



## SKEET TEAM EVENT

### Description of the format and of the competition rules

#### 1. GENERAL

- a) Teams must consist of three (3) athletes from the same nation, of the same gender. All team members should wear the same competition clothing with national colours and identification.
- b) In each Championship nations may enter a maximum of one (1) Team in each Team event.
- 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 will be conducted according to the Competition Procedures and Rulings as specified in the ISSF Shotgun rules for Skeet (section 9.10) unless otherwise specified in these rules.
- b) 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 targets X 3 athletes = 225 targets.
- c) 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.
- d) 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  $75 \times 3 = 225$  targets, as per ISSF Shotgun Rules 9.14.5.
- e) 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 5 below. In case of more than one shoot off, lower position shoot offs must be shot first, followed by the higher position shoot offs.
- f) 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 9.14.5.1. (Count back rule)
- g) The top four (4) teams will qualify to compete in the Final (Medal Matches).

### 3. FINAL (MEDAL MATCHES)

- a) The Final consists of two (2) Medal Matches: The **Gold/Silver** Medal Match and the **Bronze** Medal Match.
- b) The **Gold/Silver** Medal Match will be composed of the Teams in places **1 and 2**.
- c) The **Bronze** Medal Match will be composed of the Teams in places **3 and 4**.
- d) The four (4) qualified teams in the Final will be allocated new Bib numbers on the basis of their final qualification ranking or any eventual shoot-offs. The athletes of the team in place 1 will receive Bib numbers 1<sub>1</sub>, 1<sub>2</sub> and 1<sub>3</sub>. The athletes of the team in place 2 will receive Bib numbers 2<sub>1</sub>, 2<sub>2</sub> and 2<sub>3</sub>. The athletes of the team in place 3 will receive Bib numbers 3<sub>1</sub>, 3<sub>2</sub> and 3<sub>3</sub> and the fourth team will receive Bib numbers 4<sub>1</sub>, 4<sub>2</sub> and 4<sub>3</sub>.
- e) Example of the Bib numbers of the Finalist teams:  

1 <sub>1</sub> , 1 <sub>2</sub> , 1 <sub>3</sub>
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2 <sub>1</sub> , 2 <sub>2</sub> , 2 <sub>3</sub>
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3 <sub>1</sub> , 3 <sub>2</sub> , 3 <sub>3</sub>
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4 <sub>1</sub> , 4 <sub>2</sub> , 4 <sub>3</sub>
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- f) The Bronze Medal Match will be shot first, followed by the Gold/Silver Medal Match.
- g) Both Medal Matches will be conducted on the Finals range.

### 4. REPORTING TIMES AND CARTRIDGE CONTROL

- a) 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.
- b) Each team Coach will be responsible to assign the Bib numbers to each of his team members.
- c) The Equipment Control Jury will instruct the members of each Team or their representatives (Coaches/Team Officials) to place all their cartridges in numbered boxes (corresponding to the Bib number of their Teams). The Equipment Control Jury will select cartridges to be checked and seal the boxes. Cartridge checks must be completed before the presentations.
- d) 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). No additional cartridges may be brought to the FOP by the athletes.
- e) 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 (Bronze Medal Match).

- f) Any team that does not report at the time of the Presentations will not take part in the Match and will be awarded 4<sup>th</sup> place if in BMM or Silver if in GMM.

## **5. COMPETITION FORMAT IN THE FINAL**

- a) In the Final (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:

- 1<sup>st</sup> series - Station 3: 1 normal and 1 reverse double
- 2<sup>nd</sup> series - Station 4: 1 normal and 1 reverse double
- 3<sup>rd</sup> series - Station 5: 1 normal and 1 reverse double
- 4<sup>th</sup> series - Station 3: 1 normal and 1 reverse double
- 5<sup>th</sup> series - Station 4: 1 normal and 1 reverse double

- b) In the 1<sup>st</sup> 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 2<sup>nd</sup> team who will line up behind the athletes of the first team and shoot second in Bib number order also.
- c) 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 2<sup>nd</sup> series (station 4) the 2<sup>nd</sup> team will shoot first and the 1<sup>st</sup> team will shoot second and so on).
- d) 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**.
- e) The points of each series will be carried forward to the next series.
- f) 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.
- g) The first team to win **six (6) points** at any stage of the Match will be the winner.
- h) If at the end of the 5<sup>th</sup> (last) series on 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 5 below.

