

2025 DEPARTMENT OF DEFENSE WARRIOR GAMES

TEAM AIR FORCE BIO BOOK



18 - 26 JULY 2025 | COLORADO SPRINGS, CO

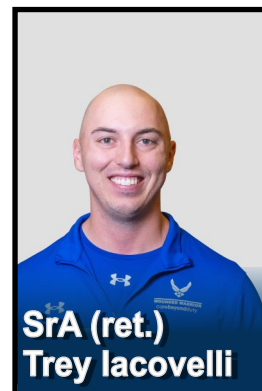
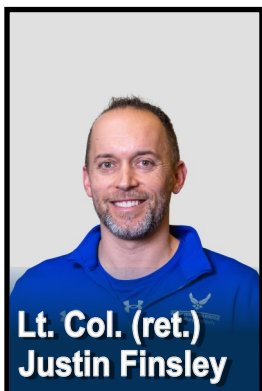
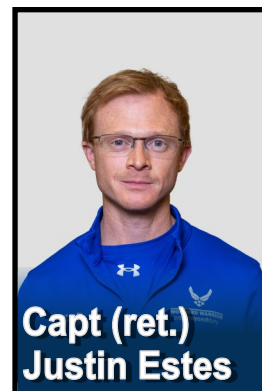
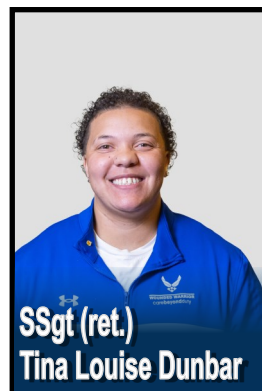
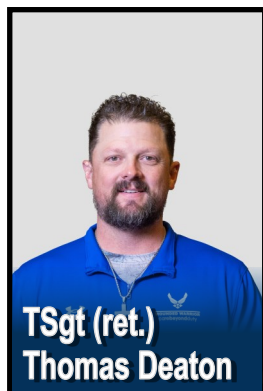
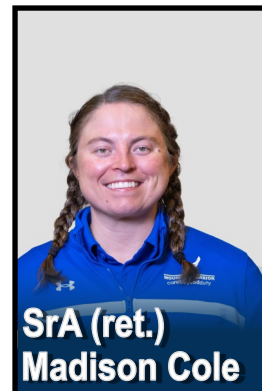
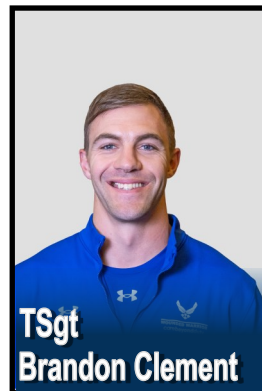
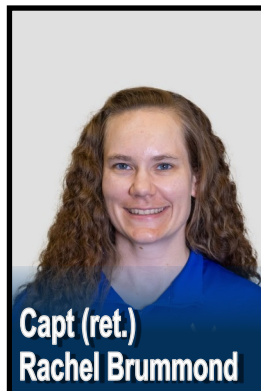
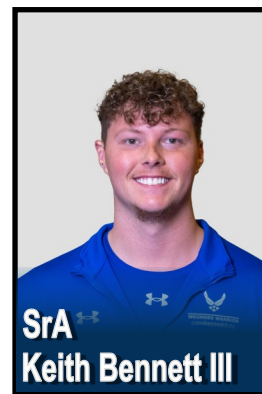
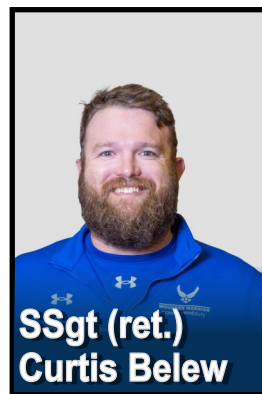
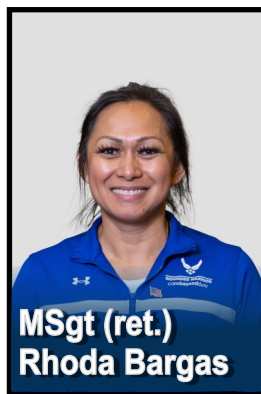
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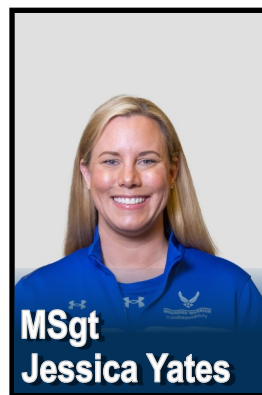
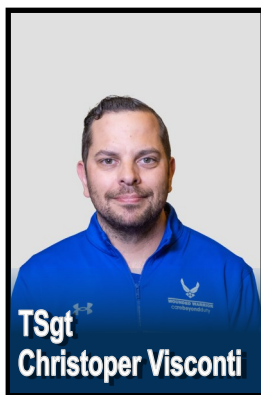
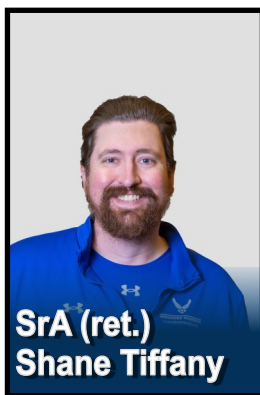
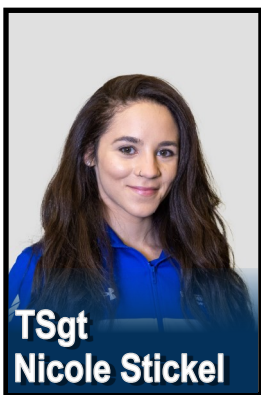
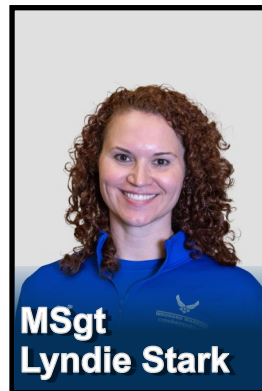
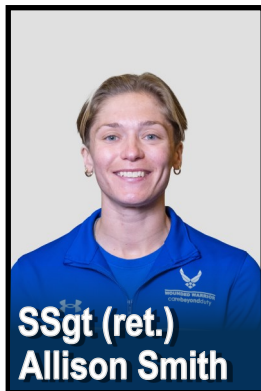
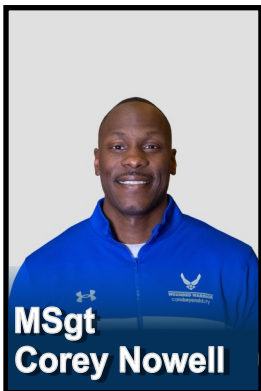
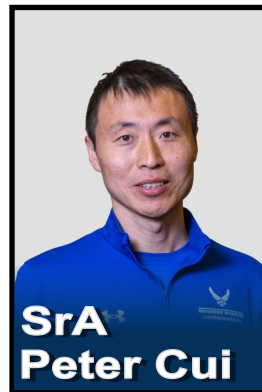
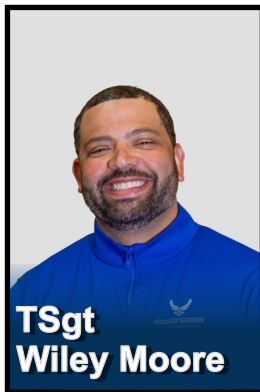
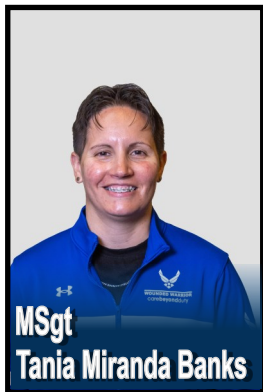
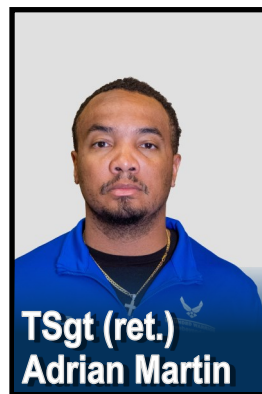


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WOUNDED WARRIOR
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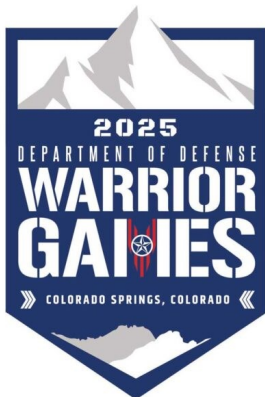




DAVID ADKINS



Cycling Team Captain



Rank: SMSgt

Service Status: Air National Guard

Hometown: Bend, Oregon

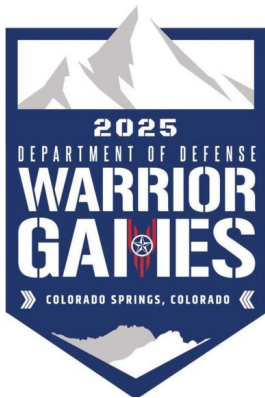
Current Location: Ellington Field Joint Reserve Base, Texas

He joined the Air Force in 2005, initially serving as an aircraft crew chief on C-130 and HC-130 aircraft. He later retrained to be an Explosive Ordnance Disposal craftsman and currently serves as the EOD Superintendent in the Active Guard Reserve. During his career he excelled in every sense, earning accolades along the way including NCO and Senior NCO of the Year. Dave started training for triathlons and ultra marathons 15 years ago. David initially entered the AFW2 Program in 2011 due to issues with his hearing, later receiving a diagnosis for PTSD. His very first event with AFW2 was the 2024 Air Force & Marine Corps Trials where he shined in adaptive sports, earning a coveted slot on Team Air Force. He continues to use adaptive sports as part of the process to strengthen his long-term resiliency, saying, "It has really helped me stay goal-oriented and given me a healthy outlet, allowing me to stay positive to curb any anxiety I may have."

"Warrior Games symbolizes the resiliency and dedication of each warrior, and the tens of thousands of others they represent. Their fearless approach to recovery, and refusal to be defined by their worst day, is inspirational."

-Jon Stewart

ASHLEY ANDRUS



Rank: MSgt

Service Status: Active Duty

Hometown: Sacramento, California

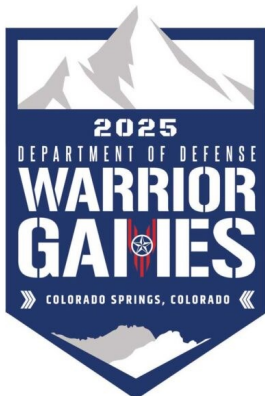
Current Location: Barksdale AFB, Louisiana

Ashley joined the Air Force in 2004, and now serves as a First Sergeant at Barksdale Air Force Base, Louisiana. She says she is immensely proud of the “positive and unforgettable impact” she was able to have on Airmen throughout her 20 years of service. That positive impact was driven by her mindset that, “Someone out there needs your positive influence.” She is taking that positive mental approach, using it in all areas of her life, from cultivating a “strong partnership” with her husband to finishing her educational goal of earning her Master’s Degree. “This has helped me with my recovery because it has allowed me to pour my energy into sports. Not only do the sports keep me active, but it allows my mind to be focused on something that isn’t work or my problems. My workout time is ME time. It’s my time to focus on working out, how it makes me feel, and provides peace. The team of individuals you get to meet are truly remarkable as well. Everyone has a story!”

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RHODA BARGAS



Rank: MSgt

Service Status: Veteran

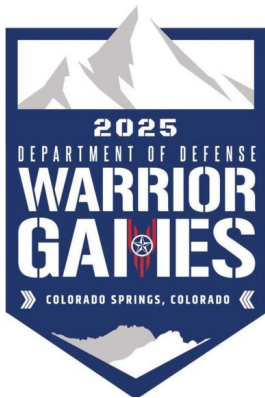
Hometown: Pensacola, Florida

Rhoda Bargas served on active duty Air Force, Reserves and Air National Guard throughout her 24-year career. She grew up in the Philippines, living in a “stilt hut made of wood, bamboo and palm leaves.” She emigrated to the U.S. at 7-years old and knew that she wanted to serve in the Armed Forces. “I was most proud just to serve this great nation like my stepdad,” she said. “I wanted to be just like him and be able to see myself the way I saw him; as a Patriot and a hero!” She has played for the San Diego Sunfire in the Women’s Professional Football League and later ran in the USAF Marathon in 2019. “I would emphasize that adaptive sports and the Warrior Games are so much more than just athletic events, they are vital tools in the recovery and reintegration of wounded warriors. These programs provide purpose, motivation, and a sense of belonging that many of us lose after being wounded or transitioning out of active service. Adaptive sports help us rebuild confidence, manage stress, and find healthy ways to cope with both visible and invisible wounds.”

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CURTIS BELEW



Rank: SSgt

Service Status: Veteran

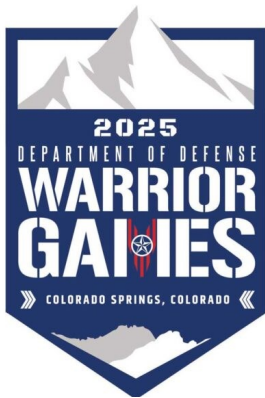
Hometown: Grant's Pass, Oregon

Curtis served as an Explosive Ordnance Disposal team leader with over nine years of experience managing and supervising teams of highly-trained technicians. He attended his first AFW2 event in November 2023 as part of Warrior Care Month recognition where he became an AFW2 mentor to help other Wounded Warriors in need. He uses adaptive sports to maintain his morale during his on-going recovery and looks forward to competing as part of Team Air Force. "I've had a pretty difficult time trying to accept that I'm not the same as I used to be. The AFW2 Program helped me to be able to find new ways to find a new normal, re-spark my competitive spirit, and open my eyes to the fact that I don't have to deal with my issues alone."

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KEITH BENNETT III



Rank: SrA

Service Status: Active Duty

Hometown: Greenfield, Ohio

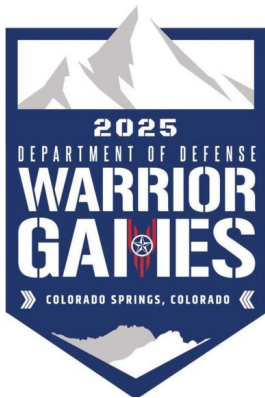
Current Location: Barksdale AFB, Louisiana

Keith joined the Air Force in 2022, serving as an Aerospace Ground Equipment technician. He said he was extremely proud to work on the ground power units for B-52s, providing lethal air power around the globe. In 2022, during his first year in the AF, he was hit and ran over by a truck; a situation he says “changed the whole direction” of his life. While it took him away from his primary job, he still maintains a positive mental mindset, evident in how he views recovery. His personal philosophy on recovery he says, “is all about resiliency, adaptability, and maintaining a positive mindset. After my accident, I faced significant physical and mental challenges, but I discovered a remarkable inner strength within myself. I embraced adaptive sports and redefined my goals, which has been crucial in my journey. I focus on keeping a good headspace and celebrating every achievement, no matter how small, because I believe mental health is just as important as physical recovery.”

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ANDREW BERGDORF



Rank: TSgt

Service Status: Active Duty

Hometown: Clinton, Ohio

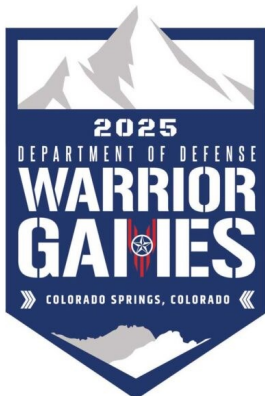
Current Location: Fairchild AFB, Washington

Andrew joined the Air Force in 2006, working as an Electrical Power Production Technician. He is currently the NCOIC of his shop at Fairchild Air Force Base, Washington. His proudest memory of his time in the military was during a deployment where he aided Western Poland in setting up an aircraft arresting system. He has participated with AFW2 in the past and says, “this program opens your eyes to many different ways to recovery; both physically and mentally. I have personally seen sports, music, and art help many recovering service members within the AFW2 family.”

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CHRISTOPHER BORLAND



Rank: MSgt

Service Status: Active Duty

Hometown: Colorado Springs, Colorado

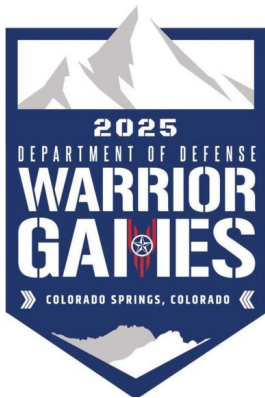
Current Location: Peterson SFB, Colorado

Christopher joined the Air Force in 2007, starting his career as an Airman, and transitioned to the United States Space Force and is stationed at Peterson AFB, Colorado. His proudest career moment was leading people through the pandemic despite dealing with his own wounded warrior struggles. Chris is a dad of “two amazing boys” and has earned the title of “#1 Dad” seven years in a row in a league where he earns selection to “All-Dads First Team.” While this is his first time competing for Team Air Force, he says, “Adaptive sports and Warrior Games are invaluable tools for recovery, connection, and recharge that cannot be replicated anywhere else. These programs save lives. It’s as simple as that.”

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RACHEL BRUMMOND



Rank: Captain

Service Status: Veteran

Hometown: Omaha, Nebraska

Rachel commissioned into the Air Force in 2017, serving as a Warfighter Communications Operations Officer. This is her first time competing with Team Air Force which can be daunting if you've never seen the playing field before. Luckily, she has a positive mental attitude and maintains that positivity despite hurdles ahead of her. She says, "Giving yourself grace is just as important as giving grace to your loved ones. Part of recovery includes setbacks, but it's important not to let those bring you down. It's important to celebrate each milestone and acknowledge the progress that's being made."

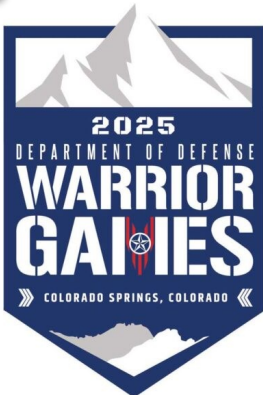
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-Jon Stewart

BRANDON CLEMENT



Rowing Team Captain



Rank: TSgt

Service Status: Active Duty

Hometown: Cochran, Georgia

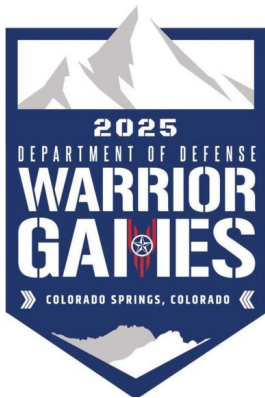
Current Location: Laughlin AFB, Texas

Brandon joined the Air Force in 2011 working as a radiology technician. He is currently a Medical Ancillary Flight Chief at Laughlin AFB, Texas. Brandon also had the honor of serving on the US Air Force Honor Guard Drill Team, representing his Air Force at events around the globe. This is his first time representing Team Air Force at the DOD Warrior Games, but his positive mental attitude and personal faith gives him a leg up on his competition. He was succinct when asked about his personal philosophy for training and recovery, saying, "I didn't give up."

