



Team Round Competition - Information and Instruction

“Avoid being subjected to human judgment”

When in doubt, ask for help. Questions? Ask a tournament judge.

Purpose:

- The team rounds are major portion of international competition. Team rounds are a place for countries with multiple top archers to win medals.
- Team round typically take place at 18 meters indoors, 50 meters for outdoor compound and 70 meters (Cadet/Master 60m) for outdoor recurve. Cub and Bowman distances may also be used.
- Two archer mixed teams consist of a male and female archer in the same eligible age class using the same bow type.
- Three person category teams consist of three archers of the same category, same gender, same eligible age class and bow type.

Team Round:

- Each team member shoots 2 arrows per end. Two archer mixed teams, as a whole, shoot a total of 4 arrows per end. Three archer teams, as a whole, shoot a total of 6 arrows per end.
- There are four ends in a team round match. Two archer mixed teams shoot a total of 16 arrows per match. Three archer teams shoot a total of 24 arrows per match.
- Arrows may be shot in any sequence or order within each end so long as each archer shoots two arrows.
(Three archer teams, 2-2-2=6 or 1-1-1-1-1-1=6 or other combinations; two archer teams 2-2=4, 1-1-1-1=4 or other combinations)
- One team coach may take a position adjacent to the archer's area in a designated area referred to as the coach's box.
- The team and coach may use a spotting scope in the team box area.
- Team and coaches are to make allowances for judges to position themselves to officiate.

Process (simultaneous team matches):

- The team starts in their team's box, located one meter away from the shooting line, as designated by the "one meter line".
- Ten second warning prior to signal to enter the shooting line area.
- When the signal to shoot is given, one, and only one, team member may cross the one meter line and then stand over the shooting line.
- Arrows are to remain in the quiver until the archer is on the shooting line.
- When finished shooting, the archer fully returns across the one meter line and the one meter line area is vacant, at which time another team member may cross one meter line, stand on the shooting line, remove arrows from quiver and shoot.
- The process is continues until each team member has shot two arrows per end in the allotted time or time expires.
- Specific procedures are available for Para archers and archers that are unable to execute the process in a timely manner due to a physical condition (i.e. injury resulting in the use of a cast or crutches. Chaired archers that remain on the line). See a judge for instructions.

Process (Alternating shooting team matches):

- Formats can vary for video recording and broadcast. Each team has a dedicated timer. Each team has the same allotted time to shoot one arrow per team, 20 second per arrow allotment. Members of one team shoots one arrow at a time in team round sequence. Once all of the team members have shot one arrow each, the opposing team timer is started. The other team members, who's timer is running, then each shoots one arrow in sequence and the process repeats for a second, third and last end sequence or time expires. The sequence is similar to team round tie breaking process.

Time:

- The overall time for a team of three to shoot a six arrow end is 120 seconds. (2 minutes, an average of 20 seconds per arrow) plus 10 second warning.
- The overall time for a team of two to shoot a four arrow end is 80 seconds. (1 minute, 20 seconds, an average of 20 seconds per arrow) plus 10 second warning.

Officiating:

- **Yellow Card:** Judges to present a yellow card to the team coach and team when:
 - An archer is across the one meter line prior to the signal to begin.
 - An archer crosses the one meter line when the area across the one meter line is occupied by a member of the same team.
 - An archer removes an arrow, including the arrow tip, from their quiver before standing on the shooting line.

When a yellow card is presented, the entering archer shall return completely across the one meter line and into the team area. The one meter area must be clear and arrows must be in quiver before crossing the one meter line. (The time it takes to re-cross the one meter line and insure that arrows are in the quiver is the consequence of yellow card violation) A yellow card presentation is may not be appealed.

- **Red Card:** Judges "may" present a red card when:
 - A team member ignores the yellow card and proceeds to shoot an arrow, without re-crossing the one meter line with arrows in the quiver until on the shooting line.
 - An archer shoots an arrow(s) after time has run out.

Presentation of the red card is not mandatory. Failure to comply with the yellow card results in the highest scoring "team" arrow value of that end being marked with a single slash mark, "/" thru the highest value, and marked and scored as a "M" for miss.

Scoring: Match is determined based on cumulative score of four ends. (Maximum 160 for two archer mixed teams, maximum 240 for three archer teams)

Ties: Determined by one arrow per team archer shoot off. For tie breakers, each team member shoots one arrow in a one archer across the one meter line sequence. Ties are broken based on score, if still tied measurement of each teams' closest to the middle arrow, if still tied by measurement of each teams' second closest to the middle arrows and so on. If the tie is not broken by measurements, the teams shall shoot another one arrow per archer shoot off sequence and score and measure process until the tie is broken. Tie breaking arrow values are not added to the overall team score.

More:

- Teams should wear the same looking attire and display the country code and archers name on the back. Coaches should wear similar attire and display the country code on the back.
- Archers may practice sequence shooting and/or all team members sight in simultaneously.
- Spectators, family, and friends are encouraged to cheer supportively during the competition.
- Successful teams execute efficiently and clearly and avoid a perception or potential of a yellow or red card violation.

