

Book 4

Field and 3D Archery



Version 2026-01-27

Effective from January 27, 2026

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CHAPTER 19 ATHLETES' EQUIPMENT

This article lays down the type of equipment athletes are permitted to use when shooting in World Archery competitions. It is the athlete's responsibility to use equipment which complies with the rule. Any athlete found to be using equipment contravening World Archery Rules will be disqualified and will lose any position gained. Described below are the specific regulations that apply to each division, followed by the regulations that apply to all divisions. The dress regulations are found in [Book 3, Article 18.1](#). will apply unless worded differently in [Chapter 27 Dress Regulations](#).

19.1. RECURVE DIVISION

For the Recurve Division, the following items are permitted:

19.1.1. Bow

A bow of any type, provided it complies with the common meaning of the word "bow" as used in target archery, that is, an instrument consisting of a handle/riser and grip (no shoot-through type) and two flexible limbs, each ending in a tip with a string nock. The bow is braced for use by a single string attached directly between the two string nocks and, in operation, is held in one hand by its handle (grip) while the fingers of the other hand draw and release the string, unless an athlete is a classified Para Archer, in which case also see rules in [Book 5 Para Archery](#).

- *Multi-coloured bow risers and trademarks located on the inside of the upper and lower limbs or on the riser are permitted.*
- *Risers with a brace are permitted, provided the brace does not consistently touch any part of the athlete's body while at full draw and during aiming*

[Interpretation: 2019 - 15 Aug - Bow Grip](#)

[Interpretation: 2023 - 15 December - Touching Bow](#)

19.1.2. Bowstring

A bowstring may be of multi-coloured strands and serving. It may have a centre serving to accommodate the drawing fingers and one or two nocking points, to which may be added serving(s) to fit the arrow nock as necessary and to locate the nocking points. At each end of the bowstring, there is a loop that is placed in the string nocks of the bow when braced. In addition, one attachment is permitted on the string to serve as a lip or nose mark. The end of the serving on the string will not end within the athlete's vision at full draw. The bowstring will not in any way assist aiming through the use of a peephole, marking, or any other means.

[Interpretation: 2018 - 8 Dec - Nocking point](#)

[Interpretation: 2024 - 13 Nov - Use of Thumb](#)

19.1.3. Arrow Rest

An arrow rest is permitted.

- It can be adjustable and have more than one vertical support.
- *Any movable pressure button, pressure point, or arrow plate may be used on the bow, provided they are not electric or electronic and do not offer any additional aid in aiming.*
- *The pressure point may be placed no further back than 4 cm towards the athlete from the pivot point of the grip.*

[Interpretation: 2016 - 16 Nov - Arrow Rest](#)

19.1.4. Draw Check

One draw check indicator, audible, tactile, and/or visual, may be used, provided it is not electric or electronic.

[Interpretation: 2023 - 15 Dec - Draw Check Indicator](#)

19.1.5. Sight

A bow sight or similar device is permitted, but at no time may more than one such device be used.

- *It will not incorporate a prism, magnifying lens/lenses, or any magnifying device, level, electric or electronic devices.*
- *It will provide only one sighting point.*
- *The overall length of the sighting circle or point (hood, tunnel or tube, sighting pin or other corresponding extended component) will not exceed 2 cm in the athlete's line of vision. Long fibre optic pins must bend after 2 cm, with the opposite end of the fibre optic pin outside the athlete's line of vision.*
- *A sight attached to the bow may have windage and elevation adjustments and is subject to the following provisions:*
 - *A bow sight extension is permitted.*
 - *A scale and/or tape with one set of the athlete's normal sight marks may be mounted on the sight as a guide for distance markings, but will not in any way offer additional aid.*
- *On unmarked rounds, no part of the sight may be modified for the purpose of providing a means for range finding.*
- *Athletes may carry their sight marks on the course, meaning a single point of reference for each specific distance. Multiple marks for use as a possible ranging guide or angle calculation are not allowed.*

19.1.6. Stabilisers

Stabilisers and vibration dampeners are permitted to be attached to the bow.

They will not:

- *serve as a string guide;*
- *consistently touch any part of the athlete's body while at full draw and during aiming;*
- *present any danger or obstruction to other athletes.*

19.1.7. Arrows

Arrows of any type may be used provided they comply with the common meaning of the word "arrow" as used in target archery and do not cause undue damage to target faces or butts.

- *An arrow consists of a shaft with a tip (point), nock, fletching, and, if desired, cresting.*
- *The maximum diameter of arrow shafts will not exceed 9.3 mm. Arrow wraps will not be considered as part of this limitation, but will not extend further than 22 cm toward the arrow point when measured from the nock groove where the bowstring sits to the end of the wrap.*
- *The tips/points of the arrows will not exceed 9.4 mm in diameter.*
- *All arrows of every athlete will be marked with the athlete's name or initials on the shaft or on the arrow wrap.*
- *All arrows used in any end will be identical in appearance and will carry the same pattern and colour(s) of fletching, nocks, wraps and cresting, if any.*
- *Tracer nocks (electrically/electronically lighted nocks) are not allowed.*

19.1.8. Finger Protection

Finger protection in the form of finger tape, shooting glove (wrist strap allowed), finger tab or a combination of finger protection to draw and release the bowstring is permitted, provided they do not incorporate any device that assists the athlete to draw and release the bowstring.

Finger protection may incorporate the following:

- *An anchor plate for anchoring.*
- *Thumb or finger rests for non-drawing fingers.*
- *Finger straps around fingers to secure finger protection to the hand.*
- *Finger separator between fingers to prevent pinching the arrow.*
- *Tab plates for securing tab materials/layers together.*
- *Plate extensions for consistent hand placement may be used.*
- *Finger protection may be made of any number of layers and materials.*
- *No part of the finger protection may extend around the hand between the thumb and fingers, beyond the wrist joint or restrict wrist movement.*
- *On the bow hand, an ordinary glove, mitten or similar item may be worn but must not be attached to the grip of the bow.*

[Interpretation: 2021 - 15 Nov - Thumb Ring](#)

19.2. COMPOUND DIVISION

For the Compound Division, the following equipment is described. All types of additional devices are permitted unless they are electric or electronic, compromise safety, or create an unfair disturbance to other athletes.

[Interpretation: 2015 - 27 Jun - Anti-torque Hand Piece](#)

19.2.1. Bow

A Compound Bow, which may be of a shoot-through type riser, is one where the draw is mechanically varied by a system of pulleys or cams. The bow is braced for use by cables or bowstring(s) attached directly to the cams, the string nocks of the bow limbs, cables or by other means as may be applicable to the design. In operation, the bow is held in one hand by its handle (grip), while the fingers of the other hand draw and release the string, unless an athlete is a classified Para Archer, in which case, see rules in [Book 5 Para Archery](#).

