



SKEET TEAM EVENT

Description of the format and of the competition rules

1. GENERAL

- a) Teams must consist of three athletes from the same nation, of the same gender. All team members should wear the same competition clothing with national colours and identification as per ISSF applicable Rules.
- b) In each Championship nations may enter a maximum of one (1) Team in each Team event, as per ISSF General Regulations.
- c) Team members may be changed for other athletes already registered in the Championship by latest 12:00 the day before the Team Competition.
- d) The Team event consists of two stages: **Qualification** and **Final**.

2. QUALIFICATION

- a) The Qualification is composed of three (3) normal competition rounds of 25 targets each (3 rounds X 25 = 75 targets per athlete). Total number of targets per team 75 X 3 = 225 targets.
- b) Team squadding will be done by a random draw. The three members of each Team must be squadded to fire next to each other in the same squad. Athletes will wear the same Bib numbers as those worn in the individual competition.
- c) After the end of the Qualification, the teams will be ranked in descending order by the combined total results of the three (3) members of each team 75 X 3 = 225 targets, as per ISSF Shotgun Rules 9.14.5.2 & 9.15.3.
- d) If two or more teams are tied for any position from **1st to 4th place**, their qualification ranking must be decided by a shoot off as per section 4 below. In case of more than one shoot off, **lower position shoot offs must be shot first**, followed by higher position shoot offs.
- e) In case of tied scores, the ranking of **5th place and below**, not decided by a shoot off, will be established as per ISSF Shotgun Rules 9.14.5.2 & 9.15.3.
- f) The top four (4) teams will qualify to compete in the Final.
- g) Teams in places **1 and 2** will qualify for the **Gold/Silver Medal Match**.
- h) Teams in places **3 and 4** will qualify for the **Bronze Medal Match**.

3. FINAL

- a) The Final consists of two (2) Medal Matches: The **Gold/Silver Medal Match** and the **Bronze Medal Match**.
- b) The four (4) teams which will qualify for the Final will be allocated new Bib numbers on the basis of their final qualification ranking and any eventual shoot-offs.
- c) The athletes of the team in place 1 will receive Bib numbers 1₁, 1₂ and 1₃. The athletes of the team in place 2 will receive Bib numbers 2₁, 2₂ and 2₃. The athletes of the team in place 3 will receive Bib numbers 3₁, 3₂ and 3₃ and the fourth team will receive 4₁, 4₂ and 4₃.
- d) Example of the Bib numbers of the Finalist teams:

1₁, 1₂, 1₃
 2₁, 2₂, 2₃
 3₁, 3₂, 3₃
 4₁, 4₂, 4₃

- e) The Bronze Medal Match will be shot first, followed by the Gold/Silver Medal Match, both on the Finals range.
- f) The athletes or their representatives (Coaches or Team Officials) of all teams that qualify in the Final (Medal Matches) must report for cartridge control, at the designated reporting area, **at least thirty (30) minutes** before the scheduled Starting Time of the Final (Bronze Medal Match). At this time the Jury will distribute also the Bib numbers.
- g) Each team Coach/Team Official will be responsible to assign the Bib numbers to each of his team members.
- h) The athletes of the 4 qualified Teams must report to the Finals Range fifteen **(15) minutes before the Starting Time** of the Final (Bronze Medal Match).
- i) The Jury must complete cartridge control and equipment checks during the reporting periods.
- j) A one-point (1) penalty will be deducted from the score of the first hit target of the first team athlete, if any team's cartridges are not presented for cartridge control 30 minutes before the start of the Final (BMM) or if any of the team members does not report 15 minutes before the Final (BMM). Any team that does not report before the Presentations will not take part and will be awarded the 4th place if in BMM or the 2nd place if in GMM.
- k) In the Medal Matches each member of the two teams will shoot, in sequence on each of the stations 3,4,5,3 & 4 (5 series), 4 targets (2 doubles).

Maximum 20 targets each athlete, as follows:
 1st series - Station 3: 1 normal and 1 reverse double
 2nd series - Station 4: 1 normal and 1 reverse double
 3rd series - Station 5: 1 normal and 1 reverse double
 4th series - Station 3: 1 normal and 1 reverse double
 5th series - Station 4: 1 normal and 1 reverse double

- l) In the 1st series (station 3) the athletes of the team with the higher-ranking position (lower bib number) will shoot first in Bib number order (one behind the other) followed by the athletes of the 2nd team who will line up behind the athletes of the first team and shoot second in Bib number order also.
- m) The shooting sequence (which team will shoot first) will alternate between the two teams after each series of the 4 targets (2 doubles) after each station (example: In the 2nd series (station 4) the 2nd team will shoot first and the 1st team will shoot second and so on).
- n) After each series (after each station) the team with the highest number of hit targets out of the total score of 12 targets (3 athletes X 4 targets = 12) will receive **2 points** and the other team **0 points**. If the results are equal, then each team will receive **1 point**. The points of each series will be carried forward to the next series (station).
- o) The scores (number of hit targets), however, of each series (station) will not be carried forward to the next series. The scores in each series (station) will start from zero.
- p) The first team to win six (6) points at any stage of the Match will be the winner.
- q) If at the end of the 5th series (station 4) the two teams have the same number of points 5:5 then, the winner will be decided by a shoot off, as per section 4 below.

