



## Sport Regulation

Version 2021-11-29

# Sport Regulation

## I. Introduce

1. The Sport Regulation (SpR) of T.A.I. will be leaded and actualized by the Sport Director.
2. Changes in the SpR shall suggested and approved in the Associations Committee.
3. For preparation of the suggestions the Sports Director shall save the support by the World Council.
4. The Sport Director is responsible for properly execution of all T.A.I. competitions. He/She can delegate the task to another member of the Associations Committee. In this case, both are responsible.

## II. Invitation

5. A T.A.I.-sanctioned competition will be announced publicly in several media (magazines, internet). The invitation will show eligibility of participation, date, place, registration procedure, and participation fees. Where required, special regulations will be noted.
6. No archer shall participate twice in the same competition.
7. The bow style selected during application will be binding by the time the registration and bow check is complete. Any deviation between the time of application and the registration will not guarantee eligibility of starting in the altered age division / bow style.
8. Every participant can only enter the competitions for one nation. Their nationality must be proven if demanded (passport). In case of dual citizenship, the choice will be binding for at least 5 years.

## III. Bow check

9. The bow check is part of the registration and will be conducted before the competition.
10. Permitted bows and arrow materials can be found in the document "bow styles" by the T.A.I. Equipment not listed in it is expressly forbidden.
11. All arrows must be marked in ascending order by numbers or rings and identifiable by name or initials.
12. Alterations of the equipment performed after the registration constitute a reason for disqualification. The decision is up to the referees.

## IV. Behavior on the range and the practice range

13. A sportsmanlike and respectful behavior is always presupposed.
14. Bad sportsmanship as for example personal insults or violent conduct will be penalized.
15. The number of people in a group is 3 at the minimum and 6 at the maximum.

16. The groups are divided as follows:
  - Archer no.1 is the target captain.
  - Archer no. 2 is the first scorer.
  - Archer no. 3 is the second scorer.
17. The target captain is responsible for the compliance with the rules and the safety guidelines. Their decision about scoring the arrows is binding, except for scoring their own arrows, which will be decided by the first scorer.
18. During the course of the competition there may be inspections of the equipment. In case of objections the facts of the matter shall be made out and presented to the referees.
19. The bow with an arrow placed on it must only be drawn by the archer at the shooting peg / shooting line and only in the direction of the target.
20. Drawing the bow must not be done sinking down from above the target.
21. It is prohibited to shoot an arrow vertically, since the flight of the arrow and hence the point of impact is no longer discernable.
22. The bow may only be drawn and shot in the direction of the target, if it is clearly visible to the archer that no more persons are in front or behind the target.
23. If the group is searching for an arrow behind the target, the target captain must remain in front of the target to signal the following group that the target is not yet free to shoot. With the following group having reached the shooting peg, the search for arrows must cease and the group must continue to the next target.
24. The participants are not allowed to shoot at practice targets or other items or ground during the competition.
25. Practice shooting at targets of a round, which are intended for the competition is prohibited. Special targets for practice will be supplied before the competition.
26. Participants and referees are prohibited from the consumption of alcohol or drugs before or during the competition. The 0% rule applies. Participants or supervisors under the influence of drugs (alcohol, medication, etc.) must be reported to the competition management / directors immediately. The competition directors may impose a sobriety test at any time. In case of a positive result (>0,0 0/00) instant disqualification shall be announced. In case of a positive result, the participant must bear the costs of the test.
27. In the competition ranges there is an absolute no-smoking rule (regardless of the local legislation). Smoking during the competition is only permitted at areas designated by the organizer and marked by the according signs.
28. In bad weather conditions, the tournament will not be interrupted, unless the competition management gives a signal as appointed beforehand. That is when the safety of the participants and staff is at risk. Archers who leave the area before that will be excluded from the competition.
29. In the shooting groups and on the ranges, accompanying persons and pets are not permitted.
30. All archers in a group must be in the same competition class if possible.

