

Book 4

Field and 3D Archery

Chapter 22

Athlete Equipment

This article lays down the type of equipment athletes are permitted to use when shooting in World Archery competitions. It is the athlete's responsibility to use equipment which complies with the rule. Any athlete found to be using equipment contravening World Archery Rules may have his scores disqualified. Described below are the specific regulations that apply to each division followed by the regulation that apply to all divisions. The dress regulations found in Book 3, Article 20.1 shall apply.

22.5 Longbow Division

For the Longbow Division, the following items are permitted:

22.5.6 Only wooden arrows are allowed with the following specifications:

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22.5.6.1 An arrow consists of a wooden shaft with a tip (point), a nock (which must be attached directly to the wooden shaft(s), or self-nock cut directly into the shaft(s), fletching and, if desired, cresting. The maximum diameter of arrow shafts shall not exceed 9.3mm (arrow wraps shall not be considered as part of this limitation but may not extend further than 22cm toward the arrow point when measured from the nock groove where the bowstring sits to the end of the wrap). The tips/points of the arrows may not exceed 9.4mm in diameter. All arrows of every athlete shall be marked with the athlete's name or initials on the shaft. All arrows used in any end shall be identical in appearance and shall carry the same pattern and colour(s) of fletching, nocks and cresting, if any.

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22.5.6.1 An arrow consists of a wooden shaft with a tip (point), a nock (which must be attached directly to the wooden shaft(s), or self-nock cut directly into the shaft(s), fletching and, if desired, cresting. The maximum diameter of arrow shafts shall not exceed 9.3mm (arrow wraps shall not be considered as part of this limitation but may not extend further than 22cm toward the arrow point when measured from the nock groove where the bowstring sits to the end of the wrap). The tips/points of the arrows may not exceed 9.4mm in diameter. All arrows of every athlete shall be marked with the athlete's name or initials on the shaft. All arrows used in any end shall be identical in appearance and shall carry the same pattern and colour(s) of fletching, nocks and cresting, if any. The arrows used in the Longbow division shall not cause undue damage to the targets.

Chapter 24

General Order of Shooting and Timing Control in Field and 3D Rounds

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24.10 *In the Elimination and Semi-Finals Round, whenever a Judge accompanies a group, he shall start and stop the shooting verbally ("go" for the start and "stop" when the time has passed).*

- *In Field and 3D rounds, the Judge shall show a yellow card as an indication when 30 seconds of the appropriate time limit remain;*
- *If shooting is controlled by a DoS, then the timing system will display time remaining and there is no requirement for judge to display yellow card;*
- *In Field Rounds, the time limit for individuals and teams is two minutes;*
- *In 3D Rounds, the time limit for individuals is one minute and for teams two minutes;*
- *No shooting shall be allowed after the time limit has expired;*
- *If an athlete shoots an arrow after the Judge has stopped the shooting, the athlete or team shall lose the highest scoring arrow at the target;*
- *In the Individual matches, the two athletes will shoot simultaneously;*
- *In the Team rounds, the teams will shoot one at a time with the highest ranked team choosing who shoots first, at the next and subsequent targets the team with the lowest score will shoot first and when there is a tie in score the team who shot first at target one will shoot first.*

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24.10 *In the Elimination and Semi-Finals Round:*

- *Whenever a judge accompanies a group, he will indicate to the athlete which shooting peg he is to shoot from and which target he is shooting at;*
- *When the match is manually by the judge he shall start and stop the shooting verbally ("go" for the start and "stop" when the time has passed). The Judge shall show a yellow card as an indication when 30 seconds of the appropriate time limit remain. The time will begin when the athletes are on the peg;*
- *If shooting is controlled by a DoS, then the timing system will display time remaining and there is no requirement for judge to display yellow card;*
- *In Field Rounds, the time limit for individuals and teams is two minutes;*
- *In 3D Rounds, the time limit for individuals is one minute and for teams two minutes;*
- *When the match is DoS controlled the judge will signal to the DoS that the athletes are ready and when the sound signal is given, the athletes have 10 seconds to walk to the peg on the red light. Shooting will commence on the green light and the sound signal, and conclude on the red light and on the start of sound signal.*
- *No shooting shall be allowed after the time limit has expired;*
- *If an athlete shoots an arrow after the judge has stopped the shooting, the athlete or team shall lose the highest scoring arrow at the target;*
- *In the Individual matches, the two athletes will shoot simultaneously;*
- *In the Team rounds, the teams will shoot one at a time with the highest ranked team choosing who shoots first, at the next and subsequent targets the team with the lowest score will shoot first and when there is a tie in score the team who shot first at target one will shoot first.*

