification round), competitors may reach the semi-final who successfully shoot every specific level in each qualification round. The 6 best competitors may reach the finals from every semi-final.

3.1.4. Finals

The 6 best competitors from each category shoot in the final round. In case the number of competitors is less than 6, there is no need for shooting finals, the scores obtained in the semi-finals define the ranking. Finals contain 6 targets: 2x target (classic) faces, 2x hunter targets, 2x skilled, technical targets. It is not allowed to have the same target twice within one target category. For each target category there shall be one, totally 3 extra targets on double distance, where the points are also counted double. The choice which target to shoot, normal or double distance is up to the archer, but all three shots must be shot at either the normal or double

distanced target. There is 3 shots allowed on each target. Rules for distances and target sizes proportions are valid also for the finals.

The points shot in the finals are added to the already achieved result, which determines the final ranking.

In the event of a tie the archers concerned will break the tie by a shoot-off on a regular-distance target face.

3.1.5. National associations which try hard to maintain high level in organizing national / international events, according to the stated rules of IAA should have the privilege to organize international tournaments. IAA member-countries are allowed and encouraged to organize their own national tournament.

3.1.6. A request to organize any international tournament for the upcoming year has to be submitted to the General Secretary of IAA no later than 31st of September of the current year. The choice will be made by the Board of Directors and listed in the tournament schedule of IAA.

3.1.7. After getting the permission from IAA to organize an international tournament, 6 months prior to the event organizer has to sign contract and pay the specific deposit according to the document „Organizing International Competitions” published on website to the bank account of the IAA. The deposit is refunded after successful event. In case of cancelled event deposit is given to new organizer.

3.1.8. IAA member countries may organize an unlimited number of national tournaments. National associations may transfer the rights to organize these tournaments to their own clubs. These national tournaments have to be organized according to the stated and accepted rules to maintain the unique tournament standard of IAA.

3.1.9. IAA member countries should submit their own calendar of national tournaments for the upcoming year to the Secretary of IAA till 30th of November. The schedules of individual member countries will be properly sorted and listed in the official IAA website.

4. RULING AND SUPERVISION

4.1. JUDGES, DELEGATES

4.1.1. The presence of judges and delegates at tournaments is mandatory. They are to monitor the observance of the stated rules.

- 4.1.2. The IAA Committee of Judges assigns judges for World, Continental, GP-s and international tournaments. There must be at least one international judge at each of the tournaments above.
- 4.1.3. The IAA BOD assigns the technical delegates (TD) for international tournaments. They are responsible for all questions regarding organization and supervision.
- 4.1.4. Judges and delegates are authorized to intervene and correct procedures of a tournament according to the stated rules of the IAA.
- 4.1.5 There is a possibility to protest against the decision of the judge. The protest committee has minimum 3 members if possible people that know the rules possibly from different countries named before the start of the competition. One of the members is the TD, who's voice is deciding in case of equal votes. The committee's task is to decide whether the judge's decision was according to the rules or not. If yes the protest is objected. If not the judge's decision will be corrected.

Protest time limit is 60 minutes after end of day's tournament in writing and by the person involved. Or right away in finals (within 10 minutes after decision).

Protest fee is set to 50 Euro. In case of rightful protest the money is given back to the protester, if rejected the money is transferred to a foundation.

5. AWARDS

5.1. TROPHIES AND MEDALS AT INTERNATIONAL EVENTS

- 5.1.1. Organizers of World and Continental Championships have to do an award ceremony for the top 6 archers in each category. For archers coming first place medals, trophies and certificates are awarded, for the second and third places medals, and for 4-6th places certificates will be given.
- 5.1.2. Organizers of GP-s have to do an award ceremony for the top 3 archers in each class.

5.2. TROPHIES, MEDALS AND RECOGNITION AT INTERNATIONAL AND NATIONAL TOURNAMENTS

5.2.1. Organizer of any tournament decides about the entry fee for the competitors and the type of award for the winners of the different classes. Invitations must contain information about entry fee and awards.

5.3. AWARDS GIVEN BY THE IAA

5.3.1. Special awards may be given to competitors by IAA for certain scores, reached during International Competitions.

6. PARTICIPATION IN CHAMPIONSHIP AND TOURNAMENT

6.1.PARTICIPATION

6.1.1. All member archers of IAA holding a valid license are allowed to participate in any international IAA event. Archers not licensed by one of IAA member organization can also participate on any event if individual license is paid.