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MADISON COLE



Rank: SrA

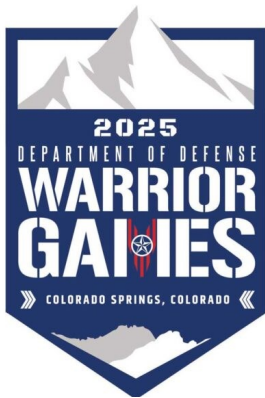
Service Status: Veteran

Hometown: Waco, Texas

Madison joined the Air Force in 2016, serving as a personnelist until her medical retirement in 2024. She served on the Eglin AFB Honor Guard, dedicating over 800 hours to the program, representing the Air Force and Eglin AFB while rendering military funeral honors for fallen service members in Florida and Alabama. Madi has been working with her fellow athletes and coaches to prepare for competition as this is her first time representing Team Air Force at the DOD Warrior Games. Her drive and enthusiasm promise to further amplify the success the other members of the team will bring to the games.

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-Jon Stewart



Rank: SrA

Service Status: Active Duty

Hometown: Yorktown, Virginia

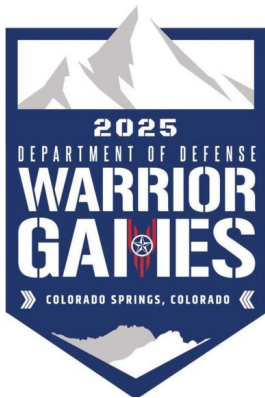
Current Location: Joint Base Langley-Eustis, Virginia

Peter enlisted in the Air Force in 2022, serving as a power production specialist. Prior to enlistment in the Air Force he worked as a photo advisor for the Alibaba Group and is an award-winning photographer for Getty Images. He's had bylines in TIME, the Wall Street Journal and the Guardian among others. This is his first time competing with Team Air Force and he looks forward to highlighting how adaptive sports works as part of his recovery plan.

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THOMAS DEATON



Rank: TSgt

Service Status: Veteran

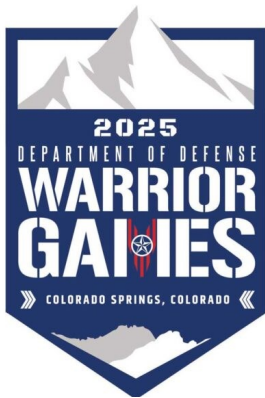
Hometown: Summerville, South Carolina

Thomas joined the Air Force in 2003 serving as an airlift and special mission aircraft maintainer and an officer accessions instructor. Thomas currently serves as a ROTC training instructor at The Citadel in Charleston, South Carolina, training potential new Air Force and Space Force officers. This is Thomas' first time competing with Team Air Force and says, "Adaptive sports has allowed me to start my recovery even though I'm still injured. The only thing I would ask is that DoD think about the timeline and understand Warriors start treatment, surgery, rehab after retirement so allowing warriors to compete in Warrior Games after recovery could motivate them to continue to stay connected and involved."

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CHRISTOPHER DOROUGH



Rank: LtCol

Service Status: Active Duty

Hometown: Kaufman, Texas

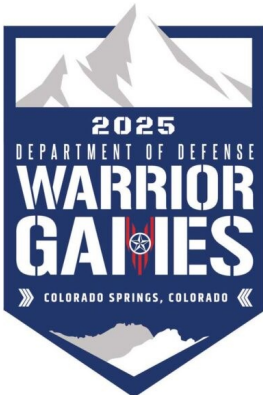
Current Location: Joint Base Anacostia-Bolling, D.C.

Christopher commissioned into the Air Force in 2002, serving as a pilot on the C-12. He says his proudest career highlight is, "Flying all over the world, leading aircrews into combat, and representing the United States as a military attache." Now he gets to represent Team Air Force, and while it's his first time at Warrior Games, he says, "This isn't just some feel-good program for broken airmen on their way out of the military. This, first and foremost, is a retention program that keeps airmen in the fight and on the line. It helps airmen recover from challenging circumstances, and equips them so that they are often stronger, more resilient, and better leaders capable of sustaining successful careers."

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BRANDON DUENAS



Rank: SMSgt

Service Status: Active Duty

Hometown: Barrigada, Guam

Current Location: Pentagon, D.C.

Brandon enlisted in the Air Force in 2002, serving as a Security Forces Defender. He currently works at the headquarters level at the Pentagon. In talking to Brandon, you find that he waited years to address his on-going struggles, finally seeking help. No matter how long it took though, Brandon has found excitement in this new path, saying, "Having the opportunity to meet, learn, and grow with these amazing warriors has been an amazing experience. AFW2 provides so many opportunities to better yourself to live a fulfilling and complete life which we all deserve." This is Brandon's first time representing Team Air Force at the DOD Warrior Games and wanted to let other wounded warriors and fellow Airmen/Guardians know: "We all deal with our personal battles and the road to recovery is not the same for everyone. Seek help to determine your path and pace to overcome your barriers to happiness."

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TINA DUNBAR

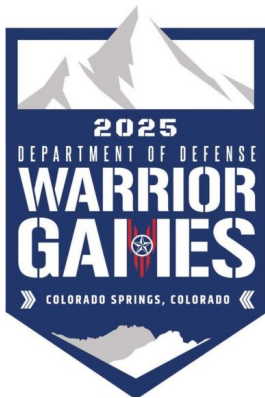


Rank: SSgt

Service Status: Veteran

Hometown: Anchorage, Alaska

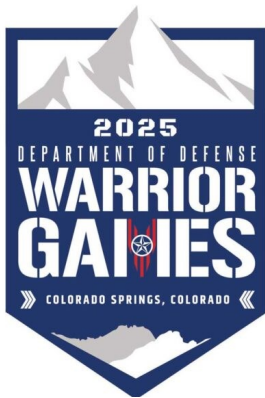
Tina joined the Air Force in 2012, serving as a Security Forces Defender. She had her first real taste of adaptive sports in 2024, during an AFW2 event in recognition of Warrior Care Month. During that event, she made it clear she would come back and try out for Team Air Force and make it. Well, that is exactly what she did. She said, “This is the best thing that has happened to be because, after everything that happened to me, I never realized how much I missed sports and the community that comes with. That really can save your life.” Tina is firmly convinced that her and her teammates will hold their own against the other services.



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-Jon Stewart

JUSTIN ESTES



Rank: Capt

Service Status: Veteran

Hometown: West Point, Mississippi

Justin commissioned into the Air Force in 2016, earning his wings as an MQ-9 Reaper pilot. Justin, like many other recovering service members, never thought for a second he would find himself enrolled in a Wounded Warrior Program. He says, "I joined Wounded Warrior with low expectations that I would enjoy it or it would be helpful, but it has exceeded my expectations by far. Meeting other people who are and have gone through medical boards has been amazing. I have learned a lot from their experiences and my outlook on life has been boosted from their words. In addition, it has helped me physically by providing the opportunity for sport competitions which has given me a reason to train and recover."

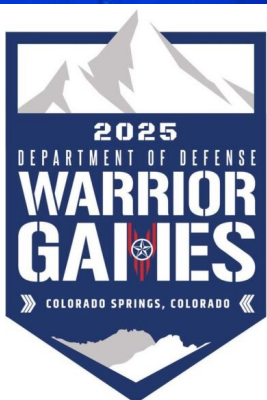
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WOUNDED WARRIOR
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JUSTIN FINSLEY



Rank: LtCol

Service Status: Veteran

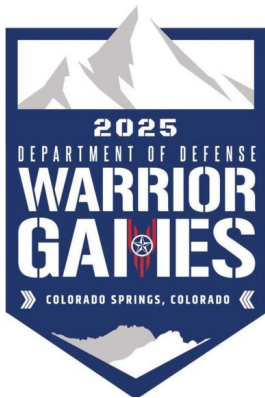
Hometown: Albufeira, Portugal

Justin commissioned into the Air Force in 2001, earning his wings as an MQ-9 Reaper pilot. Multiple combat deployments led to a diagnosis of PTSD in 2022 after years of dealing with increased symptoms. Justin tried out for Team Air Force in 2024, but did not make the team which only fueled his desire to compete alongside his fellow recovering service members. He has been training for a year and says, "I wish I could have used this program sooner. It helped me significantly find the help and resources I needed for recovery. Without the program I would not have started to engage in sports, music, and art at my current level."

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JESSICA GARCIA



Rank: TSgt

Service Status: Active Duty

Hometown: Minneapolis, Minnesota

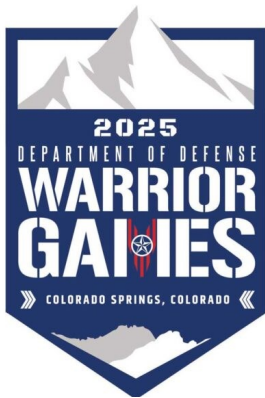
Current Location: Joint Base San Antonio-Randolph, Texas

Jessica Garcia joined the Air Force in 2008 as a Security Forces Defender, and currently serves as a Paralegal at Joint Base San Antonio-Randolph, Texas. Jessica is seen as a “Stellar troop” performing well beyond her peers. She was even recognized as the first female in the Security Forces to earn the “Top Physically Fit” award at an Advanced Combat Skills Competition. Her tenacity led to her being the first member of her family to graduate high school and get accepted into college for a soccer scholarship. She said, “I felt that I led by example in demonstrating to my siblings and family that there is no limit to what they can do.” Jessica does not let her illness define her, and says, “They remind me that if I am capable of giving more, then I should give it my all and not cheat myself out of my purpose and gift in life.”

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DEMARCUS GARRETT



Rank: SSgt

Service Status: Reservist

Hometown: Dallas, Texas

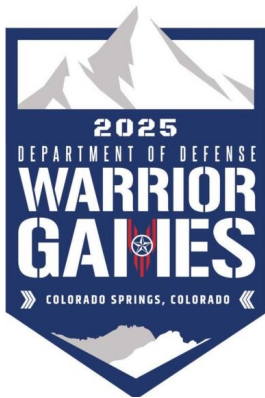
Current Location: Niagara Air Reserve Station, New York

Demarcus joined the Air Force in 2010, serving as a Security Forces Defender. He competed in the 2019 DOD Warrior Games, leading the Wheelchair Rugby team to Gold in it's very first inclusion in Warrior Games. During his career, Demarcus served as the lead training for the Whiteman AFB Honor Guard. His efforts lead to a complete revamp of the training program, leading to 100% proficiency for all members of the team. His focused professionalism during military honors for 30 funerals and 28 special events ensured top notch memorials to fallen vets, honoring their selfless service.

"Warrior Games symbolizes the resiliency and dedication of each warrior, and the tens of thousands of others they represent. Their fearless approach to recovery, and refusal to be defined by their worst day, is inspirational."

-Jon Stewart

RYAN HINES



Rank: MSgt

Service Status: Active Duty

Hometown: Clearwater, Florida

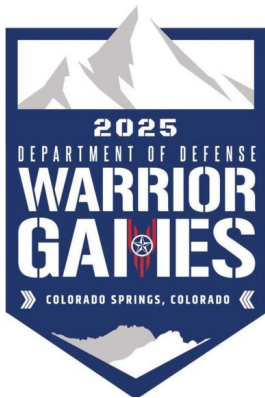
Current Location: MacDill AFB, Florida

Ryan joined the Air Force in 2004, serving as a Fuels Distribution Specialist. He received a Purple Heart for wounds received in 2011, but did not let that incident derail his career. In the years following, he continued to show his leadership capabilities, using his experience in combat to inform decisions made during later deployments. Ryan is a Mission 22 Ambassador and inducted into the National Purple Heart Hall of Honor for his work with veteran suicide. This is his first time representing Team Air Force at the DOD Warrior Games and we cannot wait to see his record of PRs throughout the competition.

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-Jon Stewart

TREY IACOVELLI



Rank: SrA

Service Status: Veteran

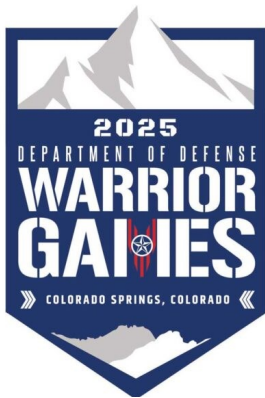
Hometown: Bluffton, South Carolina

Trey joined the Air Force in 2019, serving as a Tactical Aircraft Maintenance Crew Chief on F-16's. He learned, as part of his recovery, that progress is a journey; not a race. Trey follows the ideals of patience, persistence, and a positive mindset to maintain focus; celebrating even the smallest victory to ensure he does not lose enthusiasm for forward progress. When asked about Warrior Games he said, "I would tell DoD leadership that adaptive sports and the Warrior Games are vital for wounded warriors' recovery, offering physical and mental healing. While we may be competing against each other, representing our branch, we are all one team healing together."

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-Jon Stewart

ALEKSANDR ILIN



Rank: CMSgt

Service Status: Veteran

Hometown: St. Petersburg, Russia

Aleksandr joined the Air Force in 2001, serving as an Airborne Cryptologic Linguist. Throughout his career, Aleksandr excelled, earning accolades including Honor Guard Drill Team Member of the Year, NCO of the Quarter, and Guardsman of the Year. When asked about what he was most proud of from his career he said, "Overcoming all the odds stacked against me to make the highest enlisted rank." In commenting on AFW2 he said, "The resources and knowledge of this organization is amazing. The people you meet will definitely help you along the way to get you where you need to be. It's a big family. Everyone is welcomed in."

"Warrior Games symbolizes the resiliency and dedication of each warrior, and the tens of thousands of others they represent. Their fearless approach to recovery, and refusal to be defined by their worst day, is inspirational."

-Jon Stewart

ANDREA INMON



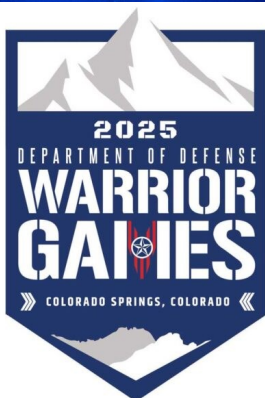
Rank: CMSgt

Service Status: Veteran

Hometown: Fremont, Wisconsin

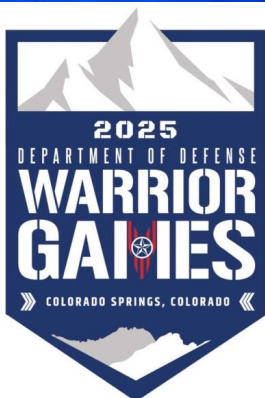
Chief Master Sgt. Andrea Inmon holds the status as the first female boom operator in the Active Duty Air Force. She saw this as a milestone, both personally and for other women in the Air Force. "I want them to know anything is possible," she said. "You have to put your mind to it and work hard for what you want and don't take 'no' for an answer." This is Andrea's second time competing on Team Air Force and she looks forward to highlighting how adaptive sports has helped in her recovery.

Powerlifting Team Captain



"Warrior Games symbolizes the resiliency and dedication of each warrior, and the tens of thousands of others they represent. Their fearless approach to recovery, and refusal to be defined by their worst day, is inspirational."

-Jon Stewart



Rank: SMSgt

Service Status: Active Duty

Hometown: Honolulu, Hawai'i

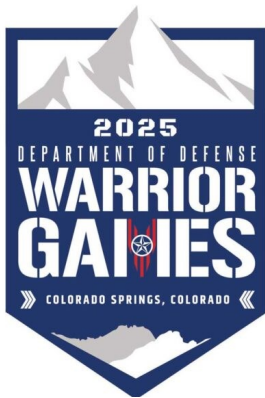
Current Location: Joint Base Andrews, Maryland

Aaron joined the Air Force in 2002 serving as an Explosive Ordnance Disposal Technician. Multiple deployments to Iraq and Afghanistan starting in 2008 led to combat-related PTSD, with loss of teammates taking a significant toll on him mentally. Despite dealing with the symptoms of PTSD caused by cumulative trauma, Aaron went on to continue serving his country in an exemplary fashion. In addition to continuing to work in the EOD community he added instructor duties to his resume and finally went on to become a First Sergeant, proving it is possible to serve while still managing symptoms of PTSD. In 2022, he was able to maintain a 4.0 GPA towards his Graduate Degree, earning a spot on the President's List, a prestigious honor roll recognizing the top students in their area of academic achievement. He is using adaptive sports as part of his personal road to recovery and looks forward to representing Team Air Force.

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-Jon Stewart

JEREMY MAPALO



Rank: CMSgt

Service Status: Active Duty

Hometown: Converse, Texas

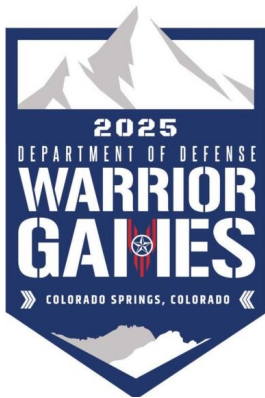
Current Location: Holloman AFB, New Mexico

Jeremy joined the Air Force in 2000, serving as a Security Forces Defender. He is currently serving as the Senior Enlisted Leader at Holloman AFB, New Mexico. He wants people to know, that as a wounded warrior, he will continue to break the stigma, while building awareness to anyone hiding behind a mask, to give the Air Force Wounded Warrior Program a chance. He said, "Getting involved in AFW2 is important for both warriors and those supporting the program. Warriors can benefit with the holistic recovery support, personalized case management, career and transition assistance, community and connection, empowerment through adaptive sports and resiliency programs. Caregivers, volunteers, and leaders can benefit by fostering a culture of care, enhancing wing readiness, learning and advocating for opportunities."

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-Jon Stewart

ADRIAN MARTIN



Rank: TSgt

Service Status: Veteran

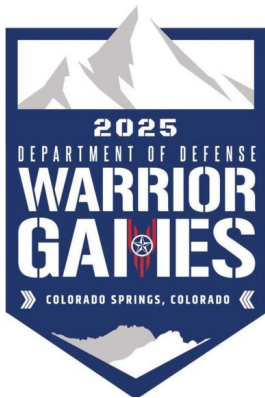
Hometown: Lima, Ohio

Adrian joined the Air Force in 2009, serving as an Aircraft Fuel Systems Craftsman. He delivered over 2K hours of instructional hours to 197 maintenance technicians across five Major Commands and foreign allied nations. This is Adrian's first time competing for Team Air Force and the coaches and staff can't wait to see how making PRs in his sports will effect his long-term resiliency!

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-Jon Stewart

CARLOS MCDOWELL



Rank: SrA

Service Status: Active Duty

Hometown: Sumter, South Carolina

Current Location: Joint Base Elmendorf-Richardson, Alaska

Carlos joined the Air Force in 2021, serving as a Security Force Defender at Joint Base Elmendorf-Richardson, Alaska. He attended his first event with AFW2 in November 2024, during the annual Warrior Care Month recognition event. He worked closely with coaches and fellow recovering service members, embracing adaptive sports as part of his recovery. A few short months later he tried and earned a slot on Team Air Force.

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-Jon Stewart

TONIA MIRANDA BANKS



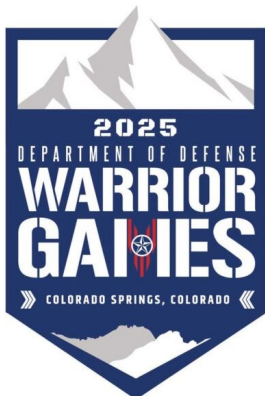
Rank: MSgt

Service Status: Active Duty

Hometown: Lisbon, Portugal

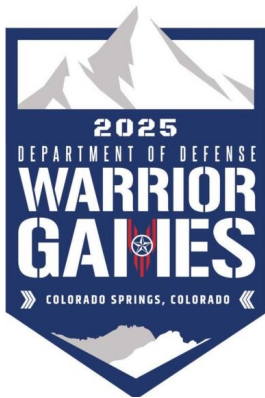
Current Location: Barksdale AFB, Louisiana

Tonia joined the Air Force in 2008, working with aircraft cargo. She is currently stationed as a First Sergeant at Barksdale AFB, Louisiana, a position she says that makes her most proud. She is training for her very first Iron Man (70.3) in September, which may seem daunting for many, but according to Tonia, "As an athlete, not being able to perform how I used to prior to my illness was hard to cope with at first, but I've found that having gratitude helped because I still got to start over and build myself back up with a group of people on that same journey."



