

Rule Changes Since Version 1.1.1.2009

General – All Disciplines

1. **Back numbers** are now referred to as “athlete numbers” and these are to be worn on the thigh, quiver or belt quiver – not the back. (throughout)
2. Wheelchair athletes may stay on the shooting line throughout the match. They indicate that they have finished shooting by raising a hand above the head. (See FITA Appendix 8, Book 1: Athletes with Disabilities.) (7.5.3.3)
3. Wheelchair athletes may stay on the shooting line throughout the match. They indicate that they have finished shooting by raising a hand above the head. (see Appendix 8 Book 1: Athletes with Disabilities); (8.5.2.3)

Outdoor Target

1. Chaperones - All Cub and Pre-Cub athletes must have a designated chaperone who is 19 or older. Chaperones are expected to assist the young athletes with pulling arrows, finding arrows and in maintaining decorum during the competition. The Organizing Committee will assign chaperones to accompany youth groups on the Field course, and to assist with recording scores and totalling scorecards. (FCA 3.1.19 – add as 3.1.13)
2. For the Olympic Round Team Event there will be marked an athletes' area behind the one meter line, giving reasonable space for three athletes and their equipment and a coach's area behind the athletes' area. If space allows, there will also be marked a small area for the judge between the two competing teams (7.1.1.15)
3. When using a triangular multiple center face set-up at 30m or the four centre face setup the maximum distance above the ground of the center of the upper face (s) will be 162cm and the minimum distance above the ground of the center of the lower faces will be 100cm. The minimum distance between the scoring zones of two faces at the same height will be 10cm. (See Diagrams #6, 7 & 8.) [FCA note: When 2 faces are used, the centres of the golds are to be 130cm above the ground ±5cm.] (7.2.2.2)

4. 7.4.7 Practice

All practice arrows will be shot under the control of the Director of Shooting and will not be scored. (See FITA Article 3.19 re practice at FITA Championships. See Rule 3.1.14 for practice at Canadian Championships.)

7.4.7.1 [FCA rule - similar to FITA 3.19.1.1] Practice will take place on the tournament range, with athletes on their assigned buttresses for a minimum of twenty ,(20) minutes and a maximum of forty-five (45) minutes on all the days of the competition and the competition will start as soon as possible following practice. During this practice targets will be set up at the first distance to be shot by each class. The DOS will announce the final end of practice before it commences. Practice ends with the pulling of the practice arrows. [Note: There is a penalty for an athlete who shoots arrows on the competition field during breaks or after practice has been closed (see rule 7.8.2.4).]

7.4.7.2 If practice buttresses are available on a completely separate field which is available at all times during the competition, they may be set up at any distances.

[Note from FITA Info Feb. 2005: “C&R are unanimous to rule that practice arrows or warm-up arrows can be shot at any distance in the breaks between distances of a Star Shoot if the practice targets are not on the competition field and if the schedule of the star tournament is not influenced by these practice arrows. Moreover we consider these practice arrows to be a service of the organizer and not to be a part of the competition.]

7.4.7.3 Where a separate practice field is not available, sufficient buttresses for the purpose of warm-up may be set up beside the tournament field, or targets on the tournament field may be

designated for this purpose. Warm-up targets in this case must not be at distances which will be shot after the break.

[Note from FITA Info Feb. 2007: "If there is no practice field available, during long breaks you can add the possibility (not mandatory, depending on the organizer) of placing warming-up targets on the sides next to the competition field or on the competition field but not on distances to be shot after the break (no sighter arrows). These targets can be removed before the competition continues."]

7.4.7.4 Practice is allowed during an Olympic Round or Canadian Double Elimination Round for archers with byes or defaults (see rule 7.4.2.8). The practice targets will be at competition distances.

7.4.7.5 Athletes with equipment failures are not allowed to shoot on practice butts while the competition is in progress. *[per FITA Sep, 2007].*

[FCA note: The Judges Guidebook, 2006 V5.0, Section "5.7 Practice" says: "There is no limit to the number of arrows an athlete may shoot per end in the time given. The DOS generally gives the time equivalent to the ends of the competition (4 min or 2 min)."]