- *The peak draw weight must not exceed 60 lbs.*
- *A riser brace or split cables are permitted, provided they do not consistently touch any part of the athlete's body while at full draw and during aiming.*

[Interpretation: 2023 - 15 December - Touching Bow](#)

19.2.2. Bowstring

A bowstring of any type, which may include:

- *multiple servings to accommodate nocking points*
- *a lip mark (e.g., kisser button)*
- *a nose mark*
- *a peep-hole*
- *a peephole 'hold-in-line' device*
- *D-loop bowstring*
- *string silencers*
- *bowstring weights*

Any other attachments are permitted.

[Interpretation: 2021 - 30 Nov - Adjustable Aperture Peep Sight](#)

19.2.3. Arrow Rest

The arrow rest's pressure point, which can be adjusted, will be placed no further back than 6 cm towards the athlete from the pivot point of the grip.

19.2.4. Stabilisers

Any number of stabilisers are allowed, provided they do not:

- *consistently touch any part of the athlete's body while at full draw and during aiming.*

- *present any danger or obstruction to other athletes.*

19.2.5. Draw Check

Draw check indicators, audible, tactile, and/or visual, may be used, provided they are not electric or electronic.

19.2.6. Sight

A bow sight attached to the bow:

- *Which may allow for windage and elevation adjustments and may also incorporate a levelling device and/or magnifying lenses and/or prisms.*
- *The sight points may be a fibre optic and, if desired, illuminated by a chemical glow stick. The glow stick will be encased so as not to disturb other athletes.*
- *A scale and/or tape with one set of the athlete's normal sight marks may be mounted on the sight as a guide for distance markings, but will not in any way offer additional aid.*
- *Multiple sight pins and peep eliminator devices are allowed on marked courses only.*
- *On unmarked rounds, no part of the sight may be modified for the purpose of providing means for range finding or calculating angles.*
- *Athletes may carry their sight marks on the course, meaning a single point of reference for each specific distance. Multiple marks for use as possible ranging guides or angle calculation are not allowed.*

[Interpretation: 2019 - 14 Aug - Compound Sight](#)

19.2.7 Release

A release aid may be used, provided it is not permanently attached in any way to the bow. Any type of finger protection may be used.

19.2.8. Arrows

See [Article 19.1.7. Arrows](#).

19.3. BAREBOW DIVISION

Equipment permitted for the Barebow division is the same as for the Recurve division, with the following stipulations:

- *No sight is allowed.*
- *No stabilisers are allowed.*

19.3.1. Bow

The bow, as described above, will be bare except for the arrow rest and free from protrusions, sights or sight marks, marks or blemishes or laminated pieces (within the bow window area), which could be of use in aiming. Any markings within the aiming area that could be used for aiming must be taped over.

19.3.2. Bowstring

A bowstring may be of multi-coloured strands and serving. It may have a centre serving to accommodate the drawing fingers and one or two nocking points, to which may be added serving(s) to fit the arrow nock as necessary and to locate the nocking points. At each end of the bowstring, there is a loop that is placed in the string nocks of the bow when braced. No lip or nose marks or other attachments to the string are permitted. The bowstring will not in any way assist aiming through the use of a peephole, marking, or any other means.

[Interpretation: 2018 - 8 Dec - Nocking Point](#)

19.3.3. Arrow Rest

An adjustable pressure button, pressure point or arrow plate can be used on the bow, provided they do not offer any additional aid in aiming. The pressure point may be placed no further back than 2 cm towards the athlete from the pivot point of the grip.

19.3.4. Draw Check

No draw check device may be used.

[Interpretation: 2025 - May 4 - Barebow Draw Length Indication](#)

19.3.5. Finger and String Walking

Face and string walking are permitted.

19.3.6. Attachments

The bow (braced or unbraced and regardless of the bow's orientation or angle), including any combination of weights, vibration dampeners, and other attachments, must pass through a ring with a diameter of 12.2 cm (+/- 0.5 mm) without moving, flexing or turning the attachments. The attachments must not aid the athlete in aiming or ranging in any way.

[Interpretation: 2024 - Oct 15 - Powder Vibration Dampener Barebow](#)

19.3.7. Finger Protection

Finger protection in the form of finger stalls or tips, gloves, a shooting tab, or tape to draw and release the string is permitted, provided they do not incorporate any device that assists the athlete in holding, drawing, and releasing the string.

- *A separator between the fingers to prevent pinching the arrow may be used.*
- *An anchor plate or similar device attached to the finger protection (tab) for the purpose of anchoring is permitted.*
- *The stitching must be uniform in size and colour.*
- *Marks or lines may be added directly to the tab or on tape placed on the face of the tab. These marks must be uniform in size, shape and colour and may have up to two different lengths.*

- *Additional memoranda are not permitted.*
- *On the bow hand, an ordinary glove, mitten or similar item may be worn but must not be attached to the grip of the bow.*

[Interpretation: 2021 - 15 Nov - Sear Tab](#)

[Interpretation: 2021 - 15 Nov - Thumb Ring](#)

[Interpretation: 2020 - 11 Aug - Barebow tab 1](#)

[Interpretation: 2020 - 11 Aug - Barebow tab 2](#)

[Interpretation: 2020 - 11 Aug - Barebow Tab 3](#)

19.4. TRADITIONAL DIVISION

For the Traditional Division, the following items are permitted:

19.4.1. Bow

A bow of any type, which complies with the common meaning of the word bow as used in target archery, consisting of a handle/riser (no shoot-through type), a grip and two flexible limbs, each ending in a tip with a string nock where a single string is attached directly between the two string nocks. In operation, the bow is held in one hand by its handle (grip) while the fingers of the other hand draw and release the string. The riser is of laminated construction and includes wooden laminates or is made of one piece of wood. The bow may be a take-down type and may incorporate factory-installed metal fittings in the riser for limb attachment, stabiliser bushings, etc. Bows may have adjustable limbs for poundage and tiller adjustment. The bow, as described above, will be bare, except for an arrow rest, as described in [Article 19.4.3](#), and free from protrusions, sights or sighting marks, blemishes or other reference marks within the bow window area, which could be used for aiming. Weights inside the bow riser are permitted if installed during the manufacturing process and not post-construction. Any such weights will be completely invisible on the exterior of the riser and be covered by laminates applied during the initial construction with no visible holes, plugged holes, covers or caps, with the exception of the original manufacturer's inlay or insert logo.

Multi-coloured bow risers and trademarks located on the inside of the upper and lower limbs are permitted. However, if the area within the sight window is coloured in such a way that it could be used for aiming, then it will be taped over.

Limb dampeners directly attached to the limbs are permitted.

