



**International Shooting Sport Federation
Internationaler Schiess-Sportverband e.V.
Fédération Internationale de Tir Sportif
Federación Internacional de Tiro Deportivo**

ISSF RULES FOR MIXED TEAM EVENTS

For Youth Olympic Games (YOG) And Other Championships

Edition 2013 (Final Version 10/2012)

Effective 1 January 2013

1 GENERAL RULES

1.1 Background

The International Olympic Committee (IOC) approved an ISSF proposal to add two (2) new Shooting events, **Mixed 10m Air Rifle International Teams** and **Mixed 10m Air Pistol International Teams**, to the program of the 2014 Youth Olympic Games. These rules are based on the ISSF proposal to the IOC and will govern the conduct of the two (2) Mixed Team events in the YOG. ISSF Member Federations or other Shooting organizations may adapt these rules to govern the conduct of Mixed Team events in their championships (see Rule 8.).

1.2 Program

YOG Mixed Team events consist of the following competition rounds or stages:

- Classification (individual event results are used to form 20 teams)
- Qualification (all 20 teams)
- Round of 16 (16 teams)
- Quarterfinal (8 teams)
- Semifinal (4 teams)
- Bronze Medal Match (2 teams)
- Gold Medal Match (2 teams)

1.3 Schedule

YOG Mixed Team events will be scheduled to take place over two (2) days after the YOG individual 10m Air Rifle and 10m Air Pistol Men and Women events are completed. Results from the individual events will be used to form 20 teams for the Mixed Team events. The Mixed Team Qualification and Round of 16 take place on the first day. The Quarterfinal, Semifinal and Medal Matches take place on the second day.

1.4 Rules

The ISSF Technical Rules – Edition 2013 – governs the conduct of the Mixed Teams events except that specific rules in these rules take precedence over any conflicting rules in the ISSF Rules.

1.5 Rules for Mixed Team Events

These rules apply equally to both the Mixed 10m Air Rifle International Team event and the Mixed 10m Air Pistol International Team event, except when specific differences are provided in these rules.

2 TEAM COMPOSITION

2.1 Two-Person Mixed Gender International Teams

All teams are composed of two (2) athletes, one (1) male and one (1) female.

2.2 Team Classification

Prior to the Mixed Team Qualification, the 10m Air Rifle Men, 10m Air Rifle Women, 10m Air Pistol Men and 10m Air Pistol Women individual events, each with 20 athletes, must be conducted as a classifying competition to determine team pairings.

2.3 Team Pairings

Teams are formed according to athletes' final rankings in the individual events. The 1st place 10m Air Rifle Men athlete is paired with the 20th place 10m Air Rifle Women athlete to form one (1) team. The 2nd place 10m Air Rifle Men athlete is paired with the 19th place 10m Air Rifle Women athlete to form one (1) team. The pairings continue until the 20th place 10m Air Rifle Men athlete is paired with the 1st place 10m Air Rifle Women athlete so that 20 total Mixed 10m Air Rifle International teams are formed. The same system is used to form 20 total Mixed 10m Air Pistol International teams.

2.4 Team Requirements

All teams must have mixed genders and mixed nationalities. No two (2) athletes on one (1) team may be from the same nation. Team pairings may be adjusted to achieve this.

2.5 Team Names

Because teams are from mixed nations and genders, they will be given names randomly selected from the names of cities that hosted the Summer Olympic Games, except that Olympic host cities that did not organize Shooting will not be used (No St. Louis, no Antwerp). Team names will be identified as "London", "Beijing", "Athens" etc. Same names will be used for Rifle and Pistol Mixed Team events.

3 QUALIFICATION ROUND

3.1 Competition

All 20 teams in each event fire a Qualification Round to determine the 16 teams that advance to the Round of 16.

3.2 Scoring

Scoring in the Qualification Round is done according to the 2013 ISSF General Technical Rules. The Qualification Round may be fired on a range that does not have electronic scoring targets (EST).

3.3 Squadding

Teams are assigned to one (1) or more relays according to the number of targets available. Teams are assigned random squadding, but both members of one (1) team must be assigned to adjacent firing points. 45 total firing points are required for the Qualification Round.

3.4 Preparation and Sighting.

Before each 10m Air Rifle Qualification Round relay starts, there will be a ten (10) minute Preparation and Sighting Time. Before each 10m Air Pistol Qualification Round relay starts, there will be a five (5) minute Preparation and Sighting Time.

3.5 Competition Course of Fire

In the Qualification Round competition, each team member fires 40 record shots with a time limit of 50 minutes.

3.6 Team Scores

The 80-shot score totals of the two (2) team members determine their Qualification Round ranking. Ties are broken according to ISSF Rules (inner tens, etc.).