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Rank: TSgt

Service Status: Active Duty

Hometown: Farmer's Union, North Carolina

Current Location: Joint Base San Antonio-Lackland, Texas

Wiley joined the Air Force in 2006, serving as a Contracting Specialist where he found the success of his Airmen his proudest achievement. He has attended a number of AFW2 events, learning about the different support programs available, including adaptive sports. He said, "Without this, I would not have had the tools to make my return to duty. Learning to adapt to my conditions and knowing I still have value were instilled in the adaptive sports clinics. My competitive fire was reignited and carried over to being a good NCO again."

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MICHAEL NALLEY



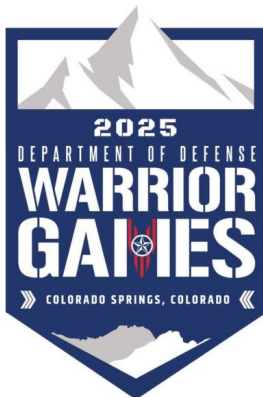
Rank: CMSgt

Service Status: Active Duty

Hometown: Crawfordville, Florida

Current Location: Goodfellow AFB, Texas

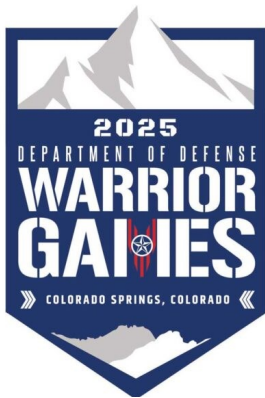
Michael joined the Air Force in 2001, serving as a firefighter. He is currently the Senior Enlisted Leader of the Fire Academy and is the only two-time winner of the DoD Fire Officer of the Year (2013/2023). He served as AFW2's traveling First Sergeant in 2024, keeping morale and discipline in check during our CARE events and adaptive sports workshops. Michael has been enrolled in this program since 2017 and says, "There has never been a leader that regretted letting their Airmen get involved." Michael was selected by his fellow teammates as Team Air Force's Captain!



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-Jon Stewart

COREY "CHAMP" NOWELL



Rank: MSgt

Service Status: Active Duty

Hometown: Miami, Florida

Current Location: Dover AFB, Delaware

Champ joined the Air Force in 2004, serving as an Outbound Cargo Technician. His proudest career moment was serving as a First Sergeant. He said, "Having the opportunity to mentor Airmen, help them navigate personal and professional challenges, and be a part of their milestones, whether it was overcoming adversity or celebrating promotions, was incredibly rewarding." He is representing Team Air Force at the Warrior Games for the first time but has a deep understanding of the impact adaptive sports, and events such as Warrior Games, can have on recovering service members. He said, "Adaptive Sports restores purpose, build confidence, and create community amongst competitors. Sports and fitness shifts the focus from limitations to possibilities, helping warriors reclaim their strength—physically, mentally, and emotionally. It's not just about competition; it's about connection, healing, and proving that recovery is possible so long as you work towards it."

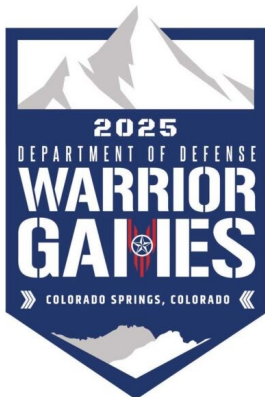
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-Jon Stewart

JASON OSTBERG



Swimming Team Captain



Rank: MSgt

Service Status: Active Duty

Hometown: Santa Anna, California

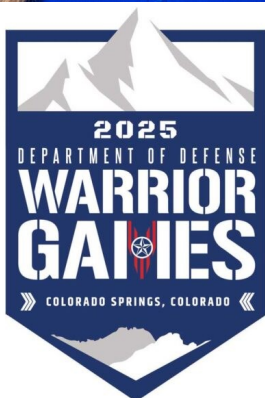
Current Location: Joint Base San Antonio-Lackland, Texas

Jason joined the Air Force in 2003, serving as an Explosive Ordnance Disposal Technician. Recent awards highlight his role integrating with the US Secret Service to serve as a counter IED lead; using his skills and expertise to provide protection for a 30-day detail at Trump Tower. Multiple deployments with the physical impact and psychological damage inherent in EOD work, lead to Jason seeking help with AFW2. Since his enrollment, he has actively sought out adaptive sports as part of his therapy, earning a coveted slot on Team Air Force for his very first DOD Warrior Games experience!

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-Jon Stewart

MORGANA PARK



Rank: SSgt

Service Status: Active Duty

Hometown: Blue Grass, Iowa

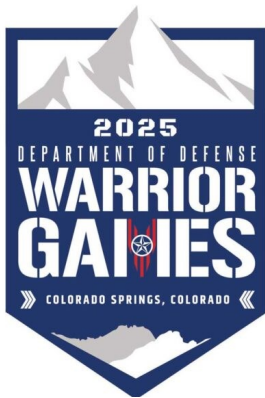
Current Location: Offutt AFB, Nebraska

Morgana joined the Air Force in 2018, serving as an Airborne Linguist. She is most proud of the work she did to be able to return to duty after her TBI but being an NCO was a close second. She said AFW2 helped her understand the importance of advocating for your needs. The lessons she learned helped her overcome her fears as she waited to find out if she would be able to return to duty. “I think for many of us, an injury or illness can remove you from the mission which is jarring,” she said. “Adaptive sports and Warrior Games helps provide a goal to work towards, as well as finding ways to stay active. I think both of these factors help service members transition back into normal life, whether that is in or out of service. Also, being surrounded by people who understand what you’re going through is a reminder that we’re never alone. I firmly believe this program saves lives.”

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-Jon Stewart

ALLISON SMITH



Rank: SSgt

Service Status: Veteran

Hometown: Peoria, Illinois

Allison joined the Air Force in 2019 after obtaining her Bachelor's Degree in Business Marketing. She decided she wanted a job that was more hands on so she enlisted as an Avionics Technician and worked in aircraft maintenance. In December of 2022, she was diagnosed with Multiple Sclerosis which impacted her ability to work in her primary career field. She's a big advocate for mental health and loves being able to help and be there for others. AFW2 allowed her to find light within her healing journey. It allowed her to connect with others and be apart of something greater than herself. She is beyond grateful for the program and wants to continue to spread awareness of how beneficial AFW2 is for both your mental and physical health. "Being able to compete alongside other service members from our other branches and countries and learning their stories and journeys has been the greatest blessing. I found my true passion for adaptive sports. I take that knowledge and help pass it down to other people in the program and throughout the community. This program changed my life for the better and means the absolute world to me."

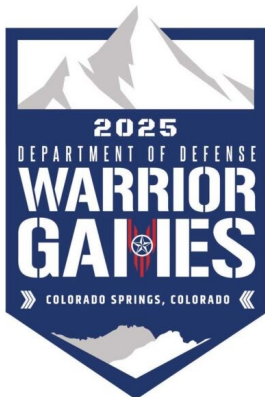
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-Jon Stewart

LYNDIE STARK



Field Team Captain



Rank: MSgt

Service Status: Reservist

Hometown: Reed City, Michigan

Current Location: Luke AFB, Arizona

Lyndie joined the Air Force in 2003, serving as an Aerospace Medical Technician. She served 6 years on active duty before transitioning to the Reserves, where she earned her Bachelor's Degree in Nutrition Science. Her experience as a wounded warrior began after a car accident in 2015. She said she really struggled and felt like she had lost parts of her identify. "I really floundered and was so angry," she said. "Through the adaptive sports program with AFW2, I learned that just because I can't run or play soccer any longer, doesn't mean I'm not still athletic."

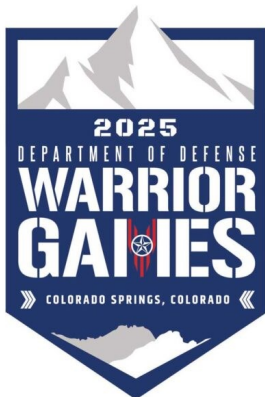
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-Jon Stewart

NICOLE STICKEL



Track Team Captain



Rank: TSgt

Service Status: Active Duty

Hometown: Allentown, Pennsylvania

Current Location: Joint Base Langley-Eustis, Virginia

Nicole serves in the Air Force as a Radiology technician, serving at Joint Base Langley-Eustis, Virginia as well as tours in Korea and Japan. She attended her first event with AFW2 in November 2023 during Warrior Care Month where she learned about the power of music as part of recovery. Seeing how fun adaptive sports looked drew her to come out for a coveted slot on Team Air Force. She plans on using her time at Warrior Games to really show everyone how much adaptive sports can help aid in recovery. "The ability to learn new sports and become stronger in other sports, have been life changing for me. Being able to connect with so many other wounded warriors who have gone through their own hardships makes me feel more seen. Connection through community and competition has made such a difference in my life."

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-Jon Stewart

HOUSTON THOMAS

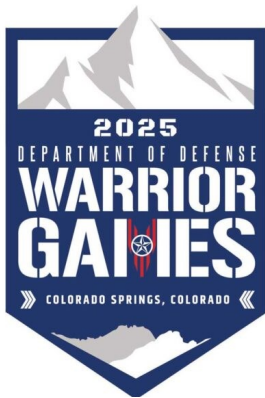


Rank: 1stLt

Service Status: Veteran

Hometown: Orlando, Florida

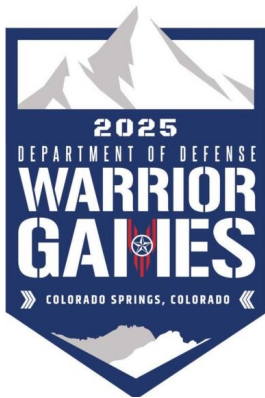
Houston enlisted in the Air Force as a Tactical Air Control Party member, later commissioning to be a TACP officer. He suffered life altering injuries during a training exercise in Guam that led to burst fractures in his vertebrae as well as decompression injuries that would further impact his quality of life. Despite these injuries he continues to persevere in his recovery, working hard to gain a coveted slot on Team Air Force. His positive attitude and motivational spirit are a testament to how he has been able to overcome the mental hurdles from an injury that left him paralyzed. Now he will highlight that spirit along with the power of adaptive sports in aiding with recovery.



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-Jon Stewart

SHANE TIFFANY



Rank: SrA

Service Status: Veteran

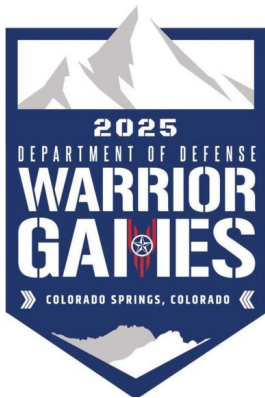
Hometown: Kennewick, Washington

Shane joined the Air Force in 2019, serving as an Aircraft Hydraulic System Specialist. He said his proudest career moment came when he was able to salve a disaster relief mission to Haiti following the devastating earthquakes there. He managed to find a bypass anomaly in a hydraulic pump pressure switch, fixing the problem so the aircraft could return to its mission. Shane says, being a wounded warrior involves so many different things. "For me, recovery has involved both mental and physical aspects. If I could talk to a wounded warrior, I would tell them that regardless of your disability, you can find new activities that bring you joy, even if you've lost the ability to do things you previously enjoyed."

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-Jon Stewart

CHRISTOPHER VISCONTI



Rank: TSgt

Service Status: Active Duty

Hometown: Brooklyn, New York

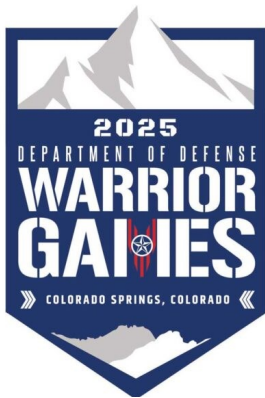
Current Location: Little Rock AFB, Arkansas

Christopher joined the Air Force in 2007, serving as an Aerospace Maintenance Craftsman. During a 2023 deployment, Christopher suffered a TBI after a fall, but despite those injuries he was able to immediately attend EMT school and pass. He says, "I attended many classes while still wearing a neck brace and was able to pass the national registry test the first try." This is Christopher's first time representing Team Air Force at the DOD Warrior Games and he says, "Recovery is nothing without the perspective of other people. So, while I'm here for the competition, I'm here more for the fellowship."

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-Jon Stewart

JESSICA YATES



Rank: MSgt

Service Status: Active Duty

Hometown: Ypsilanti, Michigan

Current Location: Fairchild AFB, Washington

Jessica joined the Air Force in 2005, serving as a Personnelist. She is the child of a first generation immigrant and says, “I am most proud of following in my father’s footsteps of joining the Air Force and completing the journey he never had the chance to.” Jessica, like so many other wounded warriors, chooses not to be defined by their injuries. While their uniforms may carry the memories and trauma they have experienced, she said it’s the way they continue to wear it that defines them. “I am not defined by my injuries,” she says. “I am limitless and this program has given me a sense of community and an outlet of inclusion, support and purpose.”

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







2025 WARRIOR GAMES SPORTS SCHEDULE

0630	0700	0730	0800	0830	0900	0930	1000	1030	1100	1130	1200	1230	1300	1330	1400	1430	1500	1530	1600	1630	1700	1730	1800	1830	1900	1930	2000	2030	2100	2130	2200																																
SWIMMING EVENT																SITTING VB FINALS						SVB MEDALS	WARRIOR GAMES PLAZA MEDALS												WARRIOR GAMES SEND-OFF																												
ARCHERY DAY 2																SITTING VB DAY 1																																															
ARCHERY DAY 1																WARRIOR GAMES PLAZA MEDALS				WARRIOR GAMES FAMILY PROGRAM CELEBRATION EVENT																																											
TRACK EVENT																TIME MANAGEMENT 0700-1800	WC RUGBY FINALS																WC RUGBY MEDALS																														
FIELD EVENT																FIELD MANAGEMENT 0700-1800	WC RUGBY DAY 1																																														
PRECISION AIR DAY 2																ROWING EVENT										WARRIOR GAMES PLAZA MEDALS																																					
PRECISION AIR DAY 1																WARRIOR GAMES PLAZA MEDALS				WC BB FINALS																WC BB MEDALS																											
CYCLING ROAD RACE																WC BB DAY 1																																															
POWERLIFTING EVENT				POWERLIFTING MEDALS												WARRIOR GAMES KICKOFF																																															

PIKES PEAK : ELEV. 14114ft.

MANITOU INCLINE : ELEV. 8590ft.

NORRIS PENROSE : ELEV. 6050ft. 
1045 LOWER GOLD CAMP RD. 

COLORADO COLLEGE : ELEV. 6065ft.    
14 E CACHE LA POUDE ST.    

 **AUTREY FIELD : ELEV. 6059ft.**
210 E CACHE LA POUDE ST.

PIKES PEAK AVE.

UINTAH ST.

**E CACHE LA
POUDE ST.**

Important Locations

- Colorado Springs Airport: 7770 Milton E. Proby Pkwy.
- CommonSpirit Hospital: 2222 N Nevada Ave.
- UHealth Memorial Hospital Central: 1400 E Boulder St.

Parking is not provided, venues have specified lots or street parking.

THE ZEB FREE SHUTTLE:



SHUTTLE MAP & SCHEDULE



FLYING W. RACNCH ELEV. 6912ft.
3330 CHUCKWAGON RD.

I-25

GARRY BERRY STADIUM: ELEV. 6256ft.
2020 GLENN SUMMER RD.



N. UNION BLVD

CONSTITUTION AVE.

WG25

BY THE NUMBERS



NEED TO KNOW:

- 5 - Teams represent all service branches at The Warrior Games
- 11 - Number of adaptive sports offered at the Games
- 13 - Number of Warrior Games that have been produced
- 186 - Number of wounded, ill and injured warrior athletes will compete in 2025

Roughly **60,000** Active duty personnel are stationed in Colorado Springs at **6 military bases**



2200 Students attending Colorado College



COLORADO SPRINGS CO.

DoD WARRIOR GAMES
held in CO Springs



POPULATION of COLORADO SPRINGS:

478,961

Elevation of Denver:

5,280 FT.

Elevation of Colorado Springs:

6,035 FT.



Home to **5** State Parks and **3** Olympic and Paralympic Facilities

800 Medals
Awarded



1110 Volunteers -
that is enough
volunteers to **fill**
3.5 Boeing 777



7286 Feet of Bike Barricade Used



2024 NUMBERS

Maximum Weight Lifted (in lbs)



Fastest 100m Sprint

11.93 seconds



Longest Discus Throw

51.9m





RULES, REGULATIONS AND CLASSIFICATIONS HANDBOOK

JANUARY 6, 2025 RELEASE

**WARRIOR
GAMES**

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PREFACE

The Warrior Games were established in 2010 to showcase and celebrate the recovery and resiliency of our Nation's Wounded Warriors by introducing them to the world of competitive adaptive sports. Sponsored by the U.S. Olympic Committee in Colorado Springs, Colorado, the inaugural Warrior Games hosted approximately 200 Wounded, Ill, and Injured Service Members. Under the auspices of the U.S. Department of Defense (DOD), the Warrior Games have expanded in size and scope with athletes competing in events across the sports of Archery, Cycling, Indoor Rowing, Powerlifting, Shooting, Swimming, Track, Field, Sitting Volleyball, Wheelchair Basketball, and Wheelchair Rugby.

GENERAL RULES

1 Rules, Regulations, and Classifications Overview

1.1 Foundation

- 1.1.1** The Warrior Games Rules, Regulations, and Classifications are inspired by relevant national and international sports federations with reasonable adjustments made that underpin the recovery objectives of the Warrior Games.
- 1.1.2** All athletes, coaching staff, AOs (Action Officers) or other Service Team representatives, sport officials/referees/judges, and Sport Competition Managers must be intimately knowledgeable with their respective sports' adaptive/para-class Rules, Regulations and Classifications.
- 1.1.3** It must be universally understood by all that the Warrior Games Rules, Regulations, and Classifications do not fall under the governance, oversight, or purview of these entities.
- 1.1.4** The Warrior Games is not a qualifying event for any national or international events; its primary purpose is to celebrate, accelerate or maintain the physical, psychological and/or social recovery of the athletes taking part.

1.2 Governance

- 1.2.1** The Warrior Games Rules, Regulations, and Classifications:

...are exclusive to this event.

...establish specific guidance on additions, modifications, and retractions of sport governing entity Rules, Regulations, and Classifications.

...are crafted to mitigate the risk of injury and maximize athlete participation in multiple sports.

...are designed to accommodate the diverse wounds, injuries, or illnesses that Uniformed Services athletes have sustained while serving our Nation.

...were written in collaboration with the DOD Uniformed Services and U.S. Special Operations Command (USSOCOM) Warrior Care Program Directors and their Military Adaptive Sports Action Officers.

...are maintained by TRADOC.

