



YangpHEL Archery

Kingdom of Bhutan

www.bhutanarchery.com

Rules of the Game

General

- Scoring of points will be judged by the umpire as per the rules of the Bhutan Archery Federation (BAF) as specified in Article 9 on page 22 of the BAF rule book.
- A minimum of 5 playing members must be present no later than 5 minutes prior to the start of the game, failing which the team will be considered as having provided a “walk over”. A “walk over” will result in a 0 score. It is not necessary for the substitute to be present during the start of the game, but the substitute must be present at the time of changing of players.
- Each game will have 3 teams competing and the game will last for exactly 15 rounds.
- Each team will play 3 games in the league phase of the tournament.
- There will be fifteen pools – A, B, C, D, E, F, G, H, I, J, K, L, M, N & O
- After commencement of the game, a team will still be permitted to play with a minimum of 4 players. No players will be permitted to shoot (*da-theb*) more than a pair of arrows per round.
- Shooting sequences will be drawn on lots. This sequence will be maintained for both targets and will be continued until scoring begins. Once scores have been made the team with the highest score will lead the game from both shooting ends, followed by the second highest scoring team. In the case of a tie in scores the team with the new score will lead the game.
- The umpires will not be responsible for ensuring proper shooting sequence. This will have to be monitored by the teams that have lesser scores. In case of a dispute the umpire will arbitrate, but there will be no deduction of points.
- Substitution and withdrawal of players must be reported to the umpire. Any number of substitutions is permissible.
- No players other than the names listed in the entry by the team will be permitted to play for the team.
- Players will follow the rules of discipline as outlined in article 8 on page 20 of the BAF rule book.
- Each team will be required to wear a team color *dha*. This is solely to help spectators differentiate between the three teams that will be competing in every match. The colors will be chosen by drawing lots. (We request players not to use this to clean the dirt from their arrows).
- The tent shelter for respective teams will be marked in colors prior to the toss and the teams should use the tents for colors they win after the toss.
- The umpires will conduct score keeping of team scores and individual scores.
- *Batsham*: All individual players are requested not to cross the second last flagpole at the shooting range while shooting.



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- Any archer whose arrow is pointing towards waiting archers or spectators during the process of drawing the bow can be disqualified by the umpire. The archer can participate in later matches if his drawing style changes sufficiently to ensure that it does not compromise safety. In such cases substitution by a reserve team member will be permitted and called for by the umpire.
- The umpire at any given time has the right to disallow an archer from shooting if the umpire decides that the person due to intoxication or any other disabilities is not in a position to fire his arrows safely. In such cases substitution by a reserve team member will be permitted and called for by the umpire.
- During the process of the game any player that misfire his bow more than once causing concern for safety can be disallowed by the umpire to play any further for that particular game. In such cases substitution by a reserve team member will be permitted and called for by the umpire.
- Smoking & Drinking: All players are not allowed to hold cigarettes & beer cans/bottles in their hands when they are within the archery range (e.g.: while *dacham* & *Ba teney*)
- Players are requested not to call derogatory names to other players.
- Umpires will have the authority to fine players for misconduct by giving the players a yellow card, or a red card. If any player receives two yellow cards, then that player will not be able to play in the next match (one game penalty). If a player receives a red card then he will be dismissed immediately and disallowed from playing the rest of the ongoing game (substitution permitted). If a player receives two yellow cards in one game then the player will be dismissed immediately and disallowed from playing the rest of the ongoing game (substitution permitted) but will be permitted to play in the next match.
- The decision of the umpires regarding any dispute will be final and binding.

League

Every participating team will play three league matches.

- The best archer, best archer runners up, best archer second runner up, best new archer, best one day league score, highest bull's eye hits, and highest dobji; will be decided from only the league phase of the game. The Highest dobji baa-*kor* will be decided from the league phase through to the finals and the Most Valuable Player (MVP) will be only from the quarter finals through to the finals. The Highest Dobji baa-*kor* will be the highest dobji hit consecutively with number of rounds. The Most Valuable Player (MVP) of the finals will be the highest scorer from the quarter finals through to the finals. The scores for the best archer, highest bull's eye hits, and MVP will not include penalty



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phase. In the case of one player being eligible for more than one individual prize, the highest dobji, highest bull's eye hits, or MVP prize will be awarded to the next best player.

