



# ARCHERY RULES & REGULATIONS FOR 2022

## ARCHERY

GENERAL RULES (\*In cases where General rules and specific rules clash, General rules shall prevail\*)

### ***Intoxication***

☐ Any player found to be intoxicated during a game shall be ejected from the tournament. This includes alcohol, miraa, chewing tobacco and smoking.

### ***Game Registration, Grace Period and Defaulting Games***

☐ All Athletes and Team should be present and registered (filled in game sheets and signed) with the Officials fifteen (15) minutes before their scheduled game.

☐ A Grace Period of five (5) minutes will be allowed. Should the Athlete or Team fail to show up within the Grace Period, the match shall be awarded to the opposition and points shall also be deducted from the defaulting Athlete or Community. In addition to that there will be a penalty of Kshs 500/= per player.

### ***Breach of Rules and Regulations***

☐ Breach of any of the rules and regulations will result in disqualification of the Athlete and Team from the tournament.

### ***Officials*** .

☐ the power to stop play is discretionary and such discretion shall only be used by the official of the relevant sport.

☐ The Judge's decision is **FINAL** on the court or field. The game must be played to completion and a protest can be raised after the game through the captain and the community coordinator

## SPECIFIC RULES

FORMAT:

NB: An **end** is a particular number of arrows shot at a go (Normally 6 arrows). A **round** is a certain number of ends (Normally 6 ends).

- Each community may have up-to; 4 female and 4 male participants. Female and Male are separate categories.

- Age categories are under 14 (juniors) and open category. Under 14 shoot 15 meters, while open category is 30 meters.

- Target face is 80cm in diameter.
- Involves a scoring round (36 arrows total, 6 arrows per end, 6 ends total, max score 360).
- 4 archer's maximum per target.
- Archers are assigned a marked 2-foot space on the shooting line. They may not at any time during shooting, cross or invade another archers marked space.

Target line (30 meters from shooting line)
3-meter line (in case of a misfire, any arrow that lands within this space is allowed to be picked and shot. Beyond this line is counted as a MISS)
Shooting line
Press/coaches/judges line (approx. 2 meters width)
Equipment line* (approx. 2 meters width)
Archers area

Spectators may stand/sit behind archers area

\*- Bows must be placed within the equipment line. Any bows that are placed crossing the line are susceptible to damage by passing persons, in which case the archer is as fault. Any equipment that is seriously knocked by a passer-by or fellow archer when **within** the equipment line can lead to implications against the person that knocked it, provided the archer wishes for repercussions against them. I.e. disqualification, removal from the field etc, as decided by judges

- Archers are given 3 minutes to shoot 6 arrows for scoring round.
- There are 3 different notification sounds used: -
  - 2 whistles for archers to take-up their equipment, stand on the shooting line and nock their first arrow (10 seconds)
  - 1 whistle to commence shooting the 6 arrows
  - 3 whistles to stop shooting and go collect arrows (Any arrow shot during these beeps or lands after beeps have sounded is NOT counted)

## **SCORING**

- The target is made of 11 concentric rings. Each ring represents a point. From the center ring going out; 10x, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1. Anything outside of this is counted as a 'MISS' or 'M'. Therefore, highest possible score for a scoring round is 360. The number of 10's and 10x's are also marked separately on the score card. The winner is who hit the highest score. In the case of a tie, the higher number of 10x's wins. In the case of a tie in number of 10x's, the higher number of 10's wins. In the case of a tie once again, there is a shoot off between the two archers of a single arrow each, where the higher score wins or in the case of a tie, the closer to the center of the target, (to the closest millimeter) wins. (Judges are free to use a measuring tool if necessary).
- No arrow in the target should be touched before scoring is completed and arrows are marked (this involves putting four small lines on the target face around the arrow, while the arrow is still in the target, to mark the position of the hole. This is for cases where an arrow either passes through or bounces off the target.)

## **EQUIPMENT**

- Only beginners Recurve equipment is allowed. This means that the riser and limbs of the bow must be made from simple materials i.e., Wood and/or Plastic. No competition grade equipment (Aluminum and carbon) will be allowed. Long bows may also be accepted.
- All bows must be 'Barebow.' This means that no accessories or markings are allowed to be added to the bow that may aid the archer in aiming or that protrude from the bow.
- No draw markers allowed in Barebow
- Arrows must be marked clearly with archer's Initials and abbreviation for organization/ community they are from. e.g. Mashalay Ole Bow from SPO should have 'MOB SPO' on his arrows.

**CONVENOR: TABASSUM ANWAR**

### **PENALTIES:**

- No-Show Penalty Per Individual Per Sport.
- No-Show Penalty Per Team Per Sport.

**An Event with Less than three (3) communities shall be cancelled. Subject to change without notice. Age As at 6th OF NOVEMBER 2022. For more information Contact your community representative.**