

police/fire/emergency medical personnel. The facility is located at [give address]. Come to the [describe entrance]. I will stay on the telephone until you ask me to hang up. If we are disconnected you may call me at [give phone number].

- Plans for communicating the emergency action plan to the administrators, officials, and volunteers responsible for conducting the sport.

3.11.2 Medical clearance. Athletes must report current health status and disability characteristics as requested by IDAF and/or the competition host. Athletes with conditions such as atlantoaxial instability and osteogenesis imperfecta may be restricted from competition in certain events. Athletes with acute conditions such as open wounds or contagious illnesses may also be restricted from competition.

3.11.3 Sports medicine providers. At World Dwarf Games, the competition host shall ensure that each sports event has sports medicine coverage during the pre-game warm-up, competition, and cool-down. The level of coverage (e.g., first aid provider, athletic trainer/physiotherapist, sports medicine physician) shall be appropriate for the sport and age/skill level of the athletes.

3.11.4 Adequate water and shade. The competition host shall provide safe drinking water at all sports venues. Shaded rest areas shall be provided for athletes at outdoor events when the weather is sunny.

3.12 DRUG TESTING. The Code of Conduct for the IDAF sanctioned and approved competitions prohibits the use of performance-enhancing substances. As such, any athlete who currently is under censure from the World Anti-Doping Agency (<http://www.wada-ama.org/>), the athlete's national anti-doping agency, the athlete's international sport governing body, or the athlete's national sport governing body shall be denied the right to compete in IDAF sanctioned or approved competitions. Drug testing is a possibility for athletes at IDAF sanctioned or approved competitions.

3.13 ADVERTISING AND SPONSORSHIP SIGNAGE. At World Dwarf Games, the content, appearance, size, and placement of advertising and sponsorship signage intended for posting at sports, housing, or other games venues must be approved by the IDAF-designated host organization. Signage that is in conflict with IDAF sponsors, World Dwarf Games sponsors, or policies of the host facility will not be approved.

PART 4: ARCHERY TECHNICAL RULES

4.1 ELIGIBILITY

4.1.1 Age divisions. Archery may be offered in the Junior B (12-15 years), Open (any age), and Masters (35 years and older) Divisions. Archers who choose to compete in the Open Division may not also compete in the Junior B or Masters Divisions.

4.1.2 Sex divisions. Separate events shall be offered for male and female athletes.

4.1.3 Classifications. There are no IDAF classifications for archery.

4.2 EVENTS. Events include 18m crossbow, 9m recurve bow, and 18m recurve bow target archery.

4.3 RULES. IDAF archery rules have been adapted from FITA (International Archery Federation Rules (<http://archery.org>)).

4.3.1 Safety procedures

- Know and obey all range commands.
- Keep your arrows in your quiver until you are told to shoot.
- Always wear your arm guard and finger tab.
- Only use the arrows that have been approved for competition. Remember what they look like.
- Always keep your arrows pointed down or toward the target. Shoot only at your target.
- If you drop an arrow, leave it on the ground until you are told to get your arrows.
- Always walk at the archery range.

4.3.2 Archery range whistle commands

- Two blasts - "Archers to the shooting line."
- One blast - "Begin shooting."
- Three blasts - "Walk forward and get your arrows."
- Five or more blasts (series of blasts) - "STOP SHOOTING immediately and put your arrows in your quiver."

4.3.3 Archery range procedures

- Stand behind the waiting line until you hear 2 whistles or "Archers to the shooting line." Pick up your bow and straddle the shooting line.
- Keep your arrows in your quiver until you hear 1 whistle or "Begin shooting."
- After you have shot all of your arrows, step back from the shooting line, set your bow on the rack, and wait behind the waiting line.
- After everyone is done shooting and behind the waiting line, the Director of Shooting will blow the whistle 3 times. "Walk forward to get your arrows. Stop at the target line."

4.3.4 Procedures for pulling arrows

- Two archers at a time, from each target, may go forward from the target line to pull their arrows.
- Stand to the side of the target and make sure that no one is standing behind your arrows.
- Pull your arrows out one at a time, and put them in your quiver.
- After you have pulled all of your arrows, return to the waiting line.

4.3.5 Archery rules

4.3.5.1 Number of shooters per lane. A maximum of two archers may be assigned to each shooting lane/target.

4.3.5.2 Shooting position. In World Dwarf Games competition, archers may choose either a standing or sitting position, and they may choose whether to use a bow support. Archers who choose a sitting position may use either chairs provided by the competition host or personal wheelchairs or scooters. Use of a

sitting position or a bow support will be considered as disability accommodations for persons who are unable to shoot from a standing position, and shall not require a separate competition division.