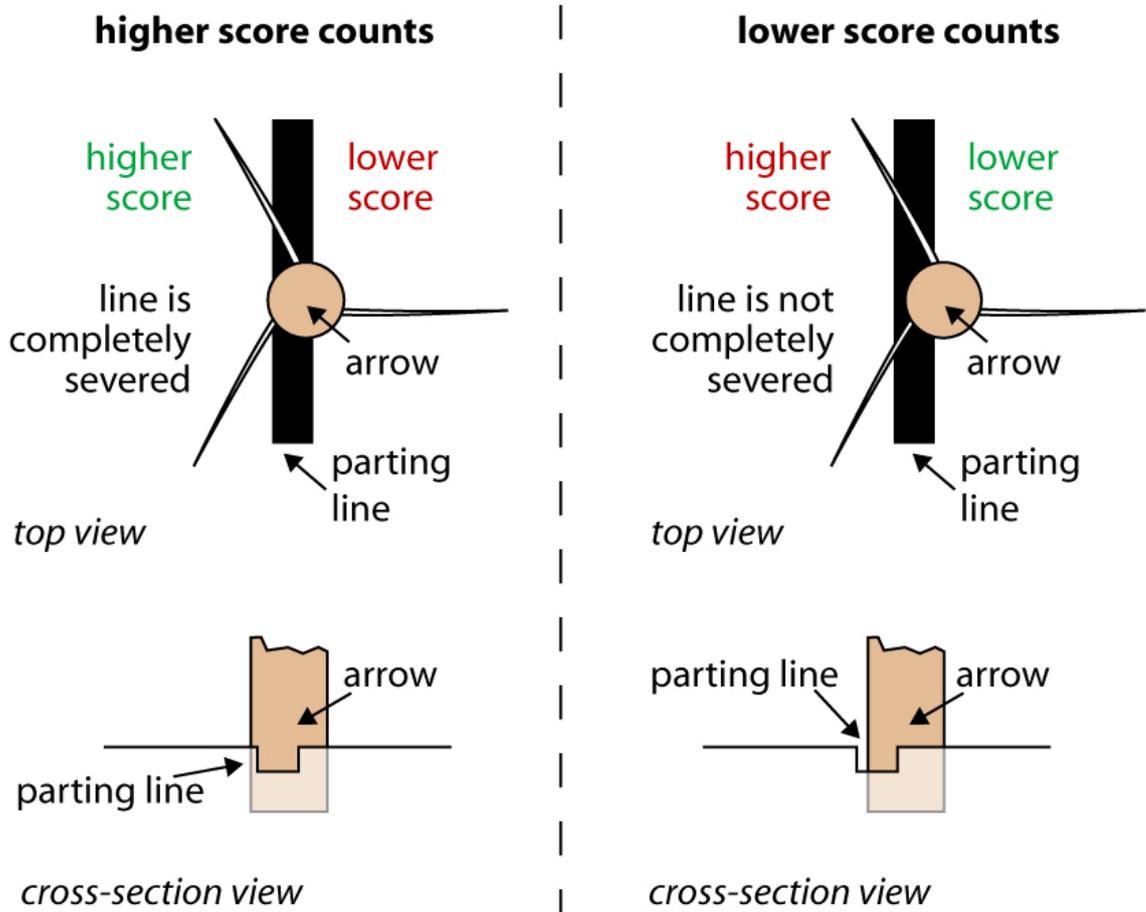
31. Archers of the same competition class must shoot the same range on the same day. Within the same competition class, after the first day of competition the archers will be sorted into new groups according to their scores.
32. The archers must shoot the full duration of a tournament, as defined in the invitation and the competition classes. The score of an archer, who does not complete the tournament, will not be considered for an award.
33. Kids/Juveniles shoot the same championship in the same conditions as Seniors/Adults/Juniors, however with different distances (pegs). Kids shoot in their groups with supervision by a non-shooting adult.
34. Violations of the sport regulations will cause an immediate disqualification from the whole competition. Obvious violations by a single group member, which are not reported by the group immediately, can lead to the disqualification of the whole group.