4 ROUND OF 16

4.1 Competition

The Round of 16 consists of eight (8) matches among the 16 teams that advanced from the Qualification Round. Each match is decided according to a point system in accordance with these procedures.

4.2 Scoring

Scoring in the Round of 16 is done according to the 2013 ISSF General Technical Rules. Electronic scoring targets (EST) are required.

4.3 Match Pairings

Round of 16 matches are determined according to each team's Qualification Round rank as shown in the chart:

Match No.	1	2	3	4	5	6	7	8
Qualification Round Rank	1	2	3	4	5	6	7	8
Qualification Round Rank	16	15	14	13	12	11	10	9

4.4 Squadding

Round of 16 matches should be fired simultaneously in one (1) or more relays as determined by the number of available EST. All four (4) athletes in one (1) match must be squadded on four (4) adjacent firing points (Team A #1, Team A #2, Team B #1, Team B #2). 40 total firing points are required for the Round of 16.

4.5 **Preparation and Sighting**

Before each 10m Air Rifle Round of 16 relay starts, there will be a five (5) minute Preparation and Sighting Time. Before each 10m Air Pistol Round of 16 relay starts, there will be a three (3) minute Preparation and Sighting Time.

4.6 **MATCH Firing Shot Commands**

Each MATCH shot is fired on command. All four (4) team members in each match will fire one (1) shot after each command sequence. For each shot, the CRO will command: **FOR YOUR FIRST/NEXT COMPETITION SHOT...LOAD**. After ten (10) seconds, the CRO will command: **START**.

At 35 seconds, an audible signal must be given: **TEN**

At 45 seconds, or after all athletes have fired one (1) shot, the CRO will command: **STOP**.

4.7 **Match Points**

One (1) point in each match is awarded to the team with the highest total for their two (2) shots. If the two (2) teams are tied, no point is awarded.

4.8 **Results Announcement**

After each shot, the Announcer will announce the results for each match: **MATCH ONE – POINT TEAM LONDON**. The announcer may make additional comments as appropriate.

4.9 **MATCH Firing Continuation**

The CRO will continue MATCH firing shot commands until winners are declared in all matches.

4.10 **Match Winners**

When one (1) team scores ten (10) points that team is the winner of the match. The Announcer will recognize the winning team: **MATCH ONE – TEAM BEIJING WINS OVER TEAM LONDON WITH A SCORE OF X TO Y POINTS**.

5 **QUARTERFINAL ROUND**

5.1 **Competition**

The Quarterfinal Round consists of four (4) matches between the eight (8) winning teams in the Round of 16. The Quarterfinal Round begins on day two (2) of the Mixed Team events.

5.2 **Scoring**

Scoring in the Quarterfinal Round is done according to the 2013 ISSF General Technical Rules. EST are required.

5.3 Match Pairings

Quarterfinal Round matches are determined by pairing the winning teams in the Round of 16 as shown in the chart:

Match No.	Round of 16 Winner		Round of 16 Winner
9	Match 1 (1-16)	Com- petes with	Match 8 (8-9)
10	Match 2 (2-15)		Match 7 (7-10)
11	Match 3 (3-14)		Match 6 (6-11)
12	Match 4 (4-13)		Match 5 (5-12)

5.4 Squadding

Quarterfinal Round matches should be fired simultaneously in one (1) or two (2) relays as determined by the number of available EST. All four (4) athletes in one (1) match must be squadded on four (4) adjacent firing points. 20 total firing points are required for the Quarterfinal Round.

5.5 Preparation and Sighting

Before each 10m Air Rifle Quarterfinal Round relay starts, there will be a five (5) minute Preparation and Sighting Time. Before each 10m Air Pistol Quarterfinal Round relay starts, there will be a three (3) minute Preparation and Sighting Time.

5.6 MATCH Firing Shot Procedures

The same MATCH firing shot commands and point system scoring used in the Round of 16 will be used in the Quarterfinal Round. Each of the four (4) matches will continue until one (1) team scores ten (10) points and is declared the winner of the match.

6 SEMIFINAL ROUND

6.1 Competition

The Semifinal Round consists of two (2) matches between the four (4) winning teams in the Quarterfinal Round. The Semifinal Round begins as soon as possible after all Quarterfinal Round matches are completed.

6.2 Scoring

Scoring in the Semifinal Round is done according to the 2013 ISSF General Technical Rules. EST are required.

6.3 Duel Pairings

Semifinal Round matches are determined by pairing the winning teams in the Quarterfinal Round as shown in the chart:

Match No.	Quarterfinal Winner	Com- petes with	Quarterfinal Winner
13	Match 1 (1-16 or 8-9)		Match 4 (4-13 or 5-12)
14	Match 2 (2-15 or 7-10)		Match 3 (3-14 or 6-11)

6.4 **Squadding**

Semifinal Round matches should be fired simultaneously in one (1) or two (2) relays as determined by the number of available EST. All four (4) athletes in one (1) match must be squadded on four (4) adjacent firing points. Ten (10) total firing points are required for the Semifinal Round.