4.3.5.3 Time limit. The archer has a 2-minute time limit for shooting 3 arrows (one end). If an arrow is shot before or after the 2-minute time limit, it will be considered as part of that end, and the athlete will lose the highest scoring arrow of that end, which will be scored as a miss. The Director of Shooting will consider requests for time extensions that are related to equipment malfunctions, unexpected medical problems, or other unexpected problems.

4.3.5.4 Automatic timing equipment. Automatic timing equipment may be used if available.

4.3.6 Scoring

4.3.6.1 End of round. Scoring will take place after each end of 3 arrows.

4.3.6.2 Responsibilities. The two athletes assigned to the same shooting lane, or two athletes from adjacent lanes, shall share responsibility for scoring. The shooter shall call out the value for each arrow, and the second athlete shall check the value of the arrow. The Archery Judge or designee shall resolve any disagreements.

4.3.6.3 Scoring values. Arrows are scored according to the position of the shaft in the target face. Scoring values are 10 points for arrows that land in the centermost concentric "X" yellow circle, 9 points for arrows that land in the next yellow circle, etc. (8 red, 7 red, 6 light blue, 5 light blue, 4 black, 3 black, 2 white, 1 white). Thus in each end an athlete can score a maximum of 30 points. If the shaft of an arrow touches two colors, or touches any dividing line between two scoring zones, the arrow will score the higher of the 2 zones involved. Scores shall be entered on individual scorecards.

4.3.6.4 Finish places. Finish places in the competition shall be determined by the highest cumulative score across 10 ends of 3 arrows each. The cumulative number of "X" scores shall be used as the tie-breaker criterion.

4.3.7 Code of Conduct for IDAF archery. The following provisions apply in addition to the IDAF Code of Conduct.

4.3.7.1 Respect for officials and their decisions. Archers and their coaches are expected and required to set a good example by showing respect for tournament officials and their decisions. Any objectionable language, gestures, facial expressions, actions or conduct directed or implied toward an official is subject to a 5-point penalty for that end *with or without warning* as determined by the Archery Judge.

4.3.7.2 Respect for safety procedures. Any archer, coach, or spectator who demonstrates willful disregard of the safety procedures described in these rules shall be required by the Archery Judge or the facility staff to immediately leave the facility.

4.4 COMPETITION PROCEDURES

4.4.1 Practice opportunities. Players shall have a minimum of 10 minutes pre-event warm-up/practice on the competition archery range. The competition host shall determine the schedule and location of additional practice time opportunities.

4.4.2 Check-in procedures. The competition host shall determine check-in procedures. Archers who plan to use personally-owned archery equipment must present that equipment for inspection at check-in.

4.4.3 Safety briefing. Either the host facility or the tournament officials shall conduct a mandatory safety briefing prior to an archery tournament. Required topics include the safety procedures, archery range whistle commands, archery range procedures, procedures for pulling arrows, and instructions for safe use of archery equipment.

4.5 FACILITIES. Archery facility dimensions and layouts are based upon FITA rules (<http://archery.org>), modified for dwarf athletes.

4.5.1 Archery ranges. Archery events may be conducted at either indoor or outdoor ranges. The basic layout of the archery range is illustrated below.

4.5.1.1 Shooting lane dimensions. The distance from the shooting line to the target line is 18m for the crossbow event and either 9m or 18m for the recurve bow event. Shooting lanes shall be at least 80cm wide per athlete, with additional space allotted as needed for athletes who use bow supports or those who use wheelchairs.