## V. Rules for the course of the tournament

35. Each archer of a group shall begin shooting immediately. The time limit for one arrow is one (1) minute. As soon as an archer steps up to the peg, the time of shooting to the target starts. The only case, in which the time limit may be exceeded, is a dangerous situation according to the target captain's estimation (or the first scorer's if the shooting archer is the target captain). The target captain ensures the compliance with the time limit (or the first scorer if the shooting archer is the target captain).
36. The archers shall touch the peg with a part of their body. Their body must remain behind the peg (viewed from the target). Until the shooting process is finished, they must not stand between the target and the peg.
37. A group must not delay the following groups by searching for lost arrows. A sufficient amount of arrows must be carried along for every archer to be able to go on shooting. Lost arrows may be collected after the tournament.
38. If any group delays another group, an agreement of the two target captains can be made so that the following group can overtake. This may only happen in concord with all members of both groups.
39. Groups must not approach or disturb other groups while they are shooting, but must keep their distance until all competitors are finished.
40. An archer who is allowed to leave the competition area by the target captain for technical or health reasons, can obtain the right to return to the group and thus finish the round. Their group have to wait for their return and allow other groups to overtake. The target captain - responsible for the group - ensures that the time limit of 45 minutes for the return of the archer is not exceeded. After the time limit is reached, the group will continue shooting.
41. In case of an equipment failure (technical defect) it is possible at the tournament director's estimation to shoot at a practice target chosen by the tournament director, in order to check the repaired equipment.

## VI. Scoring

42. All arrows must be shot in ascending order. In case of an error, the archer must indicate it to the target captain in charge immediately after noticing it. The target captain will decide the further scoring.
43. If an archer leaves the peg, no more arrows shall be shot.
44. The targets shall be shot in the given order. Targets that were left out may not be caught up on.
45. On the first 3D target of each group, the first archer begins (target captain). After that the rotation is as follows: the last archers begin on the next target (1<sup>st</sup> becomes 2<sup>nd</sup>, 2<sup>nd</sup> becomes 3<sup>rd</sup> and so on).
46. Arrows sticking in the target may not be touched until scoring is completed.
47. If an archer drops an arrow and it can still be reached with the bow, the arrow counts as not having been shot.
48. Arrows that have gone through the target but that are still sticking in it, can be pushed back by the target captain or the substitute (who has not shot the arrow) and will be scored accordingly.
49. Arrows that have bounced back from the target and then lie between the archer and the target and are supposed hits in the scoring area, must be repeated with a marked arrow or will be scored as 'wound'. The requirement is that the hit was clearly visible.
50. Arrows that have clearly gone through the scoring area but that do not remain in the target, may also be repeated with a marked arrow.
51. Arrows that hit another arrow within the target and remain in that arrow, will be given the same score as the arrow that has been hit.
52. Arrows that were deflected by other arrows, will be scored according to their own position.
53. Archers who shoot more arrows than designated will lose their points for that target.
54. If an archer accidentally shoots the wrong arrow, it can only be scored if he or she immediately indicates that circumstance to the target captain (or to the first scorer if the archer is the target captain.)
55. If a line on the target separates one scoring area from another, the line itself belongs to the lower scoring area. In order to get the higher score, the arrow must protrude into the higher scoring area. If there is no line (e.g. on the base of the target), the arrow must also protrude into the higher scoring area to get the points.



56. The target captain in charge and both scorers must go to the target to register the scores. Pulling the arrows and announcing the scores is done by the archers.

57. If a 3D target has more than one kill zone, only the one facing the archer is applicable.

58. Following shots will not be scored and cannot be repeated:

- Arrows shot from the wrong shooting peg or at the wrong target.
- Arrows sticking in the antlers or horns.
- Arrows that glanced off the 3D target and do not stick in the target.
- The target must be hit directly. Arrows that touch the ground or obstacles before hitting the target do not count. Leafage and grass do not count as obstacles.

