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YangpHEL Archery
Kingdom of Bhutan

**YangpHEL Open Archery Tournament
Rules 2018**

General

- Scoring of points will be judged by the umpire as per the rules of the Bhutan Indigenous Games and Sports Association (BIGSA) as specified in Article 9 on page 22 of the BIGSA rulebook.
- Each game will have 3 teams competing and one game will last for exactly 15 rounds.
- The qualifying league phase would be played in 14 different venues (reflecting different regions of Bhutan and would be considered like a equivalence of pools) and they are in Bumthang, Chukha, Gelegphu (Sarbang), Monggar, Paro, Phuntsholing, Punakha, Samdrupjongkhar, Thimphu (2 venues), Trashigang, Tsirang and Trongsa.
- Each team will play 3 games in the league phase of the tournament in their chosen regional venue.
- In terms of equipment, if the tournament participants are shooting on compound bow, then use of compound bow accessories like sights, scopes and mechanical releases is allowed. Interested archers can use the mechanical releases, after receiving a certified training that the Bhutan Archery Federation facilitates.

Players and Substitutions

- Only one seeded archer would be allowed for any team
- If not all, there should be at least five names of players declared during the registrations. The name of the sixth player has to be given before the start of the first match and then no change in names or players would be allowed, even if the player being changed has not participated in any of the matches.
- One player will play in only one team and any player that has played (even a round) during the ongoing tournament will not be allowed play for another team, even if the second team has played no match till then.
- 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 Zero score.
- It is not necessary for the substitute to be present during the start of the game.
- 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. There has to be all the 5 shooting players present for the first round.
- **Substitution** and withdrawal of players must be reported to the umpire. Any number of substitutions is permissible.
- Players will follow the rules of discipline as outlined in article 8 on page 20 of the BIGSA rulebook.
- A player registered for the tournament agrees to produce identification document (citizenship ID Card or driving license) at demand by match officials/ organizers during the ongoing, onset or after the match on the request of the match/ tournament officials for proper verification of identify of registered player.

Teams & Matches

- 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.
- If only one team shows up for a match (with two other teams as “no show” whether by choice or disqualified), then for scoring purposes, the team will have to play and karey total would be counted as per the performance in the game. Only the team scores (or *kuus*) would revert to the higher total of prior or later two matches.



གཡང་པེལ་མདའ་རྩེད།

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- A team (or a player) can be disqualified because of disciplinary issues or related. If any team is disqualified due to disciplinary issues or other tournament related cases, if during ongoing tournament, then their scores would be set to zero and then the resulting differences (without their scores) would be given. If it is after the match, then their scores/ *kuus* (game sets) would be cancelled and the scores recalculated to give their scores/ qualification to the next best team.

Shooting Guidelines & Safety

- *Batsham*: All individual players are requested not to cross the last white flagpole at the shooting range while shooting. The white flags are set exactly 19 feet from the target.
- The umpire can disqualify any archer whose arrow is pointing towards waiting archers or spectators during the process of drawing the bow. 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.
- The archer, while shooting, is allowed to draw or sight only after his teammates and other players have left the other side of the range and are behind the safety walls.
- All the archers are required to be behind the safety wall before the archer shooting from the other side draws. Any archer that does not abide by the rule and who goes near the range to distract the archer shooting from the other side will be penalized.
- **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.

Umpires

- Besides maintaining the proper implementation of rules and regulation mentioned herein, the umpires will conduct score keeping of team scores and individual scores.
- 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 be dismissed from ongoing match (but would be allowed in the next match). 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) and also for the subsequent match. So, 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. But straight red card will not only have the player dismissed from the ongoing match but also from next (one game penalty)
- The decisions of the umpire will be held final and binding, including any dispute during the ongoing match and his view can be used in later ongoing investigations or post match penalties.