4.5.1.2 Waiting line. A waiting line shall be marked 3m behind the shooting line.

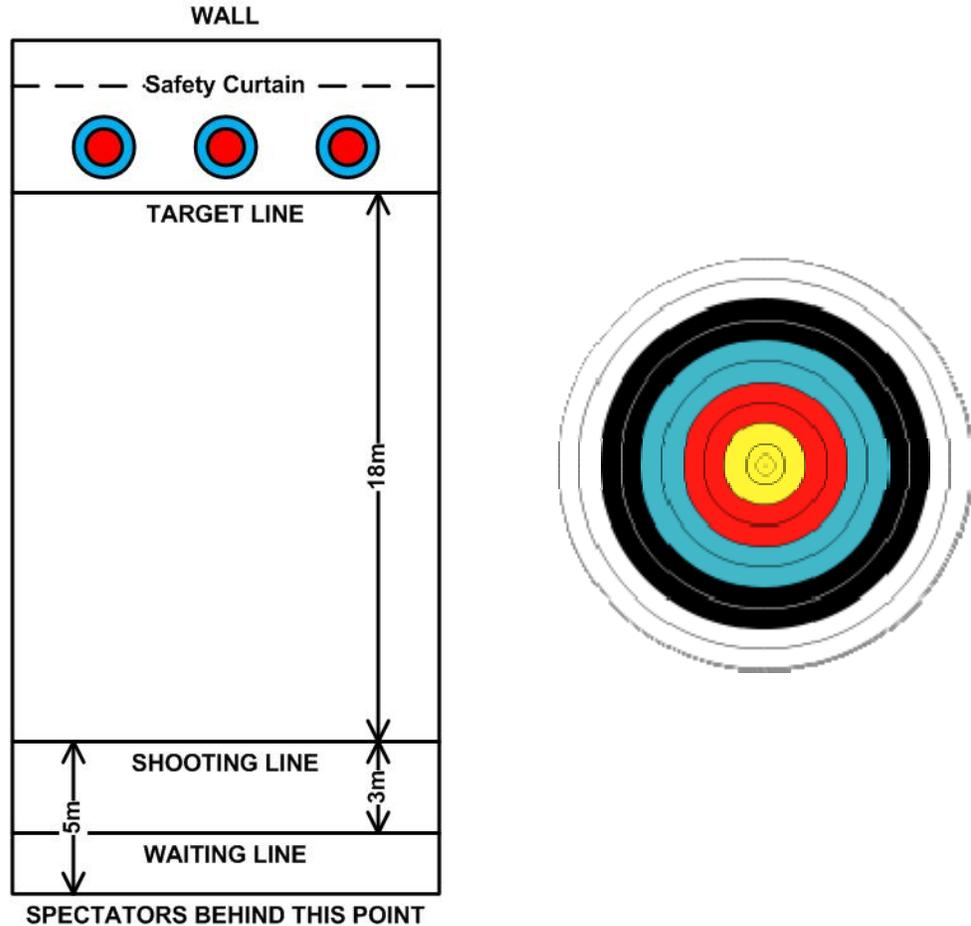
4.5.1.3 Shooting lane numbers. Shooting lanes shall be numbered just above the targets and also on the floor 1-2m in front of the shooting line.

4.5.1.4 Spectators. Spectators must remain at least 5m back from the shooting line, with actual spectator areas specified by the shooting facility operator.

4.5.2 Archery targets

4.5.2.1 Target dimensions. A 60cm diameter archery target shall be used for both crossbow and recurve bow competition. The center of the target face shall be 130 cm above the floor. The target face shall be attached to a target butt large enough to ensure that arrows just missing the outermost edge of the scoring zone remain in the butt. Targets shall be numbered to correspond with shooting lane numbers.

4.5.2.2 Target point values. The point values associated with each concentric ring on the archery target are as follows. The smallest center yellow-colored ring (the "X" area) is valued at 10 points. Subsequent rings are valued at 9 yellow, 8 red, 7 red, 6 light blue, 5 light blue, 4 black, 3 black, 2 white, and 1 white.



4.6 EQUIPMENT

4.6.1 Crossbows and recurve bows. All archers shall use the crossbows and recurve bows specified by the competition host. The exact equipment specifications (e.g., bow dimensions, draw weight) shall be determined by the competition host with consideration given to the short limb length of dwarf athletes and the availability of equipment at the host facility. Athletes may use personally-owned archery equipment or they may borrow/rent archery equipment from the host facility. Personally-owned equipment must be presented for inspection at check-in to ensure that technical equipment requirements are satisfied. Most dwarf athletes can be accommodated with junior/child sized equipment.



Crossbow



Recurve bow

4.6.2 Bolts and arrows. Archers may only use the bolts (crossbow) or arrows (recurve bow) that have been approved for the competition. Arrow length for recurve bows shall match archery draw length as approved by the Director of Shooting or the Archery Judge.

4.6.3 Safety equipment. The use of finger tabs and arm guards is recommended.

4.6.4 Other equipment. Field glasses and similar optical devices may be used for spotting arrows. Other equipment such as aiming devices, stabilizers, and compensators is not allowed.

4.7 UNIFORMS. Players may dress in any comfortable clothing (e.g., t-shirt and shorts). Closed-toe shoes are required.

4.8 OFFICIALS

4.8.1 Minimum number of officials. Archery tournaments at IDAF events shall be officiated by a minimum of one Director of Shooting, one Archery Judge, and one Range Safety Officer. The competition host may assign archery assistants to help cock the bow in crossbow events.

4.8.2 Qualifications of officials. The Director of Shooting and the Archery Judge shall have FITA or similar certification.

4.8.3 Officials' uniforms. The Director of Shooting, Archery Judge, and Range Safety Officer shall wear either a uniform provided by the competition host or the customary uniform of the official's home country. The competition host may specify the uniform for archery assistants.

4.8.4 Officials briefings. A pre-competition briefing for officials shall include discussion of competition procedures, safety procedures, the facility emergency action plan, and information about dwarf athletes.

PART 5: BADMINTON TECHNICAL RULES

5.1 ELIGIBILITY

5.1.1 Age divisions. Badminton may be offered for the Junior A (7-11 years), Junior B (12-15 years), Open (any age), and Master's (35 years and older) Divisions. Players who choose to compete in the Open Division may not also compete in the Junior A, Junior B, or Masters Divisions.