59. The scored acquired at a target must be noted down at the corresponding number on the score card.

60. Both scorers sign the score cards after filling them in completely.

61. Each archer is obliged to control and sign their score cards before handing them in.

62. The target captain hands in the score cards to the scoring team.

## VII. 3D animals

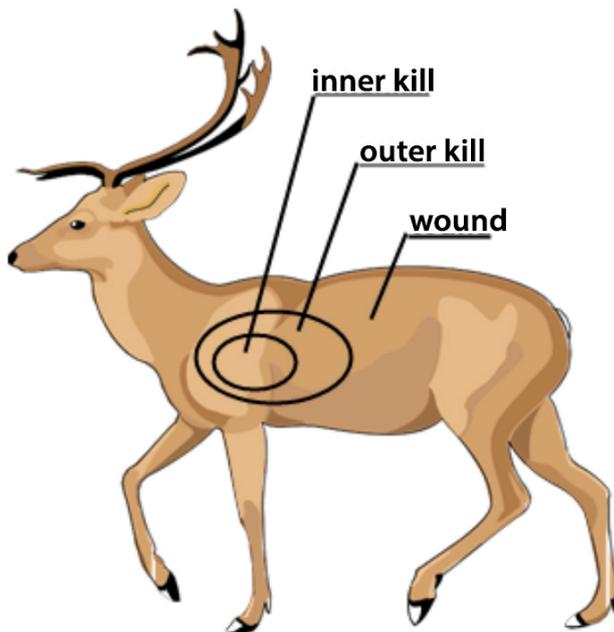
63. 3D animals are categorized into four groups according to the size of their kill zones. In order to determine the group a vertical line, which goes through the center as well as the center and inner scoring zone, will be measured.

64. 3D animals are categorized in the following groups:

Animal group	kill high
I	> 250 mm
II	201-250 mm
III	150-200 mm
IV	< 150 mm

65. The scoring zones of the 3D animals is divided into three areas:

- a) Wound, Outer kill zone and inner kill zone
- b) If the animal has an additional inner ring (spot), it counts as inner kill zone as well.



## VIII. Tasks of the tournament director

66. For every tournament a tournament director will be appointed by the T.A.I. He or she is responsible for observing the following points:

- a) Compliance with the safety regulations for building a 3D range.
- b) Observance of the distances.
- c) Establishing a deadline for the termination of the tournament.
- d) Every person must have full visibility of the kill zone of a 3D animal, irrespective of their height.

- e) There should not be any roads or paths directly behind a target or practice target. If this is the case, the way must be blocked. If paths, other targets, roads or buildings lie in critical distance behind a target or practice target, an effective backstop must be placed behind the target or it must be repositioned.
- f) The pathways to the next target should lead away from the target in such an angle that the archers quickly leave the shooting direction.
- g) The route guidance must be clearly identifiable.
- h) The targets must be placed in such a manner that they do not constitute any danger for other groups. The construction and setup of the targets must be so stable that targets cannot collapse or be moved.
- i) Ranges will only be approved by the appointed tournament director after all dangers for the safety have been eliminated in the tournament director's opinion.
- j) An acceptance protocol about the approval of the competition ranges must be issued and signed.
- k) Before the tournament begins, the tournament director will meet with the competition judges and all helpers. He or she informs them about the course of the tournament and ensures the briefing of the range captains and target captains.

## IX. Competition referees

67. Before every competition referees will be appointed. They are responsible for all protests and complaints as well as the observance of the rules. The competition judges are authorized to penalize violations against the local laws. Violations against the rules and regulations and the by-laws shall noted and give to the competition court.
68. The competition court generally is constituted by:
- a) the president (or a proxy)
  - b) the sports director (or a proxy)
  - c) the tournament director
  - d) members' delegates who were appointed judges
  - e) the manager of the respective bow style.
69. The competition court is chaired by the president or the vice president and they issue a protocol.
70. Authorized measures of the competition court:
- a) a) justified corrections of the scores
  - b) b) disqualification.
71. Protests by the competitors must be submitted to the competition court in written form within the official protesting time. The official protesting time ends one hour after each announcement of the score lists.