5. **Forfeits:** In the Canadian Double Elimination event, a match will be deemed to be forfeited by an athlete who does not occupy the shooting line before the DOS signals the end of shooting for the first end of the match, unless he or she has a bye for the match. In the case of both archers in a match failing to occupy the shooting line, the athlete who was seeded higher in the CDE will be deemed to be the winner of the match. An athlete is not eliminated until he or she has lost two matches. (7.4.2.8.1)
6. When there is match play alternate shooting, athletes competing will go to the shooting line upon the 10 sec. alerting signal. At the end of the 10 seconds one sound signal will start the 30-second shooting period for the first athlete in the match. As soon as the first arrow is shot and the score is posted, the countdown clock for the opponent athlete is started to indicate his or her thirty (30) second period to shoot one arrow. The athletes of the match will continue to alternate their shots following the countdown clock visual signal until each athlete has shot his or her three arrows. (7.5.6.2)

Indoor Target

1. An athlete may register more than once, at one or more Host Sites provided:

- Separate registration fees are paid for each registration;
- He or she registers in a different equipment division each time;
- He or she registers in the same age class each time (See Rule 4.2.2.1).

In the case of an athlete registering in the same equipment division more than once or in different age classes, his or her first score shot in a division or age class will count. (3.1.12.2/3.2.12.2)

2. **A.** In tournaments where there are no official scorers and the athletes score themselves, the signing of the score card also denotes that the athlete agrees with the sum total (identical on both score cards), the number of 10s and the number of 9s.

Should a discrepancy be found in the sum total, the sum total of the lowest arrow scores will become final.

The organisers are not obligated to accept or record scorecards that are submitted without signatures, the total sum, the number of 10s and the number of 9s.

B For all Elimination and Finals Rounds, scorecards shall be signed by the two athletes in the match, denoting that both athletes or archers' agents agree with the value of each arrow, the total sum, the number of 10s, 9s and the result of the match. The scorer and the archers are responsible for completely filled in scorecards (9s; 10s; totals, signatures).

Any information missing on the scorecard will be considered as non-existing (0) for rankings. (8.6.5)

3. When there is **match play alternate shooting** athletes competing will go to the shooting line upon the 10 sec. alerting signal. At the end of the 10 seconds one sound signal will start the thirty (30) second shooting period for the first athlete in the match. As soon as the first arrow is shot and the score is posted, the countdown clock for the opponent athlete is started to indicate his or her thirty

(30) second period to shoot one arrow. The athletes of the match will continue to alternate their shots following the countdown clock visual signal until each athlete has shot his or her three arrows.

(8.5.5.2)

4. If more than three (or six for team) arrows are shot, rule 8.6.2.3.3 is applied **first** to any faces with more than one arrow, **and then** the lowest three (or six) arrows are determined using rule 8.6.2.2.

(8.6.3.3.4)

If any of the arrows were shot before or after the specified time, or out of sequence, rule 8.8.2.3 will apply and the highest scoring arrow(s) of that end will be scored as a miss(es). (8.6.3.3.5)

3D

1. **11.21 RULE VIOLATIONS**

11.21.1 Any person in violation of the above rules may be disqualified without warning from that event. Disqualifications may be reviewed by the FCA 3D Committee and further sanctions may be applied by the Committee including suspending the person from participation in sanctioned FCA 3D events for up to one year.

11.21.2 Any shooter who ignores a Judge's order, may be disqualified from that event.

Any person in violation of the above rules may be disqualified from that event.

2. **11.4.1.1** X - small circle centered within the ten ring. Approximately 25% of the ten ring will be used. Arrow must at least touch the circle. This score would reflect X-10 on the scorecard.
3. **11.15.1** In order to decide tied scores, the number of Xs will be considered. If shooters remain tied, a shoot-off will be held using a 3D animal target set at an unknown yardage with an 'X' placed in the centre of the highest scoring area. The arrow closest to the centre of the 'X' will determine the winner. If only one shooter is present at the shoot-off, he or she will be declared the winner.