League Scoring

- Each team will earn scores in 2 different categories from every game:
 1. There will be a game set (*kuu*) for 7 points. As many sets in the 15 rounds can be completed. The team with the highest number of *kuu* completed will earn 3 points, the 2nd highest will earn 2 points, and the 3rd team will earn 1 point. In cases where 2 or all 3 teams have equal number of *kuu*, the total team score will be added and the team with the higher score will receive the higher points. In case of draw in *kuu* as well as total score, both or all 3 teams will receive the same points.
 2. The total team *Karey* will be calculated at the end of the game. The team with the highest total will receive 3 points, the second 2 points, and the third 1 point. In case of a tie in *Karey*, (1st tie breaker) the team with less one pointer will receive the higher points. In case of a tie in one pointer the team with more bull's eye hits (2nd tie breaker) will receive the higher points. In case of a tie in both categories then the teams will receive equal points.
 3. The baseline of target which is at 82cm from the tip of the target is to be used as marker for *saa-Karey*, which if an arrow has touched the baseline, and then it would be counted as a full *Karey*.

League Automatic Qualification to Knockout I

- From each pool four teams with the highest scores will automatically qualify to enter the knockout phase.
- To decide automatic qualification if there is a tie in team points, the total scores (1st tie breaker) of the teams will be calculated and the team with the higher scores will move to the knockout I stage.
- After calculating the total score, if there is still a tie, then the total team *Kareys* will be calculated. The team with the higher *Kareys* will move to the quarter finals (2nd tie breaker). In 2nd tie breaker, the total of *kareys* along with *sa-kareys* and bull eye hits will be taken into account – if necessary. Only equaling in all division, would the next stage of tie break would be considered.
- In case of a tie in both score as well as total *Karey* count, a re-match will be decided between the 2, 3, or more teams.

Wild Card Entry to Knockout I



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- A total of 12 teams will receive qualification to the knockout phase via the Wild Card Slots. From all the teams in all pools that did not receive automatic qualification, 12 teams with the highest *Karey* totals will qualify through the Wild Card Slots.
- If there is a tie in deciding wild card slots the total scores (1st tie breaker) of the teams will be calculated and the team with the higher scores will advance. In case of a tie in both score as well as total *Karey* (including Sa-Karey & Bull's Eye hits) count, a re-match will decide who is to advance between the 2, 3, or more teams.

Knock Out I

- All scores will be set to zero.
- Only *kuu* will be counted and no totals of points or *Karey* will be taken into account for winning team decision.
- In case of a tie in *kuu*, or in case of tie by all 3 teams then the game will move into the penalty phase.
- In the penalty phase each team member gets to shoot one arrow. The team with the highest *Karey* in each penalty round will be declared the winner.
- If there are more than 2 teams in the penalty shoot out, any team that has the lowest *Karey* will be eliminated, even if there is a tie with the other 2 teams.
- If there are no *Kareys* in the penalty phase, no *dayas* will be counted, and a 2nd penalty round will commence.
- Penalty shoot out *Kareys* will not be counted in any scoring other than the penalty itself.

Automatic Qualification Knockout II

- All the match 24 match winners will automatically qualify for the Knockout II
- In case of a tie in *kuu*, or in case of tie by all 3 teams then the game will move into the penalty phase (with rules as mentioned before for the penalty phase)

Wild Card Entry to Knockout II

- A total of 18 teams will receive qualification to the knockout phase via the Wild Card Slots. From all the teams in all pools that did not receive automatic qualification, 18 teams with the highest *Karey* totals will qualify through the Wild Card Slots.
- If there is a tie in deciding wild card slots the total scores (1st tie breaker) of the teams will be calculated and the team with the higher scores will advance. (*A tie in Karey total amounts to equal number of total Kareys, sa-Kareys and bulls eye hits*).



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- In case of a tie in both score as well as total *Karey* count, a re-match will decide who is to advance from among the 2, 3, or more teams.

Knock Out II

- All scores will be set to zero.
- Only *kuu* will be counted and no totals of points or *Karey* will be taken into account for winning team decision.
- In case of a tie in *kuu*, or in case of tie by all 3 teams then the game will move into the penalty phase.
- In the penalty phase each team member gets to shoot one arrow. The team with the highest *Karey* in each penalty round will be declared the winner.
- If there are more than 2 teams in the penalty shoot out, any team that has the lowest *Karey* will be eliminated, even if there is a tie with the other 2 teams.
- If there are no *Kareys* in the penalty phase, no *dayas* will be counted, and a 2nd penalty round will commence.
- Penalty shoot out *Kareys* will not be counted in any scoring other than the penalty itself.