[Interpretation: 2019 - 15 Aug - Bow Window](#)

[Interpretation: 2022 - 22 Jan - Clarification Traditional Division](#)

[Interpretation: 2022 - 30 May - Wooden laminates on Traditional Bow](#)

[Interpretation: 2022 - 9 August - Traditional Bow Riser](#)

19.4.2. Bowstring

A bowstring may be of multi-coloured strands and serving. It may have a centre serving to accommodate the drawing fingers and one or two nocking points, to which may be added

servings) to fit the arrow nock as necessary and to locate the nocking points. At each end of the bowstring, there is a loop which is placed in the string nocks of the bow when braced. No lip or nose mark is permitted. The serving on the string will not end within the athlete's vision at full draw. The bowstring will not in any way assist aiming through the use of a peephole, marking, or any other means.

String silencers are also permitted, provided they are located no closer than 30 cm from the nocking point.

[Interpretation: 2018 - 8 Dec - Nocking Point](#)

19.4.3. Arrow Rest

An arrow rest, which cannot be adjusted, is permitted.

- *The arrow rest can be a simple plastic self-adhesive arrow rest, a feather rest as supplied by the manufacturer, or the athlete can use the bow shelf.*
- *If the athlete chooses to use the shelf, the shelf may be covered with any type of material (on the shelf only).*
 - *The vertical part of the sight window may be protected by material that does not rise more than 1 cm above the resting arrow or be thicker than 3 mm, measured from the riser directly adjacent to the material.*
- *No other types of arrow rests are allowed.*

19.4.4. Draw Check

No draw check device may be used.

[Interpretation: 2024 - 13 November - Use of Thumb](#)

19.4.5. Finger and String Walking

A single anchor or face walking is permitted. String walking is not permitted.

19.4.6. Arrows

See [Article 19.1.7. Arrows](#).

19.4.7. Finger Protection

Finger protection in the form of finger stalls or tips, gloves, a shooting tab, or tape to draw and release the string is permitted, provided they do not incorporate any device that assists the athlete in drawing and releasing the string.

- *Markings added by the athlete, whether or not uniform in size, shape and colour, are not permitted in the traditional division.*
- *An anchor plate or similar device attached to the finger protection (tab) for the purpose of anchoring is not permitted.*

- *When shooting, the index finger or middle finger will be within 3 mm of the nock or touch the nock (split finger or 3 fingers under).*
- *When shooting split finger, a finger separator between the fingers to prevent pinching may be used.*

[Interpretation: 2021 - 15 Nov - Thumb Ring](#)

[Interpretation: 2022 - 22 Jan - Clarification Traditional Division](#)

19.5. LONGBOW DIVISION

For the Longbow Division, the following items are permitted:

19.5.1. Bow

The bow will correspond to the traditional form (shape) of a longbow (or American Flat Bow), conforming to a limb design that, when strung, the bowstring will not touch any other part of the bow but the string nocks. The bow may be a two-piece take-down, having two sections of similar length (take-down within the grip/arrow rest area), and may be made from any material or combination of materials. The shape of the grip (grip area only) is not restricted, and a centre shot is allowed. The bow will be free from protrusions, sights or sight marks, marks or blemishes or laminated pieces (within the bow window area), which could be of use in aiming.

- *The bow will be not less than 150 cm in length. This length is measured on a strung bow between the string nocks all along the outside (back) of the limbs.*

19.5.2. Bow String

A bowstring may be of multi-coloured strands and serving. It may have a centre serving to accommodate the drawing fingers and one or two nocking points to which may be added serving(s) to fit the arrow nock as necessary and to locate the nocking points. At each end of the bowstring, there is a loop which is placed in the string nocks of the bow when braced. The serving on the string will not end within the athlete's vision at full draw. The bowstring will not in any way assist aiming through the use of a peephole, marking, or any other means.

String silencers are also permitted, provided they are located no closer than 30 cm from the nocking point.

19.5.3. Arrow Rest

If the bow has an arrow shelf, that shelf may be used as an arrow rest, and it may be covered with any type of material (on the shelf only). The vertical part of the sight window may be protected by material which will not rise more than 1 cm above the resting arrow or be thicker than 3 mm, measured from the riser directly adjacent to the material.

19.5.4. String and Face Walking

String and face walking are not permitted.

19.5.5. Weights and Stabilisers

No weights, stabilisers or vibration dampeners are allowed. Weights inside the bow riser are permitted if installed during the manufacturing process of the bow and not post-construction. Any such weight will be completely invisible on the exterior of the riser and be covered by laminates applied during the initial construction with no visible holes, plugged holes, covers or caps, with the exception of the original manufacturer's inlay or insert logo.

19.5.6. Arrows

Only wooden arrows are allowed with the following specifications:

- *An arrow consists of a wooden shaft with a tip (point), a nock (which will be attached directly to the wooden shaft or a self-nock cut directly into the shaft), fletching, and, if desired, cresting.*
- *The maximum diameter of arrow shafts will not exceed 9.3 mm (arrow wraps will not be considered as part of this limitation, but may not extend further than 22 cm toward the arrow point when measured from the nock groove where the bowstring sits to the end of the wrap).*
- *The tips/points of the arrows may not exceed 9.4 mm in diameter.*
- *The points will be of the field type or bullet, conical or cone-shaped, meant for wooden arrows.*
- *All arrows of every athlete will be marked with the athlete's name or initials on the shaft or on the arrow wrap.*
- *All arrows used in any end will be identical in appearance and will carry the same pattern and colour(s) of fletching, nocks and cresting, if any.*
- *Only natural feathers will be used as fletching.*
- *The arrows used in the Longbow division will not cause undue damage to the targets.*

[Interpretation: 2019 - 14 Aug - Bamboo Arrows on Longbow](#)

19.5.7. Finger Protection

Finger protection in the form of finger stalls or tips, gloves, shooting tab, or tape to draw and release the string is permitted, provided they do not incorporate any device that will assist the athlete to hold, draw and release the string.

- *An anchor plate or similar device attached to the finger protection (tab) for the purpose of anchoring is not permitted.*

- *The bow will be shot using the "Mediterranean" loose (one finger above the arrow nock) or fingers directly below the arrow nock (index finger no more than 2 mm below nock), with one fixed anchor point.*
- *The athlete will choose either Mediterranean or fingers under nock but may not use both.*
- *Finger protection when shooting with fingers under the nock will have a continuous surface or connected surface, with no ability to shoot split finger.*
- *When using the Mediterranean loose, a separator between the fingers to prevent pinching the arrow may be used.*

[Interpretation: 2021 - 15 Nov - Thumb Ring](#)

19.6. ACCESSORIES FOR ALL DIVISIONS

19.6.1

Accessories permitted for all divisions are:

- *arm guards*
- *chest protectors*
- *bow slings*
- *finger slings*
- *quivers (attached to the belt, hip, back or on the ground)*
- *Devices to raise a foot/feet or part thereof, attached or independent of the shoe, are permitted, provided they do not present an obstruction to other athletes at the shooting line/peg or protrude more than 2 cm past the footprint of the shoe.*
- *Wind indicators, non-electric or non-electronic, may be attached to the equipment (e.g., light ribbons). (**Recurve and Compound Divisions only**)*

[Interpretation: 2021 - 15 Nov - Fivics Elbow Device](#)

[Interpretation: 2023 - 15 September - Kinesio Tape](#)

19.6.2

Accessories not permitted for all divisions are:

- *Any electronic or electrical device that can be attached to the athlete's equipment is not permitted.*
- *No electronic communication devices are permitted **on the courses** at the following events: World Ranking Events, Continental and World Championships. Dispensation may be given by the World Archery Medical Committee to permit the use for the monitoring of a medical condition. For other events, electronic communication devices are permitted on the course for the sole function of monitoring medical*

conditions or the promotion of the sport on social media. If concerns are raised, the judge has the right to examine the device in question.

