

World Series of Archery

2010 rules of Competition

The World Series of Archery Indoor Round (hereinafter "WSOA") was designed to give every archer a chance to not only compete, but WIN! This is made possible by placing the greatest scoring emphasis on one arrow, the "Closest to Center" spot score. It is also designed to make indoor archery a more exciting spectator sport; this is achieved by showcasing a sudden death, head to head shoot-off.

Archers will shoot at least one qualifying round of 32 arrows with an additional final arrow into the "Closest to Center" spot. This final arrow will count first on the score card, followed by the score from the 32 arrows. The archer's highest qualifying score will dictate if they will be seeded into the shoot-off bracket.

The Elimination Round will be a sudden death, head to head shoot-off. Archers will shoot one end of 4 arrows with 3 minutes on the clock, and then with the clock reset to 1 minute, they will shoot the most important arrow into the "Closest to Center" spot. The winning archer will advance and the losing archer will be eliminated. This is continued until an ultimate champion is determined.

Tournament Format: The WSOA Main Event, WSOA National Series Events, and State Championships shall be shot over a period of no fewer than two (2) days. One (1) to two (2) days should be devoted to qualifying rounds with the final day of the tournament devoted to elimination rounds.

State Qualifier Format: It is recommended that state qualifiers be shot in one (1) day with 2 or 3 early qualifying times followed by the elimination round. All archers who compete at a state qualifier will receive an invitation to shoot in the State tournament. The top 8 archers with the highest cumulative scores from their four best qualifying rounds from the State Qualifiers will compete in a sudden death shoot-off at the State Championship to determine that State's Shooter of the Year.

League Format: The WSOA format can be used for local leagues. It is recommended that leagues run 6 weeks. Archers will shoot qualifying scores

for the 1st five (5) weeks, with the elimination round being shot on the 6th week.

Membership: WSOA membership is required at the following venues: The WSOA Main Event, WSOA National Series Events, and State Championships. WSOA membership is not required at State Qualifier events or at leagues.

Qualifying Round: In order to compete in an Elimination round, archers must first qualify by participating in a Qualifying round. The number of archers who qualify for the Elimination round will depend on the numbers of participants in the tournament and will be set by the tournament organizers. Participants may shoot multiple qualifying rounds as time and space allows with the archer's highest score being used.

Qualifying rounds will be shot at twenty (20) yards. There will be eight (8) scoring ends per round with a three (3) minute time limit per end. Four (4) arrows will be shot each end with one (1) arrow to be shot into each of the four scoring spots, thirty two (32) arrows total. Targets must be switched from top to bottom and bottom to top at the conclusion of the 4th end.

Officials will inspect targets prior to the start of the eighth (8th) end to ensure that no arrows have been shot into the "Closest to Center" spot in the middle of the target. After the participants have shot their eighth (8th) end of score, but before they leave the shooting line, the time clock will be reset for one (1) minute at which time they will shoot the "Closest to Center" final arrow. Participants will then score their eighth (8th) end and Final Arrow at the same time.

Those archers, whose score qualifies them for one (1) of the allotted top qualifying spots, will be placed into the Elimination round.

Elimination Round: Qualifying archers will compete in head to head, sudden death elimination rounds according to their qualifying scores.

Elimination rounds will consist of one (1) end of score in which they will be allowed three (3) minutes to shoot the four scoring spots. After these are shot and before they leave the shooting line, the time clock will be reset for one (1) minute, at which time they will shoot one (1) arrow at the "Closest to Center" scoring spot.

The highest scoring archer will move on to the next round while the lowest scoring archer will be eliminated.

Target: The WSOA indoor target is a red and white four (4) spot target with the "Closest to Center" spot in the middle (as shown below).




Only official WSOA targets printed by licensed manufacturers may be used. Any unauthorized copying will be deemed a copyright violation and trademark infringement, and will be prosecuted to the fullest extent allowed by law.

The four (4) scoring spots on World Series of Archery targets are scored starting with the inner most X-ring, which is valued at eleven (11) points. Each subsequent ring drops in value by one (1) point until the largest outside ring, which has a value of five (5) points, is reached. Each of the four spots is designated with a number 1-4.

