# PESTA SUKAN – ARCHERY 2024 RULES & REGULATION – ARCHERY

#### 1. Rules

**1.1** Governed by the PESTA SUKAN 2024 - Rules and Regulations.

# 2. Eligibility & Registration

Category		Clarification
Youth	14 and below Recurve	Born on year 2010 and after
	16 and below Recurve	Born on year 2008 and after
	20 and below Recurve	Born on year 2004 and after
Open	Recurve	No age limit
	Compound	No age limit
	Barebow	No age limit
Master	Master (40 and Above) Recurve	Born on year 1984 and before

- 2.1 The Minimum age to participate in this event is 10 years of age, born on or before the year 2014.
- **2.2** Entries will be accepted on a 'first come first served' basis. Due to time and space constrains, number of participating teams will be limited.
- **2.3** There must be at least 2 Singaporeans/PRs in each team.
- **2.4** Entries in the Open Recurve and Compound categories and Youth categories (20, 16, 14 and below categories) shall be in teams of 3 archers of the same age category and gender.
- **2.4** Entries in the Masters Mixed and Open Barebow Mixed categories shall be in team of 3 archers regardless of gender and in the same age categories.
- **2.5** Regarding archers' equipment, current World Archery Rules shall prevail.
- 2.6 Para-athletes are allowed to participate alongside the other athletes within the same team, should they choose to.
- **2.7** Teams are recommended to be in similar coloured tops; however, it is not compulsory to do so.
- **2.8** Teams may be formed by archers from different clubs/schools.
- **2.9** All Archers must bring their own archery equipment.
- **2.10** If there are less than 4 teams in a category:

## Option 1

Participants can withdraw and receive a full refund.

#### Option 2

Participants shall be invited to join the same category of the other gender, or the next higher category of the same division. The medals will remain as for one category.

#### 3. Event Venue & Schedule

All matches will be held at the Bukit Gombak Stadium on 3 / 4 August 2024.

Date	Timing	Competition Stage
Sat, 3 Aug	0800	Team League/Match Play (All Categories)
Sun, 4 Aug	0800	Team League/Match Play (All Categories)

Note: all above may change once the entries are finalised.

# 4. Format of play

#### 4.1 Event format

Grouped Team League, followed by Team Match Play.

Entries will be drawn and grouped into groups of 3 to 8 teams (depending on the final entries received) for each event.

#### 4.2 List of events

Age Grp	Sex	Division	Distance	Target Face	Code
14 and Below	Boy	Recurve	18m	80cm	14RB
14 and Below	Girl	Recurve	18m	80cm	14RG
16 and Below	Boy	Recurve	18m	40cm Single (10 Ring)	16RB
16 and Below	Girl	Recurve	18m	40cm Single (10 Ring)	16RG
20 and Below	Man	Recurve	18m	40cm Triple	20RM
20 and Below	Woman	Recurve	18m	40cm Triple	20RW
Open	Man	Recurve	18m	40cm Triple	ORM
Open	Woman	Recurve	18m	40cm Triple	ORW
Open	Man	Compound	18m	40cm Triple	OCM
Open	Woman	Compound	18m	40cm Triple	OCW
Open	Mix	Barebow/Traditional	18m	40cm Single (10 Ring)	OBX
Master	Mix	Recurve	18m	40cm Triple	MRX

- **4.4** Matches will be played in a group round robin format, all matches to be decided by scoring as described below in section 4.5.
  - **4.4.1** If there are 4 or 5 teams, there will be 1 group and the top 4 teams will then progress into Match Play Stage.
  - **4.4.2** If there are between 6 and 12 teams, there will be 2 groups and the top 2 teams from each group will then progress into Match Play Stage.
  - **4.4.3** If there are between 13 and 16 teams, there will be 4 groups and the top 2 teams from each group will then progress into Match Play Stage.
  - **4.4.4** ONLY FOR ORM:
    - **4.4.4.1** If there are 24 teams or more, up to 32 teams, they will be formed into 8 groups of 3-4 teams each group.
    - **4.4.4.2** Top ranked team in each group will proceed to ORM Cup Finals.
    - **4.4.4.3** 2<sup>nd</sup> ranked team in each group will proceed to ORM Plate Finals. Plate Finals winners shall be awarded trophy/medals but there will be no monetary awards.

### 4.5 Scoring

During each **set**, each archer in a team will shoot 2 arrows, for a total of 6 arrows per team. Each **set** shall be conducted in 120 seconds.

2 points will be awarded to the team who wins each set.

- 1 point will be awarded to the teams in event of a draw.
- 2 points will be awarded to the team who wins the **match**.

Example: Team A vs Team B	Match Points (Running Total)		
Team A wins the first set: 50: 45	Team A(2)	Team B(0)	
Team B wins the second set: 51: 55	Team A(2)	Team B(2)	
Team B wins the third set: 51: 52	Team A(2)	Team B(4)	
Team A wins the last set: 59: 45	Team A(4)	Team B(4)	

Tie on Match Points, 1 point will be awarded to each team. Final Match Points awarded for the match, Team A (5) Team B (5)

During Match Play Stage, the above system will also be used to determine the winning team. In event of a tie, the total scores for the entire match will be used to determine the winning team.

#### 4.6 Tie breakers

The group final ranking shall be determined by the Match Points. In the event of a tie, the following shall apply (in sequence) to determine the winner:

- i) Total score of all the matches. Higher scoring team shall be ranked higher.
- ii) If standings are still tied, a count of 10s followed by Xs will determine the higher-ranking team.
- ii) If standings are still tied, a simple toss of coin by the Chief Judge will determine the standings.

#### 5. Walkovers

A team shall concede a walkover under the following circumstances:

- If the team have not registered 30 minutes prior a scheduled match.
- If player(s) for the match do not report at their respective targets for the match 5 minutes before start of match.

Teams, who are given a walk-over due to the above condition of the opponent team, shall be awarded ten (10) Match Points.

#### 6. Trophy and Medals

- 6.1 The Champion team will receive a trophy. Archers in the Top 3 winning teams will each receive a medal.
- 6.2 Should there be 24 teams or more in the ORM category, the winners of the Plate Finals shall not be awarded Prize Monies.