Example elimination bracket, FITA rule book 2, page 57 and 58:

http://www.archery.org/UserFiles/Document/FITA%20website/05%20Rules/01%20C&R%20Book/Book_2012/EN-Book2.pdf

Example Team Round Score Card: http://www.azioad.com/main/forms/GENERIC_OR_scorecard_team.doc

Example Mixed team round score card: http://www.azioad.com/main/forms/GENERIC_OR_scorecard_mixed%20team.doc

Below are example "winner and consolation" team rounds brackets including target assignments.

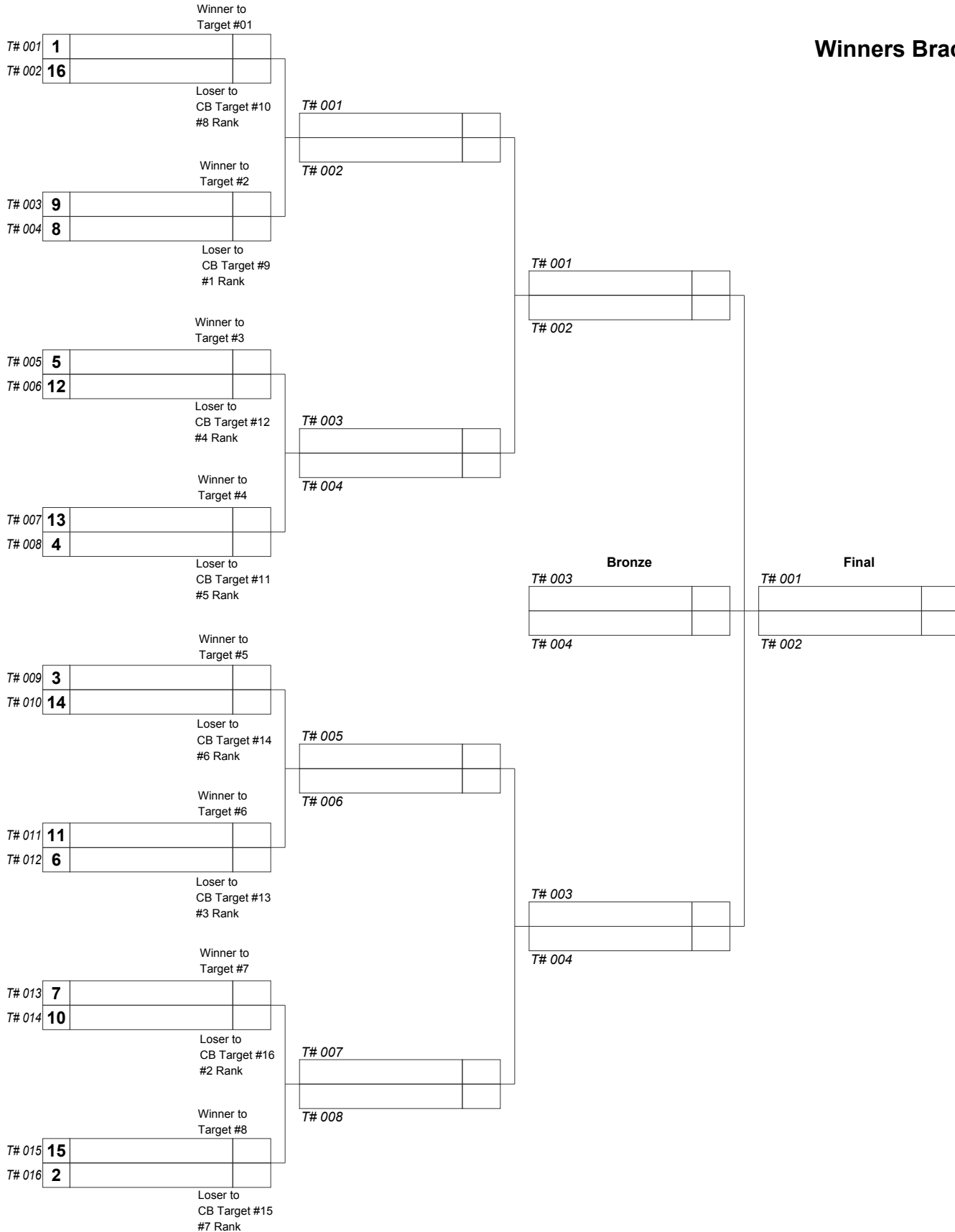
End

Arizona JOAD Outdoor Championship

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1:30pm	Warm Up															
<i>Archers per Target</i>	TEAM															
2:00pm	1st															
<i>Arrows/End: 3x2</i>	1/8															
<i>Archers per Target</i>	[Target Diagram]															
2:30pm	1st								2nd							
<i>Arrows/End: 3x2</i>	Quarter Finals								Quarter Finals							
<i>Archers per Target</i>	[Target Diagram]															
3:00pm	1st								2nd							
<i>Arrows/End: 3x2</i>	Semi Finals								Semi Finals							
<i>Archers per Target</i>	[Target Diagram]															
3:30pm	1st		1st						2nd		2nd					
<i>Arrows/End: 3x2</i>	Final		Bronze						Final		Bronze					
<i>Archers per Target</i>	[Target Diagram]															

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Winners Bracket



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Consolation Bracket