Shooting procedures and Preparation Time Limits

- r) After the Referee has given the signal to “START” or after the previous athlete has left the station, the next athlete must occupy the station within ten (10) seconds.
- s) The athlete must stand with both feet entirely within the station boundaries, take his position, load the gun, adopt the “READY” position and call for the targets (double) in the required sequence for the station. The maximum total time allowed to call for the targets (two doubles) on each station is thirty (30) seconds, after the athlete has occupied the station.
- t) Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.

4. GOLDEN HIT

In case, at the last stage (last series) of the Medal Matches, the winning team of the Match can be clearly established mathematically from the total number of targets already shot by the members of the team, before the total number of targets of the Match are completed, then the Match will be stopped by the Jury Member in Charge and ‘Golden Hit’ will be declared.

5. SHOOT OFF PROCEDURES

Shoot offs after Qualification

- a) The starting positions of the teams in the shoot offs, after Qualification, will be decided by the interim Qualification ranking of each team (highest ranking team to shoot first).
- b) In case of a tie with perfect scores or a tie with the same scores that cannot be broken by the team count back rule, the shooting order of the teams in the shoot offs shall be determined by draw.
- c) The shoot offs after qualification will be conducted on station 4 only.
- d) In case of more than one shoot off, **lower position shoot offs** must be shot first, followed by higher position shoot offs.
- e) Each team Coach/Team Official must designate the shooting order of the three members of his team (who will shoot first, second and third). The order of shooting between the three members of each team (as decided by the Coach/Team Official must remain the same throughout the shoot off.
- f) The athletes, in the shooting order designated by the Coach/Team Official must line up behind station 4 in Team ranking order – highest ranking Team to shoot first followed by the lower ranked Team(s) - and shoot at a regular double. The Team with the lower number of hits out of the 6 shots (2+2+2=6) will be eliminated and will take the lower place. If the tie(s) is(are) not broken, then the same procedure will continue on the same station with the members of each Team shooting at a reverse double. If still the tie(s) is(are) not broken then the shoot off will continue on the same station with the members of each Team shooting in sequence at normal and then reverse double until the tie(s) is(are) broken.
- g) Test fire and observation of targets (one normal and one reverse double) before shooting will be allowed.

Shoot offs after Medal Matches

- h) The starting positions in the shoot offs after Medal Matches will be decided by the Bib number of each team (the team with the lowest Bib number will shoot first).
- i) The shoot off will be conducted on stations 3, 4, 5.
- j) The shooting order of the three members of each team (who will shoot first, second and third), will be decided by the Bib number of each athlete. The athletes with the lowest Bib number will shoot first followed by the second and third athlete. **The order of shooting between the three members of each team must remain the same throughout the shoot off.**
- k) The athletes, of the highest-ranking Team must line up behind station 3, in Bib number order and all shoot at a normal double. The athletes of the second Team will do likewise and shoot also at a regular double. The Team with the highest number of hits out of the 6 shots (2+2+2=6) will be the winner.

- l) If the tie is not broken, then the same procedure will continue with the members of each Team shooting on the same station in the same order and sequence at a reverse double.
- m) If the tie still remains then the shoot off will continue with the members of each Team shooting in sequence at normal and then reverse double on successive stations 4, 5, 3 and so on, until the tie is broken.
- n) In any shoot off after Medal Matches, there will be no test firing and no targets will be observed by the athletes before shooting.

Shoot off preparation time limits

- o) After the Referee has given the signal to “START” or after the previous athlete has left the station, the next athlete must occupy the station within ten (10) seconds.
- p) The athlete must stand with both feet entirely within the station boundaries, take his position, load the gun, adopt the “READY” position and call for the targets (double). The maximum total time allowed to call for the targets (double) is fifteen (15) seconds after the athlete has occupied the station.
- q) Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.

6. TARGET OBSERVATION – PRESENTATION – TEST FIRE

- a) After reporting at the Finals Range the athletes of the Qualified Teams of the Bronze Medal Match will take their cartridges from the boxes (not the athletes of the Gold Medal Match). Then, all four (4) Qualified Teams will go to the shooting stations for aiming exercises and target observation.
- b) All the members of the Qualified Teams will be allowed to observe the targets (One normal and one reverse double from station 3).
- c) After target observation, the Qualified Teams of the Gold Medal Match will sit at the designated seating area. The athletes of the Qualified Teams of the Bronze Medal Match together with their Coaches or Team Officials will assemble in a designated area to the side of the range, to await being called for Presentation.
- d) The Qualified Teams (athletes with Coaches or Team Officials) will enter the FOP one at a time in Bib number order and as each Team (the 3 athletes in Bib number order followed by the Coach/Team Official) enters the FOP the announcer will introduce them to the spectators – as they walk in. The Teams must remain facing the spectators until all have been presented, including the Jury Member in Charge and the appointed Referee who must be positioned in the middle of the two teams.
- e) The Jury member in Charge must make sure, that the Teams are assembled in the correct order.