- *In order to use a device to monitor medical conditions, the athlete will first inform the chairperson of the Tournament Judge Commission that this is the athlete's intent and demonstrate how the app/device works. For international events, permission will be requested from the World Archery Medical Committee.*
- *It is not permitted to have any type of range finders or any other means of estimating distances or angles not covered by the current rules regarding athletes' equipment, or any written memoranda, or electronic storage device for storing memoranda. An athlete may carry a copy of the World Archery Rules or any part thereof.*
- *No piece of equipment may be used explicitly for the purpose of estimating distances or angles.*

19.6.2.1

Athletes' equipment will not include camouflage patterns of any kind.

[Interpretation: 2023 - 15 December - Camouflage](#)

19.7. VISUAL AIDS

Binoculars and other visual aids may be used subject to the following:

- *Binoculars, scopes and other visual aids may not have any visible scales or marks that can be used to range distances. Marks will be covered so that they cannot be seen or felt by the athlete; this includes those placed by manufacturers if they move when the focus dial is turned.*
- *Prescription glasses, shooting spectacles and sunglasses may be used. None of these may be fitted with micro-hole lenses or similar devices, nor may they be marked in any way to assist in aiming.*
- *Should the athlete need to cover the non-sighting eye and or glasses lens, plastic, film, or tape may be used to obscure vision, or an eye patch may be used. The type of coverage must not create a clear reference line.*

[Interpretation: 2019 - 22 Feb - Shooting Glasses](#)

[Interpretation: 2025 – 21 Oct - Image Stabilised Binoculars](#)

19.8. EQUIPMENT INSPECTION

On the day before the first day of the competition, the organisers will arrange, on or near the practice field, for the inspection by the judges of all the equipment, including spares and accessories that each athlete intends to use during the competition of World Championships, other Games and other International Events. Athletes wishing to have their equipment inspected will present their equipment (including spares) to the judges for

inspection on the day before the first competition day. The judges may conduct spot inspections of the athlete's equipment at any time during the competition.

19.8.1

Judges may request that the equipment be modified if it is found to violate the equipment rules.

[Interpretation: 2018-May-20: Judge's Right to Require Equipment Disassembly](#)

CHAPTER 20 SHOOTING

20.1.

Each athlete will shoot and stand or kneel at the shooting peg without compromising safety.

Interpretation: 2019 - 19 Mar - Kneeling

- *The organisers will assign the target at which each group will start shooting.*
- *In Field and 3D Rounds, the athlete can stand or kneel up to approximately 1 m in any direction beside or when the athlete is shooting alone at a peg and no safety concern is caused behind the shooting peg, taking into consideration the condition of the terrain. In exceptional circumstances, a judge may give permission to shoot from outside the defined area.*
- *If two athletes are shooting simultaneously, athletes will shoot two at a time unless it is not possible. Athletes A and C will shoot from the left, and athletes B and D will shoot from the right unless the athletes agree to change.*
- *In Field and 3D Individual Eliminations, the athletes will stand on the peg according to the positions (left/right) printed on the scorecard.*

20.2.

Athletes within the shooting group waiting for their turn to shoot will wait behind the athletes in the shooting position.

20.2.1.

Athletes will wait behind the athletes in the shooting position unless they are assisting the athletes at the shooting peg, spotting the fall of arrows, or shading for their target companions. Shading is not allowed in the finals unless the judge determines it is necessary. A protective shade of a maximum size of A4 (or legal letter size, about 30x20 cm) may be used.

20.2.2

Athletes may not remove an arrow from their quiver while moving forward towards their shooting position.

20.3.

Number of arrows to shoot in Field and 3D rounds.

20.3.1. Individual competition:

- *In Field, three arrows per target will be shot in all rounds.*
- *In 3D, two arrows per target will be shot in all rounds.*

20.3.2. Teams:

- *For Field, three arrows per team will be shot at each target in all rounds, one arrow by each team member from the peg of the athletes' division.*
- *For 3D, four arrows per team will be shot at each target in all rounds, one arrow by each team member from the peg of the athletes' division.*

At the first target, the higher-ranked team decides who will start shooting. Thereafter, the team with the lower cumulative score will shoot first at the following target, and if the teams are tied, then the team which started the match will shoot first.

20.3.3. Mixed Team:

- *In the mixed team, athletes shoot 2 arrows each. Both teams shoot simultaneously, with only 1 athlete per team allowed at the peg at a time. For details, see [Article 21.13](#).*
- *Athletes will change after every arrow.*

20.4.

No athlete may approach the target until all athletes of the group have finished shooting unless given permission by a judge.

20.5.

Under no circumstances may an arrow be re-shot.

20.5.1.

An arrow will not be considered to have been shot if:

- *It has dropped from the bow, and the athlete can touch it, or would have been able to touch the first landing point had it not been for the slope with the bow without moving the athlete's feet in front of the peg and provided the arrow has not rebounded;*
- *The target face, butt or 3D target falls over. The judges will take whatever measures they deem necessary and permit time for shooting the relevant number of arrows. If the target or butt only slides down, it will be left to the judges to decide what action to take, if any.*

20.6.

There will be no discussion between athletes, coaches, team officials or any other person about distances, angles or other assistive information until the daily competition is complete.

20.6.1.

There is to be no discussion of distances among the athletes of a group until the target has been scored.

20.6.2.

In the Team event, only a discussion between the team members and/or their coach on the field is allowed. No distances may be communicated by any other team official.

The team members may join the athlete who is shooting and stand well behind the shooting peg, and the team can communicate within this group. One coach accompanying the team may also go forward to the shooting peg with the team and coach, but will stay behind when the team goes to the target to score. Where there is an allocated "Coach Box/Area", then the coach will remain in this area whilst shooting is taking place.

Should it be necessary to have more than one person per team to carry spare bows for the team, these persons will stay outside of the designated shooting area and are not allowed to coach during the shooting. A coach may not coach more than one team (Men/Women/Mixed, etc) from the same Member Association.

There will not be any communication between the coaches of the same Member Association during the finals.

20.7.

There is limited access for coaches to courses during field and 3D rounds as follows:

20.7.1.