6.1.2. International IAA tournaments are open events. Organizers may limit the number of participants.

6.2. GENERAL COMPETITION RULES

6.2.1. All competitors must register for an international tournament at least 14 days prior to the date of competition (30 days before Championships) on the registration part of IAA webpage. The organizer is not obliged to accept any applications after the deadline. The entry fee for applications made after the deadline will be increased by 50%.

6.2.2. Competitors have to be at the stake at least 30 minutes prior to the beginning of the tournament. Registered competitors being late may join the next group at target #1, if there are less than seven people in this group. In case of "flying start" competitors must be on start position at least 10 minutes prior their starting time.

6.2.3. As a courtesy to fellow competitors, there will be no talking to spectators, other groups or archers in the group while the group is shooting. Making any kind of disturbing noises are not allowed, except for finals.

6.2.4. Usage of electronic devices is not allowed by competitors and spectators on the courses (including phones headsets, walkie-talkies, cameras etc.). Special exception for camera usage may be made for press on duty wearing official press badges. Anyone who wants to take pictures or video of competitors, must get their permission first. Shooters participating in final rounds must agree to that photographs or video of them may be taken.

Judges have the right to check the equipment and accessories before a tournament start. They may require alterations or changes in case equipment or accessories are not in accordance with the stated rules. Judges may check equipment or accessories at any time during the tournament to determine its suitability for competition. Any violation of the IAA rules will result in penalty.

6.2.5. A shooter will receive a warning by judges in case of any rule violation. Warnings have to be recorded on the individual scorecards. Three warnings will result immediate disqualification. A report on disqualifications will be filed by the Competition Committee till of end of competition day.

6.2.6. Scorecards must have room for the recording of warnings.

6.2.7. Littering the ground will not be tolerated. Anyone being seen littering will be immediately disqualified from the tournament.

6.2.8. Alcohol is strictly forbidden for all archers before and during the competition. Smoking is forbidden except if the organizer prepares special smoking areas. It is not allowed to use technical devices of any kind at the ground.

7. SHOOTING FIELD –RANGE

7.1. All targets must be placed vertical to the horizon. They may be placed at an angle, no greater to promote damage to the target, or create glance-offs.

7.2. The competition is set in one round, with 18-21 targets . Targets can be developed in an order upon discretion, but organizers should aim at placing them in a varied way.

7.3. Each marker and its corresponding target must bear the same number. A stop position (waiting place for oncoming group) must be marked at all international events. Waiting groups must wait at marked place till previous group has finished and left the target.

7.4. All targets must be numbered in consequent order. The number plates measure at least 20×20 cm. The plates by the targets must be clearly visible from the marker.

7.5. Trails between targets must ensure safe walking for all competitors on the shooting ranges. Clear direction signs are to be arranged along the competition trails.

7.6. Suitable barriers shall be placed around the course, wherever necessary, to keep spectators at a safe distance while still giving them the best possible view of the competition. Only those persons having

the proper accreditation shall be allowed on the course inside of the barriers.

7.7. Shooting ranges for international events must be ready at least the day before the tournament, so that judges and delegates of IAA can inspect, and organizers still have time for potential corrections.

7.8. Practicing field with known distances has to be provided for the competitors the day before the tournament and during the tournament.

7.9. Medical service must be provided at the shooting field during the whole duration of the competition.

7.10. On international events Organizers of a tournament should provide at least two rest areas (food/water) and rest room facilities (e.g. portable toilet) on each course.

7.11. Targets fall into three categories:

- Classic faces
- 3D animal targets
- Skilled targets
- 3-3-3, total 9 targets are compulsory. The remaining targets will be freely defined by the organizing group based on the target categories, taking the target recommendations into account.

7.12. When setting targets, one shall consider the difficulty level and the rate of the shooting distance.

7.13. Targets can have three score areas, scoring 10-8-5 points.

8. CLASS DEFINITIONS AND RULES

8.1.EQUIPMENT

8.1.1. No signs/marks on the inner side of the upper limb are allowed to use as an aiming reference.

8.1.2. When a bow is strung the bowstring has to run along the middle line of the limb. Only standard or other modern materials must be used as a string. Historical materials (such as flex and tendon) cannot be used. 1 or 2 nocking points are permitted on the string.