1.3 Application

- 1.3.1** The term "Service Team" is used to identify Warrior Games Teams within the DOD Uniformed Services.
- 1.3.2** The Warrior Games Rules, Regulations, and Classifications serve as the official handbooks for participating Service Teams in support of their athlete selection and training processes.
- 1.3.3** DOD Service Teams are composed of both Military athletes who are either currently enrolled in or have gone through their respective Uniformed Service's Recovery and Care programs prior to their date of retirement or separation.

2 Service Team Composition

2.1 Service Team Size and Military Status

- 2.1.1** The Service Team allotment is up to forty (40) registered Active Duty athletes.
- 2.1.2** To be considered Active Duty, Service members must be an active member of the Regular, Reserve or National Guard Components, or placed on the Temporary or Permanent Disabled Retired (PDRL/TDRL) list no earlier than 1 year prior to the day that the athletes depart the Games. For those on the PDRL/TDRL, a copy of the service member's DD-214 M4, or other appropriate documentation demonstrating the service member's separation date and separation type must be submitted with the registration.

3 Athlete Selection Criteria

3.1 Athlete Eligibility

- 3.1.1** Athletes are allowed to compete a maximum of two times in the Warrior Games.
- 3.1.2** As an exception to **General Rules 3.1.1**, each Service Team is allowed to grant up to four athletes an extension beyond the two-time participation limit, permitting them to compete up to two additional times, for a total of four participating years.
- 3.1.3** Exceptions allowing an athlete to compete more than four times, as outlined in **General Rules 3.1.2**, must be requested by the Service Team Lead in writing and is subject to approval by the DoD Warrior Games Director. The request must be submitted prior to the close of registration outlined in **Appendix A**.
- 3.1.4** The 2023 DoD Warrior Games Challenge will NOT count towards athlete participation limits.
- 3.1.5** Athletes who have achieved any of the following standards/criteria at the time of registration for the Warrior Games are ineligible to compete within the sport(s) for which these criteria apply:
- A current/former athlete on a National Team.
 - A current/former athlete on a Professional Sports Team.
 - A current/former athlete who has represented their nation, country, federation, or foreign state in a sport(s) in any Olympic or Paralympic Games, World Championship, and/or Continental Championship such as ParaPan or PanAm Games.
- 3.1.6** Athletes who are ineligible to compete in a Warrior Games sport(s) In Accordance With (IAW) **General Rules 3.1.5**, may compete in any other sport(s).

3.2 Athlete Sport Participation

- 3.2.1** Athletes may compete in a maximum of five individual sports and any/all team sports.
- 3.2.2** Ultimate Champion (UC) athletes are exempt from the five individual sport restriction established in **General Rules 3.2.1**. There is no restriction on the number of sports a UC athlete may compete in; however, they must still adhere to the start rights and competition participation limits defined within each sport event outside of the eight UC required events.

4 Service Team Sport Start Rights

4.1 Ultimate Champion (UC)

- 4.1.1** Each Service Team is allotted two (2) UC athletes.
- 4.1.2** UC athletes must adhere to the start rights and competition participation limits defined within each sport event outside of the 8 UC required events IAW **Ultimate Champion 1.1.1**.

4.2 Archery

- 4.2.1** Each Service Team is allotted eight (8) athletes for STANDING Compound.
- 4.2.2** Each Service Team is allotted eight (8) athletes for STANDING Recurve.
- 4.2.3** Each Service Team is allotted eight (8) athletes across SEATED CHAIR Compound, SEATED CHAIR Recurve, and VI Archery (Compound/Recurve); start rights cannot exceed four (4) athletes in any one of these three (3) categories.

4.3 Cycling

- 4.3.1** Each Service Team is allotted six (6) athletes per gender, per classification, per event competition (cycle type).

4.4 Field

- 4.4.1** Each Service Team is allotted six (6) athletes per gender, per classification, per event competition.

4.5 Indoor Rowing

- 4.5.1** Each Service Team is allotted fourteen (14) athletes per competition.

4.6 Powerlifting

- 4.6.1** Each Service Team is allotted ten (10) athletes.

4.7 Shooting

- 4.7.1** Each Service Team is allotted twenty (20) athletes.

4.8 Sitting Volleyball (SVB)

- 4.8.1** Each Service Team is allotted seventeen (17) athletes.

4.9 Swimming

- 4.9.1** Each Service Team is allotted six (6) athletes per gender, per classification, per event competition.

4.10 Track

- 4.10.1** Each Service Team is allotted six (6) athletes per gender, per classification, per event competition.

4.11 Wheelchair Basketball (WCB)

- 4.11.1** Each Service Team is allotted fifteen (15) athletes.

4.12 Wheelchair Rugby (WCR)

4.12.1 Each Service Team is allotted fifteen (15) athletes.

5 Athlete Registration, Changes, and Substitutions

5.1 Athlete Registration

- 5.1.1** Service Team athlete registration will be conducted IAW **Appendix A**.
- 5.1.2** The Action Officers (AOs) will register their **40-athlete** teams by sports, classifications, and individual/team competitions with the following team event exceptions:
- Archery Compound Teams
 - Archery Recurve Teams
 - Indoor Rowing Relay Teams
 - Swimming Relay Teams
 - Track Relay Teams
 - Athletes in the team events listed above must have taken part in their respective individual event
- 5.1.3** There will be no athlete alternates provided during the registration process above the allotted **40-athlete** submission; alternates are managed internally by each Service Team.
- 5.1.4** For team sports registration purposes, the required 15 or 17 names respectively will be submitted on the official roster IAW **Appendix A**.

5.2 Athlete Registration Changes

- 5.2.1** Athlete registration changes may be made up until the closing of the initial registration window outlined in **Appendix A**.
- 5.2.2** Athlete registration changes must adhere to the start rights and event/competition participation limits defined within each sport's rules.
- 5.2.3** It is understood that emergent situations may require substitutions after established deadlines. All requested changes will be situation-driven and approved or denied on a case-by-case basis provided they do not adversely affect a sport event's Run of Show. Athlete registration changes after the initial registration deadline outlined in **Appendix A** must be submitted by an AO through a Request for Information (RFI) Tracker in Smartsheet.

5.3 Warrior Games Sport Event Management and Operations

- 5.3.1** A draft of the sport competition schedule (heats, relays, flights, etc.) will be provided NLT one (1) day prior to the associated Sport Technical Meeting, so the AOs and Head Coaches have time to review.
- 5.3.2** The Sport Technical Meeting will be held NLT two (2) days prior to the start of the sport event. The exact time for each Sport Technical Meeting will vary depending on other Run of Show requirements. The primary attendees include the Sport Competition Manager, the AOs or their appointed representative, the Sport Head Coach(es), Lead Classifier or their representative, and the Sports Director. This is not an "all hands" meeting; only key and essential personnel related to the meeting tasks-at-hand are authorized to attend.
- 5.3.3** The Sport Technical Meeting is the final opportunity for each Service Team to verify or identify errors in the competition schedules (heats, relays, flights, etc.). The AO or service team representative will initial concurrence with competition schedules NLT the conclusion of the technical meeting.
- 5.3.4** The "official" sport competition schedules (heats, relays, flights, etc.) will be provided to the Service Teams NLT 24 hours prior to the start of the sport.

6 Athlete Classification

6.1 Athlete Classification Scope

- 6.1.1 The Warrior Games Classification System is sport-specific in which classification protocols such as testing impairments for flexibility, range of motion and/or strength, and functional observation are considered to ensure correct athlete classification specific to each sport.
- 6.1.2 When possible, athlete classifications will be determined prior to athlete registration and arrival at the Warrior Games and IAW established Warrior Games classification criteria. Accurate athlete classification is required to register athletes with IAW start rights criteria.
- 6.1.3 Athlete classification will be performed by professional personnel who possess certification or experience in adaptive sport classifications to include, but not limited to, Sports Medicine Physicians, Occupational or Physical Therapists, and Athletic Trainers. At the minimum, the Lead Classifier will possess a national-paralympic certification.
- 6.1.4 It is common for athletes to meet several classification categories in the same sport due to multiple injuries/impairments; an example would be an athlete with lower body, upper body, and visual impairments. This scenario is specific to athletes who are identified/exhibit impairments associated with polytrauma. An athlete identified as polytrauma will receive special consideration during their classification validation process by the Classification Team to ensure they can compete safely and fairly in their respective sport(s).
- 6.1.5 Athletes that are classified as visually impaired (VI) will typically compete in specific VI categories.
- 6.1.6 As an exception to **General Rules 6.1.5**, there is no VI specific category in Powerlifting or Indoor Rowing. For Indoor Rowing, if an athlete is classified as a VI athlete, that athlete may choose to compete in the VI specific category or class up into the 5.0 classification.
- 6.1.7 Once an Athlete has a declared and confirmed classification, the athlete will compete in their assigned classification in each sport.

6.2 Warrior Games Classification Team

- 6.2.1 The Classification Team is formally trained or possesses extensive experience in Paralympic, Warrior Games, and/or other adaptive sports classification systems.
- 6.2.2 The Classification Team is responsible for ensuring correct classification assignments for each athlete prior to the start of competition. If an error in the athlete sport(s) classification was made, the Classification Team, with approval from the Sports Director and notification to the AOs, reserves the right to change an athlete's sport classification at any time during the execution of the Warrior Games.
- 6.2.3 The final authority of athlete classification is the Classification Team.
- 6.2.4 Upon arrival at the Warrior Games, any athlete whose sport classification is unclear will require re-evaluation by the Classification Team.
- 6.2.5 Athletes that are classified virtually will require re-evaluation by the Classification Team upon arrival at the Warrior Games. There is no exception or appeal for this rule.
- 6.2.6 In the event an athlete's sport classification is officially changed before competition (NLT the Sport Technical Meeting):
 - 6.2.6.1 The athlete will be placed in the correct sport event by classification category without penalty to that Service Team's sport start rights.
 - 6.2.6.2 Service Teams will be allowed to substitute an athlete into the open sport competition

start right(s) vacated by the reclassified athlete under the following conditions:

- The substitution athlete must meet the substitution criteria for that sport competition(s) IAW **Appendix A**.
- A substitution can only be requested by an AO immediately upon notification of the classification change.
- During the registration period, the substitution must be requested and approved in the RFI Tracker.
- During the event period, the substitution must be requested and approved via the JOC prior to the Sport Technical Meeting.
- A substitution must not adversely affect that sport event's schedule and will be approved on a case-by-case basis through the JOC or in the RFI Tracker.

6.2.7 In the event an athlete sport classification is officially changed during competition due to a Classification Team decision or schedule error, the athlete's performance will be entered and tabulated against the results of the newly assigned event competition and/or classification category without penalty to that Service Team's sport start rights. Service Teams will not be allowed to substitute a registered athlete into the now open sport competition start rights vacated by the athlete with the sport classification change.

6.2.8 Questions or concerns regarding an athlete's sport classification must remain confidential and shall only be discussed directly with the Classification Team. All participants shall refrain from open discussions amongst athletes, coaches, team staff, or others not associated with the Warrior Games Classification Team until formal discussions and decisions are made.

7 Transgender Athletes

7.1 Transgender Competition Eligibility

7.1.1 These policies shall apply to all transgender, intersex, or non-binary athletes.

7.2 Transgender, Intersex, or Non-Binary Competition Eligibility

7.2.1 The following policies clarify the participation of transgender, intersex, or non-binary athletes when determining eligibility to compete in male or female gender-specific competitions.

7.2.2 The athlete's submitted medical documentation consisting of and not limited to medical/surgical office notes, medical/surgical procedure notes, hospital notes, pharmaceutical records, and laboratory/hormone level test records will be reviewed by the athlete's team physician and another team physician from a different service. Athletes will sign and submit an authorization to review medical documentation as part of the packet. Athletes will be notified if any additional information is needed for adjudication and must be submitted within the timeline listed in section IAW **General Rules 7.2.4**.

7.2.3 These two reviewing physicians will present a joint formal opinion and recommendation to the Warrior Games Chief Medical Officer (CMO) with a copy of the entire submitted medical packet. The athlete's team physician is responsible for submission of the joint opinion and records to the CMO. The Warrior Games CMO shall be the final decision authority on a transgender athlete's competition eligibility. Before making his/her decision, the Warrior Games CMO shall consider the joint formal opinion and recommendation of the two reviewing physicians and conduct his/her own, independent review of the athlete's medical documents.

7.2.4 Transgender, intersex, or non-binary athletes unable or unwilling to provide documentation of their transition will be asked to compete in his/her gender assigned at birth based upon their birth certificate. Transgender, intersex, or non-binary athletes must be identified with the correct transitioned categories by Service Teams at the time of registration in accordance with eligibility criteria listed below in **General Rules 7.2.2** and **General Rules 7.2.3**. The athlete's medical documentation must be turned into their respective team physician no earlier than 90 days and NLT 30 days prior to the competition start date.

7.2.5 Transgender Clothing and Facilities

7.2.5.1 Transgender athletes are required to wear the clothing assigned to the gender in which they are eligible to compete. Exceptions to policy may be granted after the medical documentation review stated in **General Rules 7.2.2** and **General Rules 7.2.3**.

7.2.5.2 When using single-sex communal changing facilities, athletes must use the facilities commensurate with their gender assigned at birth. Exceptions to policy may be granted after the medical documentation review stated in **General Rules 7.2.2** and **General Rules 7.2.3**.

7.2.6 Female to Male (FTM) Transition

7.2.6.1 FTM Transgender athletes who have undergone social transition only (defined as involving social, cosmetic, and legal changes without medical intervention) will compete in their gender assigned at birth.

7.2.6.2 Those who are transitioning from FTM and undergoing pharmaceutical treatment must compete in the male category. Whether the athlete is eligible to compete in the male category will be based upon the review and determination stated in **General Rules 7.2.2**. The athlete's medical documentation must be turned into their respective team physician no earlier than 90 days and NLT 30 days prior to the competition start date.

7.2.7 Male to Female (MTF) Transition

7.2.7.1 MTF Transgender athletes who have undergone social transition only (defined as involving social, cosmetic, and legal changes without medical intervention) will compete in their gender assigned at birth.

7.2.7.2 Those who transition from MTF are eligible to compete in the female category under the following conditions:

- MTF Transgender athletes must provide medical documentation proving they have completed pharmaceutical and/or surgical transition at least 24 months prior to competition. Athletes must also have two lab tests showing levels of testosterone at or below 5 nmol/L, the first of which must be submitted as part of the medical record. The second test must be at least 3 months apart and must be sampled within one month of starting competition. Eligibility to compete in the female category will be based upon the review and determination discussed in **General Rules 7.2.2** and **General Rules 7.2.3**. Lab values above 5nmol/L on the second test will disqualify an athlete from competing in the female category regardless of prior decisions made by the medical panel.
- The athlete has declared her gender identity as female. The declaration cannot be changed (for sport competition purposes) for the duration of the Warrior Games.

7.3 Intersex or Non-binary Identification

7.3.1 Athletes who are intersex or who identify as non-binary may compete in the male category. However, if the athlete wants to participate in the female category, then they must submit medical documentation pursuant to **General Rules 7.2.2** and testosterone testing pursuant to **General Rules 7.2.6.2**. The athlete will need to wear the clothing and utilize the facilities assigned to the gender in which they are competing after medical review.

8 Service Team Names, Colors, and Apparel

8.1 DOD Service Team Names and Colors

DOD SERVICE TEAM NAMES AND COLORS					
COLOR	ARMY	MARINE CORPS	NAVY	AIR FORCE	SOCOM
PRIMARY	BLACK	RED	NAVY BLUE	ROYAL BLUE	BLACK
SECONDARY	WHITE	WHITE	WHITE	WHITE	VEGAS GOLD

8.2 DOD Service Team Apparel

- 8.2.1 If an official sponsor provides apparel, DOD Service Team athletes are required to wear the official sponsor apparel issued to them by Warrior Games Operations for all sport competitions, ceremonies, and related events.
- 8.2.2 Service Teams should ensure that apparel does not restrict or inhibit the athlete from competing to their full potential.
- 8.2.3 DOD Service Team athletes must adhere to the standards assigned to their Service Team uniform color scheme IAW **General Rules 8.1**.
- 8.2.4 As an exception to **General Rules 8.2.1**, DOD Service Team athletes may wear additional clothing/other garments for religious reasons.
- 8.2.5 Athlete Bibs will be issued for Archery, Cycling, Shooting, Track and Field, and are required to be worn by the Athletes for the duration of the individual competitions.

8.3 Accidental Exposure

- 8.3.1 It is not uncommon for a Warrior Games athlete's sports apparel to not fit properly. A few examples are that it is too loose, too tight, or has been damaged during a competitive event. Athletes should be aware of any situation that could result in accidental exposure during competitive events. Should this plausible situation arise, AOs, or even the athlete may approach the Sports Director for guidance. The athlete's respective start time, heat, or firing order may be adjusted to allow them the appropriate time to correct the situation. These changes will be situation-driven and approved by the Sports Director or Competition Manager on a case-by-case basis.

9 Medals

9.1 Medal Award System

- 9.1.1** Medals are awarded to the 1st, 2nd, and 3rd place athletes for each individual sport competition.
- 9.1.2** Medals are awarded to the 1st, 2nd, and 3rd place teams in both relay and team sports competitions. Every athlete on a team will receive a medal. Relay and team sport coaches will not receive a medal.
- 9.1.3** Athletes competing in events with only one or two athletes will receive medals. There is no “minus 1 rule” in effect at the DOD Warrior Games.
- 9.1.4** Athletes who have been substituted into a team sports event (Sitting Volleyball, Wheelchair Basketball, and Wheelchair Rugby) will receive a medal.
- 9.1.5** Athletes unable to attend medal ceremonies may have a representative collect their medal(s).
- 9.1.6** The following VI Sport Assistants identified in **General Rules 10.1.1** are authorized or receive a medal with the athlete as they are an active part of the official competitive processes:
- VI Cycling Assistant (Tandem Pilot)
 - VI Track Assistant (Running Guide)
- 9.1.7** The following VI Sport Assistant identified in **General Rules 10.1.1** is not authorized to receive a medal with the athlete as they are not an active part of the official competitive process:
- VI Shooting (SH3) Competition Athlete Assistant
 - VI Archery Assistant (Sighting Support)
 - VI Indoor Rowing Assistant
- 9.1.8** Athlete(s) removed for disciplinary action from competition could be ineligible for a medal. The decision will be made by the Sport Director and protest committee for that sport IAW **General Rules 12.4.2** for that sport.

9.2 Ultimate Champions

- 9.2.1** Ultimate Champions will be awarded 1st, 2nd, and 3rd place medals following final calculation of their collected points earned in each individual competition IAW the **Ultimate Champion Scoring System Metrics Table** located in the **Ultimate Champion Rules; UC Sport Rules 2.1.1**.
- 9.2.2** When competing in any sport competition (individual and team), an Ultimate Champion will also be awarded a medal(s) if they place 1st, 2nd, or 3rd amongst every other athlete competing within the same sport/classification category.

10 Sport Assistants

10.1 Sport Assistant Authorization

10.1.1 Warrior Games athletes are authorized sport assistants; their roles, responsibilities, permissions, and restrictions vary from sport to sport. In addition to mobility and general support functions, specialized roles include but are not limited to:

- VI Archery Competition Athlete Assistant
- VI Cycling Competition Athlete Assistant (Tandem Pilot)
- VI Field Competition Assistant
- VI Indoor Rowing Competition Assistant
- VI Shooting (SH3) Competition Athlete Assistant
- VI Track Competition Athlete Assistant (Running Guide)

10.1.2 The following personnel may serve as a sport assistant:

- Registered Service Team Staff
- Coaches and Assistant Coaches
- Adult family members or friends (aged 18 or over)
- Non-Medical Attendants (NMA) and Primary Care Givers (PCG)
- Military personnel
- Federal employees
- Current or Former Warrior Games Service Team athletes
- Other contracted assets - with restrictions

10.1.3 Sport Assistants for Cycling and Track who fall into any of the conditions identified in **General Rules 3.3.1** are ineligible to serve as Sport Assistants for these sports.