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24.11 *The Medal Matches:*

- *Medal matches may be controlled by a DoS or by a judge;*
- *In Field, the time limit for individuals and teams is two minutes;*
- *In 3D, the time limit for individuals is one minute and for teams two minutes;*
- *The time will start for the individuals when they are standing at their appropriate peg and for the team when they are standing at the red peg, shooting one at a time with red peg athletes shooting first.*

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24.11 *The Medal Matches:*

- *Medal matches may be controlled by a DoS or by a judge;*
- *In Field, the time limit for individuals and teams is two minutes;*
- *In 3D, the time limit for individuals is one minute and for teams two minutes;*
- *When controlled by a judge the time will start for the individuals when they are standing at their appropriate peg and for the team when they are standing at the red peg, shooting one at a time with red peg athletes shooting first;*

- *When the match is DoS controlled the judge will signal to the DoS that the athletes are ready and when the sound signal is given, the athletes have 10 seconds to walk to the peg on the red light. Shooting will commence on the green light and the sound signal, and conclude on the red light and on the start of sound signal.*
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Chapter 25

Scoring

25.3 Except for those ties as set out in [Article 25.3.2.](#), tied scores in all rounds are ranked using:

25.3.3 For ties for the progress from one stage of the competition to the next other than as provided in Article 25.3.2 or for deciding the Medal placements after a Finals Round there shall be shoot-offs to break the ties:

- Shoot-offs shall be shot as soon as it is practical after all scorecards for the division, within which the tie has occurred, have been recorded. Any athlete who is not present for the shoot-off within 30 minutes after he or his Team Manager has been notified, shall forfeit the shoot-off. If the athlete and his Team Manager have left the field, in spite of the results not being officially verified, and thus cannot be notified of the shoot-off, the athlete shall forfeit the shoot-off.

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25.3.3.3 *Mixed Team shoot-offs:*

- *An end of two arrows (one by each athlete) shoot-off for score;*
- *Athletes in the team will shoot alternately;*
- *If the score is still tied, the team with the arrow closest to the centre shall win; and, if still tied, the second closest to the centre arrow shall determine the winner;*
- *The time limit shall be two minutes for Field rounds and 90 seconds for 3D rounds;*
- *This shoot-off will take place on the course where the match occurred.*

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25.3.3.3 *Mixed Team shoot-offs:*

- *An end of two arrows (one by each athlete) shoot-off for score;*
- *Athletes in the team will shoot alternately;*
- *If the score is still tied, the team with the arrow closest to the centre shall win; and, if still tied, the second closest to the centre arrow shall determine the winner;*
- *The time limit shall be 80 seconds for Field rounds and 90 seconds for 3D rounds;*
- *This shoot-off will take place on the course where the match occurred.*

Chapter 26

Shooting Control and Safety

26.2 The chairperson of the Tournament Judge Commission shall satisfy himself that safety precautions have been observed in the layout of the courses and arrange with the organisers for any additional safety precautions he may find advisable before shooting commences.

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26.2.4 Should the competition have to be abandoned prior to the completion of the Qualification Round(s) the total score of the same targets shot by all athletes in a division shall be used to determine the ranking and in case no further competition is possible at all, the champions in that division.

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26.2.4 Should the competition have to be abandoned prior to the completion of the Qualification Round(s), the total score of the same targets shot by all athletes in a category shall be used to determine the ranking and in case no further competition is possible at all, the champions in that category.

Chapter 29

Questions and Disputes

29.1 Any athlete on the target shall refer any questions about the value of an arrow in the target face, before the arrows are drawn, to:

- During the Qualification Rounds to the competitors in the group. The majority opinion of the group shall decide on the value – if there is split decision (50/50) the arrow shall be given the higher value. That decision of the athletes is final;
- During the Elimination and Finals Rounds, if the athletes cannot agree on the value of an arrow, a Judge shall be called to decide on the value of the arrow.

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29.1.3 *Should it be discovered:*

- *That the size of a target face has been changed during the competition in Field rounds;*
- *The position of a shooting peg has been moved after competing athletes have already shot the target;*
- *The target is or has become unshootable for certain athletes because of hanging branches, etc.*

That target shall be eliminated for the purpose of score for all athletes of the division involved, should an appeal be upheld. If one or more target(s) is disqualified, the remaining number of targets shall be considered a full round.

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29.1.3 *Should it be discovered:*

- *That the size of a target face has been changed during the competition in Field rounds;*
- *The position of a shooting peg has been moved after competing athletes have already shot the target;*
- *The target is or has become unshootable for certain athletes because of hanging branches, etc.*

That target shall be eliminated for the purpose of score for all athletes of the categories involved, should an appeal be upheld. If one or more target(s) is disqualified, the remaining number of targets shall be considered a full round.

REMOVED ARTICLES