

1 RULES

- 1.1 Archery events will be governed by the General Rules and Regulations of the National Deaf Games.
- 1.2 The tournament will be conducted according to the rules and regulations of the World Archery Federation (WAF) and some modifications on technical rules in compliance with the International Committee of Sports for the Deaf (ICSD).

2 ELIGIBILITIES

- 2.1 For more information, please refer to the General Rules & Regulations.

3 COMPETITION FORMAT

3.1 Categories

- Individuals - Men
- Individuals - Women
- Boys Under-18
- Girls Under=18

3.3 Type of location

It can either be indoors or outdoors.

3.4 Entries

An event may be cancelled if fewer than 8 entries are received.

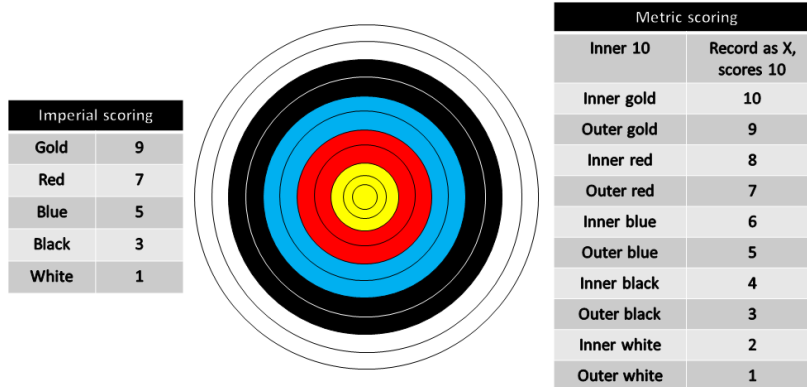
4 RULES OF PLAY

4.1 SCORING

- 4.1.1 Scoring shall take place after each end/set
- 4.1.2 Should an arrow land on any of the lines separating the different circles, the higher point will be deemed valid.
- 4.1.3 In each set, a competitor can score a maximum of 60 points (for six arrows).
- 4.1.4 As soon as a competitor reaches 6 sets, the final scoring will be recorded in total and the competitor with the highest points advance to the next round.

4.1.5 A standard target face has 5 coloured zones. From the centre moving outwards they are gold, red, blue, black and white. Metric and imperial rounds each use slightly different scoring.

4.1.6 Below is the standard target with the scoring points.



4.2 STARTING

4.2.1 All archers will go through two events following the qualification round and the elimination round.

4.2.2 The archers will shoot 6 sets of 6 arrows, totalling out of 360 points, of which they will be ranked accordingly with their scores.

4.2.3 The archer with the highest points in the rank system, will advance to the elimination round.

4.2.4 In the elimination round, the archer will shoot best of 3 sets with their opponent. The archer with the highest scoring points will advance to the next round.

4.2.5 In the semi-final matches, the losing archers will proceed to the 3rd/4th placing. The winning archers advance to the final.

4.2.6 The archer with the highest scoring points in best of 3 sets will be declared as the winner.

5 WITHDRAWALS

5.1 Archers who withdraw from competition at any time will be removed from the competition and all scores will be nullified.

6 DISQUALIFICATIONS

6.1 In the event of unruly behaviour or cheating, an archer will be disqualified.

6.2 Disqualification just prior to start of a tie will result in conceding walkover and walkover would mean conceding 00:00 in timing record.

- 6.3 The Organiser reserves the right to disqualify archer/s at its discretion and take further disciplinary action that could be in the form of a term ban in National Deaf Games.

7 HEARING AIDS AND COCHLEAR IMPLANT

- 7.1 The use of any hearing aid(s) / amplification or external cochlear implant parts are not permitted within the restricted zone area.
- 7.2 The restricted zone area is in effect from the time athletes enter the START point during the warm-up and competition period.

8 EQUIPMENT & ATTIRE

- 8.1 The Organiser shall decide the competition equipment to be used for this competition.
- 8.2 All archers must be appropriately attired for the running and walking. Runner and walker shall wear sports shoes during the competition.
- 8.3 All archers from the same team are encouraged to be in dri-fit or any sports attire.

9 PROTESTS

- 9.1 A protest regarding the rule of play must be made in writing and must be submitted to the Organising Committee by the end of the match along with the protest fee of SGD50.00. In the event of the protest being dismissed, the fee will be forfeited.

10 TECHNICAL RULES AND REGULATIONS

- 10.1 Archers are advised to register their attendance at least 30 minutes prior to their scheduled start list. Scheduled Starts can be called in to play up to 10 minutes earlier if the preceding starts end well ahead of schedule.
- 10.2 For Team events, the team line up must be submitted no later than 30 minutes prior the scheduled Starts.
- 10.3 Before reporting for games, all participants must bring along and produce his/her card for identification purposes.

Competitor who are non-Singapore citizens residing in Singapore must bring along and produce a valid Employment Pass or Work Permit.

Failing which, he/she will not be allowed to compete in the match.

- 10.4 As of the date of printing, the Rules and Regulations shown above are current. The Organising Committee reserves the right to add, delete, and/or alter the Rules and Regulations at any time as it sees fit.

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