10.1.4 Not all Warrior Games Athletes will be authorized a sport assistant, they must also meet the requirement(s) in **General Rules 3.1.1**. Sport Competition Manager will validate which athletes are permitted an assistant; this validation is typically supported by, but not limited to, the athlete's official sport classification categories, competition requirements, and/or their daily use of a wheelchair/assisted devices as a primary means of mobility and/or support.

10.1.5 Not every sport assistant identified within **General Rules 10.1.2** will be allowed into every venue's FOP. Some sport events will have very confined spaces; for safety reasons, the number of people that can be in the immediate vicinity of an athlete will be limited. An athlete's Head Coach and/or assistant coaches will have priority in sport assistant support duties in those events.

10.1.6 Sport Assistant FOP access will be managed by the Sport Competition Managers with oversight by the Sports Director. Athletes and their sport assistants must be recognizable as partners. Individuals serving as Sport Assistants will be identified in a manner/mechanism set forth by the Sport Competition Manager.

10.2 Sport Assistant General Roles, Responsibilities, Permissions, and Restrictions

10.2.1. Sport Assistants must be registered IAW the **Appendix A** timeline.

10.2.2. Sport Assistants may be specialized and participate in competitive processes with the athlete and/or provide mobility assistance with the athlete's movement in, around, and out of the

sport competition venue FOP.

- 10.2.3.** Once the athlete is in position and they are no longer actively engaged in their general support functions, the Sport Competition Manager may ask the sport assistant to exit the FOP if they are not in direct support of the competitive processes as authorized by sport.
- 10.2.4.** Unless authorized by sport-specific rules, a Sport Assistant is not permitted to touch an athlete during the competitive processes unless there is imminent risk of danger or a safety concern.
- 10.2.5.** Unless authorized by sport-specific rules, a Sport Assistant is not permitted to help, converse with, or coach an athlete during the competitive processes; however, cheering for and motivating an athlete is permitted in some sports.
- 10.2.6.** Additional details relating to a Sport Assistant's specific responsibilities, permissions, and restrictions are located within each **Sport Event's 5.1 Rules** as/if applicable.
- 10.2.7.** A Sport Assistant must not be a disturbance to/or interfere with other athletes.

10.3 Volunteer Support

- 10.3.1** Volunteers may provide general support during a Warrior Games Sport Event.
- 10.3.2** Volunteer roles, responsibilities, permissions, and restrictions are managed by the Sports Director and Sport Competition Manager.
- 10.3.3** Volunteers are not permitted to serve as a Sport Assistant.

11 Medical Considerations

11.1 Accessibility Requirements

- 11.1.1** Warrior Games Operations will accommodate all Service Team athletes, coaches, and support staff IAW their collected accessibility requirements. AOs are asked to ensure all special requirements are identified during the athlete registration process.

11.2 Athletic Taping, Authorizations, and Restrictions

- 11.2.1** Athletic taping is the process of applying tape directly to the skin to maintain a stable position of bones and muscles during athletic activity. Athletic tape may be applied to parts of an athlete's body to reduce pain, aid in recovery from overuse, and/or address a sports-related injury with the following provisions:

- 11.2.1.1** Use of athletic tape and/or small medical/bandages must be requested by an AO and approved by the Classification Team NLT the Technical meetings for Powerlifting, Shooting, and Swimming.
- 11.2.1.2** Athletes are not authorized to apply athletic tape to parts of their body and/or their competition- related equipment in a manner/mechanism that will provide an unfair advantage during any sport event competition.
- 11.2.1.3** Any use of athletic tape that is not IAW **General Rules 11.2**, or additional restrictions defined within every **Sport Event's 5.2 Rules** may result in the athlete's disqualification in that sport event.

11.3 Additional Support Padding

- 11.3.1** If an athlete is unable to maintain the required sitting position due to an anatomical impairment, an exception may be requested by an athlete's AO. The exception allows an athlete to use additional support padding as determined by their classification and/or impairment.
- 11.3.2** The Sports Director and Classification Team will validate the athlete's limitation(s); this validation will be based upon both the athlete's official sport classification as well as any challenges witnessed during practice. An exception will be approved on a case-by-case basis. A request for the use of additional support padding must be approved by the Classification Team NLT at the Sport Technical Meeting. Upon approval, additional support padding such as but not limited to additional foam, towels, strapping, and/or pillows may be added to ensure the athlete's safety, support, and stability requirements during the Sport Event without providing an unfair advantage.
- 11.3.3** The use of additional support padding without approval, or in a manner/mechanism that is not IAW **General Rules 11.3** may result in the athlete's disqualification in that sport event.

11.4 Ostomies

- 11.4.1** Ostomies may be for bowel (large or small) and/or bladder (urine); athletes are authorized to compete with an ostomy bag and rash guard provided that said medical device is securely fastened at all times to prevent spillage.
- 11.4.2** Similar torso coverings are authorized for medical reasons and must not provide flotation or competitive advantage in event competitions such as Swimming.
- 11.4.3** The Sport Competition Manager will be made aware of all devices in use within the FOP.

12 Athlete Sport Classification and Competition Protest Procedures

12.1 Service Team Action Officer

- 12.1.1** Each Service Team will designate an Action Officer (AO).
- 12.1.2** These designees are the only authorized personnel permitted to submit a protest.

12.2 Competition Questions and Concerns

- 12.2.1** Each Service Team will be allowed 10 protest credits to use throughout the duration of the Warrior Games. There are no restrictions on how many protests a Service Team may use per sport/event while protest credits exist. Should a Service Team exhaust their allotment of protest credits, they cannot use another Service Team's protest credits on their behalf. Protest credits once used, will be subtracted from the Service Team's allotment whether the protest was upheld or declined.
- 12.2.2** Athlete classification protests are not allowed during sport execution time frames. Each Sport Technical Meeting will be the last time to protest athlete classifications. After a Sport Technical Meeting adjourns, all athlete classifications related to that sport are final unless approved by the Classification Team IAW **General Rules 6.2.2**.
- 12.2.3** The use of protest credits is not required to protest athlete classifications at Sport Technical Meetings; consumption of protest credits only occurs during the sport competitions.

12.3 Protest Procedures

- 12.3.1** During the Warrior Games, in the event a sport question or concern arises, the AO or Head Coach may approach the Sport Information Liaison at the unofficial results table to discuss. The Sport Information Liaison and table location will be identified at the Sport Technical Meeting and may vary from sport to sport.
- 12.3.2** In the event a sport question or concern is not resolved by the Sport Information Liaison, an official written protest may be submitted by the AO.
- 12.3.3** Sport protests must be submitted on the Official Protest Form to the Sport Information Liaison NLT thirty (30) minutes after the official announcement of results of the sport competition event (i.e., heat, flight, race, game, etc.) in question.
- 12.3.4** At the time of receipt, the Sport Information Liaison will convene the Protest Committee appropriate decision-makers to review the protest and reach a prompt resolution. The Protest Committee will be comprised of the Sport Director and/or Competition Manager and other key individuals.
- 12.3.5** The Sport Information Liaison will inform the AOs of a decision immediately following the conclusion of the review.
- 12.3.6** Video review may be used as a means to settle a protest.
- 12.3.7** In the event of a sport protest, the Run of Show will proceed without interruption. An exception to this rule may be granted by the Sport Competition Manager if the protest directly affects the competition or Medal Ceremonies.
- 12.3.8** If/when necessary, official sport event results and awards will be corrected. If a sport protest impacts a qualifying round for team sports, protests will delay the qualifier if protests occur within a 15-minute window upon conclusion of the qualifying game. A protest must be solved by the Sport Protest Committee prior to starting any qualifying round.

13 Service Animals

13.1 Service Animal Rules

- 13.1.1** The following rules clarify the accompaniment of service animals with athletes and staff participating in the Warrior Games.
- 13.1.2** A service animal is defined as a dog that has completed individual training to do work or perform tasks for an individual with a disability. The task(s) performed by the dog must be directly related to the person's disability. A service dog in training is not a service animal per the ADA.
- 13.1.3** The dog and athlete must have successfully completed a training program offered by an organization accredited by Assistance Dogs International or the International Guide Dog Federation. The athlete must provide a certificate showing successful completion issued by the accredited organization that provided such a program. A comprehensive list of accredited organizations can be found on the Official Assistance Dogs International website.
- 13.1.4** Service animals are authorized at Warrior Games events under the following conditions:
 - 13.1.4.1** Service animals must be identified on the athlete registration.
 - 13.1.4.2** Accredited documentation identifying the service animal will need to be presented.
 - 13.1.4.3** Upon request, the service animal's vaccination records must be presented.
 - 13.1.4.4** Service animals must be harnessed, leashed, or tethered while in public places, unless these devices interfere with the service animal's work or the person's disability prevents use of these devices. In that case, the person must use voice, signal, or other effective means to maintain control of the animal.

13.2 Service Animal Restrictions

- 13.2.1** If the service animal exhibits unacceptable behavior, the handler and the service animal may be asked to withdraw from participation. The ADA considers unacceptable behavior to include, but is not limited to, uncontrolled barking, biting, jumping on others, or running away from the handler.
- 13.2.2** Service animals are allowed in all athlete areas except for active FOP.

14 Prohibited Items

14.1 Alcoholic Beverages

- 14.1.1** Alcoholic beverages may be offered or available at certain Warrior Games events/locations.
- 14.1.2** AOs are responsible for providing guidance to their athletes and staff at locations that offer alcoholic beverages.
- 14.1.3** Neither staff nor athletes will be permitted to consume alcohol until after competing for the day.
- 14.1.4** Alcoholic beverages are prohibited in all FOP areas at the Warrior Games Sport Competition Events.

14.2 Firearms, Knives, and Noisemaker

- 14.2.1** All firearms, knives, and noisemakers are PROHIBITED at the Warrior Games.
- 14.3.1** All knives of a tactical purpose and appearance are PROHIBITED at the Warrior Games. As an exception to this rule, pocketknives and/or utility devices such as Gerber and Leatherman multi-tools are allowed due to their use in on-site sports equipment self-maintenance and tune-ups.
- 14.3.2** Certain noisemakers are prohibited from use at the Warrior Games. Unless part of the official Warrior Games Sport Presentation, some of these prohibited noisemakers include but are not limited to:
 - Large portable speakers
 - Public address systems
 - Fireworks
 - Whistles
 - Airhorns
 - Blowhorns
- 14.3.3** If a noisemaker adversely affects either the event's Run of Show or an athlete in a negative manner, the AO will be asked to address the situation.
- 14.3.4** Service Teams are responsible for providing guidance to their athletes and staff at locations they may have oversight.

15 Etiquette

- 15.1** Music may be played throughout all sport events; any concerns with the music content or volume must be addressed directly with Sport Competition Manager and/or Sports Director.
- 15.2** Audience participation in cheering for all athletes is encouraged.
- 15.3** Two-way communication devices are not to be used by Athletes or Service Team Staff on FOP and are prohibited at Call Tents with exceptions with the discretion of the Sport Competition Manager and/or Sports Director.
- 15.4** Flash photography within the immediate vicinity of the FOP is prohibited until after competitions are completed.
- 15.5.1** Anyone may be asked to leave the FOP if:
- They use foul language, tobacco products, or appear to be intoxicated.
 - They offend/obstruct athletes during the competition.
 - They offend/obstruct event organizers/staff during their official duties.
 - Behave in a manner that brings disrepute to the Warrior Games and/or the organizers of the event.

ULTIMATE CHAMPION

UC – 1 Ultimate Champion Overview

UC - 1.1 Ultimate Champion Sport Competitions

UC - 1.1.1 The UC is the athlete who has earned the most points (based upon their individual results within their respective sport classification categories) in the following eight individual sport competitions:

- Archery: Individual Compound or Recurve
- Cycling: Time Trial (or Road Race if there is no Time Trial for that year)
- Field: Shot Put or Club (As determined by sport classification)
- Indoor Rowing: One-Minute Sprint
- Powerlifting: Bodyweight Category
- Shooting: Air Rifle Prone
- Swimming: 50m Freestyle
- Track: 100m Sprint

UC - 1.2 Ultimate Champion Competition Details

UC - 1.2.1 IAW General Rules 4.1:

- Each Service Team is allotted two UC athletes.
- UC athletes do not count against Service Team start rights in their eight individual sport competition requirements.

UC - 1.2.2 UC athletes can be both male, both female, or one male and one female.

UC - 1.2.3 Male and female UC athletes compete for the same UC rankings and medals.

UC - 1.2.4 UC athletes must be both eligible and able to compete in all eight individual sport competition requirements IAW **UC Sport Rules 1.1.1** to medal in the UC competition.

UC - 1.3 Optional Sport Competitions Details

UC - 1.3.1 IAW **General Rules 3.2.2**, UC athletes are exempt from the five individual sports restriction. There is no restriction on the number of sporting events a UC athlete may compete in; however, they must still adhere to the start rights and competition participation limits defined within each sport event outside of the eight required UC events.

UC - 1.3.2 No points will be awarded to a UC athlete's points total for their participation in any outside designated UC competitions.

UC - 1.4 UC Competition Management and Operations

UC - 1.4.1 The Sport Director will maintain oversight of all UC individual sport requirements (placement and points scoring metrics) listed IAW **UC Sport Rules 1.1.1** and report the daily results/points totals to Warrior Games Operations.

UC - 2 Ultimate Champion Sport Rules

UC - 2.1 Scoring Metrics

UC - 2.1.1 UC medalists are the top three (3) UC athletes who have earned the most points in the eight (8) individual sport competitions listed in **UC Rule 1.1.1**.

ULTIMATE CHAMPION SCORING METRICS TABLE							
8+ ATHLETES		7 ATHLETES		6 ATHLETES		5 ATHLETES	
COMPETITION PLACEMENT	POINTS AWARDED	COMPETITION PLACEMENT	POINTS AWARDED	COMPETITION PLACEMENT	POINTS AWARDED	COMPETITION PLACEMENT	POINTS AWARDED
GOLD	8	GOLD	7	GOLD	6	GOLD	5
SILVER	7	SILVER	6	SILVER	5	SILVER	4
BRONZE	6	BRONZE	5	BRONZE	4	BRONZE	3
4TH	5	4TH	4	4TH	3	4TH	2
5TH	4	5TH	3	5TH	2	5TH	1
6TH	3	6TH	2	6TH	1		
7TH	2	7TH	1				
8TH	1					4 ATHLETES	
9TH+	0			3 ATHLETES		COMPETITION PLACEMENT	POINTS AWARDED
		2 ATHLETES		COMPETITION PLACEMENT	POINTS AWARDED	GOLD	4
1 ATHLETE		COMPETITION PLACEMENT	POINTS AWARDED	GOLD	3	SILVER	3
COMPETITION PLACEMENT	POINTS AWARDED	GOLD	2	SILVER	2	BRONZE	2
GOLD	1	SILVER	1	BRONZE	1	4TH	1

UC - 2.1.2 The following Ultimate Champion Scoring Metrics Table is used to award points to UC athletes in their respective categories against other UC and non-UC respective categories against other UC and non-UC

UC - 2.2 UC Competition Tied Results Procedures

UC - 2.2.1 If UC athletes have tied overall points totals, the UC athlete with the highest number of top three finishes in their respective sport/event/classification category will be declared the winner.

UC - 2.2.2 If a tie remains, the UC athlete with the highest number of first place finishes will be declared the winner.

UC - 2.2.3 If a tie remains, multiple medals of the same placement will be awarded.

UC - 2.3 UC Competition Withdrawal Protocols

UC - 2.3.1 Due to the full spectrum of the Warrior Games competitions available to a single UC athlete, the potential for risk of injury is greater than the rest of the athletes within their Service Team. It is not uncommon for UC athletes to withdrawal from the UC competition but continue to compete in the remainder of events they are registered for. The following rules and special considerations apply to UC athletes only.

UC - 2.3.2 If a UC athlete withdraws from a mandatory sport event competition, they are no longer eligible to compete for the title of Ultimate Champion; even if their current points total at the time of withdrawal is higher than the rest of the UC athletes upon the conclusion of the final UC competition. This rule is aligned with/IAW **UC Sport Rules 1.2.4**.

UC - 2.3.3 Should a UC athlete withdraw from the UC competition; they are exempt from the maximum five individual sports limit IAW **General Rules 3.2.1** as outlined by the

following provisions:

- UC - 2.3.3.1 Withdrawal from the UC competition was due to medical reasons, family emergency, and personal situations outside of their control, sports equipment failure/loss or unsportsmanlike behavior. The UC athlete was unable to compete in one or more of the individual sport requirements but has been medically cleared to return to competitive status. The withdrawn UC athlete will be allowed to compete in the remainder of their registered sports as a non-UC athlete.

ARCHERY

AR – 1 Archery Event Overview

AR - 1.1 Archery Competitions

AR - 1.1.1 Individual Competitions

- STANDING Compound
- STANDING Recurve
- SEATED CHAIR Compound
- SEATED CHAIR Recurve
- Visually Impaired (VI) Archery

AR - 1.1.2 Team Competitions

- Compound
- Recurve

AR - 1.2 Archery Event Details

AR - 1.2.1 Archery Individual Competitions Overview

INDIVIDUAL ARCHERY		
GENDER	CLASSIFICATION CATEGORY	START RIGHTS
OPEN	OPEN COMPOUND	8
	OPEN RECURVE	8
	SEATED RECURVE	4*
	SEATED COMPOUND	4*
	VI ARCHERY	4*
CANNOT EXCEED COMBINED TOTAL OF EIGHT (8) MALE AND FEMALE WILL MEDAL SEPARATELY		

AR - 1.2.1.1 IAW **General Rules 4.2:**

- Each Service Team is allotted eight (8) athletes for STANDING Compound, male or female.
- Each Service Team is allotted eight (8) athletes for STANDING Recurve, male or female.
- Each Service Team is allotted eight (8) athletes across SEATED CHAIR Compound, SEATED CHAIR Recurve, and VI Archery (Compound/Recurve); start rights cannot exceed four (4) athletes in any one of these three (3) categories.

AR - 1.2.1.2 Athletes must choose to shoot either a Compound or Recurve bow; they cannot compete in both bow type categories.

AR - 1.2.1.3 The VI Archery Classification does not have separate individual competitions for both bow types; VI Compound and VI Recurve athletes will compete against one another.

- AR - 1.2.1.4 An exception is applicable to **Archery Sport Rules 1.2.1.3** and may be applied by the Sports Director after the Service Team registration process is complete. This exception allows for separate individual competitions/medals if there are at least two VI Archery athletes for each bow type category; a minimum of two (2) VI Compound athletes and two (2) VI Recurve athletes must be present to execute this exception.

AR - 1.2.2 Archery Team Competitions Overview

TEAM ARCHERY		
GENDER	CLASSIFICATION CATEGORY	START RIGHTS
OPEN	COMPOUND - COMBINED	3
	RECURVE - COMBINED	3

- AR - 1.2.2.1 Archery Teams are composed of athletes drawn from their Archery start right pools upon completion of the Archery individual competitions.
- AR - 1.2.2.2 Athletes selected for their Archery Teams must use the same bow type they competed with in their individual competition; they cannot change bow type for the Archery Team competitions.
- AR - 1.2.2.3 Each Service Team is allotted three (3) athletes total across gender and classification categories for the Archery Team Compound competition.
- AR - 1.2.2.4 Each Service Team is allotted three (3) athletes total across gender and classification categories for the Archery Team Recurve competition.
- AR - 1.2.2.5 DOD Service Teams must compete as a complete three-athlete Archery Team made up of their own respective Services' athletes.