The "Closest to Center" final arrow spot is scored starting with the inner most X-ring, which is valued at eleven (11) points. Each subsequent ring drops in value by one (1) point until the largest outside ring, which has a value of five (5) points, is reached.

Scorecards: WSOA scorecards have designated scoring areas for each end, 1-8, and each end has boxes designated for each scoring spot, 1-4. Each end scoring area also has an End Total box. Under the first four (4) ends there is a box for the first half total score and the same for the second half score.



1st END

1	2	3	4	END TOTAL

5th END

1	2	3	4	END TOTAL

2nd END

1	2	3	4	END TOTAL

6th END

1	2	3	4	END TOTAL

3rd END

1	2	3	4	END TOTAL

7th END

1	2	3	4	END TOTAL

4th END

1	2	3	4	END TOTAL

8th END

1	2	3	4	END TOTAL

1st HALF TOTAL

--

2nd HALF TOTAL

--

NAME _____ DATE _____

WSOA ID # _____ CLASS _____

FINAL ARROW

--

TOTAL SCORE

--

FIRST FOUR ARROWS OUT OF ELEVEN RING

--	--	--	--

11's 10's 9's 8's 7's 6's 5's

--	--	--	--	--	--	--

INITIALS OF BOTH SCOREKEEPERS _____ SHOOTERS SIGNATURE _____

Only official WSOA score cards printed by licensed manufacturers may be used. Any unauthorized copying will be deemed a copyright violation and trademark infringement, and will be prosecuted to the fullest extent allowed by law.

At the conclusion of the Round, the two (2) halves will be added together and the final score will be recorded in the Total Score box.

The "Closest to Center" arrow score will be recorded in the Final Arrow box.

The scorecard has four (4) scoring boxes for the 1st, 2nd, 3rd, and 4th arrows to miss the 11 ring. These must be filled in for tie breaking purposes.

The scorecard also has seven (7) boxes for the total number of 11's, 10's, 9's, 8's, 7's, 6's and 5's the participant shot during the round. These must also be filled in for tie breaking purposes.

Scorecards must have the name of the shooter PRINTED on the name line, the shooters WSOA ID# (for State, Regional or National event), and the class they are competing in. All information on the scorecard must be accurate with all blocks properly filled in. Information blocks left blank, incomplete, or reflecting incorrect information will result in a score of zero for that round. Scorecards must be initialed by both scorekeepers and signed by the shooter. Shooters assume full responsibility for the accuracy of the information and scores on their cards. Scorecards must be turned in no later than 30 minutes after the conclusion of the scoring round.

No changes may be made to the official score card after the scorekeeper and shooter have signed them. The shooter and score keepers must petition an official to make any changes to the score card. If a shooter changes his scorecard after it has been signed by the scorekeepers, the shooter will receive a score of zero for that tournament.

Scoring: Each bale will have two (2) scorekeepers and one (1) target captain. The target captain is responsible for determining and announcing the value of each arrow. If all the shooters on the bale do not agree on the value of an arrow, and cannot reach a unanimous decision, an official may be called. The official's decision is final.

The arrows shot during the eight scoring ends will be scored according to the values in the above paragraph discussing "Target."

Arrows must be scored in numerical order from 1-4 based on the number corresponding to each scoring spot regardless of the order in which they were shot. Any spot that doesn't have an arrow within its scoring rings will score a ZERO (0).

If a spot has multiple arrows shot into it, the score for that spot will be the lesser scoring arrow. For example, spot #3 has one arrow shot into its 11 ring and one arrow shot into its 9 ring. The score for that spot will be 9. If an archer realizes they have shot a scoring spot more than once and have failed to shoot another scoring spot, they may continue to shoot until all scoring spots have been shot. However, a one (1) point deduction will be assessed for every additional arrow shot above four (4).

In the above example, spot #3 has two (2) arrows in it, with the lower valued arrow as a nine (9). If an additional arrow is shot then the fourth spot will be considered the additional arrow. Let's assume the fourth arrow is an eleven (11), this would be denoted on the scorecard as a ten (10) with a diagonal line marked thru it, to represent the deduction of a point for the additional arrow. That end would reflect a score of ten (10) for that arrow.