There will be no coaches permitted on qualification or elimination courses. Coaches will remain outside the boundaries set by the technical delegate.

20.7.2.

Coaches are permitted on the finals field. However, they will remain in the coach area defined by the technical delegate unless required to shade the athlete, and permission from the chairperson of the Tournament Judge Committee has been granted prior to the session commencing.

CHAPTER 21 GENERAL ORDER OF SHOOTING AND TIMING CONTROL IN FIELD AND 3D ROUNDS

21.1.

Groups will be assigned a start target and will shoot simultaneously during the qualification and elimination rounds. Groups will shoot the required number of targets on that course as per the stage of competition. In finals rounds and medal matches, groups will start individually from the call area, all beginning the match on the same target.

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21.2.

Athletes will shoot in groups of no more than four but never fewer than three.

- *Each group will shoot in pairs, rotating as follows:*
 - *The first pair will start shooting on the first target assigned to the group.*
 - *The other pair will start shooting at the next target. The pairs will rotate, shooting at all subsequent targets throughout the competition.*
 - *If there are three athletes in a group, the first two athletes on the start list will form the first pair, and the third athlete will be considered to be the second pair, concerning rotation. This athlete will always shoot from the left side of the shooting peg.*
 - *If all athletes of the group agree, they may change the above arrangement, pairing or shooting position.*
 - *Should there be sufficient room at a shooting peg, all athletes in the group may shoot at the same time.*

21.3.

Should the number of athletes exceed the normal capacity of the course, additional groups will be formed and placed in the field as is convenient. Additional groups assigned to a target will wait until the primary group on that target has shot and scored their arrows before proceeding.

21.4. Shooting Order

- *In Field, when shooting at the blocks of 40 cm faces, the four faces will be placed in the form of a square. Of the pair of athletes whose turn it is to shoot first, the athlete on the left will shoot at the top left-hand face, while the athlete on the right will shoot at the top right-hand face. Of the pair of athletes whose turn it is to shoot second, the athlete on the left will shoot at the lower left-hand face, while the athlete on the right will shoot at the lower right-hand face;*

- *In 3D, when two targets are placed, the athletes standing on the left will shoot at the left target, and the athletes standing on the right will shoot at the right target;*
- *In Field, when shooting at the blocks of 20 cm faces and in 3D, when four targets are placed: Of the pair of athletes whose turn it is to shoot first, the athlete on the left will shoot at the faces in column one, while the athlete on the right will shoot at the faces in column three. Of the pair of athletes whose turn it is to shoot second, the athlete on the left will shoot at the faces in column two, while the athlete on the right will shoot at the faces in column four. Each athlete will shoot the arrows in any order, one at each face.*

21.4.1.

In the elimination, if 2 matches are in a group shooting at the same targets (4 athletes):

- *The match with the higher-ranked athlete will always shoot first.*
- *If athletes are from the same division but of a different age class, then the oldest age class will always shoot first.*
- *If athletes are from the same division but of a different gender, then the match with the male athletes will always shoot first.*

21.4.2.

In the semi-finals, if the athletes shoot in a group of four, the pair with the highest-ranking athlete will shoot first, and the other pair will shoot as the second pair at all targets. In the medal finals, the athletes competing in the Bronze Medal match will shoot first at all targets, followed by the Gold Medal match.

21.4.3.

In the Eliminations and Finals Round, the athletes will shoot from the position as per the bracket and scorecard.

21.4.4.

In all team matches, the higher-ranked team decides who will shoot first on the first target. Thereafter, the team with the lower cumulative score will shoot first at the following target, and if the teams are tied, then the team which started the match will shoot first. Teams will be positioned left/right target according to the printed scorecard/matchplay chart.

21.5.

In case of equipment failure, the order of shooting may be temporarily changed. In any case, no more than 30 minutes will be allowed to repair any equipment failure. The other athletes in that group will shoot and score their arrows before allowing any following groups to shoot

through. If the repair is completed within the time limit, the athlete in question may make up any arrows remaining to be shot on that target. If the repair is completed later, the athlete may rejoin the group but will lose the arrows the athlete's group has shot in the meantime. In the case of an athlete being unable to continue shooting because of a medical reason which occurred after the beginning of the shoot, the same provisions apply.

21.5.1.

Should an athlete not be able to continue shooting for either a medical reason or equipment failure, in order to be eligible to continue to the second qualification round or to the elimination round, the athlete will remain on the course with their group until the group has shot and scored all targets for the day. All un-shot arrows will be recorded as M (miss).

21.5.2.

If an athlete is unable to remain with their group and has to leave the course during the first Qualification Round, they will not be allowed to participate in the second Qualification Round.

21.5.3.

An athlete must start the second Qualification Round. If an athlete is unable to remain with their group and has to leave the course during the second Qualification Round, they will not be allowed to participate in the Elimination Round.

21.6.

In Finals Rounds and Eliminations, no extra time will be allowed for equipment failure or the treatment of unexpected medical problems. In the Team Event, other members of the team may shoot in the meantime.

21.7.

Athletes in a group may allow other groups to move ahead of another group during the qualification and elimination rounds, but not the semi-finals and finals, provided the organisers or the judges are notified about the change.

21.8.

Only when an athlete, or a group of athletes, is causing undue delay for that group or other groups during the Qualification Rounds will the judge observe and time the athletes.

- *The following time limits apply:*
 - *Field Rounds: a time of 180 seconds is allowed for qualifications;*
 - *3D Rounds: 120 seconds will be allowed for qualifications;*
- *The time limit may be extended in exceptional circumstances.*

The judge's decision as to whether there is undue delay under this section is final.

21.9.

Time warnings will not be carried over from one stage of the competition to the next.

21.10.

In the Elimination and Semi-Finals Round:

- *Whenever a judge accompanies a group, the judge will indicate to the athlete which shooting peg to shoot from and which target to shoot at.*
- *When the match is manually controlled, the judge will start and stop the shooting verbally ("go" for the start and "stop" when the time has passed). The judge will show a yellow card as an indication when 30 seconds of the appropriate time limit remain. The time will begin when the athletes are on the peg.*
- *If shooting is controlled by a DoS, then the timing system will display the time remaining, and there is no requirement for a judge to display a yellow card;*
- *In Field Rounds, the time limit for individuals and teams is 120 seconds, and for the mixed team is 160 seconds.*
- *In 3D Rounds, the time limit for individuals is 90 seconds, for teams 120 seconds, and for mixed teams 160 seconds.*
- *When the match is controlled by a director of shooting, the judge will signal to the director of shooting that the athletes are ready. When the sound signal is given, the athletes have 10 seconds to walk to the peg on the red light. Shooting will commence on the green light and the sound signal, and conclude on the red light and at the start of the sound signal.*
- *No shooting will be allowed after the time limit has expired.*
- *If an athlete shoots an arrow after the judge has stopped the shooting, the athlete or team will lose the highest-scoring arrow at the target.*
- *In the Individual matches, the two athletes will shoot simultaneously.*
- *In the Team rounds, the teams will shoot one at a time, with the highest-ranked team choosing who shoots first. At the next and subsequent targets, the team with the lowest score will shoot first, and when there is a tie in the score, the team that shot first at target one will shoot first.*
 - *The team can choose which member shoots first. When multiple athletes are shooting from the same peg (red in Field, blue in 3D), all athletes may stand in position and may nock their arrows at the same time, but only one athlete may raise their bow to shoot.*