8.1.3. No accessories for the purpose of stabilization, levelling, aiming, draw-weight reduction or draw checking are permitted. Thumb ring is permitted. The drawing finger must touch the nock.

8.1.4. Arrows shall be made of wood or bamboo, fletching only with natural feathers. Plastic nocks may be used. Nock cut (hollowed) in the end of the shaft is only allowed if ensured with appropriate materials. No marks are permitted on the arrow that may help in draw checking. Targetpoint shall be used, causing no damage to the targets. The owner's name shall be indicated on the arrow.

8.1.5. Binoculars and/or spotting scopes are not allowed.

8.1.6. Middle-Age or earlier historical clothing should be represented.
No clothes or accessories can be worn that are undoubtedly modern (e.g. sunglasses, jeans, trainers, boots etc.).

8.2. Bow styles defined

8.2.1. Historical bow made of modern materials (nomadic or longbow)
The bow can be made of only one material or mixed materials that contain modern material (for example; adhesive, fibreglass).

8.2.2. Historical bow made of natural materials (nomadic, or longbow)
The bow can be made of only one material or mixed materials that contain only natural materials (e.g. wood, horn, bone, tendon, jelly, natural polish, bamboo).

General definition:

The shape and form of the bows shall align to historical bow types (e.g. Egyptian, Greek, Hungarian, Turkish, Tatar, Mongolian, English, Yumi etc) In case of disputation proving that the bow is historically correct is the task of the archer.

Nomadic bows:

The bow can be symmetric or asymmetric composite recurve bow. The bow cannot have a window and the arrow has to run out on the holding hand. Maximum one layer of textile or leather is allowed between the grip and the holding hand. No aid at all is allowed on the grip to hold or support the arrow..

The grip must be symmetrical sideways and is at least 15mm thick. The bow cannot be of a takedown style. There are no distinctions concerning the length of the rigid tip.

Historical longbows:

A one piece straight ended bow constructed of any material which when strung displays one continued unidirectional curve, which is measured as follows: when the strung bow is placed with the bowstring in a vertical position, the angle as measured between the tangent of any point on the limb and an imaginary horizontal line must always decrease as this point is moved further away from the bow grip (continually decreasing limb-string distance from the grip)

In case of any doubt as to the continuing curve of the limb then a string-line laid from the end of the riser (or the grip) fade out to the commencement of the tip

overlays (or if there are no overlays then the point at which the bow string is held in the nock groove) on the back of the strung bow shall show no gaps between the string line and the bow limb. The tip reinforcing may not exceed 20mm in height, measured from the surface of the back of the bow limb and may not exceed 50mm in length, measured from the end of the tip. The bow cannot have a pistol grip, an arrow shelf or a window.- The bow cannot be of a takedown style. The arrow has to run out on the holding hand. No aid at all is allowed on the grip to hold or support the arrow.

8.2.3. Hunting Bows

Any kind of hunter recurve bow or longbow can be used that has a wooden handle. The bow may contain any kind of (originally) built-in joints and laminating. The bow can be one-piece or takedown style. Use of archery gloves, tabs and free-hand release aids are permitted. Use of damper is permitted on the limbs or on the string. Arrow rest like T300, NEET, Hoyt Hunter, Bear or similar types are permitted.

8.3. IAA CLASSES DEFINED

8.3.1. The filled age 1st of January decides the whole year. Cadets and juniors can shoot in older class, veterans can choose to shoot as adults.

8.3.2.

veteran: 51 years of age or older / men –women
senior: 21 –50 years / men–women
junior: 18 –21 years / men –women
cadet: 15 –21 years / men –women
mini: up to 14 years / men –women

9. SHOOTING RULES

9.1. Given number of arrows per shooter per target will be shot from a stake. Any arrow, which is dropped and can be recovered while touching the stake may be re-shot.

The shooter is responsible for maintaining control of the arrow. Any arrow released accidentally or deliberately and not found in the scoring area of the target, is scored as a zero (“0”)

9.2. There is only one stake per target for one category (blue and white correspondingly). Only one archer can shoot from the stake at one time. A shooter must touch the stake with some part of his/her body while shooting.