If a target has four (4) score-able arrows in the four scoring spots and an arrow or arrows that have been shot outside the scoring spots, the first (1st) highest scoring arrow in the target will receive a score of zero (0). The second (2nd) highest scoring arrow will then receive a one (1) point deduction in score and have a diagonal line drawn through it. This scoring rule will then continue until all arrows shot outside the scoring rings have been accounted for.

A perfect score for the eight scoring ends will be 352. This score is based on eight perfect ends of 44.

The "Closest to Center" final arrow will be scored based on values listed in the above paragraph discussing "Target."

The greatest emphasis on score is the "Closest to Center" final arrow. For example, archer A shoots a score of 10-351 (representing a "Closest to Center" final arrow score of 10 and a Total Score of 351), while archer B shoots a score of 11-350. Archer B would have the higher score since his "Closest to Center" final arrow score is higher.

The "Closest to Center" spot cannot be shot prior to the final arrow. Officials will inspect targets prior to the start of the 8th end. If the "Closest to Center" spot has been shot, that target must be replaced.

If the "Closest to Center" spot is shot during the three minutes of the 8th end, the final arrow will score a zero (0).

A perfect game score will be 11-352. This is based on a Final Arrow score of 11 and eight perfect ends of 44.

Any arrow released before the start signal or after the ending signal has been given will score a zero (0).

All arrows must remain in the target until all arrows are scored. The arrow shaft must be touching a portion of the next highest scoring line to be scored the higher value.

Any arrow passing through a score-able area of the target that is not visible from the target face or able to make an unquestionable determination of the value of that arrow will be considered a "pass-through." Any arrow witnessed by the group to have bounced out of a scoring area of the target, will be considered a "Bounce-out." All "Pass-throughs" and "Bounce-outs" will be reshot at the conclusion of that round.

Ties: Ties will be broken as follows:

1. "Closest to Center" final arrow score.
2. Total Score.
3. The 1st, 2nd, 3rd and 4th arrows to miss the 11 ring.
4. The total number of 11's, 10's, 9's, 8's, 7's, 6's and 5's.

In an effort to break all ties within a given qualifying score, staff members may continue with the fifth through thirty-second (5th – 32nd) arrows out of the 11 ring. Any ties that cannot be broken by the above conditions will be shot off prior to the Elimination Round.

Shoot-offs will consist of one (1) end of score and one (1) "Closest to Center" final arrow. All prior rules and time limits will apply. If a tie still exists after the shoot-off, one (1) arrow shot into the "Closest to Center" spot will be shot and physically measured to determine the closest arrow to the center, to dictate the winner.

GENERAL RULES: All competitive shooters are required to wear collared shirts, or may compete in a sponsor's factory issued competition clothing that may include Henley collars or mock turtle necks. All archers are prohibited from competing in tank tops, shirts with sleeves cut-off, cut-off jeans or short-shorts.

Each shooter is responsible for shooting at the time, target, and range designated, unless instructed otherwise by a tournament or range official. All times lines are on a first registered / first assigned basis. Failure to shoot at a designated time line will result in a score of zero for that round.

No alcoholic beverages or controlled substances may be carried or consumed on the tournament grounds under penalty of disqualification. No shooter will be allowed to compete while under the influence of alcohol or any other controlled substance(s) under penalty of disqualification. WSOA officials retain the right to have any archer tested for said substances.

Littering the grounds will not be tolerated. Anyone littering will be subject to disqualification from the tournament.

Should a competitor be unable to participate, their entry fees may be transferred to another event at no additional charge. A request for a refund will require a processing fee of \$10.00 that will be deducted from any fees refunded. Entry fees will not be refunded or credited if a competitor leaves a competition early because their shooting time was extended by the Tournament Director, or due to disqualification.

Spectators & Guests: Spectators and guests are to avoid conversation with competing archers during a scoring round. All cell phones and pagers are to be set on silent or turned off to avoid disturbing the competitors.

Still photography is allowed, but the use of flash equipment during competitions is prohibited. Special exceptions may be made for the working press with official credentials. Video cameras are not allowed on tournament ranges without prior approval from World Series of Archery tournament director.