6.5 **Preparation and Sighting**

Before each 10m Air Rifle Semifinal Round relay starts, there will be a three (3) minute Preparation and Sighting Time. Before each 10m Air Pistol Semifinal Round relay starts, there will be a one (1) minute Preparation and Sighting Time.

6.6 **Presentation**

There will be an introduction of the teams and team members by the Announcer after the Preparation and Sighting Time and before MATCH firing shots start.

6.7 **MATCH Firing Shot Procedures**

The same MATCH firing shot commands and point system scoring used in the Round of 16 and Quarterfinal Round will be used in the Semifinal Round. Each of the two (2) matches will continue until one (1) team scores ten (10) points and is declared the winner of the match.

7 MEDAL ROUND – Youth Olympic Games

7.1 **Competition**

The Medal Round consists of two (2) matches. The losing teams in the Semifinal Round compete in the Bronze Medal Match (Match no. 15). The winning teams in the Semifinal Rounds compete in the Gold Medal Match (Match no. 16). The Bronze Medal Match should begin as soon as possible after the Semifinal Round matches are completed. The Gold Medal Match should follow immediately the Bronze Medal Match.

7.2 **Scoring**

Scoring in the Medal Round is done according to the 2013 ISSF General Technical Rules. EST are required.

7.3 **Squadding**

Medal Matches should be fired separately, if possible on a Finals Range equipped with electronic scoreboards and LCD display systems. The two (2) members of each team should be squadded on adjacent firing points

with one (1) or two (2) empty firing points between the two (2) teams. Six (6) total firing points are required for each Medal Match.

7.4 **Preparation and Sighting**

Before each 10m Air Rifle Medal Match starts, there will be a three (3) minute Preparation and Sighting Time. Before each 10m Air Pistol Medal Match starts, there will be a one (1) minute Preparation and Sighting Time.

7.5 **Presentation**

There will be an introduction of the teams and team members by the Announcer after the Preparation and Sighting Time and before MATCH firing shots start.

7.6 **MATCH Firing Shot Procedures**

The same MATCH firing shot commands and point system scoring used in the Round of 16, Quarterfinal and Semifinal Round will be used in the Medal Round. Each of the two (2) matches will continue until one (1) team scores ten (10) points and is declared the winner of the match.

8 **MIXED TEAM EVENTS IN OTHER CHAMPIONSHIPS**

Unlike traditional team events where individual scores are achieved and combined to produce a team score, **Mixed Team Events** are true team events where the two (2) team members shoot only for a team result and not primarily for an individual result. ISSF Member Federations or other Shooting organizations are encouraged to include **Mixed Team Events** in their championship programs as a way to offer interesting and exciting team competitions for their participants. Organizing Committees should use these rules for YOG Mixed Team events, but they may adapt them to the specific requirements of their championships. The following adaptations are recommended:

8.1 **Team Composition – Other Championships**

- **Open Entry.** Instead of using individual results as a classification to form teams, Organizing Committees may permit open two-person team entries according to their program requirements for representation, gender and age.
- **Representation.** The two-person teams may be required to represent a nation, a shooting club or another organization.
- **Gender.** The two-person teams may be required to have one (1) male and one (1) female, or they may be all male or all female or no restrictions on the gender of team members may be applied.
- **Age.** Teams may be restricted to certain age groups or no age restrictions may be applied.

8.2 **Schedule – Other Championships**

- **One-Day Competition.** The YOG Mixed Team Event is a two-day competition. Mixed Team Events may be changed to one-day competitions by reducing the number of Qualification Round shots and the number of teams that advance to the Round of 16 or Quarterfinal.
- **Classification.** When open entries are permitted, the individual events are not used as a classification to form teams. A Qualification Round is, however, required to rank the teams according to relative ability and form the initial pairings for the Round of 16 or Quarterfinal matches.
- **Qualification Round.** For a one-day competition, the 2x40-shot Qualification Round may be reduced to a 2x20-shot Qualification Round.
- **Round of 16 / Quarterfinal Round.** For a one-day competition, the number of teams that advance from the Qualification Round may be reduced to eight (8) teams. The Round of 16 is then eliminated and the top eight (8) teams advance directly to the Quarterfinal Round.

8.3 **Competition Procedures – Other Championships**

The same MATCH firing shot commands and point system scoring used in the YOG Round of 16, Quarterfinal, Semifinal and Medal Rounds should be used when **Mixed Team Events** are included in other championships.