AR – 2 Archery Sport Rules

AR - 2.1 Archery Official Sport Rules and Regulations

- AR - 2.1.1** The Archery Event will be conducted IAW/inspired by the [World Archery Rules and Regulations](#).
- AR - 2.1.2** World Archery serves as the sport governing entity for this event unless specific guidance or modifications have been identified in the Warrior Games Archery Rules that follow.

AR - 2.2 Key Abbreviations, Acronyms, Definitions, and Personnel

- AR - 2.2.1** Not applicable for this sport.

AR - 2.3 Archery Event Competition Formats

- AR - 2.3.1** The Archery Event Competition Formats are created, managed, and executed by the Archery Competition Manager with oversight by the Sports Director. They are subject to modification prior to the start of Warrior Games due to time constraints or other unforeseen circumstances.
- AR – 2.3.1.1** Amputee Athletes can choose to compete as either a STANDING or SEATED CHAIR athlete through all events. This must be declared in registration.
- AR - 2.3.1.2** Athletes may use adaptive arrow release mechanisms to include by not limited to mouth tab or shoulder release systems.
- AR - 2.3.1.3** SEATED CHAIR Athletes may be authorized an Assistant or Trusted Archery Agent IAW **General Rules 10.2**.
- AR - 2.3.2** The Archery Event Competition Formats are created after review and validation of the following variables which may affect the event’s overall Run of Show.
- Total number of registered athletes and Service Teams
 - Updates to athlete classifications and athlete drops.
 - Venue specifications, capabilities, limitations, and restrictions
 - All other Warrior Games scheduled events.
 - Inclement weather or other emergency-related situations
- AR - 2.3.3 Shooting Distance**
- AR - 2.3.3.1** All athletes will shoot from 18 meters from the shoot line to the target face.
- AR - 2.3.4 Qualification Rounds – Individual Competitions**
- AR - 2.3.4.1** Each athlete will shoot two 300-point rounds consisting of ten ends of three arrows shot per end.
- AR - 2.3.4.2** Each end lasts two minutes with a break between rounds. The Run of Show will reflect a break between each round. These breaks will be consistent throughout the entirety of the competition. The amount of time will be determined by the Competition manager and will be reflected in the Run of Show.
- AR - 2.3.4.3** The top eight male and top eight female athletes in each individual competition will advance to the Archery Elimination Rounds.
- AR - 2.3.5 Elimination & Medal Rounds – Individual Competitions**

- AR - 2.3.5.1 **Compound:** Both STANDING and SEATED CHAIR Compound athletes will shoot a head-to-head Cumulative Score format for five ends of three arrows each. The athlete with the highest Cumulative Score wins and advances to the next match.
- AR - 2.3.5.2 **Recurve:** Both STANDING and SEATED CHAIR Recurve athletes will shoot a head-to-head Set System format for up to five ends of three arrows each. The athlete that wins the end will get two points.
- AR - 2.3.5.3 **Common Format:** Each pair of athletes will alternate shots. The athlete with the lower Qualification Round score will shoot first. During Elimination Rounds, each athlete will have up to two minutes total per round. During Medal Rounds, each athlete will have up to 40 seconds per shot with each round. Athletes will have ten seconds to approach the line. The second athlete's time starts once the first athlete's arrow hits the target. Athletes may load an arrow onto their bow while waiting their turn to begin.
- AR – 2.3.5.4 Elimination and Medal Rounds may not be required depending on the total number of registered athletes within a classification/gender category.
- AR – 2.3.6 Tiebreak Procedures – Individual Competitions**
- AR – 2.3.6.1 Individual Recurve Tiebreak Procedures: If there is a tie on that end, athletes will each get one point. If at the conclusion of five ends the athlete's score is tied, the winner will be determined by a single-arrow shoot-off with the closest arrow to center deciding the winner.
- AR – 2.3.6.2 Individual Compound Tiebreak Procedures: If athletes have a tied score, the athlete with the highest number of "10" hits will move forward. If a tie remains, the athlete with the most "9" hits will move forward. If still tied after all "9" and "10" hits have been counted, athletes will enter a single-arrow shoot-off with the closest arrow to the center deciding the winner.
- AR - 2.3.7 VI Archery Competition**
- AR - 2.3.7.1 A static (stationary) shooting format will be used for the VI Archery competition.
- AR - 2.3.7.2 Both Compound and Recurve VI Archery athletes will release their arrows at the only target on the target system and remain on the shooting line for the duration of the competition; no other athletes will compete on this target system.
- AR - 2.3.7.3 VI archery athletes will wear blindfolds.
- AR - 2.3.7.4 VI athletes will shoot 10 ends per round.
- AR - 2.3.8 Scoring – Individual Competitions**
- AR - 2.3.8.1 The athlete, with assistance from any personnel in support of the Archery Event as managed by the Archery Competition Manager, is responsible for scoring themselves on their official scorecard. An opponent shooting on the same target mat will validate the score after each end's total score. If the opponent does not agree with the athlete's score, an Archery Official will be asked to adjudicate.
- AR - 2.3.8.2 The athlete's opponent who validates their scores cannot be a member of the same Service Team. The Archery Competition Manager will oversee this restriction during the development of the Target Assignments.
- AR - 2.3.8.4 Secondary scoring (typically event staff and/or volunteers) will also enter the athlete's scores into an electronic tablet.
- AR - 2.3.8.5 Both the athlete's scorecard and electronically entered scores will be recorded and

compared for accuracy by the Archery Officials.

AR - 2.3.8.6 If there is a discrepancy between an athlete's scorecard and the electronic tablet, the athlete's scorecard will serve as the official scoring metric for that competition.

AR - 2.3.8.7 If there is a discrepancy between an athlete's scorecard and the score calculation performed by the Archery Officials, the Archery Official's score calculation will serve as the official scoring metric for that competition.

AR - 2.3.8.8 The VI Archery scoring protocols will be established by the Archery Competition Manager in a manner/mechanism that will ensure fair scoring amongst all competing athletes.

AR - 2.3.9 Archery Team Competition

AR - 2.3.9.1 Each Archery Team will have four minutes to shoot six arrows with each athlete shooting two arrows per end. All athletes will stay on the shooting line. There will be five ends per match. The Archery Team with the highest overall score wins.

AR - 2.3.9.2 **Range Command & Signal:** Two blasts of the whistle will signal: "Get ready." A single blast ten seconds later will indicate the start of the Archery Team Competition. The first athlete must not take the arrow out of the quiver until after the single blast. The following athletes cannot remove their arrows from their quivers until the athlete preceding them has indicated the completion of their shooting process.

AR - 2.3.9.3 **Tiebreaker Procedures:** If Archery Teams have tied scores, each Archery Team athlete will have one (1) minute to shoot one arrow; the Archery Team with the most arrows in the 10-ring are declared the winner. If a tie still exists, the Archery Team with the arrow closest to the center is declared the winner. If a tie still exists, the Archery Team with the best overall score is declared the winner. There are no ties for medal placement in the Team Archery Competition; this process will continue until a winner is declared.

AR - 2.3.9 Scoring – Team Competition

AR - 2.3.9.1 One member from each team will shift over one target to score another team's target.

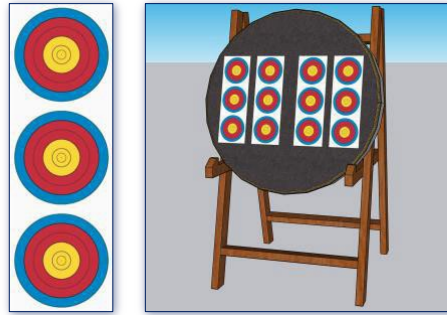
AR - 2.3.10 Arrow Retrieval Procedures

AR - 2.3.10.1 After an end is completed, STANDING athletes will retrieve their arrows and be scored. SEATED CHAIR and VI Archery athletes may choose to retrieve their arrows personally or remain on the shooting line while a Trusted Archery Agent scores and retrieves their arrows. There may be times when an Assistant or Trusted Archery Agent may retrieve arrows for a SEATED, VI and STANDING athlete.

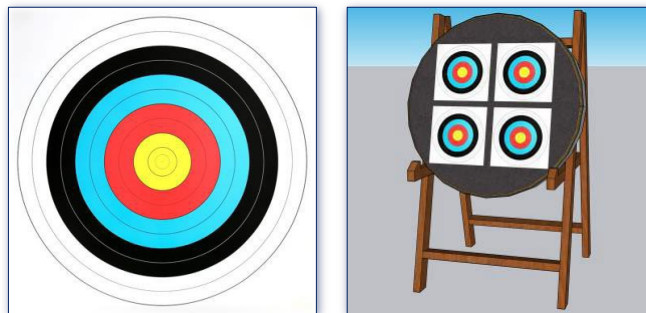
AR - 2.3.11 Concerns with the Archery Event must be submitted (NLT) at the Archery Technical Meeting as/if applicable, changes will be published NLT the Archery Technical Meeting except for "day of" special emergent situations identified in **Archery Sport Rule 2.3.2.**

AR - 2.4 Archery Targets

AR - 2.4.1 The 40cm "Stop Light" 3-Spot vertical pattern target will be used for all Archery Compound competitions (Individual and Team) except for the VI Archery competition. This target measures 26 inches tall x 8.5 inches wide and does not contain the outer score rings beyond six points.



- AR - 2.4.2** The 40cm Single-Spot target will be used for all Archery Recurve competitions (Individual and Team) except for the VI Archery competition. This target measures 17 inches tall x 17 inches wide.

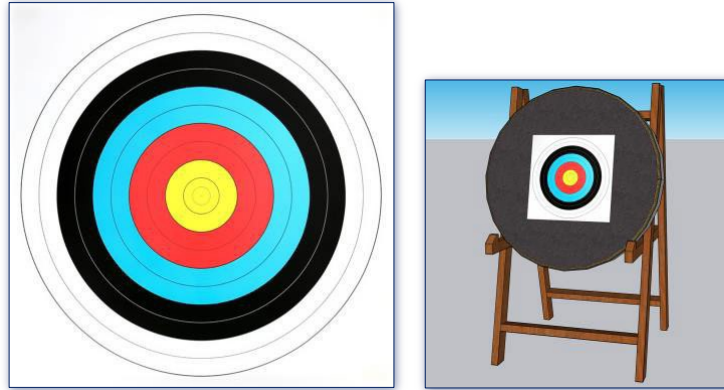


- AR - 2.4.3** As an exception to **Archery Sport Rules 2.4.1**, SEATED CHAIR Compound athletes may request to use the 40cm Single Spot target instead of the 40cm “Stop Light” 3-Spot target due to a medical injury/condition that makes it difficult or painful for them to travel vertically along the target during their aiming process. The request for a 40cm single shot target instead of 40cm Stop Light 3 spot target will be required for the SEATED CHAIR athletes during athlete registration. If there are any changes in the athletes’ medical status or preference of target, that change is to be submitted as soon as possible or NLT the Archery Technical Meeting.

- AR - 2.4.4** The 60cm x 60cm Single-Spot target will be used for the VI Archery competition.

AR – 3 Archery Apparel Rules

AR - 3.1 Archery Apparel Rules



AR – 3.1.1 Rules are IAW General Rules 8.2.1.

AR - 3.2 Archery Apparel Restrictions

- AR - 3.2.1** Blue jeans or other denim-type pants and shorts are not authorized for wear by any athlete at the Archery Event.
- AR - 3.2.2** Footwear such as but not limited to any form of open-toed shoes, crocs or sandals are not authorized for wear by any/all personnel associated with the Archery Event. Exception is for medical-related footwear that addresses a specific injury or impairment and is pre-approved by the Classification Team. Any athlete with medical-related footwear is required to be approved and communicated by the Archery Technical Meeting.

AR - 4 Archery Primary Equipment Rules

AR - 4.1 Bow Types

- AR - 4.1.1** Athletes must choose to shoot either a compound bow or recurve bow; athletes cannot compete in both Archery Compound and Archery Recurve competitions.
- AR - 4.1.2** Manufactures of Archery equipment that meet competition standards include but are not limited to Martin, Samick, Hoyt, PSE, and Sky.

AR - 4.2 Compound Bow and Arrow Regulations and Restrictions

- AR - 4.2.1** Maximum bow draw weight not to exceed 60 lbs.
- AR - 4.2.2** No electric/electronic assisted devices.
- AR - 4.2.3** Arrows fit/sized to bow; maximum arrow diameter not to exceed 2315 (9.3mm for the shaft; 9.4mm for the point).
- AR - 4.2.4** A peep sight is authorized; they may have clarifiers, verifiers, and/or interchangeable diopters.
- AR - 4.2.5** Magnification on the sight is allowed; only one aiming point is authorized.

AR - 4.3 Recurve Bow and Arrow Regulations and Restrictions

- AR - 4.3.1** Regulation bow comprised of handle and limbs.
- AR - 4.3.2** No electric/electronic assisted devices.
- AR - 4.3.3** Arrows fit/sized to bow; maximum arrow diameter not to exceed 2315 (9.3mm for the shaft; 9.4mm for the point).
- AR - 4.3.4** An adjustable sight is authorized.
- AR - 4.3.5** Magnification devices are not authorized on recurve bows.
- AR - 4.3.6** Fingers, finger tab, or mouth tab release only; mechanical releases are not authorized for use on recurve bows.

AR - 4.4 Archery Equipment Procurement, Safety and Storage

- AR - 4.4.1** Service Teams will provide Archery equipment for their Athletes IAW the packing list outlined in **Appendix A**. Athletes may bring personal equipment if preferred.
- AR - 4.4.2** All Service Team Archery equipment must be inspected and cleared for safe, functional use. Equipment is subject to inspection at any time by Archery Officials.
- AR - 4.4.3** Service Team Archery equipment will be stored in a secure location. Service Teams are responsible for providing locks for their secured areas if required.
- AR - 4.4.4** If Service Teams require additional adaptive Archery equipment for their Athletes, they may contact the Sports Director for guidance or borrow from another Service Team.

AR – 5 Archery Special Equipment, Considerations, and Restrictions

AR - 5.1 Sport Assistants

AR - 5.1.1 IAW **General Rules 10.1**, athletes are authorized Sport Assistants. The Archery Event assistants may fill a variety of roles and responsibilities that include but are not limited to:

- VI Archery Assistant
- Sport and Mobility Support
- General Support as defined by the Archery Competition Manager

AR - 5.1.2 All Sport Assistant general responsibilities and restrictions are located in **General Rules 10.2**.

AR - 5.1.3 VI Archery Assistants

AR - 5.1.3.1 All personnel identified IAW **General Rules 10.1.2** are authorized to serve as a VI Archery assistant. The Service Team will provide the name and basic information of the assistant during the athlete registration process. This is a strict requirement due to the VI Archery assistant being a critical part of the shooting cycle competitive process.

AR - 5.1.3.2 VI Archery assistants must adhere to all restrictions that apply to athletes outlined in **General Rules 3.3**. Individuals meeting any of the conditions specified in this rule are ineligible to serve as VI Archery assistants.

AR - 5.1.3.3 For safety reasons, a VI Archery assistant is allowed to communicate with the athlete throughout the shooting cycle and will verbally guide them to their target.

AR - 5.1.3.4 The VI Archery assistant may adjust the athlete's Archery equipment and/or tactile sight system during practice/sighting rounds; no adjustments may be made during the competitions.

AR - 5.1.3.5 If the athlete uses a mouth tab or adaptive release due to an arm injury, illness, or wound, the VI Archery assistant may be required to load the athlete's bow. They must remain in position for the duration of the competition and not move away from the athlete between shots.

AR - 5.1.3.6 After the signal for the completion of an end, the VI Archery Athlete Assistant will help the athlete retrieve their arrows and inform them of their arrow placement and overall score.

AR - 5.1.3.7 No other information will be provided by the VI Archery Assistant during the Archery competition(s).

AR - 5.1.4 Sport, Mobility, and General Support Assistants

AR - 5.1.4.1 All personnel identified IAW **General Rules 10.1.2** are authorized to serve as sport, mobility, and general support assistants. Volunteers must follow **General Rules 10.3** to serve in this capacity.

AR - 5.1.4.2 If the athlete uses a mouth tab or adaptive release due to an arm injury, illness, or wound, the assistant may be required to load the athlete's bow. They must remain in a seated position for the duration of the competition and not move away from the firing points between shots.

AR - 5.1.4.3 After the signal for the completion of an end, the assistant will help the athlete retrieve their arrows, inform them of their arrow placement and overall score, and may

adjust the athlete's Archery equipment.

AR - 5.1.4.5 If the assistant is not actively engaged in their support functions, they may be asked by Archery Officials to return behind the waiting line.

AR - 5.1.4.6 No other information will be provided by the assistant during the Archery competition(s).

AR - 5.2 Athletic Taping, Authorizations, and Restrictions

AR - 5.2.1 IAW **General Rules 11.2**, the use of athletic tape is authorized during the Archery Event.

AR - 5.3 Additional Support Padding

AR - 5.3.1 IAW **General Rules 11.3**, the use of additional support padding is authorized during the Archery Event.

AR - 5.4 VI Athlete Blindfolds

AR - 5.4.1 All VI athletes will wear a blindfold to remove any potential sight advantage.

AR - 5.4.2 Blindfolds can be either a sleep mask, wraparound black-out glasses, or black-out goggles; all blindfolds will be checked by Officials before and randomly throughout the event.

AR - 5.4.3 Blindfolds are the responsibility of the Service Team or VI athlete to provide for use.

AR - 5.5 Archery Stool Usage

AR - 5.5.1 A stool may be used by STANDING class athletes with a minimum disability in the lower limbs and approved for balance or other medical conditions by Classification Team.

- The stool must not have a backrest of any kind.
- The stool must allow the athlete's feet to rest on the ground and the seat at a height equal to or higher than the athlete's mid-thigh height.
- Athletes using a stool are competing in the STANDING classification.

AR - 5.6 VI Archery Tactile Sights

AR - 5.6.1 Specialized adaptive equipment (foot-locator/tripod with sighting aid) may be used by VI Archery athletes. This equipment must be secured in place across the shooting line and may remain in place for the duration of the Archery Event.

AR - 5.6.2 VI Archery athletes must be allowed time to prepare their shooting position prior to the start of the VI Archery competition to setup and sight-in the adaptive equipment properly on the shooting line.

AR - 5.6.3 Only VI Archery athletes are allowed to occupy this position on the shooting line.

AR - 5.6.4 If a VI Archery athlete qualifies to shoot in an Archery Elimination Round, they may remain in the same position on the shooting line even if their opponent is not on an adjacent target.

AR - 5.6.5 IAW **Archery Sport Rules 5.1.3.4**, the VI Archery assistant may make adjustments to the athlete's Archery equipment and/or tactile sight system during practice/sighting ends; no adjustments may be made during the competitions.