### Shooting procedures and Preparation Time Limits

- a) 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.

- b) 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.
- c) 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. 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 teams, 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.

## 7. 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/her team (who will shoot first, second and third). The order of shooting between the three members of each team 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 higher number of hits out of the 6 shots (2+2+2=6) will be the winner. If any tie is not broken, then the same procedure will continue on the same station with the members of the Teams shooting at a reverse double. If the tie still remains 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 is broken.
- g) Test fire and observation of targets (one normal and one reverse double) before shooting will be allowed.

### Shoot offs after Medal Matches

- a) The starting positions in the shoot offs after Medal Matches will be decided by the Bib number of each team (the team with the lower Bib number will shoot first).
- b) The shoot off will be conducted on stations 3, 4, 5.
- c) 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 lower 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.
- d) The athletes, of the highest-ranking Team (lower BIB number) 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.
- e) If the tie is not broken, then the same procedure will continue with the members of the Teams shooting on the same station in the same order and sequence at a reverse double.
- f) 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.
- g) 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

- h) 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.
- i) 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 double is **fifteen (15) seconds** after the athlete has occupied the station.
- j) Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.

## **8. 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 (One normal and one reverse double from station 3).

- b) After target observation, the Qualified Teams of the Gold Medal Match will be asked to be seated at the designated seating area and wait for their Match. 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.
- c) The Qualified Teams will be presented in Bib number order (lower Bib number Team to be presented first, followed by the second team). The athletes followed by their Coach or Team Official will be presented one at a time in Bib number order and the announcer will introduce them to the spectators, as they walk in. The announcer will also present the Jury Member in charge and the appointed Referee, who must be positioned in the middle of the two teams. The Teams must remain facing the spectators until all have been presented.
- d) The Jury member in Charge must make sure, that the Teams are assembled and presented in the correct order.
- e) After presentation, the members of each Team will take their shooting positions and test fire after which the Bronze Medal Match will immediately start.
- f) When the Bronze Medal Match is completed and after a pause of approximately 5 minutes the athletes of the Qualified teams of the Gold Medal Match will be allowed to take the cartridges from their boxes. 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 shooting positions and test fire after which the Gold Medal Match will immediately start.
- g) 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.

## **9. COACHING AND COACHING TIMEOUT**

- a) During the Qualification and the Final (Medal Matches) non-verbal Coaching is allowed (as per 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 next turn of that team's athlete(s) to fire, instruct the Referee to stop the shooting sequence and allow the Coach/Team Official to approach and speak to his/her athletes, on the shooting station. The Coach/Team Official of the other team 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.

## **10. MALFUNCTIONS**

### Malfunctions during Qualification

Malfunctions in the Qualification stage will be decided according to ISSF Shotgun Rules 9.12.

### Malfunctions during Medal Matches

- a) 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.
- b) 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.
- c) 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.
- d) Any regular target(s) on which any further malfunction occurs will be declared "LOST" whether or not the athlete attempted to fire.

## **11. PROTESTS**

### Protests during Qualification

Protests during the Qualification stage will be decided according to ISSF Shotgun Rules 9.16.

### 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) If during the Medal Matches a VAR system is used, then the published ESC VAR Rules will be followed.

## **12. FINALS PROTEST JURY DURING THE FINAL**

The Finals Protest Jury is composed of three (3) persons: The Jury Member-in-Charge and two (2) other members of the Competition Jury, as designated by the Jury Chairman (the Jury Chairman can also be a member), who must decide on any protests that may be made during the Final. Their decisions are final.

## **13. COMMENTATING**

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

## **14. SPECIAL EQUIPMENT & FINALS OFFICIALS**

Details can be found in the ISSF GTR 6.19.3.5 & 6.

## **15. 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. Enthusiastic audience support is encouraged and is recommended during the Final (Medal Matches).

## **16. TYPE OF CLAY TARGETS**

Qualification stage: Normal targets  
Final stage (Medal Matches): Flash targets

## **17. 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 or ESC applicable Rule.