9.3. Groups must have at least three shooters and no more than seven shooters. Each group will assign two scorekeepers not belonging to the same club or nation. The first listed archer of each group is the leader of the group.

- 9.4. A group is not allowed to pass other groups except by an order from a judge. In this case, the passing group has to shoot, score and pull the arrows, while the other group is waiting.
- 9.5. As a courtesy to fellow competitors, archers have to wait for their turn in a certain distance (3m) from the shooter at the stake.
- 9.6. The shooters of each group will alternate being the first shooter at each subsequent stake, with their shooting order maintained throughout the round. Minis shoot last.
- 9.7. The first shooter will be allowed 90 seconds to shoot his/her arrow/s. (except for speed shooting 20 sec.) The leader of the group decides when the first archer goes to the stake. Each remaining member of the group will be allocated 90 seconds to shoot. The first shooter will be allowed 90 seconds to shoot his/her arrow. The leader of the group decides when the first archer goes to the stake. Each remaining member of the group will be allocated 90 seconds to shoot. In consideration of time the shooter has to leave the shooting position immediately after completed shooting.
- 9.8. Archers have to remain behind the stake until the whole group finished the shooting.
- 9.9. All arrows must remain in the target until all arrows are scored. The status of any doubtful arrow must be determined before drawing any arrow from the target and no arrows may be touched until a judgment has been made.
- 9.10. For safety considerations and to insure a timely competition, no archer will go behind a target to look for a lost arrow or for any other reason except to retrieve an arrow, which is visible to the group.
- 9.11. If the equipment failure occurs during the act of shooting, the arrow will be scored as a shot. The shooter will have up to 5 minutes for repair. The group has to leave the stake and wait.
If the repair can't be done at the range the shooter will have up to 25 minutes for repair. The shooter has to contact a judge. Time will start at the moment the judge takes over the score cards. The group must wait.
A shooter may change his/her bow to an inspected reserve bow one time in a tournament. Only one bow per shooter may be brought to the range. After the repair is done, the shooter will have two arrows for practicing on the target, which is already shot.
- 9.12. In the final rounds, no extra time shall be allowed for equipment failure, but the competitor with equipment failure may leave the

shooting place to repair or replace the same and return to shoot any remaining arrow(s) if the time limit permits.

- 9.1.3 Shooting markers in classes:
Cadet, junior senior, veteran: blue marker
Mini: white marker

10. SCORING RULES

For all sanctioned IAA Shooting events, the scoring must be as follows:

- 10.1. Scores: 10 – 8 – 5 – 0
- 10.2. In the event of a tie the archers should hold a shoot-off for the first 3 places. Sequence will be decided by a draw made by the judges. One shooting for one target should be made, the archer who scores nearest to the middle point of highest score zone wins the shoot-off.
- 10.3. The arrow shaft must touch any portion of the line to be scored for the higher value. An arrow that is embedded into the nock end of an arrow that is embedded in the target will be scored the same as the embedded arrow. All arrows must remain in the target until all arrows are scored. Time for scoring is 150 seconds.
- 10.4 Shooters will get the official scorecards (2) for that day at the meeting before the beginning of each round. Double scoring is required.
- 10.5. At each target scoring will be done after the group finished the shooting. Each scorekeeper will maintain 1 card for each shooter and be responsible for recording each arrow.
- 10.6. Archers must say their score aloud in a clearly understandable way
- 10.7. Both score keepers must compare their recorded scores before the arrows are pulled. In case of mistakes, corrections have to be made immediately. The leader of the group has to sign the corrections.
- 10.8. In case there are disagreements about the score on both scorecards of a shooter at the end of the round; the lowest score will be valid.
- 10.9. To score, arrows must be stuck in the target, or witnessed pass troughs and BOUNCE OUTS are to be scored as agreed on by the majority of the group, or re-shot before shooters advance to the target.
- 10.10. The status of any doubtful arrow must be determined by the majority of votes of the group. Should the group be unable to reach an agreement (tie), a judge must be called.




Target faces (Classic faces)	
Targets:	Shooting distances:

10.11. At the completion of each course all scorecards must be legible, completed and signed. No changes may be made to a scorecard after the scorekeeper and shooter have signed the scorecard. The scorecards have to be turned in by the leader of the group immediately after the completion of the course.