- *If the team opts to shoot the blue peg before the red, then the athlete(s) shooting from the red peg must not take the arrow from their quiver until all other athletes and the coach have passed behind the red peg.*

[Interpretation: 2023 - 15 December - Forfeit in Matches](#)

21.11. The Medal Matches:

- *Medal matches may be controlled by a director of shooting or by a judge.*
- *In Field, the time limit for individuals and teams is 120 seconds, and for mixed teams, it is 160 seconds.*
- *In 3D Rounds, the time limit for individuals is 90 seconds, for teams 120 seconds, and for mixed teams 160 seconds.*
- *When controlled by a judge, the time will start for the individuals when they are standing at their appropriate peg and for the team when they are standing at the red peg, shooting one at a time, with red peg athletes shooting first.*
- *When the match is controlled by a director of shooting, the judge will signal to the director of shooting that the athletes are ready. When the sound signal is given, the athletes have 10 seconds to walk to the peg on the red light. Shooting will commence on the green light and the sound signal, and conclude on the red light and at the start of the sound signal.*

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21.12.

If, for some reason, the shooting in team matches is stopped, then the judge will stop the watch for the team and restart it with the remaining time as soon as shooting can be resumed.

21.13. Mixed Team

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21.13.1.

In matches controlled by a judge:

- *Both teams will start each end of their match with the athletes behind the peg.*
- *The first athlete may approach the peg when the judge has given the signal to start the match.*
- *Athletes will rotate after every arrow.*
- *Only one athlete from each team may be on the peg at any time.*
- *Both teams will shoot at the same time.*

21.13.2.

In matches with electronic timing control (Medal matches):

- *Each team must alternate between their members after each shot so that each member has shot one arrow in each phase of the rotation.*
- *When the first team has shot two arrows and the athlete has stepped off the peg, the clock of that team is stopped, displaying the time remaining.*
- *When the athlete is clear of the peg, the clock of the second team is started, and the first athlete of that team may approach and start shooting.*
- *This is repeated until both teams have shot four arrows or their time has expired.*
- *The team that shot first in the match will start shooting the shoot-off, and the alternation between the teams will take place after every shot arrow.*

21.14. Forfeiture of Matches

A forfeited match is a match in which one of the two athletes/teams/mixed teams is not present at the start of the match (both athletes/teams shooting at the same time). The start of the match is determined at the point the judge gives the pre-match briefing. The athlete/team present during the briefing will be declared the winner of that match.

CHAPTER 22 SCORING

22.1.

Scoring will take place after all athletes in the group have shot their arrows.

- *A mistake on the scorecard discovered before the arrows are drawn may be corrected.*
- *In the Finals Round, a judge will accompany each group to control the scoring or will wait for each group at each target.*

22.2.

An arrow will be scored according to the position of the shaft in the target. Should the shaft of an arrow touch two zones or a dividing line between scoring zones, that arrow will score the higher value of the zones affected.

22.2.1.

In case of a rebound, pass-through or arrow embedded in the target and not showing on the face, the scoring will take place as follows:

- *If all the athletes in that shooting group agree that a rebound or pass-through has occurred and can see that there is an embedded arrow, they may also agree on the value of that arrow.*
- *In Field rounds, if they cannot agree on the value of the arrow, the athlete will be awarded the value of the lowest unmarked arrow hole in the scoring zone.*
- *In 3D rounds, if they cannot agree on the value of the arrow, the arrow will be scored a five (5).*
- *In 3D, an arrow ricochet will score a miss (M).*

22.2.2.

An arrow hitting:

- *another arrow in the nock and remaining embedded therein will score according to the value of the arrow struck;*
- *another arrow, and then hitting the target after deflection, will score as it lies in the target;*
- *another arrow and then rebounding will score the value of the arrow struck, provided the damaged arrow can be identified*
- *a target face other than the athlete's own target face will be considered as part of that end and will score as a miss;*

- *outside the outermost scoring zone of the target face or the scoring area of the 3D target will score as a miss.*

A miss will be recorded as “M” on the scorecard.

22.2.3.

If more than the allowed number of arrows belonging to the same athlete or team should be observed in the target or on the ground of the shooting lane, only the lowest value arrows will be scored. The lowest three in Field and Field Team, the lowest two in 3D and the lowest four in Field Mixed Team, 3D Team and 3D Mixed Team.

22.2.4.

If two or more arrows are shot in the same 20 cm target face, they will be considered part of that end, but only the arrow with the lower value will score. The other arrow, or arrows in the same face, will score as a miss or as misses.

22.3.

Except for those ties as set out in [Article 22.3.2.](#), tied scores in all rounds are ranked using:

22.3.1.

For ties occurring in all Rounds, except for those ties as set out below:

- Individuals, and Teams:
 - The greatest number of 6s for Field rounds and 11s for 3D rounds.
 - The greatest number of 5s for Field rounds and 10s for 3D rounds.
 - After this, athletes still tied will be declared equal, but for ranking purposes, i.e., for a position in the match play charts of the Finals Rounds, a disk toss will declare the position of those declared equal.

22.3.2.

For ties regarding the entrance to the Elimination Rounds, in Matches, or entrance to the top 8 [Book 2, Appendix 3, Image 3: Match Play Chart 24 athletes/teams, byes are permitted](#), there will be shoot-offs to break the ties:

- For Field rounds, the shoot-offs will take place on a target at the maximum distance of the division.
- For 3D rounds, the shoot-offs will take place at a distance placed by the judge.
- Shoot-offs will be shot as soon as it is practical after all scorecards for the division within which the tie has occurred have been recorded. Any athlete who is not present for the shoot-off within 15 minutes after the athlete or the team manager has been notified will forfeit the shoot-off. If the athlete and the team manager have

left the field, in spite of the results not being officially verified, and thus cannot be notified of the shoot-off, the athlete will forfeit the shoot-off.