གཡང་པེལ་མདའ་རྩེད།

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Kingdom of Bhutan

General Code of Conduct

- Smoking & Drinking: No smoking and public drinking is allowed of any kind of beverages, soft drinks, juices, tea, coffee or alcoholic drinks in the tournament venue/ range/ bachos during the ongoing matches.
- Players are requested not to call derogatory names to other players.
- The decision of umpires would be final and binding in terms of scoring and match proceedings but any dispute/ fights/ quarrels/ disciplinary issues that may or may not be connected to the match, would be dealt as per the laws of the Kingdom. And in regard to such disciplinary issues, the Executive Members of the Yangphel Archery Committee reserves the right to disallow player or team from continuing during the tournament or for specific number of future tournaments or all other future tournaments based on severity of the case.
- Any player or team that registers with the Yangphel Open Archery Tournament (and their registration accepted by the organizing committee) is agreeing to abide by the rules herein and any regulations that the tournament maybe subject to, and to the decisions made by the match officials and Yangphel Archery Committee.
- The decisions of penalties on disciplinary issues maybe issued in written format to the player at the fault and depending on severity of the case, announced through media, posters or other forms of public announcements (including website and social media).

Prizes - League Based & throughout the tournament

Every participating team will play three league matches in their respective venues.

- The best archer, best archer runners up, best archer second runner up would be decided from among the top 15 archers with their performance in the 15 rounds to be played in Thimphu (organized by Central Organizer). The top 15 archers would be found from among all the participating archers, despite regions.
- The Record for the Best 45 rounds would be from the regional qualifying league phase.
- The 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.
- The Most Valuable Player (MVP) will be only from the quarterfinals through to the finals.
- The scores for the best archer, highest bull's eye hits, and MVP will not include penalty phase. In the case of one player being eligible for more than one individual prize, the highest dobji, highest bull's eye hits, will be awarded to the next best player. The players will by default (and not by choice) receive the highest value prizes by default.
- To break tie for dobji, the composition of dobji would be taken into account i.e. how many sa-kareys and then how many bulls are included within the total dobjis. And if the there are equal number of sa-kareys and bulls within the dobji total, then the overall total karey would be taken into account and then total sa-karey and then total bull's eye hits. This would also apply to Dobji Baa-kor.
- If there are tie for highest bull's eye prize, then total karey would be taken into account (and then total sa-karey and then total bulls from 3 matches).

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.

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གཡང་པེལ་མདའ་རྩེད།
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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. In case, in both the categories, two teams tie for the first position then equal first position points would be calculated and given, but there would be no second position. The third team would be given the third position point.
4. In case, in the both the above-mentioned categories, two teams tie for second position, then the 2nd position point would be given to both the teams and obviously there will be no third position.
5. 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

- According to total number of teams participating in a region, a corresponding number of teams with the highest scores will qualify to the Knockout phase to be played in Changlimithang and to be organized by Central Organizer YangpHEL. These are proportion:

Team Total	Number of Teams Qualifying
10 to 12	2
13 to 15	3
16 to 19	4
20 to 22	5
23 to 25	6
26 to 29	7
30 to 32	8
33 to 35	9
36 to 39	10
40 to 42	11
43 to 45	12
46 to 49	13
50 to 52	14
53 to 55	15
56 to 59	16

- 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 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 quarterfinals (2nd tie breaker). In 2nd tiebreaker, 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 penalty shootout will decide the team to progress between the 2, 3, or more teams (tying only for the last position).
- A total of 72 teams would be taken to Knockout/ elimination stage (to be made to the total with wild card entry).



གཡང་པེལ་མདའ་རྩོད།
YangpHEL Archery
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Wild Card Entry to Knockout

- The difference between the number of teams qualifying automatically and required number of 72 teams would be made up by providing wild card entries or ‘joker’ slots.
- These wild card entrants would be chosen from among those teams that did not receive automatic qualification and these teams would be those with the highest *Karey* totals.
- If there is a tie (i.e. in *karey* total which has to tie also in number of *sa-karey* and bull’s eye hits) in deciding wild card slots, then 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/ Eliminations

- 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* (and corresponding score) 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 Quarterfinals:

- A total of 24 winning teams from each of 24 Knockout matches 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.

Wild Card Entry to Quarter Finals

- A total of 3 losing teams from the knockout matches will progress to the Quarter Finals based on the total team *Karey*. From among the losing teams, the teams with top three *karey* total will receive this wild card entry or ‘joker’ slot. No game sets would be taken into account in such qualification.
- In case of a tie in total team *Karey* (to tie in *karey* total, two teams or more has to tie in total *saa-karey* and bull’s eye hits) then the team with the higher *kuu* (game sets) 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).

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.



གཡང་པེལ་མདའ་རྩེད།
YangpHEL Archery
Kingdom of Bhutan

- 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 no “wild card” (joker) slot from quarterfinals to the semi-finals.

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.
- 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