Automatic Qualification to Quarter finals:

- The winning team from each of the 18 - 1st Round KO matches will automatically progress to the Quarter Finals.

Quarter Finals

- Progress of teams to Quarter finals will be decided in two methods.
- Phase I – the 14 winning team from each Knockout match will automatically progress to the Quarter Finals. Only *kuu* will be counted and no totals of points or *Karey* will be taken into account for winning team decision. In case of a tie in *kuu*, or in case of tie by all 3 teams then the game will move into the penalty phase.
- Phase II – 10 of the 32 losing teams from the knockout II matches will progress to the Quarter Finals based on the total team *Karey*. This means that irrespective of what positioned gained (2nd or 3rd) in their knockout II matches, a team can qualify for the quarter finals if they have a good *Karey* total (for e.g. in Sunday's knockout II match the 2 losing teams hit 32 and 30 total *Kareys* in the match, while on Monday's match the 2 losing teams hit 29 and 28 *Kareys*. This means that both 2nd & 3rd position teams from Sunday's Knockout II matches have a better chance of qualifying for the quarter finals over both losing teams of Monday's match). In case of a tie in total team *Karey* then the team with the higher *kuu* will be declared the winner (1st tie breaker). In case of a tie in *kuu* then the team that has the higher total league *Karey* will be declared the winner (2nd tie breaker).



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Quarter Finals

- All scores will be set to zero.
- Only *kuu* will be counted and no totals of points or *Karey* will be taken into account for winning team decision.
- In case of a tie in *kuu*, or in case of tie by all 3 teams then the game will move into the penalty phase.
- In the penalty phase each team member gets to shoot one arrow. The team with the highest *Karey* in each penalty round will be declared the winner.
- If there are more than 2 teams in the penalty shoot out, any team that has the lowest *Karey* will be eliminated, even if there is a tie with the other 2 teams.
- If there are no *Kareys* in the penalty phase, no *dayas* will be counted, and a 2nd penalty round will commence.
- Penalty shoot out *Kareys* will not be counted in any scoring other than the penalty itself.

Quarter Finals to Semi Finals

- In case of a tie in *kuu*, or in case of tie by all 3 teams then the game will move into the penalty phase.
- In the penalty phase each team member gets to shoot one arrow. The team with the highest *Karey* in each penalty round will be declared the winner.
- If there are more than 2 teams in the penalty shoot out, any team that has the lowest *Karey* will be eliminated, even if there is a tie with the other 2 teams.
- If there are no *Kareys* in the penalty phase, no *dayas* will be counted, and a 2nd penalty round will commence.
- There will be one “wild card” (joker) slot open for the 16 losing teams in the quarter finals. The losing team that has the highest total team *Kareys* will win the “wild card” (joker) slot. In case of a tie in total *Kareys* (after considering Bull’s eye hits and one pointer) then the team with the higher total over all team points will win the joker slot.

Semi-finals and finals:

- A total of 3 teams will progress to the finals.
- All scores for semi-finalists teams will be set to zero.
- In the semi-finals, and finals only *kuu* will be counted and no totals of points or *Karey* will be taken into account for winning team decision.
- The team with the maximum *kuu* won will be the winner of each semi-finals game.
- There will be 3 semi-final games and the winning team from each semi-final will move to the finals.



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- All scores for finalist teams will be set to zero.
- In case of a tie for first place in the semi-finals and any tie in the finals in *kuu*, then the game will move into the penalty phase.
- In the penalty phase each team member gets to shoot one arrow. The team with the highest *Karey* in each penalty round will be declared the winner.
- If there are more than 2 teams in the penalty shoot out, any team that has the lowest *Karey* will be eliminated, even if there is a tie with the other 2 teams.
- If there are no *Kareys* in the penalty phase, no *dayas* will be counted, and a 2nd penalty round will commence

NOTE: In case of a tie in total *Karey*, the calculation will be taken into account after considering one pointer *Karey* and bulls eye *Karey*, who ever has the edge.