CYCLING

CY–1 Cycling Event Overview

CY - 1.1 Cycling Competitions

CY - 1.1.1 Cycling Road Race

- Upright
- Recumbent
- Handcycle
- Tandem Upright
- Tandem Recumbent

CY - 1.1.2 Cycling Time Trial

- Upright
- Recumbent
- Handcycle
- Tandem Upright
- Tandem Recumbent

CY - 1.2 Cycling Event Details

CY - 1.2.1 Cycling Start Rights

- CY - 1.2.1.1 IAW **General Rules 4.3**, each Service Team is allotted six (6) athletes per gender, per classification, per event.
- CY - 1.2.1.2 Athletes may compete in both the Road Race and Time Trial competitions in years where Time Trials are hosted.
- CY - 1.2.1.3 Athletes will only compete once in an individual race competition unless they participate as a VI Guide.
- CY - 1.2.1.4 The Cycling Event competitions are separated by gender; all male and female athletes will compete within their gender for separate medals in their respective competitions based upon their official Cycling classification categories.

CY - 1.2.2 Upright Competitions Overview

UPRIGHT BICYCLE				
GENDER	CLASSIFICATION CATEGORY	START RIGHTS	ROAD RACE	TIME TRIALS
MALE/FEMALE	OPEN	6	~30 KM OR 45min	~10 KM OR 1 LAP
	C5	6		
	C4	6		
	C3	6		

- CY - 1.2.2.1 The Upright Competition features both an individual male and female Road Race and Time Trial across four Cycling classification categories.

CY - 1.2.3 Recumbent Competitions Overview

RECUMBENT CYCLE				
GENDER	CLASSIFICATION CATEGORY	START RIGHTS	ROAD RACE	TIME TRIALS
MALE/FEMALE	OPEN	6	~20 KM OR 30min	~10 KM OR 1 LAP
	T2	6		
	T1	6		

CY - 1.2.3.1 The Recumbent Competition features both an individual male and female Road Race and Time Trial across three Cycling classification categories.

CY - 1.2.4 Handcycle Competitions Overview

HANDCYCLE				
GENDER	CLASSIFICATION CATEGORY	START RIGHTS	ROAD RACE	TIME TRIALS
MALE/FEMALE	OPEN	6	~10 KM OR 20min	~5 KM OR 1 LAP
	K5	6		
	H5	6		
	H4	6		
	H3	6		
	H2	6		
	H1	6		

CY - 1.2.4.1 The Handcycle Competition features both an individual male and female Road Race and Time Trial across seven Cycling classification categories.

CY - 1.2.5 Tandem Competitions Overview

TANDEM UPRIGHT BICYCLE				
GENDER	CLASSIFICATION CATEGORY	START RIGHTS	ROAD RACE	TIME TRIALS
OPEN	VI O/B	6	~30 KM OR 45min	~10 KM OR 1 LAP
TANDEM RECUMBENT CYCLE				
GENDER	CLASSIFICATION CATEGORY	START RIGHTS	ROAD RACE	TIME TRIALS
OPEN	VI O/B	6	~20 KM OR 30min	~10 KM OR 1 LAP

CY - 1.2.5.1 The Tandem Upright Competition features both an open Road Race and Time Trial across two Cycling classification categories.

CY - 1.2.5.2 The Tandem Recumbent Competition features both an open Road Race and Time Trial across two Cycling classification categories.

CY–2 Cycling Sport Rules

CY - 2.1 Cycling Official Sport Rules and Regulations

- CY - 2.1.1** The Cycling Event will be conducted IAW the [Union Cycliste Internationale \(UCI\) Rules and Regulations](#).
- CY - 2.1.2** UCI serves as the sport governing entity for this event unless specific guidance or modifications have been identified in the Warrior Games Cycling Rules that follow.

CY - 2.2 Key Abbreviations, Acronyms, Definitions, and Personnel

- CY - 2.2.1** **DNS:** Did Not Start (the race)
- CY - 2.2.2** **DNF:** Did Not Finish (the race)
- CY - 2.2.3** **UCI:** Union Cycliste Internationale

CY - 2.3 Cycling Event Competition Formats

- CY - 2.3.1** The Cycling Event Competition Formats are created, managed, and executed by the Cycling Competition Manager with oversight by the Sports Director. They are subject to modification prior to the start of Warrior Games due to time constraints or other unforeseen circumstances.
- CY - 2.3.2** The Cycling Event Competition Formats are created after review and validation of the following variables which may affect the event's overall Run of Show:
- Total number of registered athletes and Service Teams
 - Updates to athlete classifications and athlete drops
 - Venue specifications, capabilities, limitations, and restrictions
 - All other Warrior Games scheduled events.
 - Inclement weather or other emergency-related situations
- CY - 2.3.3** Concerns with the Cycling Event must be submitted to the Sports Director NLT 48 hours prior to the start of the event. If applicable, changes will be published NLT the Cycling Technical Meeting except for "day of" special emergent situations identified in **Cycling Sport Rule 2.3.2**.

CY - 2.4 Cycling Event Sport Rules

CY - 2.4.1 Cycling Staff and Support Personnel

- CY - 2.4.1.1.** Service Team Cycling Coaches, Service Team Mechanics, and Neutral Mechanic/Race support personnel are allowed on the course in designated locations by the Cycling Competition Manager.

CY - 2.4.2 Cycling Event Warm-up

- CY - 2.4.2.1** A complete schedule of all times and warm-up procedures will be established NLT the Cycling Technical Meeting.
- CY - 2.4.2.2** Athletes may not warm-up on the Cycling race courses during any active race and will only use the designated warm-up area.

CY - 2.4.3 Cycling Competition Timing and Results

- CY - 2.4.3.1** Cycling classification categories may race together but will be scored separately.

- CY - 2.4.3.2 Athletes will be scored using an electronic timing system with high-speed cameras.
- CY - 2.4.3.3 Cycling race results will be provided for all athletes by cycle type categories and classification.

CY - 2.4.4 Cycling Event Tied Results Procedures

- CY - 2.4.4.1 If athletes from the same gender, cycle type category, and classification category have tied race finish times, multiple medals of the same placement will be awarded. Ties will be reviewed by official cycling timing/photo/video system by the Competition Manager.

CY - 2.4.5 Bib Numbers

- CY - 2.4.5.1 Warrior Games Cycling Bibs will be issued, and Athletes are required to wear their assigned bib number.
- CY - 2.4.5.2 Bibs will be placed on the designated backside of the torso (Upright Cycles) or on the designated side of the cycle or athlete (Handcycles and Recumbent Cycles) as directed by Cycling Officials so as to be visible to the finish line camera(s).
- CY - 2.4.5.3 Bibs will be inspected for proper placement prior to the start of the race.
- CY - 2.4.5.4 Athletes may also clearly write their athlete number in marker on their upper arms and/or thighs in addition to wearing their bib number.
- CY - 2.4.5.5 Improperly placed or obstructed bibs resulting in scoring errors are the responsibility of the athlete and Service Team Cycling Head Coach.
- CY - 2.4.5.6 If applicable, an athlete's hair will be tied back in such a way as to not obstruct the view of their bib.

CY - 2.4.6 Helmets

- CY - 2.4.6.1 All athletes are required to wear a securely fastened helmet that meets UCI standards; this requirement applies to all training, competitions, and casual/scenic riding.
- CY - 2.4.6.2 Failure to adhere to this rule will result in disqualification from the Cycling Event. CY - 2.4.6.3 Athletes are not required to wear a specific helmet color.
- CY - 2.4.6.4 Time Trial (TT) helmets are prohibited from use at the Cycling Event. A TT helmet's distinguishing feature is a longer tail off the back of the helmet to aid in providing the least amount of wind resistance when an athlete is in an aero position.
- CY - 2.4.6.5 In addition to helmets, all recumbent, kneeler handcycles, and handcycles are required to have a pole safety flag when operated during training or casual/scenic riding on public roads. Use of a pole safety flag is not required during competition on a closed course.

CY - 2.4.7 Motor Vehicles

- CY - 2.4.7.1 A lead and/or follow motorcycle/vehicle may be provided for each Cycling race group.
- CY - 2.4.7.2 Other motor vehicles that operate within the immediate vicinity of the Cycling competition course are as follows:
- Cycling Event Management Vehicles (golf cart/Gator/UTV)
 - Neutral Mechanic (golf cart/Gator/UTV)
 - Media and Local News/Combat Camera
 - Safety/Medical/EMS/Law Enforcement (as appropriate)

CY - 2.4.7.3 Motor vehicles operating within the immediate vicinity of the Cycling Event will not move into position until clearance has been given by both the Cycling Competition Manager and the Sports Director.

CY - 2.4.8 Adjustments, Safety Repairs, and Mishaps

CY - 2.4.8.1 All adjustments will be made prior to the start of the Cycling races. Adjustments will only be made at designated Service Team areas.

CY - 2.4.8.2 Safety repairs are only authorized off the course(s).

CY - 2.4.8.3 In situations where barriers or crowds prevent off-course repairs, on-course repairs are allowed at designated Neutral Cycling Mechanic areas or along the right-hand side of the course.

CY - 2.4.8.4 On-course safety repairs will not inhibit, limit, or slow down other athletes.

CY - 2.4.8.5 A mechanical problem or crash can be serviced by the athlete, a designated Neutral Cycling Mechanic, and/or other service and support provider on the course.

CY - 2.4.8.6 Athletes can either follow a safety vehicle, move to a stationary pit, or be serviced by their Service Team's mechanic in a designated Service Team repair area.

CY - 2.4.8.7 Athletes will continue in the direction of the competition course to get to the area.

CY - 2.4.8.8 In the case of a mechanical failure or crash, if possible, the athletes must complete the full distance of the race and are not authorized to cut the course.

CY - 2.4.8.9 Exchange of equipment between athletes during a race is authorized.

CY - 2.4.8.10 A free lap is not authorized.

CY - 2.4.9 Penalties

CY - 2.4.9.1 Rule infractions as determined by the Cycling Competition Manager and Head Official(s) are subject to disqualification from the competition. AOs may protest the rule infraction IAW **General Rules 12.3**.

CY - 2.5 Cycling Sport Rules: Road Race

CY - 2.5.1 Road Race Categories

CY - 2.5.1.1 Athletes may only work with other athletes from within their respective classification, gender and cycle type.

CY - 2.5.1.2 An exception to **Cycling Sport Rule 2.5.1.1** is when cycle type categories are combined and athletes from different categories start together as determined by Cycling Event staff.

CY - 2.5.1.3 If a group is overtaking a slower group from a different cycle type category, it is requested that the slower group ride neutral to the side to allow the faster group to pass unimpeded.

CY - 2.5.2 Road Race Staging

CY - 2.5.2.1 All athletes will present themselves at the designated staging area NLT 15 minutes prior to their wave's first posted start time.

CY - 2.5.2.2 At the discretion of the Cycling Competition Manager and Head Official, Athletes may be staged to have more experienced athletes at the front.

CY - 2.5.2.3 In such a case, an athlete from each Service Team as designated by their Cycling Head

Coach, will be called to the start line one at a time. Each Service Team will have one athlete per row.

CY - 2.5.3 Road Race Starts

CY - 2.5.3.1 The road race will begin as a stationary start for all cycle types.

CY - 2.5.3.3 A rolling neutral start may be utilized if race conditions are necessary for safety at the discretion of the Cycling Competition Manager.

CY - 2.6 Cycling Sport Rules: Time Trial

CY - 2.6.1 The Individual Time Trial will be contested over a distance of ~1 mile.

CY - 2.6.3 Drafting during the Time Trial is not permitted.

CY - 2.6.4 Time Trial Starts

CY - 2.6.4.1 Athletes will start at a specified time interval in relation to other athletes within their classification.

CY - 2.6.4.2 Upright and Tandem athletes may choose to start being held in place or with a foot on the ground.

CY - 2.6.4.3 If an athlete is not present at the assigned start time, they may take the start at the discretion of the Cycling Competition Manager and/or starter.

CY - 2.7 Tandem Cycling Races

CY - 2.7.1 The Tandem Uprights are a combined VI/O and VI/B classification combined gender cycle type category with both a road race and a time trial competition. Any gender pairing of Stoker and Pilot is allowed as long as the Stoker meets either VI/O or VI/B classification criteria.

CY - 2.7.2 Tandem Pilot

CY - 2.7.2.1 The front (sighted) athlete on the tandem cycle is known as the Pilot and must be a registered individual in the Warrior Games that has preferably trained with the VI athlete leading up to the Cycling Event. Rules as restrictions as related to the selection of a Tandem Pilot can be located in **Cycling Sport Rule 5.1.3**.

CY - 2.7.3 Tandem Stoker

CY - 2.7.3.1 The rear athlete on the tandem is known as the Stoker who must be the VI athlete and actively participate in pedaling.

CY - 3 Cycling Apparel Rules

CY - 3.1 Cycling Apparel Rules

CY – 3.1.1 Rules are IAW General Rules 8.2.1.

CY - 3.2 Cycling Apparel Restrictions

CY - 3.2.1 Footwear such as but not limited to any form of open-toed shoes or sandals are not authorized for wear by any/all personnel associated with the Cycling Event except for medical-related footwear that addresses a specific injury or impairment.

CY - 4 Cycling Primary Equipment Rules

CY - 4.1 Cycling Equipment Principles

- CY - 4.1.1** For both the Cycling Road Race and Cycling Time Trial, all cycling equipment must comply with the principle of cycling as a competitive sport. The presumption is that athletes will compete on equal footing. This principle is aligned with the International Cycling Federation's declaration of "*The primacy of man over machine.*" UCI road bike specifications and regulations must be met unless an exception to a Cycling Rule is identified.

CY - 4.2 Cycling Wheel Requirements and Restrictions

- CY - 4.2.1** Wheels must have at least 12 spokes; spokes can be round, flattened, or oval as long as no dimension of their sections exceed 10mm (0.394 inches).
- CY - 4.2.2** The use of Disc wheels or tri-spoke wheels is not permitted.

CY - 4.3 Cycling Braking Systems

- CY - 4.3.1** All cycles must have two independent braking systems.
- CY - 4.3.2** If there is a braking system for the double wheels, it must involve both wheels.
- CY - 4.3.3** The braking systems must be dynamic; wheel locks or stoppers are not allowed.

CY - 4.4 Pre-Competition Cycle Safety Checks

- CY - 4.4.1** The Cycling Competition Manager, or their designated representative, will inspect all cycling equipment prior to the race start; location/time TBD. This inspection will allow the athlete enough time to adjust their cycling equipment.

CY - 4.5 Handcycle Equipment Rules

- CY - 4.5.1** All handcycles must be three-wheeled vehicles with an open frame of tubular construction consisting of any one of the following design/operation properties:
- Arm powered (AP)
 - Arm-trunk powered (ATP)
 - Kneeling position (K5)
- CY - 4.5.2** Handcycles must Conform to the General Principles of UCI Construction for cycles except for the following:
- The handcycle chassis frame tubes need not be straight.
 - For the seat or backrest construction, the maximum frame tube diameter may exceed the maximum defined diameter by the general principles of UCI.
 - The single wheel may be of a different diameter than the double wheels.
 - The front wheel(s) must be steerable.
- CY - 4.5.2.5** The single wheel, either front or rear, must be driven through a system comprising of handgrips and a chain.
- CY - 4.5.2.6** Handcycles must be propelled with the hands, arms, and upper body only; they must be propelled solely through a conventional cycle drivetrain consisting of crank arms, chainwheels, chains and gears, with handgrips replacing foot pedals.

- CY - 4.5.2.7 When in the recumbent position, the athlete must be able to see clearly. To measure, the horizontal of the athlete's eye line must be above the crank housing/crankset when the athlete is seated with their hands on the handlebars facing forward at full extent. The tips of their shoulder blades are in contact with the backrest and their head is in contact with the headrest.
- CY - 4.5.2.8 Quick release body harnesses are permitted and must conform to the following measurements:
- CY - 4.5.2.8.1 From the recumbent position, the distance will be measured from the ground to the center of the athlete's eyes while seated and then compared to the distance between the ground and the middle of the crank housing/crankset.
- CY - 4.5.2.8.2 The distance from the eyes to the ground must be at least equal or greater than the distance of the middle of the crank housing to the ground.
- CY - 4.5.2.9 If in the kneeling position, the athlete's legs and feet must be supported and protected from the ground.
- CY - 4.5.2.10 The largest chainring will have a guard securely fitted to protect the athlete. The guard will be made of adequate solid material and fully cover the chainring over half of its circumference (180°) facing the athlete.
- CY - 4.5.2.11 Leg and footrests must be fitted (if required) with a secure means of protecting static/lower limbs from all moving parts.
- CY - 4.5.3** Athletes will wear shoes or sufficiently stiff foot protection. They must completely cover the feet unless the handcycle has a shell/structure which allows the feet to rest with no risk of coming out.
- CY - 4.5.3.1 In such cases, the athlete is required at a minimum to wear socks. In all cases, the feet must be fixed to the bike with some sort of restraint that prevents the feet from falling out of the footrest.

CY – 4.6 Recumbent Cycle Equipment Rules

- CY - 4.6.1** The recumbent is a bike with three wheels of any diameter between 55cm (~ 21.65 inches) and 70cm (~ 27.56 inches) and meets the following:
- CY - 4.6.1.1 The front wheel or wheels must be steerable.
- CY - 4.6.1.2 The rear wheel or wheels must be driven through a system comprised of pedals and a chain.
- CY - 4.6.1.3 A recumbent must conform to the general principles of Union Cycliste Internationale (UCI) Construction for cycles.
- CY - 4.6.1.4 Modified hub attachments may be used if necessary.
- CY - 4.6.1.5 The width of a recumbent's double wheels may vary between 60cm minimum and 85cm maximum. The width is measured at the center of each tire where the tires touch the ground.
- CY - 4.6.1.6 If a recumbent with two rear axles does not have a differential, only one wheel must be driven due to the different speeds of the wheels in bends.
- CY - 4.6.1.7 A recumbent must not exceed more than 200cm (~ 78.74 inches) in length and 95cm (~ 37.40 inches) in width.

CY - 4.7 Upright Bicycle Equipment Rules

- CY - 4.7.1** UCI Time Trial Cycles and/or cycling equipment aerodynamic in both design and performance are prohibited from use at the Cycling Event.
- CY - 4.7.1.1 This class of equipment includes but is not limited to the following:
- TT-class high performance Cycles
 - Specialized aerodynamic leading or trailing Cycle frame attachments and accessories
 - Aerobars
- CY - 4.7.2** The Cycle must have handlebars which allow it to be ridden and maneuvered in any circumstance and in complete safety.
- CY - 4.7.2.1 Only the traditional drop bar type of handlebars may be used. Aerobar-style handlebars are prohibited from use at the Cycling Event.
- CY - 4.7.2.2 All handlebars must have endcaps.
- CY - 4.7.3** The brake controls attached to the handlebars must consist of two supports with levers.
- CY - 4.7.3.1 It must be possible to operate the brakes by pulling on the levers with the hands on the brake lever supports.
- CY - 4.7.3.2 Any extension to or reconfiguration of the brake lever supports to enable an alternative use of the brake controls is prohibited from use at the Cycling Event.
- CY - 4.7.4** The bicycle must be solely propelled through a chain set driven by the legs (inferior muscular chain) moving in a circular movement without electric or any other assistance.

CY - 4.8 Tandem Upright Bicycle Equipment Rules

- CY - 4.8.1** UCI tandem Time Trial bicycles and/or cycling equipment aerodynamic in both design and performance are prohibited from use at the Cycling Event.
- CY - 4.8.1.1 This class of cycling equipment includes but is not limited to the following:
- TT-class high performance bicycles
 - Specialized aerodynamic leading or trailing bicycle frame attachments and accessories
 - Aerobars
- CY - 4.8.2** The tandem upright is a vehicle for two athletes. Both athletes must face forward in the traditional cycling position.
- CY - 4.8.3** The tandem upright top tube and any additional strengthening tubes may slope to suit the morphological size of the athlete.
- CY - 4.8.4** The tandem upright must have two wheels of equal diameter which conform to the General Principles of UCI Construction for Bicycles.
- CY - 4.8.5** The Pilot will control all steering, shifting, and braking for the upright tandem cycle.
- CY - 4.8.5.1 The rear wheel must be driven by both athletes through a system comprised of pedals and chains.
- CY - 4.8.5.2 The tandem upright must have an independent brake on each wheel.

