



World Crossbow Shooting Association Inc.
secretarygeneral@worldcrossbow.com
www.worldcrossbow.com

Competition and Shooting Rules for World Championship. Regional Championship. Registered Star competition.

Outdoor Match-play.

Book 5 of 11.

for

Target, Standard, Freestyle, and Medieval Crossbow

January 2026

INDEX

BOOK 5. OUTDOOR MATCH-PLAY

(Interactive Index)

- 40 OUTDOOR MATCH-PLAY
- 40.1 Target Crossbow
- 40.2 Standard Crossbow
- 40.2 Freestyle Crossbow
- 40.3 Medieval Crossbow
- 40.4 Practice
- 40.5 Eliminations
- 40.6 Medal Matches
- 40.7 All Rounds
- 40.8 Make up bolts
- 40.9 Medal Matches
- 40.10 Agents
- 40.11 Appointed time
- 40.12 Range layout
- 40.13 Venue Equipment
- 40.14 Target Faces
- 40.15 Time Control Equipment
- 40.16 Miscellaneous Equipment
- 40.17 Shooting Control and Safety
- 40.18 Order of Shooting and Timing Control
- 40.19 Shooting
- 40.20 Shooting Stance and Position
- 40.21 Scoring

40 OUTDOOR MATCH-PLAY

Outdoor Match-play Shooting (Individual and Team) will be conducted on any suitably sized level outdoor sporting arena, oval or clear field. The shooting range (BOOK 11 - Appendix 12, a & b) will avoid where possible any manmade structures above ground level.

Match-play is a series of knock-out matches between two (2) competitors/teams. The winner of each match moves to the next round and the loser leaves the competition, finishing with the competitor/team who is the winner of the Gold/Silver medal match being declared the Champion. (BOOK 11 - Appendix 13).

40.1 TARGET CROSSBOW DIVISIONS

Distance: 55m (for Open, Senior and Intermediate)

Distance: 45m (for Junior and Senior 70+)

Ends: 3 ends X 3 bolts per end per Match

Time: 50 seconds per Bolt = 150 seconds per 3 bolts

40.2 STANDARD CROSSBOW AND FREESTYLE CROSSBOW DIVISIONS

Distance: 45m

Ends: 3 ends X 2 bolts per end per Match

Time: 75 seconds per Bolt = 150 seconds per 2 bolts

40.3 MEDIEVAL CROSSBOW DIVISIONS

Distance: 30m

Ends: 3 ends X 3 bolts per end per Match

Time: 50 seconds per Bolt = 150 seconds per 3 bolts

40.4 PRACTICE

Target and Medieval - 2 ends x 3 bolts in 5 minutes only at the start of the match-play competition.

Standard and Freestyle – 2 ends x 2 bolts in 5 minutes at the start of the match-play competition.

40.5 ELIMINATIONS

Matchplay may be conducted with as many Competitors/Teams as available in Elimination matches down to the Semi Elimination match. Unmatched Competitors/Teams may have a “bye” thru to the next Elimination match.

40.6 MEDAL MATCHES

A & B details; are determined by the Judge tossing a coin and the higher ranked competitor/team making the call. The winner of the toss makes the decision whether to shoot first (A) or second (B).

Bronze Medal: two (2) competitors/teams (losers from semi) (1 match), competitors/team in each match preferably shoot A & B detail alternately, scoring and bolt collection done by a Judge, a Scorer and Competitors/Teams Agents with Runners to return bolts to competitors. The competitors do not move up to the targets.

Gold & Silver Medal; two (2) competitors/teams (winners from semi) (1 match), competitors preferably shoot A & B detail alternately, scoring and bolt collection done by a Judge, a Scorer and Competitors/Teams Agents with Runners to return bolts to competitors. The competitors do not move up to the targets.

Competitors/Teams Agent; The Competitor/Teams select an agent to represent him/her/them at the target. Their duty is to act on behalf of the competitor/team at the target by checking the score called and recorded is correct, to sign the score sheet on behalf of the competitor/team, to mark

the bolt holes, to pull the bolts from the target butt and hand to runner for return to the Competitor/s.

Officials required; one (1) Judge, one (1) Scorer, two (2) Bolt Runners (for returning bolts to competitors each end after the 1st end)

40.7 ALL ROUNDS

All the rounds down to the matches with two (2) competitors/teams are known as the Elimination Matches which may be shot all together in each round. The rounds with two (2) competitors/teams are known as the Finals Matches and should be shot individually.

40.8 MAKE UP BOLTS

There will be NO makeup bolts shot and NO equipment failures allowed. Bolt holes in the target face must be marked in case of pass throughs or bouncers.

