

IFAA WORLD INDOOR ARCHERY CHAMPIONSHIPS (WIAC 2007)

- Rules -

J. IFAA Indoor Round

1. Standard Unit

Shall consist of a round of 60 arrows, shot as 3 games at a distance of 20 yards. (Cubs will shoot at a distance of 10 Yards)

Each game shall consist of 4 ends of 5 arrows per end.

2. Targets

a. The target face shall be 40cm in diameter and shall be a dull blue colour. The spot shall be two white rings with a blue X in the centre ring. All inscribed scoring rings shall be white. (X-ring is used for tie breakers only)

b. The bulls-eye shall be 8cm in diameter with 4cm diameter X-ring.

c. The Tournament Director may allow the archer to use the Indoor 5-spot target which will contain five 16 cm targets on a screened blue surface. A single target will consist of:

1) A white scoring area of 8.0 cm diameter.

2) An outer scoring area of 16.0 cm being of a dull blue colour.

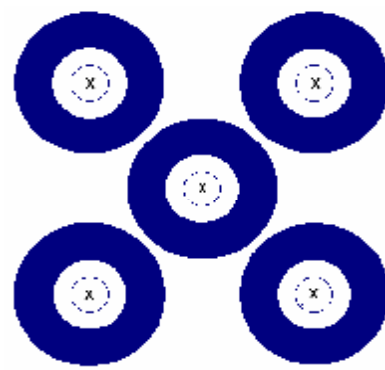
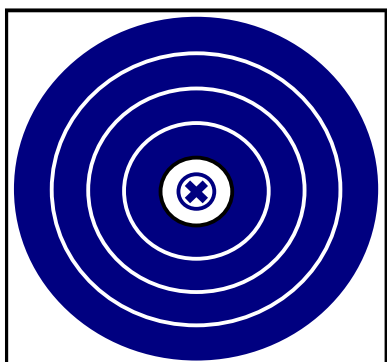
3) Scoring will be: White scoring area: 5 points
Blue scoring area: 4 points

4) One arrow will be shot at each five targets on the face. They may be shot in any preferred sequence.

5) The targets on the face shall be arranged similar to the number "five dice".

3. Shooting Positions

Shooting positions will provide sufficient area to enable two archers to shoot simultaneously at one target butt.



4. Shooting Rules

- a. An archer shall stand so that he has one foot on either side of the shooting line.
- b. The time limit per end shall be four minutes.
- c. All other shooting rules shall apply as listed under IFAA Tournament rules.
- d. In the event of equipment failure, the archer will have 15 minutes repair time without holding up the tournament. He shall be allowed to shoot the missed arrows after the final end of the round, with a maximum of five arrows.

5. Scoring

- a. The scoring is 5, 4, 3, 2, 1 from the spot out.
- b. All arrows shall be scored and recorded before touching or drawing any arrows from the target.
- c. An arrow cutting two rings shall be scored in the ring of greater value. Scoring is determined by the position of shaft. The shaft must cut through the line and touch the area of higher value in order to be scored as the higher value.
- d. In the case of a witnessed bounce-out or an arrow passing completely through the scoring area of the target an archer may shoot another arrow.
- e. Hits on the wrong target will be scored as misses. (note: This applies to shoot another archers target. It does not apply to the five spot target. The five spots can be shot in any sequence ! There is no rule of sequence like the "Bunny" in the Field Round)
- f. When an arrow is dropped while the archer is in the act of shooting, he may shoot another arrow in place of the dropped arrow if the dropped arrow is within 10 feet of the shooting line.
- g. If an archer shoots more than five arrows in an end, only the five arrows of the lower value may be scored.
- h. If an archer shoots less than five arrows in one end he may shoot his remaining arrows if the omission is discovered before the end is officially completed; otherwise they shall be scored as misses.

Additional tournament rules:

1. In the case that an arrow passes through the target face, but remains embedded in the butt such that the arrow is no longer visible from the front of the button only the tournament director or the target captain will be allowed to push the arrow back.
2. In the event of a tie in score for any award the number of hits in the X-ring will be counted. If the score remains tied, the archers concerned will break the tie by a shoot-off over three ends in which the hits in the X-ring will also be counted. If the tie is not then broken they will continue shooting a single arrow "sudden death".

3. An arrow that penetrates into the back of another arrow and remains embedded in that arrow will score the same as the first arrow. An arrow that penetrates the back of another arrow in the highest scoring area and remains embedded in this arrow shall be called a "Robin-Hood".

Arrows being deflected by other arrows shall be scored by their position.

4. The number of times an archer draws an arrow before releasing that arrow will be limited to four. If the arrow is not then shot it will be scored as a miss.

5. To organize these 4 days a bit of more interest, the archers will change their targets and positions after shooting 6 ends or 30 arrows. This effects the change in the following system, A change to D, B to C, C to B and D to A.

So every archer will shoot circularly the top and the bottom target.

6. Acoustic signals, the Tournament Director controls the shooting as follows:

The first double acoustic signal means that the first group of archers (for example A+B) to move to the shooting line. 20 seconds thereafter a signal starts the shooting.

The second double signals means that the first group has completed their end and that the second group of archers (for example C+D) move to the shooting line. 20 seconds thereafter a signal starts the shooting of the second group.

Three acoustic signals indicate the completion of the end and all archers will move forward to the targets to record their scores.