ACKNOWLEDGMENTS, RELEASES, AND WAIVERS: As a participant in WSOA events, all shooters and spectators (hereinafter referred to as Releasor) acknowledge they are VOLUNTARILY participating or attending. Releasor should be aware that an archery tournament creates the risk of serious personal injury or death. By participating, they realize they may experience loss or damage to personal property. Releasors assume all risk of injury, death, and loss of personal property that may result from their participation in these archery tournaments. By registering to participate and thereby agreeing to abide by the rules herein, Releasor releases and discharges the WSOA, tournament sponsors, host organizations, property owners, and the tournament staff and volunteers (herein collectively referred to as "Releasees") from liabilities or injuries, damages, or other loss sustained by the shooter as a result of negligence or strict liability of the released parties.

Liability Release: Releasor, being of lawful age, (or, in the case of a minor, through his/her parent or guardian) in consideration of being permitted to participate in various shooting disciplines and activities, either as a member or guest, do for themselves, their spouse, legal representatives, heirs, assigns and subrogors, hereby release, waive and forever discharge Releasees from any and all liability for any and all losses and damages of any type or kind, and from any and all claims, suits, demands, actions or rights of actions, of whatever kind, either in law or equity, arising from or by reason of death, personal injury known or unknown, or property damage resulting from any incident which may occur during Releasor's presence at the Facility, and/or participation in any

activity, whether caused in whole or in part by the Releasees or any other person or thing at the host while Releasor is present. Releasor, and his/her parent or guardian in the event Releasor is a minor, agree to fully indemnify, defend and hold Releasees harmless for all Releasor's actions or omissions while at the host. There is no limit to this indemnity. Releasor assumes full responsibility for the risk of bodily injury, death or property damage due to the negligence of the Releasees or any other third party or thing while at the Releasees Facility, and while competing, officiating, working, spectating, or for any purpose at the Releasees Facility. Releasor fully and completely releases the Releasees and any of its related parties or and from all liability to Releasor and to anyone or any entity claiming by, through or under Releasor, by subrogation or otherwise, it being Releasor's intent to fully waive and release all subrogation rights. Releasor agrees that this Release Agreement is intended to be as broad and inclusive as permitted by law and that if any portion hereof is held invalid, the balance hereof will continue in full force and effect. Releasor agrees that this release constitutes the entire agreement between Releasor and Releasees and the terms of this release are contractual and not a mere recital, and the same shall continue in full force and be applicable to any and all activities Releasor attends while at the Releasees facility. Releasor has carefully read this release and understands all of its terms. Releasor accepts the same voluntarily and with full knowledge of its content and significance as a condition of competing or participating.

Participant Agreement: WSOA events are sanctioned sporting events governed by rules. The WSOA Tournament Director and Competition Committee shall settle all disputes, and all decisions will be final and without legal appeal. WSOA reserves the right to restrict or deny entry into any event by any individual, and/or to designate their competitive class.

Photo Release: By registering to participate in a WSOA Tournament, shooters acknowledge and agree that photographs or videotape of them may be taken while participating in WSOA Tournaments and/or tournament related activities. Shooters further agree that photographs and videotape may be used by the Tournament Director, Sponsors, or the Press without royalties or prior consent to help promote WSOA and the sport of archery. This is not a release for specific product endorsements without the shooter's prior consent.

COMPETITION COMMITTEE: The Competition Committee will consist of three (3) to five (5) people and will be appointed by the Tournament Director. In addition to reviewing infractions and ruling on grievances submitted by shooters, the committee will establish penalties that are not delineated in the WSOA Rules, as well as sanctions for conduct violations

and repeat rules violators. They will also review general rule interpretation submissions.

Competition Committee will review all grievances and protests, as well as interpret the rules. All protests filed that could affect the results of the competition must be resolved prior to the next round of competition, or prior to the announcement of final results. All shooters agree to be bound by the decisions of the Competition Committee as final.

Any grievance or protest must be filed in writing with the Competition Committee within one (1) hour of completion of a round, along with a \$100.00 protest fee. If the Committee rules in favor of the protest, or the protest/grievance is withdrawn, the fee will be returned. All decisions of the Committee will be final.

A general inquiry for an interpretation of a rule may be submitted in writing to the Competition Committee. The Committee will review the submission at their earliest convenience, and a written response will be provided. No fee is required for this review.

