

### 1 RULES

- 1.1 The Target Archery Games shall be governed by the General Rules and Regulations of National Deaf Games.
- 1.2 The tournament shall be conducted in accordance with the rules and regulations of the World Archery (WA) and with the integration of certain modification on technical rules in compliance with the International Committee of Sports for the Deaf (ICSD).

### 2 ELIGIBILITY

- 2.1 This Games is open to Singaporeans, Permanent Residents and Foreigners who are working in Singapore. All the requirements shall follow the General Rules and Regulations.
- 2.2 A participant must be a deaf or hard of hearing.

### 3 FORMAT OF THE GAMES

#### 3.1 Categories

- Individual Elimination Round, Open Mixed with Recurve Barebow Division

#### 3.2 Distance and Target Face

It will be 8m in distance from a shooting line to a target face of 80cm.

#### 3.4 Entries

In the case of any event where fewer than 4 entries are received, the event may be cancelled.

#### 3.5 Tournament

##### 3.5.1 Singles

- a) These events will be played on an individual elimination rounds scoring system up to max of 24 pax.

b) Sequence of Events:

Practice rounds

- Each archer shall shoot 2 ends of 6 arrows to a total of 12 arrows in the end.

Qualification Rounds

- Each archer shall shoot 3 ends of 6 arrows to a total of 18 arrows in the end.
- Maximum of 180 points according to scoring zone of the Target Face

Individual Elimination Rounds

- Top 16 archers from qualification rounds shall qualify to Individual Elimination Rounds starting with Round of 16 Match until to the Final Round.
- Each archer from each round shall shoot up to a maximum of 5 ends of 3 arrows
  - o Archer with higher scoring per end gets 2 set-point
  - o If both archers have same scoring and draw, they will get 1 set-point
  - o First to 6 set-point wins the Round

c) Alternate Shooting for Final Round & 3<sup>rd</sup> /4<sup>th</sup> Placing

- Higher Ranking archer gets to choose to shoot first or second.
- One archer will shoot one arrow at a time and up to 3 arrows just as per individual knockout system.

d) In the event of a tied score from the Qualification Rounds or Individual Elimination Rounds, one-arrow shoot off with the arrow closer to the center of the target face will determine the higher-scoring

e) If an arrow falls off from the bow and is still within the reach of the archer without having to step off the shooting line, the arrow may be retrieved and re-shoot within the time limit.

f) In the case of an equipment failure, the bow and arrow will be replaced by the Technical Committee and extra time will be given based on the number of arrows left.

g) Shooting Timing:

- When you have 6 arrows, you are given to shoot within 4 mins
- When you have 3 arrows, you are given to shoot within 2mins
- When you have 1 arrow, you are given to shoot within 40 seconds

h) In the case of a bouncer, the instructor/judge will determine the value of the arrow.

## 4 STARTING PROCEDURE

4.1 All archers shall follow the rules of shooting the arrows as described below:

- a) Timing Countdown in Archery (A countdown timer will be provided)
  - **Blue Flag** – Proceed to the shooting line and may load the arrow only when you are on the shooting line
  - **White Flag** – Start shooting. A countdown of 4 minutes shall start. Archer has to shoot all arrows within 4 minutes otherwise archer must stop after 4 minutes.
  - **Cross Flags (Blue & White)** – Cease shooting and retrieve arrows
  - **Waving Flags (Blue & White)** – Emergency, lower the bow and stop shooting immediately

## 5 GENERAL SAFETY

5.1 All archers shall observe the general safety during the events.

- a) Never point a loaded bow at anyone. Never draw and release the bow without an arrow ("Dry Fire").
- b) Do not use the arrow as javelin or sword.
- c) After your last arrow, place the bow down and remain behind the shooting line until instruction is given to retrieve the arrows.
- d) Do not run towards the target board.
- e) Archers are not allowed to touch the arrows before all the scores are recorded down on the scoresheet.
- f) In the case of a dispute, please notify the judges/instructors before retrieving the arrows.
- g) Check and make sure nobody is in front of the target board before pulling out the arrow.

## 6 WALKOVER

- 6.1 Archers shall concede a walkover if he/she fails to register and be present at the scheduled time of Games.
- 6.2 The match will be declared a walkover if any archer who fails to report to the official at the match after a 3-minute grace period.

## **7 WITHDRAWAL**

- 7.1 Any archer who withdraws from competition at any point will be removed from the competition and all scores shall be deemed null and void.

## **8 DISQUALIFICATION**

- 8.1 Archer/s will be disqualified in the event of unruly conduct or cheating.
- 8.2 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.

## **9 EQUIPMENT & ATTIRE**

- 9.1 All archers must be appropriately attired for the games.
- 9.2 In Recurve division, all equipments shall be checked and permitted by our Technical Committee if they are to be used in our event.

Other than that, all participants shall use the recurve bows and arrows provided by our Technical Committee.

## **10 HEARING AIDS AND COCHLEAR IMPLANT**

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

## **11 PROTEST**

- 11.1 Protests with regard to the rule of play must be made in writing together with the protest fee of **SGD50.00** and submit to the Organising Committee by the end of match together with the protest fee. In the event of the protest being dismissed, the fee will be forfeited.

## **12 TECHNICAL RULES AND REGULATIONS**

- 12.1 Archers are advised to register their attendance at least 30 minutes prior to their scheduled match time.
- 12.2 Before reporting for games, all archers must bring along and produce his/her membership card of our affiliate members.
- i. Archers who are non-Singapore citizens residing in Singapore must bring along and produce a valid Employment Pass or Work Permit.

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

12.4 The Rules and Regulations as depicted above are current at the time of printing. The Organising Committee reserves the right to add, delete and/or vary the said Rules and Regulations at any time as it deems fit.

----- **THE END** -----

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