40.9 MEDAL MATCHES

In the Medal matches, the Judges call the score, the scorer writes down the score as called and the competitor's/team's agent checks the score, draws the bolts, marks the bolt holes, and signs the score sheet at the completion of the match.

40.10 AGENTS

The competitor's/team's agent is appointed by the competitor/team.

40.11 APPOINTED TIME

A competitor/team arriving after the appointed time for the start of their match will forfeit the match.

40.12 RANGE LAYOUT

Refer to Range Layout for Matchplay Target (BOOK 11 - Appendix 12a - Individual & Appendix 12b for Team events) with the exception of the following:

- 40.12.1 Provision will be made for sufficient targets to allow for not more than two (2) competitors/teams per target in the Eliminations and one competitor/team per target in the Medal Matches.
- 40.12.1.1 with one (1) competitor/team per target the centre of the face will be 130cm (tolerance of measurement will not exceed +/- 5cm) above the ground as measured from an estimated even ground level. The face will be placed in the centre of the target butt (BOOK 11 - Appendix 8, Target Butt). The height of the centres of the faces in a line of target butts, on the range should look straight at all times.
- 40.12.1.2 With two (2) competitors/team per target (two face setup) the centre of the faces will be 130cm tolerance of measurement will not exceed +/- 5cm) above the ground as measured from an estimated even ground level. Each of the faces will be placed in its half of the target butt (BOOK 11 - Appendix 8, Target Butt) and the minimum distance between the scoring zones of the faces will be one (1) cm. The height of the centres of the faces in a line of target butts, on the range should look straight at all times.
- 40.12.2 At World Championships a suitable safety blind will/may be erected at the end of the target line approx. (3) three metres out from and two (2) metres in front of Number 1 target. It will be constructed big enough and strong enough to accommodate the Judge, Scorer and Bolt Runners who are required at the targets in safety and without bolt penetration.
- 40.12.3 For the Elimination Matches, timing lights are to be placed on both sides of the field and, if necessary, in a clear lane in the centre of the target butts so that both right- and left-handed competitors will be able to see them. They are to be placed in front of the shooting line on each side of the field and in the clear lane at any distance shorter than thirty (30) metres, as long as they are visible to all competitors on the shooting line.

For the Finals Matches, timing lights and countdown timers capable of independent control are to be placed on the outside edge of the shooting lanes of each competitor/team (i.e., one (1) for each competitor/team) clearly visible to the competitor it controls.

40.12.4 A layout for World Outdoor Match-play Championships Tournaments is shown in (BOOK 11 - Appendix 12a, Outdoor Match-play Ground Layout).

40.12.5 A layout for Team World Outdoor Matchplay Championship based on the recommended group layout for the World Outdoor Target Championship (BOOK 11 -Appendix 7) is shown in (BOOK 11 - Appendix 12b).

40.13 VENUE EQUIPMENT

Refer BOOK 4 - Clause 39.2

40.14 TARGET FACES

Refer BOOK 4 - Clause 39.3

40.15 TIME CONTROL EQUIPMENT

Refer BOOK 4 - Clause 39.4 with the exception of the following:

For the Finals Matches alternate shooting, the timers and lights must be capable of being controlled individually for each competitor.

40.16 MISCELLANEOUS EQUIPMENT

Refer BOOK 4 - Clause 39.5

40.17 SHOOTING CONTROL AND SAFETY

Refer BOOK 4 - clause 39.6 with the exception of the following.

40.17.1 The Director of Shooting will give a five (5) and two (2) minute warning before the start of competition shooting.

40.17.2 Competitors/Teams in World Championships Final Matches will not go forward to score (this will be done by judges or scorers and bolts will be returned by runners).

40.18 ORDER OF SHOOTING AND TIMING CONTROL

40.18.1 A shooting time limit will be applied, such time limit will be.

For the Elimination Matches:

Target & Medieval – 150 seconds for three (3) bolts.

Standard and Freestyle - 150 seconds for two (2) bolts.

For the Medal Matches:

Target & Medieval – 50 seconds for one (1) bolt alternate shooting.

Standard and Freestyle - 75 seconds for one (1) bolt alternate shooting.

Any bolts not shot after this time will be lost. If any bolt is shot outside the time limit for an end, the competitor's/Team's highest scoring bolt for that end will be forfeited.

40.18.2 When the shooting is controlled by plates: two plates are essential in the clear lane so that the same side of the plates (all yellow or black & yellow stripes) is displayed simultaneously to all competitors. The BLACK and YELLOW striped side will be turned towards the competitors as a signal of warning that only thirty (30) seconds are left of the time limit. The YELLOW side of the plate will be turned toward the competitors at all other times.