72. When submitting a protest a processing fee of 25,- € in cash, with the exact amount, has to be paid. Provided that the protest or complaint is sustained, the protesting fee will be paid back. Otherwise, it is forfeited in favor of the T.A.I.

## X. Range supervision

73. In order to monitor the tournament rules, safety regulations and observance of the sports order, the tournament director can appoint supervisors (range captains and their helpers). These supervisors are authorized and obliged to issue warnings and indicate observed violations to the competition judges immediately.

## XI. Competitions of the T.A.I.

74. All tournaments will be shot on the ranges as described in the invitation.

75. Only members of the T.A.I. and members of the member associations respectively are allowed to participate.

### I. European Traditional Open (other competitions will follow)

76. A round consists of 24-30 3D targets.

77. A round consists of:

- c) at least 6 3D targets of group I
- d) at least 6 3D targets of group II
- e) at least 6 3D targets of group III
- f) at most 4 3D targets of group IV

78. A range can either be set up according to the rules of a 3D-Hunting or a 3D-Sport round.

79. Shooting distances are unmarked.

80. One round of 3D-Hunting and two rounds of 3D-Sport will be shot.

81. A group consists of at least 3 archers.

82. The color of the pegs is red and/or yellow for Seniors/Adults/Juniors and white and/or white-red for Juveniles and blue and/or blue-red for Kids.

### Range 3D-Sport

83. Every target must be shot from a shooting peg.

84. Only the first scoring hit counts.

85. Scoring:

Arrow	Kill	Wound
1	20	16
2	14	10
3	8	4

### Range 3D-Hunting

86. The targets must be placed at no more than 30 meters for the adults and no more than 20 meters for Juveniles/Kids.

87. Every station has two different pegs and one target or one peg and two targets.

88. From each peg one arrow will be shot at each target.

89. Both arrows will be scored and added.

90. In case of group IV animals, two targets will be used.

91. Scoring

Arrow	Inner Kill	Outer Kill	Wound
1	10	7	2
2	10	7	2

## II. European Historical Open

92. A round consists of 24-30 targets.

93. The targets shall be used in historical tournaments or like a re-enactment of situations. The variety shall be big and -in best case- from all over the world.

94. The distances shall be like the historical equivalents or adjusted due to the local dependencies.

95. Three shooting categories can be shot:

- a. 3D
- b. Historical
- c. Technical

96. Scoring:

3D	Scoring like ETO	max. 20 Pts.
Historical	1 to 6 Arrows	prox. 20 Pts. max. 24 Pts.
Technical	1 to 6 Arrows	prox. 20 Pts. max. 24 Pts.

## XII. Award ceremony and bestowal medals of the T.A.I.

97. Awarding the title of "European Champion" and the bestowal of the medals are arranged as follows:

98. If there are fewer than 3 participants in one competition class, no awarding will be held in that class. This is the case for single and team competitions.

### Awards

99. In all competition classes places 1 – 3 will be awarded a medal (gold, silver, bronze).

### Team competitions

100. A competition is only held in the Adult class.

101. Seniors and Juniors may be included in a team.

102. There are male and female teams.

103. Members of a nation or member association can form a team for the team competitions.

104. The registration of a team must be completed by the closing date as indicated in the invitation.
105. Team registrations on the day of competition are not possible.
106. A team consists of 3 archers of one bow style.
107. All the actual scores obtained by the archers are added.

#### Ties

108. In case of a tie, following points will be considered consecutively in order to determine the ranking, until a distinction can be made:
  - a) Number of hitting arrows (counting arrows)
  - b) number of inner kills (max. point hit)
  - c) number of kills (second counting area)
  - d) If a decision is not possible after consideration of the above criteria, the single archers or teams are equivalent. This applies to all competitions.