22.3.2.1. Individual Shoot-offs:

- *A single arrow shoot-off for score.*
- *If the score is the same, the arrow closest to the centre will resolve the tie and if the distance is the same, successive single arrow shoot-offs, until the tie is resolved.*
- *The time limit for a shoot-off will be 40 seconds for Field and one minute for 3D.*
- *This shoot-off will take place in a central area after the qualification courses are complete.*

22.3.2.2. Team Shoot-offs:

- *An end of three arrows (one by each athlete) for Field and four arrows (one by each athlete) for 3D, shoot-off for score.*
- *Athletes in the team will shoot at the same time (targets for red and blue pegs will need to be placed).*
- *The time limit for a shoot-off will be 40 seconds for Field rounds and one minute for 3D rounds.*
- *If the score is still tied, the team with the arrow closest to the centre will win, and if still tied, the second, third (or fourth for 3D) closest to the centre arrow will determine the winner.*
- *This shoot-off will take place in a central area after the qualification courses are complete.*

22.3.2.3. Mixed Team Shoot-offs:

- *An end of two arrows (one by each athlete), shoot-off for score.*
- *If the score is still tied, the team with the arrow closest to the centre will win.*
- *If still tied, the second closest to the centre arrow will determine the winner.*
- *The time limit for a shoot-off will be 40 seconds for Field rounds and one minute for 3D rounds.*
- *This shoot-off will take place in a central area after the qualification courses are complete.*

22.3.3.

For ties for the progress from one stage of the competition to the next, other than as provided in [Article 22.3.2.](#), or for deciding the Medal placements after a Finals Round, there will be shoot-offs to break the ties:

- Shoot-offs will be shot at the completion of the match after the judge has declared the tie.

22.3.3.1. Individual Shoot-offs:

- *A single arrow shoot-off for score.*
- *If the score is the same, the arrow closest to the centre will resolve the tie, and if the distance is the same, successive single arrow shoot-offs until the tie is resolved.*
- *The time limit for a shoot-off will be 40 seconds for Field rounds and one minute for 3D rounds.*
- *This shoot-off will take place on the course where the match occurred.*

22.3.3.2. Team Shoot-offs:

- *An end of three arrows (one by each athlete) for Field and four arrows (one by each athlete) for 3D shoot-off for score.*
- *Athletes in the team will shoot alternately.*
- *The time limit will be two minutes for Field rounds and 3D rounds.*
- *If the score is still tied, the team with the arrow closest to the centre will win, and if still tied, the second, third (or fourth for 3D) closest to the centre arrow will determine the winner.*
- *This shoot-off will take place on the course where the match occurred.*

22.3.3.3. Mixed Team Shoot-offs:

- *An end of two arrows (one by each athlete), shoot-off for score.*
- *Athletes in the team will shoot alternately.*
- *If the score is still tied, the team with the arrow closest to the centre will win, and if still tied, the second closest to the centre arrow will determine the winner.*
- *The time limit will be 80 seconds for Field rounds and 3D rounds.*
- *This shoot-off will take place on the course where the match occurred.*

22.4.

Scorecards will be signed by the scorer and the athlete, denoting that the athlete agrees with the value of each arrow, the total (identical on both scorecards), the number of 5s and 6s in the case of Field rounds (10s and 11s for 3D rounds). The scorer's scorecard will be signed by another athlete from the same group but from a different Member Association.

22.4.1.

Athletes are ultimately responsible for their portion of the scorecards.

Each target will have two scorecards, one of which may be electronic.

If there is a discrepancy in the arrow values:

- *between two paper scorecards, the lower value will take precedence:*
- *between an electronic and a paper scorecard, the paper card will take precedence.*

If there is a discrepancy between the total score of the two scorecards, where:

- *two paper scorecards are used; the lower total score will be used for the final result.*
 - *If the lower scorecard total is lower than the actual total, the lower total will be used.*
- *one paper scorecard and one electronic scorecard are used. The total of the electronic scorecard will be used for the total score, 5s and 6s (10s and 11s for 3D rounds) on the following conditions:*
 - *A total score has been entered on the paper scorecard, so verification is possible.*
 - *If no 5s and 6s (10s and 11s for 3D rounds) are entered on the manual scorecard, no 5s and 6s (10s and 11s for 3D rounds) will be registered.*

The organisers or officials are not required to do so, but they may have a process for verifying the accuracy of any submitted scorecard. In case an error or omission is found, such as a missing signature or a total, the technical delegate or the results manager may ask the concerned athlete/team to correct the error or omission before the next stage of the competition.

22.5.

Should the competition have to be abandoned prior to the completion of the Qualification Round(s), the total score of the same targets shot by all athletes in a category will be used to determine the ranking and, in case no further competition is possible, the champions in that category.

22.6.

Should the competition have to be abandoned at a later stage, the tournament format and schedule will be modified to progress according to the time remaining and conditions of the venues to determine the winners.

22.7.

At the end of the tournament, the Organising Committee will publish complete result lists.

CHAPTER 23 SHOOTING CONTROL AND SAFETY

23.1.

The chairperson of the Tournament Judge Commission will be in control of the tournament.

23.2.

The chairperson of the Tournament Judge Commission will ensure that safety precautions have been observed in the layout of the courses and arrange with the organisers for any additional safety precautions the chairperson may find advisable before shooting commences.

23.2.1.

The chairperson will inform the athletes and officials of the safety precautions and any other matters concerning the shooting that may be necessary.

23.2.2.

An acoustic signal, audible across all courses, will be sounded at the start of each competition day and also when the competition must be stopped.

23.3

At the Field and 3D Championships, unless competing, team officials will be confined within the spectator area unless a judge requests that they enter the competition area.

CHAPTER 24 CONSEQUENCES OF BREAKING RULES

Set out below is a summary of the penalties or sanctions applied to athletes or officials when rules are broken. A sanction against an athlete will automatically be applied to his/her coach or official.

24.1. Eligibility:

- An athlete found guilty of breaking any eligibility rule may be disqualified from the competition and will lose any position the athlete may have gained.
- An athlete is not eligible to compete in the World Archery Championships if the athlete's Member Association does not meet the requirements in [Book 2, Article 3.6. Entries](#).
- An athlete found competing in a class laid down in [Book 2, Article 4.2. Classes](#) in which the athlete does not fulfil the requirements will be disqualified from the competition and lose any position gained.

24.2. Doping and Alcohol:

- An athlete found to have committed an Anti-Doping Rule violation will be subject to sanctions as laid down in [Book 7 - Anti-Doping Rules](#).
- *An athlete with a positive alcohol test will be disqualified, and the case will be referred to the Board of Justice and Ethics for further sanctions.*
 - *Consequences are:*
 - *Disqualification of the Event.*
 - *1 year of ineligibility for the first offence.*
 - *4 years of ineligibility for the second offence.*
 - *Life ban for the third offence.*

24.3. Losing the Score of an Arrow:

- *In the case of an equipment failure, an athlete who is unable to repair the equipment within 30 minutes will lose the number of arrows still to be shot on that target and those arrows shot by the group after that time until the athlete rejoins the group.*
- *If more than the allowed number of arrows belonging to the same athlete or team should be observed in the target or on the ground of the shooting lane, only the lowest value arrows will be scored. Lowest three in Field and Field Team, lowest two in 3D and lowest four in Field Mixed Team, 3D Team and 3D Mixed Team.*
- *If two or more arrows are shot into one 20 cm target face, all arrows shot will count as part of that end, but only the lower arrow will score.*