Any person in violation of the above said rules can be disqualified from that event and may be suspended from membership.

Any person suspended from membership will not be allowed to shoot any sanctioned IAA event that shooting year or as directed by the IAA board of directors.

Anyone that is suspended from membership, and violates this rule, could be permanently suspended from IAA membership and all of its sanctioned events. Any shooter who disobeys shoot officials orders, will be disqualified from that event and may be suspended from membership.

Scoring on obligatory targets	According to colors: <ul style="list-style-type: none"> - Inner circle 10 points - Middle circle 8 points - Outer circle 5 points 	
FITA Semaphore Obligatory target!		5m-10m
FITA 80 cm 6-ring centre Obligatory target!		14m-20m
IFAA 60 face (Ø45cm) Obligatory target!		22m-30m
- Remaining targets are freely determined by the organizing team	Highest score value target zone shall be set up at a distance minimum as many meters as many centimetres long its diameter is, with a maximum distance double of this length.	

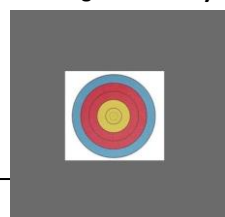
Exemple:

(target: 80-cm 6 ring centre FITA highest scoring zone 16cm)

(minimum distance 16 meter – maximum 32 meters)

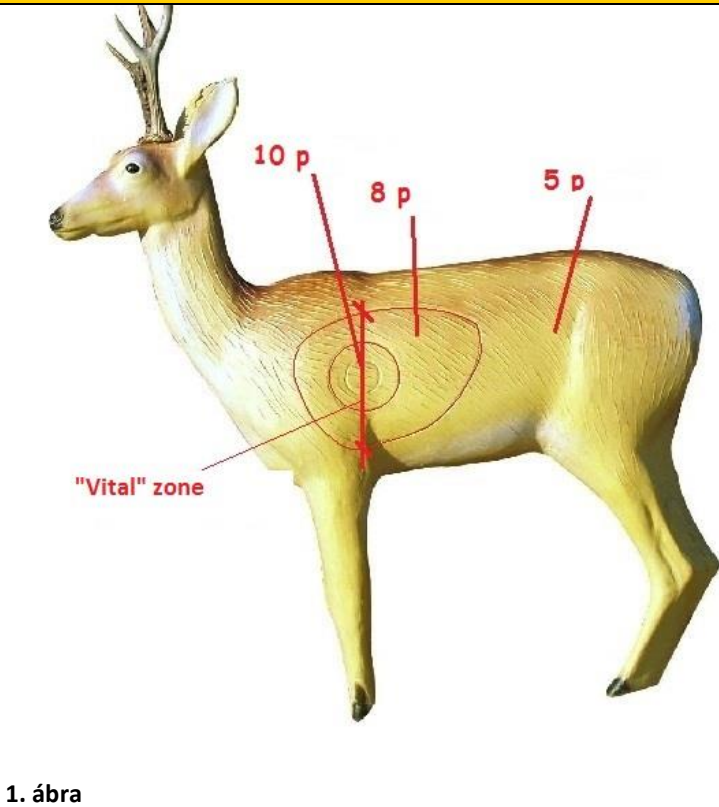


(distance for u.14 of age decided by organizer)



Targets: 3 out of 4 categories must be chosen!

		Shooting distances:
1. Big games	Score area: above 250mm	25m-35m
2. Medium games	Score area: 201-250mm	20m-30m
3. Small games	Score area: 151-200mm	15m-25m
4. Tiny games	Score area: 0-150mm	5m-15m



More hunting targets can be chosen but the 3 prescribed categories shall be included.
 The listed categories and corresponding distances are compulsory.

Example:

(cél: apróvad/Fácán/)

(minimum distance 5 meter – maximum 15meters)



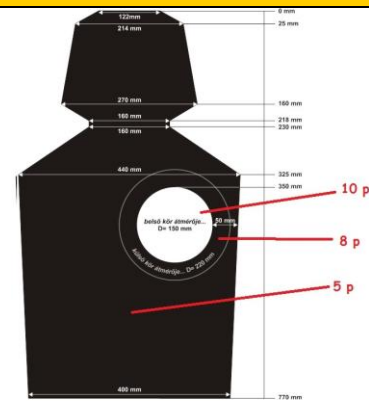
(distance for u.14 of age decided by organizer)

Skilled, technical targets

Targets:

Figures:

Warrior figure or Turkish puta (face or whole 3D figure) size



Speed shooting (obligatory target) :

Number of shoots: based on the speed of the archer

Target face: warrior figure

Distance: blue marker – 16 m.

white marker – 12 m.