- f) After presentation the members of each Team will take their shooting positions and test fire after which the Bronze Medal Match will start immediately.
- g) After completion of the Bronze Medal Match, the Qualified Teams of the Gold Medal Match will be allowed to take the cartridges from their boxes and get ready for presentation. They will then be presented in the same sequence as the Bronze Medal Match teams, together with the Coach/Team Official, the Jury member in Charge and the appointed Referee. After presentation the athletes will take their positions and test fire after which the Gold Medal Match will begin.

7. COACHING AND COACHING TIMEOUT

- a) During the Qualification and the Final (Medal Matches) non-verbal Coaching is allowed (as per ISSF Shotgun Rules).
- b) In the Final (Medal Matches), while shooting is in progress, Coaches/Team Officials, without disturbing the athletes, may request from the Jury Member in Charge, one (1) Coaching Timeout for a maximum duration of one (1) minute. The Jury Member in Charge will then at the turn of that team's athlete(s) to fire, without disturbing the shooting procedure decide when to stop shooting and allow the Coach/Team Official to approach and speak to his/her athletes, on the shooting station. The other Coach/Team Official may, during this time, also approach and speak to his/her athletes without losing the opportunity for a timeout. .
- c) The Jury-Member-in-Charge must control the time.
- d) The Announcer may make commentary during the breaks.

8. MALFUNCTIONS

Malfunctions during Qualification

- a) Malfunctions in the Qualification stage will be decided according to ISSF Shotgun Rules 9.12.
- b) During Qualification, if a team withdraws from the competition due to a disabled shotgun of one of its athletes, its final ranking will be determined by the total number of targets hit until the time when the withdrawal took place.

Malfunctions during Medal Matches

- c) If the Referee decides that a disabled shotgun, or the malfunctioning of the shotgun or ammunition, is not the fault of the athlete, the athlete must be given not more than three (3) minutes in which to repair the shotgun or obtain another approved shotgun, or replace his ammunition. If this cannot be done within three (3) minutes, the athlete (Team) must withdraw.

- d) After the malfunction is corrected, the Medal Match must continue. If the athlete (team) withdraws then the remaining Team must be declared as the winner.
- e) A Team is allowed a maximum of two (2) malfunctions during a Medal Match, including any shoot offs, whether or not there was an attempt to correct the malfunction.
- f) Any regular target(s) on which any further malfunction occurs will be declared "LOST" whether or not the athlete attempted to fire.

9. PROTESTS

Protests during Qualification

Protests during the Qualification stage will be decided according to ISSF Shotgun Rules 9.17.

Protests during Medal Matches

- a) If an athlete disagrees with a Referee's decision regarding "HIT," "LOST," "NO TARGET" or "IRREGULAR" target(s), the athlete must act immediately before the next athlete fires, by raising an arm and saying "ROTEST."
- b) The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. No protest will be accepted after the next athlete fires.
- c) Any other protest by the athlete or coach will be decided by the Finals Protest Jury immediately. The decision of the Finals Protest Jury is final and cannot be appealed.
- d) If a protest in a Final for any matter other than Referee decisions on "HIT," "LOST," "NO TARGET" or "IRREGULAR" targets is lost, a penalty of two (2) points must apply to the last two (2) "HIT" targets, of the athlete (Team).
- e) The current ISSF VAR Rules will apply also.

10. PRESENTATION OF MEDALISTS

At the end of the GMM the Gold and Silver medal winners will be joined by the Bronze Medalists and assembled by the Jury Member in Charge, on the field of play for official photographs and announcements.

11. COMMENTATING

During the Final (Medal Matches), commentating (not more than 1 minute) will take place after shooting is completed on each station.

12. SPECIAL EQUIPMENT & FINALS OFFICIALS

Details can be found in section 9.18 of the ISSF Shotgun Rules.

13. FINALS MUSIC & SPECTATOR ACTIVITY

During the Final (Medal Matches), music must be played and spectators will be encouraged to support and cheer for their favourite teams. The Technical Delegate should approve the music selected. Enthusiastic audience support is encouraged and is recommended during the Final (Medal Matches).

14. TYPE OF CLAY TARGETS

Normal targets will be used in Qualification and flash targets will be used in the Final (Medal Matches). The Final (Medal Matches) must be conducted on the Finals Range.

15. IRREGULAR OR DISPUTED CASES

Any irregular or disputed cases or rulings not covered in these rules, will be decided by the Jury on the basis of the ISSF General Technical Rules and the ISSF Shotgun Rules or any other relevant ISSF Rules.