- *An arrow not hitting a scoring zone or hitting a target face other than the athlete's own target face will be considered as part of that end and will score as a miss.*

24.3.1. Timing Penalties

- *Qualifications:*
 - If the athletes exceed the time limit, the judge will warn the athlete or group with a first written warning on the scorecard.
 - If the athlete exceeds the time limit a second time, the judge will warn the athlete or group with a second written warning on the scorecard.
 - At the third and all subsequent warnings during that stage of the competition, the athlete shall lose the highest-scoring arrow at the target.
- *Eliminations and Finals:*
 - *An athlete or team that shoots their arrow before the signal to shoot shall lose the highest-scoring arrow of that target.*
 - *An athlete or team that shoots after the signal to stop shooting will lose the highest-scoring arrow of that target.*

24.4 Warnings:

Athletes may receive one warning for the following. After being warned, those who continue breaking the rules or who do not follow the decisions and directives of the assigned judges will be disqualified.

- *No athlete may touch another athlete's equipment without the latter's consent.*
- *No athlete may draw a bow, with or without an arrow, except when standing on the shooting line/peg.*
- *Athletes or teams repeatedly found shooting more than the permitted number of arrows per end.*
- *An athlete withdraws arrows from the target before they are scored.*
- *While shooting is in progress, only those athletes whose turn it is to shoot may be on the shooting line/peg unless the athlete is shading at the time.*
- *Those athletes belonging to the following group waiting for their turn to shoot will remain in the waiting area until the athletes shooting have moved on and the shooting position is clear. There will be no communication about distances between the different shooting groups.*
- *No athlete may approach the target until all athletes of the group have finished shooting unless authority is given by a judge.*

- *In Field Rounds, no group of athletes may leave the target before all the holes in the scoring zone are marked.*
- *None of the arrows, target face, butt, or 3D target shall be touched until all arrows on that butt have been recorded and scores checked.*
- *Smoking, vaping, or using electronic cigarettes is not allowed on the courses, practice fields, or warm-up areas.*

24.5 Disqualification:

Athletes found to have broken the following rules when scoring has commenced will receive no warning. They will be disqualified and will lose any position gained.

- *Any athlete found to be using equipment contravening World Archery Rules.*
- *An athlete who is proven to have knowingly broken any rules and regulations may be declared ineligible to participate in the competition.*
- *Anyone who alters a score without authorisation, falsifies a score, or knowingly has a score altered or falsified will be disqualified.*
- *Unsportsmanlike conduct from any athlete or any person deemed to be assisting the athlete. Unsportsmanlike conduct will not be tolerated.*
- *An athlete who, after being told to correct their drawing technique, persists in using a dangerous technique.*
- *Any athlete found to have a mobile communication device on the course (World Ranking Events, Continental and World Championships). For other events, any athlete found to be using a mobile communication device to attempt to calculate distance or angles or to communicate distances or angles.*

24.6 Appeals

24.6.1

In the event of an athlete not being satisfied with the ruling given by the judges, the athlete may, except as provided in 26.1, appeal to the Jury of Appeal. Subsequent rounds, matches or trophies which may be affected by a dispute will not begin/be awarded until the Jury of Appeal's ruling has been given.

CHAPTER 25 PRACTICE

25.1.

At the World Archery Field and 3D Championships, practice will not be permitted on the courses set out for the competition.

25.1.1.

A practice range will be made available nearby or elsewhere three days before the first day of competition.

25.1.2.

On the days of the tournament, warm-up targets (one for every 10 athletes) will be set up near the assembly point(s) for the athletes. The practice range and the warm-up targets may be one and the same.

25.1.3.

On the practice field, a number of targets equal to 1/8 of the entries, arranged at all the different competition distances, will be provided to permit practice before, during and after competitive shooting on each day of the competition, at times announced by the organisers.

CHAPTER 26 QUESTIONS AND DISPUTES

26.1.

Any athlete on the target will refer any questions about the value of an arrow in the target face before the arrows are drawn to:

- During the Qualification Rounds, to the competitors in the group. The majority opinion of the group will decide on the value. If there is a split decision (50/50), the arrow will be given the higher value. That decision of the athletes is final.
- During the Elimination and Finals Rounds, if the athletes cannot agree on the value of an arrow, a judge will be called to decide on the value of the arrow.
- *A mistake on a scorecard may be corrected before the arrows are drawn, provided that all the athletes on the target agree on the correction. The correction will be witnessed and initialled by all the athletes on the target. Any other disputes concerning entries on a scorecard will be referred to a judge.*
- *The decision of the judge will be final.*

26.2.

Should it be discovered that:

- *the size of a target face has been changed during the competition in Field rounds;*
- *the position of a shooting peg has been moved after competing athletes have already shot the target;*
- *the target is or has become unshootable for certain athletes because of hanging branches, etc.*

That target will be eliminated for the purpose of score for all athletes in the categories involved. If one or more targets are disqualified, the remaining number of targets will be considered a full round.

26.3.

Should range equipment be defective or a target become unreasonably worn or otherwise damaged, an athlete or the team manager may request that the judges have the defective item replaced or remedied.

26.4.

Questions concerning the conduct of the shooting or the conduct of an athlete will be lodged with the judges before the next stage of the competition.

26.4.1.

Questions regarding any published results will be lodged with the Judges without any undue delay and, in any event, will be lodged in time to allow corrections to be made before the prize giving.

CHAPTER 27 DRESS REGULATIONS

27.1. Athletes

Athletes will wear shirts with their name and the name of their country (or three-letter acronym) across the back on the shoulder area at all times.

All athletes and officials will wear sports shoes or walking boots. These may be different styles, but they will cover the entire foot.

Athletes may wear trousers of their choice for the Qualification round.

Athletes will wear the full Team uniform, which will not include denim, for Eliminations and Finals. Clothing will not be camouflaged. Oversized or baggy trousers are not allowed.

- *During the World Archery Events, each athlete or team shall register at least two different uniform tops during the official equipment inspection for use at all Finals Venue elimination matches. The registered tops must be of clearly distinguishable colours or designs to ensure adequate visual contrast for spectators, media and broadcast production.*
 - *The choice of the uniform shall be coordinated by the Team Manager or acting Team Manager/coach and confirmed by the Line Judge before each match, with the higher-seeded athlete or team having first choice.*
 - *In exceptional circumstances (uniform damage, loss or logistic delays), the Technical Delegate may authorise use of a less visually distinguishable uniform. Failure to register two uniforms shall result in an official warning.*

[Interpretation: 2023 - 15 November - Sport Leggings](#)

[Interpretation: 2023 - 15 December - Camouflage](#)

27.2. Team Officials

Will have their country on their shirts or jackets, which will be the same colour, so that they are easily recognisable as part of the team.