Target: warrior figure or puta

Time used for shooting: 20 seconds, max. 6 arrows

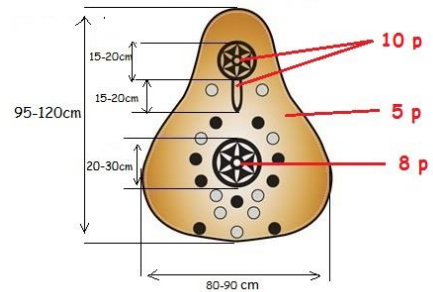
Scoring:

- 5 points is the whole surface of the figure

- 30 points is the max. scoring

Description:

- At this target a timekeeper (a person hired by the organizing committee) shall be applied. This person announces the start ('shoot' command) and the end ('finish' command) of the shooting. Drawing the bow is only permitted after the 'shoot' command. If an arrow is shot after the expiration of the 'finish' command (20 seconds) the last score shall be withdrawn.



Figures can be enlarged!

Horseback battle (obligatory target!):

Description: distance: 11m-6m-11m

Target: warrior figure or puta

- Stand shown in the picture is a possible solution only not mandatory.

Measures shown in the 1st picture are mandatory. (Picture enlargable).

- Archer shall shoot sitting on the back of the horse while not touching the ground with a leg.

- Archer shall shoot at the target his facing first, middle target shall be shot after and the third shot shall be taken at the target in the back.

- Determination of the 'Horse':

o A stable object having a shape similar to a horse. It shall enable archers to shoot from horseback position.

o Withers height: 80-100 cm

o A tool e.g. a stirrup shall be provided in order to facilitate getting on the horse.

Scoring:

- 10 points: inner scoring zone.

- 8 points: outer scoring zone signed by a circle.

- 5 points: whole remaining surface of the warrior figure

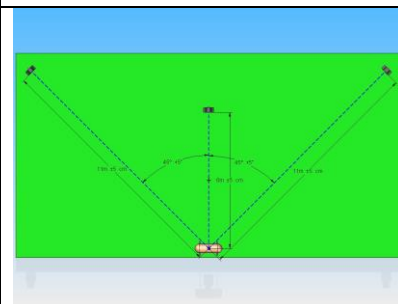


Figure can be enlarged!

Tower(obligatory target!):

Target: warrior figure or puta

Scoring:

- 10 points: inner scoring zone.
- 8 points: scoring zone signed by a circle.
- 5 points: whole remaining surface of the warrior figure.

- Maximum reachable scores: 30 points

Description:

- The archer shall shoot the target face via the loophole shown in the picture.
- Stand shown in the picture is a possible solution.
- Size of the window (loophole): 90X60cm
- Distance between the Tower and the figure is 1,5m-3m
- The figure shall be set up in a way it is not covered so that we can see the whole figure.
- Distances shall be measured from the target figure!

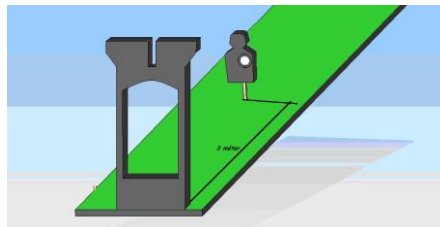


Figure can be enlarged!

Remaining targets are freely defined by the organizing team, keeping the recommendations written above.

--Target shall move on the same fixed lane, its setup shall not be affected by the wind or other weather conditions.

-Target surfaces shall match the difficulty level of the target and the shooting distance. Targets can be set up at a minimum distance that is half as large as the highest scoring target zone diameter, the maximum is one and a half time as large.

Example:

(Target: Bickering silhouette, highest scoring zone 15cm)

(minimum distance 7,5 meter – maximum 22,5meters)



((distance for u.14 of age decided by organizer)