

Appendix C

ARCHERS COMBAT TOURNAMENT - Grande bataille 1023

REGULATIONS

1. FIELD

a) Neutral Zone

The neutral zone is marked by white lines in the center of the field. A player must have both feet behind this line to shoot.

b) Dead Zone

The starting zone is delimited by a yellow line. The dead players must remain there, and if a player shoots from the dead zone, they are considered dead.

c) Structures on the Field

The structures on the field cannot be moved.

2. ARROWS

a) Placement in the Center

The arrows are placed side by side in the center. Each arrow is placed with the opposite direction of the arrow next to it.

b) Selecting an Arrow in the First Run

In the first run to the center to retrieve an arrow, a participant cannot take an arrow with the notch not facing them. These arrows are reserved for the opposing team.

c) Only One Arrow at a Time in the Neutral Zone

A participant can only take one arrow at a time in the neutral zone at all times. A participant can go back and take another arrow as many times as desired, but always one at a time.

3. THE TARGET

a) Target Movement

The target cannot be moved. If a target is moved, the referee blows the whistle to declare a time-out and resets the target.

b) Balloons

The balloons are placed in the target so that they partially stick out. The referee checks the discs between each round.

c) Hitting a Balloon

When a balloon is hit and goes outside the target, a participant returns to the game. If two balloons fall simultaneously, two participants return to the game.

d) Blocking the Target

It is prohibited for a participant to block the target. If a participant catches an arrow or gets hit in front of the target, the referee counts it as a hit on the target and brings a participant back into the game. However, the balloon remains in the target and can still be used.

4. CATCHING

a) Caught Arrow

Catching an arrow brings an eliminated participant back into the game.

b) What is Considered a Catch

An arrow is considered caught if it makes contact with a participant or their bow and does not touch anything else before coming to a complete stop.

c) What is Not Considered a Catch

If the arrow touches anything after making contact with a participant, it is not considered caught. If the arrow touches the ground, net, wall, or an obstacle, the participant is eliminated. The arrow must come to a complete stop before contacting an object to count as a catch.

5. THE PAN

A metal plate is suspended in the air at the back of the field on each side. Once per game, a team can aim for the plate (Pan) to bring all the dead players from their team back to life. The Pan can only be used once per game.

6. RETURNING TO THE GAME

When a participant returns to the game, they must touch their back wall before being considered in play. They cannot pick up arrows during their passage, and they cannot be eliminated before touching their wall. However, they must touch the back wall within 5 seconds after catching an arrow or a fallen balloon.

7. ELIMINATION

a) What Eliminates a Player

A participant is eliminated if they are hit by an arrow and fail to catch it before it touches the ground or an object.

b) Rebounds

If the arrow touches the ground, wall, net, target, another participant, or an inflatable obstacle before touching a participant, the participant is not eliminated. The arrow only eliminates upon its first contact.

8. EXITING THE GAME

When hit, a participant must raise their hand in the air and quickly exit the field, trying to stay close to the back of the field to not obstruct the view of other participants.

9. FAULTS

If a player commits a fault, the referee blows the whistle, and all players must immediately stop moving. Players who had an arrow in hand must place it on the ground in front of them and wait for the referee's whistle to continue playing. The referee blowing the whistle indicates which player committed the fault and sends them to the dead zone. The game restarts with the referee's whistle.

10. SPORTSMANSHIP

a) Hitting Opponent's Arrows in the Center

It is prohibited to hit the opponent's arrows while retrieving arrows in the center.

b) Being Hit by an Arrow

If you are hit, you must leave the field. The referee is there to decide, but you should exit on your own. If a participant hits an opponent who does not exit, they should wait until the end of the round and report it to the referees. Participants who cheat will receive a warning and/or a penalty.

c) Hiding in the Dead Zone

You cannot hide near eliminated participants to avoid confusion about the dead participants.

d) Verbal or Physical Abuse is Prohibited

Respect for players and referees is very important.

A player can be expelled from the game if they commit 4 faults or 1 serious fault.