All archers are expected to exhibit good sportsmanship (as fairness, respect for one's opponent, and graciousness in winning or losing) becoming to one participating in the sport of archery. Unsportsmanlike conduct on the ranges or tournament grounds will not be tolerated. Examples of unsportsmanlike conduct are cheating, interfering with a competitor on the line while shooting, the use of abusive or profane language, etc. These examples are not limiting to what is defined as unsportsmanlike conduct.

Any incident of unsportsmanlike conduct will be reported to a tournament official who will file a report with the Competition Committee immediately following the completion of the day's competition. The first offense upheld by the Committee will result in disqualification of the shooter from the event. A second offense will result in a suspension for the remainder of the season with no refund of any entry fees already paid.

Verbal abuse directed at tournament officials, other shooters, or spectators will result in immediate disqualification of the shooter from the tournament, along with a referral to the Competition Committee for further disciplinary action.

The use of profanity is prohibited and violators are subject to disqualification.

SHOOTING RULES: Arrows of any type may be used provided they subscribe to the accepted principle and meaning of the word arrow as used in target archery, have not been altered from the manufacturer's original specifications (except to cut arrows to size), and that the arrows do not cause undue damage to the target butts. An arrow consists of a shaft with a field or glue-in point, nock, fletching, wraps, and, if desired, cresting. The maximum diameter of arrow shafts will not exceed .422"; the field or glue-in point for these arrows may have a maximum diameter of .425".

Shooters are required to be on their assigned target fifteen (15) minutes prior to the start of their line time to provide range officials sufficient time to insure that each target butt has no less than three (3) shooters.

Each shooter must straddle the shooting line or center their body on the shooting line and within the archer's boundary box. A disabled archer shooting from a chair or wheelchair will place the chair legs or wheels straddling the shooting line. As a courtesy to fellow competitors, there will be no talking to spectators or other groups while other competitors are shooting. The use of cell phones is prohibited during competition and cell phones and pagers are to be turned off.

A dropped arrow that falls while being nocked onto the string in preparation for a shot that does not travel beyond the 10 foot mark, may be reshot with no penalty. If in the process of letting down, the arrow drops off the bow string, it too may be picked up and shot with no penalty. However, the shooter is responsible for maintaining control of the arrow at all times and the arrow must not be intentionally released, or in any way propelled by the string, or it will be scored as a zero.

The projection of a light or reference point either directly or by reflection onto a target is prohibited.

Except as may be required due to an approved medical exemption by the WSOA Tournament Director, the use of any device or outside agency (including stabilizer bar or prop stick) that allows the mass weight of the bow to be relieved from either arm while shooting is prohibited.

SHOOTING TIME ALLOWED: The following are the only conditions under which a shooter may leave the range and return to receive credit for the day's competition. The shooter will be allocated additional time to complete any targets missed in the presence of two scorers designated by the range official, or by the range official, who will be responsible for scoring and completing the shooter's score card.

In the event of an Equipment failure, the archer must step behind the shooting line and raise their hand and wait for an official. The Equipment failure need not be visible, but must be reported to a tournament official. If the equipment failure occurs during the act of shooting, the arrow will be scored as shot. The archer will have fifteen (15) minutes repair time without holding up the tournament. One practice end will be allowed. The archer shall be allowed to shoot any arrows he or she did not shoot during the fifteen minutes repair time, after the final end. Each shooter is limited to one (1) repair or replacement of equipment per tournament.

No Equipment Failure will be allowed during the "Closest to Center" final arrow or during the Elimination rounds!!!

Any shooter leaving the range for a personal time-out must first check-in with the range official, and must then check back with the official within five minutes and complete the round.

CLASS DEFINITIONS AND RULES:

"Open" Class: Is open to men and women of all ages. May use any compound or recurve bow, sight, release, stabilizer or equipment unless specifically prohibited in any other part of these rules, or by a ruling of the Competition Committee. WSOA reserves the right to review any equipment or accessories and determine its suitability for competition.

The following equipment or accessories are prohibited: (1) Broadheads or any other point or tip not intended for target use; (2) Retaining mechanisms which allow the bow to be mechanically held in the drawn position; (3) Crossbows; (4) Laser sights; (5) Devices or an outside agency (including stabilizer bar or prop stick) that allows the mass weight of the bow to be relieved from either arm while shooting. WSOA retains the right to waive certain equipment restrictions or shooting rules as they may apply under specific circumstances to physically challenged competitors.