40.18.3 When shooting is controlled by Lights:

- a) **RED:** The Director of Shooting will give (2) two sound signals for the designated competitors to occupy the shooting line all together.

- b) **GREEN:** On the lights changing Green (10) ten seconds after the (2) two sound signals) the Director of Shooting will give (1) one sound signal for shooting to start.
 - c) **YELLOW:** This light will go on when only (30) thirty seconds are left of the time to shoot. In the finals matches if digital timers are used this light can be deleted. If deleted competitors are to be informed.
 - d) **RED:** means that the Time Limit has expired and (3) three sound signals will be given to indicate that the shooting is to stop, even if all bolts have not been shot. Any competitor still on the shooting line, must immediately lower the crossbow, remove the bolt from the bow and the string un-spanned (unlatched and lower the string).
- 40.18.4 If digital timers are used they are to be synchronised with the lights. Should there be a discrepancy between the lights and digital timers the digital timers take precedence.
- 40.18.5 When the Director of Shooting has ascertained that all competitors/teams have completed shooting or the time limit has expired, three (3) sound signals will be given as the signal to score and return bolts to the competitors.
- 40.18.6 When all competitors are ready to shoot again the Director of Shooting will signal the start of the next end with two (2) blasts to move to the shooting line followed by one (1) blast to commence shooting. This method will continue until the Match is completed.
- 40.18.7 When shooting is suspended during an end for any reason, the time limit will be adjusted according to the number of bolts remaining and the period of time permitted That is fifty (50) seconds per bolt for Target and Medieval and seventy-five (75) seconds for Standard and Freestyle crossbows.
- 40.18.8 In the finals Competitors/Teams will be divided into shooting details namely A and B for each match, shooting at different times. The Elimination Matches will be shot, all shooting together in the same detail.
- 40.18.9 For Team Matchplay - When all teams are ready to shoot the Director of Shooting will signal the start of the match with two (2) blasts for the first team member to move to the shooting line followed (10) ten seconds later by one (1) blast to commence their shot when completed move back to the box and the next team member may move to the shooting line. At the end of the shot time a Judge will signal with one (1) blast for the second team member to commence their shot and return to the box and the last team member (if applicable) will move to the shooting line and again at the end of the shot time with one (1) blast for the last team member to commence their shot and return to the box. Once the total shot time has finished then three (3) blast will signal the completion of that end.
- 40.18.10 At the beginning of a Team Matchplay competition all team members must be inside the box behind the shooting line. At the signal to start each team member will proceed one at a time to the shooting line to complete their shot as controlled by the judge.

40.19 SHOOTING

- 40.19.1 Official Practice - Individual
- Target and Medieval will be 3 ends x 3 bolts in (5) five minutes only at the start of the match-play competition.
- Standard and Freestyle will be 3 ends x 2 bolts in (5) five minutes only at the start of the match-play competition.
- Teams -
- If more than 120 minutes has elapsed between the Individual match-play and the start of the Team match-play matches. Team match-play will be allowed the Official practice again at the start of the Team match-play competition.
- 40.19.2 A bolt will not be deemed to have been shot if:
- a) the competitor can touch it with his/her bow without moving his/her feet from their position in relation to the shooting line, in which case another bolt may be shot in its place (no extra time will be given).
 - b) the target face or buttress falls over in spite of having been fixed and pegged down to the satisfaction of the Judges. The Judges will take whatever measures they deem necessary and compensate adequate time for shooting the relevant number of bolts. If the buttress only slides down it will be left to the Judges to decide what action to take, if any.
- 40.19.3 There will be NO time allowance for an equipment failure. It will be up to the competitor to have their equipment in good order and/or spare equipment on immediate standby near them on the waiting line.

40.20 SHOOTING STANCE AND POSITION

40.20.1 Refer BOOK 4 - clause 39.9.

40.21 SCORING

40.21.1 Refer BOOK 4 - Clause 39.10 with the exception of the following for Medal matches.

40.21.2 Competitors/Teams will appoint an agent to act on their behalf at the targets, to pull their bolts and give them to the runners for return to the competitor during the scoring of the following end.

40.21.3 Scorers will enter on score sheets and in descending order the value of each bolt as called out by the judge. The competitor's/Team's agent will check the value of each bolt called out. Only bolts scoring ten points will be referred to as "Golds".

40.21.4 On completion of a Match, score sheets will be signed by the competitor's agent, denoting that the competitor's/Team's agent agrees with the value of each bolt.