- CY - 4.8.6** The tandem upright must have handlebars which allow it to be ridden and maneuvered in any circumstance and in complete safety.
- CY - 4.8.6.1 Only the traditional drop bar style of handlebars may be used. Aerobar-style handlebars are prohibited from use at the Cycling Event.
- CY - 4.8.6.2 All handlebars must have endcaps.

CY - 4.9 Tandem Recumbent Cycle Equipment Rules

- CY - 4.9.1** Tandem Recumbent have a highly customized shape/frame. This is a very unique cycle type with limited information and rules at this time.
- CY - 4.9.2** Tandem Recumbent rules will use a combination of both the Recumbent rules and Tandem Upright rules until further guidance has been established.

CY - 4.10 Cycling Equipment Procurement, Safety and Storage

- CY - 4.10.1** Service Teams will provide Cycling equipment for their Athletes IAW the packing list outlined in **Appendix A**. This will include but is not limited to cycle types for all cycle race categories. Athletes may choose to bring their own personal equipment if preferred.
- CY - 4.10.2** All Service Team Cycling equipment must be inspected and cleared for safe, functional use. Equipment is subject to inspection at any time by Cycling Officials.
- CY - 4.10.3** If Service Teams require additional adaptive Cycling equipment for their Athletes, they may contact the Sports Director for guidance or borrow from another Service Team.

CY – 5. Cycling Special Equipment, Considerations, and Restrictions

CY - 5.1 Sport Assistants

- CY - 5.1.1** IAW **General Rules 10.1**, athletes are authorized Sport Assistants. The Cycling Event assistants may fill a variety of roles and responsibilities that include but are not limited to:
- VI Cycling Assistant (Tandem Pilot)
 - Sport and Mobility Support
 - General Support as defined by the Cycling Competition Manager
- CY - 5.1.2** All sport assistant general responsibilities and restrictions are in **General Rules 10.2**.
- CY - 5.1.3** **VI Cycling Assistant (Tandem Pilot)**
- CY - 5.1.3.1** The primary function of a VI Cycling Assistant is to serve in the role as the Tandem Pilot on a VI Cycling Team.
- CY - 5.1.3.2** All personnel identified IAW **General Rules 10.1.2** are authorized to serve as a Tandem Pilot. The Service Team will provide the name and basic information of the Tandem Pilot during the athlete registration process. This is a strict requirement due to the Tandem Pilot's role being a critical part of the overall safety and cycling competitive process.
- CY - 5.1.3.3** Tandem Pilots must adhere to all restrictions identified in **General Rules 3.3**. Persons who fall into any of the conditions identified in said rule are ineligible to serve as Tandem Pilots.
- CY - 5.1.4** **Sport, Mobility, and General Support Athlete Assistants**
- CY - 5.1.4.1** All personnel identified IAW **General Rules 10.1.2** are authorized to serve as sport, mobility, and general support assistants.

CY - 5.2 Athletic Taping, Authorizations, and Restrictions

- CY - 5.2.1** IAW **General Rules 11.2**, the use of athletic tape is authorized during the Cycling Event.
- CY - 5.2.2** Athletic tape may be applied to parts of the athlete's hand and/or wrist due to an anatomical or impairment limitation if they are incapable of maintaining a proper grip on the handlebars with respect to their safety, support, and stability requirements IAW their official Cycling Classification. If athletic tape is applied, it should be done in a manner that allows the athlete to separate easily from their handlebars in the event of emergent maintenance requirements or a crash.
- CY - 5.2.3** Athletic tape will not be applied to an athlete's foot in the event there is mechanical failure with their clip-in pedals. In such a situation, the pedal or shoe must be repaired/replaced, or the athlete will not be allowed to participate in the Cycling Event.
- CY - 5.2.4** Any use of athletic tape in a manner/mechanism that is not IAW **Cycling Rules 5.2** may result in the athlete's disqualification.

CY - 5.3 Additional Support Padding

- CY - 5.3.1** IAW **General Rules 11.3**, the use of additional support padding is authorized during the Cycling Event.

CY - 5.4 VI Athlete Blindfolds

CY - 5.4.1 There are no blindfold requirements for VI athletes in the Cycling Event.

CY - 5.5 Handgrips and Prosthesis

CY - 5.5.1 For morphological and/or impairment reasons, exceptions may be permitted to **Cycling Rules 4.1**, but the principle of the UCI road bike regulations for bicycles must be followed.

CY - 5.5.2 Artificial handgrips and prostheses are allowed on upper limb impairments but cannot be permanently fixed to the cycle. For safety reasons, rigid prosthetic adaptations mounted/affixed on parts of the cycle are not allowed.

Example: A handlebar adaptation is allowed for athletes with upper limb impairments if they require a special adaptation to the gears and brake levers. There is no unfair aerodynamic advantage and safety is not compromised.

FIELD**F - 1 Field Event Overview****F - 1.1 Field Competitions****F - 1.1.1 STANDING Competitions**

- STANDING Discus
- STANDING Shot Put

F - 1.1.2 SEATED Competitions

- SEATED Discus
- SEATED Shot Put
- SEATED Club

F - 1.2 Field Event Details**F - 1.2.1 Field Start Rights**

F - 1.2.1.1 IAW **General Rules 4.4**, each Service Team is allotted six (6) athletes per gender, per classification, per event competition.

F - 1.2.1.2 Athletes may compete in both the Discus and Shot Put/Club competitions.

F - 1.2.1.3 The Field Event competitions are separated by gender; all male and female athletes will compete within their gender for separate medals in their respective competitions based upon their official Field classification categories.

F - 1.2.2 STANDING Discus Competitions Overview

STANDING DISCUS								
GENDER	CLASS	START RIGHTS	WEIGHT		GENDER	CLASS	START RIGHTS	WEIGHT
MALE	6.0	6	1.5KG		FEMALE	6.0	6	1.5KG
	5.5U	6				5.5U	6	
	5.5L	6				5.5L	6	
	5.0	6				5.0	6	
	4.5	6				4.5	6	
	4.0	6				4.0	6	
	3.5	6				3.5	6	
	3.0	6				3.0	6	
	2.0	6				2.0	6	
	VI	6				VI	6	

F - 1.2.2.1 The STANDING Discus Competition features both individual male and female competitions across 10 classifications.

F - 1.2.3 STANDING Shot Put Competitions Overview

STANDING SHOT PUT							
GENDER	CLASS	START RIGHTS	WEIGHT	GENDER	CLASS	START RIGHTS	WEIGHT
MALE	6.0	6	6.0KG *4.0KG	FEMALE	6.0	6	6.0KG *4.0KG
	5.5U	6			5.5U	6	
	5.5L	6			5.5L	6	
	5.0	6			5.0	6	
	4.5	6			4.5	6	
	4.0	6			4.0	6	
	3.5	6			3.5	6	
	3.0	6			3.0	6	
	2.0*	6			2.0*	6	
	VI	6			VI	6	

F - 1.2.3.1 The STANDING Shot Put Competition features both individual male and female competitions across ten classifications.

F - 1.2.4 SEATED Discus Competitions Overview

SEATED DISCUS							
GENDER	CLASS	START RIGHTS	WEIGHT	GENDER	CLASS	START RIGHTS	WEIGHT
MALE	6.0	6	1.0KG	FEMALE	6.0	6	1.0KG
	5.0	6			5.0	6	
	4.0	6			4.0	6	
	3.0	6			3.0	6	
	2.0	6			2.0	6	
	1.0	6			1.0	6	
	VI	6			VI	6	

F - 1.2.4.1 The SEATED Discus Competition features both individual male and female competitions across seven classifications.

F - 1.2.5 SEATED Shot Put Competitions Overview

SEATED SHOT PUT							
GENDER	CLASS	START RIGHTS	WEIGHT	GENDER	CLASS	START RIGHTS	WEIGHT
MALE	6.0	6	4.0KG	FEMALE	6.0	6	4.0KG
	5.0	6			5.0	6	
	4.0	6			4.0	6	
	3.0	6			3.0	6	
	VI	6			VI	6	

F - 1.2.5.1 The SEATED Shot Put Competition features both individual male and female competitions across five classifications.

F - 1.2.6 SEATED Club Competitions Overview

SEATED CLUB								
GENDER	CLASS	START RIGHTS	WEIGHT		GENDER	CLASS	START RIGHTS	WEIGHT
MALE	2.0	6	.397KG		FEMALE	2.0	6	.397KG
	1.0	6				1.0	6	

F - 1.2.6.1 The SEATED Club Competition features both individual male and female competitions across two classifications.

F - 1.2.7 Ultimate Champion (UC) Field Rules

F - 1.2.7.1 IAW **UC Sport Rules 1.1.1**, UC athletes must participate in either Shot Put or Club competition as determined by their Field classification category.

F - 1.2.7.2 UC athletes may participate in the Discus competition; no points will be awarded to a UC athlete's points total for their participation in this optional competition.

F – 2 Field Sport Rules

F - 2.1 Field Official Sport Rules and Regulations

- F - 2.1.1** The Field Event will be conducted IAW/inspired by [World Para Athletics \(WPA\) Rules and Regulations](#).
- F - 2.1.2** WPA serves as the sport governing entity for this event unless specific guidance or modifications have been identified in the Warrior Games Field Rules that follow.

F - 2.2 Key Abbreviations, Acronyms, Definitions, and Personnel

- F - 2.2.1** Not applicable for this sport.

F - 2.3 Field Event Competition Formats

- F - 2.3.1** The Field Event Competition Formats are created, managed, and executed by the Field Competition Manager with oversight by the Sports Director. They are subject to modification prior to the start of Warrior Games due to time constraints or other unforeseen circumstances.
- F - 2.3.2** The Field Event Competition Formats are created after review and validation of the following variables which may affect the event's overall Run of Show:
- Total number of registered athletes and Service Teams
 - Updates to athlete classifications and athlete drops
 - Venue specifications, capabilities, limitations, and restrictions
 - All other Warrior Games scheduled events
 - Inclement weather or other emergency-related situations
- F - 2.3.3** Concerns with the Field Event must be submitted to the Sports Director NLT 48 hours prior to the start of the event. As/if applicable, changes will be published NLT the Field Technical Meeting except for "day of" special emergent situations identified in **Field Rules 2.3.2**.

F - 2.4 Field Event Sport Rules

F – 2.4.1 Competition Warm-up

- F – 2.4.1.1** Athletes will receive a minimum of two (2) warm-up throws. Once the competition begins, no more warm-up throws will be allowed.
- F – 2.4.1.2** Warm-up period times are governed by the Field Competition Manager and Field Officials IAW the Field Event Run of Show protocols and procedures.

F – 2.4.2 Attempts

- F – 2.4.2.1** SEATED and STANDING athletes will throw the discus, shot put and/or club for four (4) official attempts. While four (4) is the most common Warrior Games format, the number of official attempts is determined by the Competition Manager every year.

F – 2.4.3 Flights

- F – 2.4.3.1** If a classification category has 12 or more athletes, they may be placed in multiple flights. Results from each flight will be combined for final placing/medals.
- F - 2.4.3.2** If an Athlete classification category has a small number of athletes, classification categories may be combined into a single flight. Results from each flight will be

separated by classification for final placing/medals.

F – 2.4.4 Call Tent

F – 2.4.4.1 Athlete is required to check-in at the call tent prior to their event(s). Failure to check-in at the call tent prior to the athlete's first put/throw during competition is grounds for disqualification. Warm-up puts/throws are not considered competition.

F – 2.4.4.2 Two-way communication devices are not to be used in the Call Tent.

F - 2.4.5 Coaching Assistance

F - 2.4.5.1 Coaches have access to the Field competition area as defined by Track Competition Manager. The designated area is known as the coaching box.

F - 2.4.5.2 Coaches may provide coaching advice to their STANDING athletes from the coaching box at any time so long as it does not interfere with the conduct of the event.

F – 2.4.5.3 Coaches may approach their SEATED athletes to provide coaching advice during the halfway point of the individual's puts/throws. The coach has up to two (2) minutes to provide advice to their athlete.

F – 2.4.5.4 Coaches are permitted to use electronics for video recording purposes. STANDING athletes may approach their coaches in the coaching box between puts/throws. For SEATED athletes, coaches may choose to review footage with their athletes during their designated two (2) minute break.

F - 2.4.5.5 Field Coaches may assist SEATED athletes with the setup of their throwing frame at the throwing station, secure them to the throwing frame, and provide coaching advice during the warm-up period prior to the start of the Field competition.

F - 2.4.6 Field Competition Tied Results Procedures

F - 2.4.6.1 If athletes have tied distances, the athlete with the second longest throw distance will be declared the winner.

F - 2.4.6.2 If a tie still remains, the athlete with the third longest throw distance will be declared the winner.

F - 2.4.6.3 If a tie still remains, multiple medals of the same placement will be awarded.

F - 2.5 STANDING Athlete Competitions

F – 2.5.1 STANDING Rules and Regulations are IAW WPA.

F – 2.5.1.1 STANDING athletes will put the shot/throw the discus six official attempts in a rotational order format with all other STANDING athletes within their assigned flight grouping.

F – 2.5.1.2 STANDING athletes must begin each attempt from a stationary position.

F – 2.5.1.3 All valid puts/throws must land inside the sector lines defined at each throwing station.

F – 2.5.1.4 Upon completion of the putting/throwing attempt, and after the implement has landed, the STANDING athlete will exit the throwing station out of the back half of the throwing circle.

F - 2.5.2.5 If a STANDING Athlete classification category has a small number of athletes, classification categories may be combined into a single flight. Results from each flight will be separated by classification for final placing/medals.

F - 2.5.2.6 STANDING athletes cannot use any form of assistive device during the throwing process.

F – 2.5.2.7 STANDING athletes will either be handed an implement or select one from the implement rack prior to their name being called to the throwing station.

F – 2.5.2.8 Upon calling the STANDING athlete’s name, they have one (1) minute to enter the throwing circle and commence the putting or throwing motion.

F - 2.5.3 STANDING: Putting the Shot

F - 2.5.3.1 The shot shall be put from the shoulder with one hand only.

F - 2.5.3.2 The shot shall touch or be close to the neck or chin at the time the STANDING athlete prepares to commence their putting attempt. The putting hand shall not be dropped below this position.

F - 2.5.3.3 The shot shall not be taken behind the plane of the shoulders.

F - 2.5.3.4 During the shot-put movement, STANDING athletes may come in contact with the inside of the toe board (foot stop board), but not the top of the toe board.

F - 2.5.4 STANDING: Throwing the Discus

F - 2.5.4.1 The discus shall be thrown with one hand only.

F - 2.5.4.2 During the discus throw movement, STANDING athletes may come in contact with the inside of the throwing ring rim, but not the top of the throwing ring rim.

F - 2.5.5 STANDING: Athlete Fouls

F - 2.5.5.1 A foul will be called if the STANDING athlete fails to commence a put/throw within one (1) minute of the Field Official calling their name.

F - 2.5.5.2 A foul will be called if the STANDING athlete, upon entering the ring, fails to pause before the putting/throwing action.

F - 2.5.5.3 A foul will be called if the STANDING athlete uses a technique which thereby obtains an advantage through leverage or propulsion.

F - 2.5.5.4 A foul will be called if (during the course of a put/throw attempt) the STANDING athlete touches the top of the throwing circle ring rim with any part of their body.

F - 2.5.5.5 A foul will be called if the STANDING athlete exits the throwing circle in any direction before their implement has landed.

F - 2.5.5.6 A foul will be called if the STANDING athlete fails to exit the throwing station out of the back half of the throwing circle after their implement has landed.

F - 2.5.5.7 A foul will be called if the STANDING athlete’s implement lands outside of the throwing sector defined at their throwing station.

F - 2.6 SEATED Athlete Competitions

F - 2.6.1 SEATED: Competition Setup

F - 2.6.1.1 The terms “throwing frame” and “throwing chair” are interchangeable and used as appropriate in the context of all Warrior Games Field Rules. The term “chair” is also applicable to SEATED athletes throwing from a wheelchair or other throwing platform approved for use by the Field Competition Manager.

F - 2.6.1.2 Throwing frames are secured at throwing stations either to permanent throwing structures, portable throwing platforms, or directly to the ground. The methods of

securement include but are not limited to holding devices such as ratchet straps, chains, tie downs, and ground stakes.

- F - 2.6.1.3 SEATED athletes in classifications 6.0 through 3.0 reporting to a throwing station (with a throwing frame secured in place) will have four (4) minutes to occupy the chair, get strapped in, and commence their practice throws.
- F - 2.6.1.4 SEATED athletes in classifications 2.0, 1.0, and VI reporting to a throwing station (with a throwing frame secured in place) will have five minutes to occupy the chair, get strapped in, and commence their practice throws.
- F - 2.6.1.5 SEATED athletes in all classifications who wish to use their own Field equipment will be allowed a reasonable amount of time to secure their personal throwing frames at an assigned throwing station. This process should not exceed five minutes.
- F - 2.6.1.6 SEATED athlete setup and warm-up period times are governed by the Field Competition Manager and Field Officials. Setup and warm-up period time allowances may be affected by unforeseen circumstances outside of the SEATED athlete's control. A decision to extend the setup or warm-up period time allowance for a SEATED athlete will be approved by the Field Competition Manager and Head Official of the throwing station on a case-by-case basis.
- F - 2.6.1.7 SEATED athletes must sit so that both legs are in contact with the seat surface of the throwing frame from the back of their knees to the ischial tuberosity (buttocks).
- F - 2.6.1.8 SEATED athletes must compete with their feet off the ground and secured to the throwing frame; their legs are not required to be placed behind stability bars.
- F - 2.6.1.9 SEATED athletes with a leg amputation(s) are not required to use their prosthetic limb devices. SEATED athletes who elect to use their prosthetics will adhere to the same requirements IAW **Field Sport Rules 2.6.1.7** and **Field Sport Rules 2.6.1.8**.
- F - 2.6.1.10 SEATED athletes with a lower limb above and through the knee amputation(s) must sit so that the residual length of the leg(s) is in contact with the seat surface to the back of the buttocks.
- F - 2.6.1.11 SEATED athletes must maintain one of the sitting positions identified IAW **Field Sport Rules 2.6.1.7** and **Field Sport Rules 2.6.1.10** throughout the putting/throwing action until the implement has landed. Strapping across the pelvis and upper thighs is encouraged to both maintain this sitting position and minimize/negate the use of the legs during the competition.
- F - 2.6.1.12 If a SEATED athlete is unable remain IAW **Field Sport Rules 2.6.1.11** due to an anatomical/impairment limitation preventing adherence to said rule, IAW **General Rules 11.3** additional support padding may be requested by their Service Team, Field Head Coach, or the SEATED athlete. The request must be approved by the Classification Team prior to the Field Technical Meeting, so officials may be notified.
- F - 2.6.1.13 SEATED athlete warm-up period begins after the throwing frame is oriented centrally to the throwing sector, secured at the throwing station, and made available to the SEATED athlete to secure themselves into the chair.
- F - 2.6.1.14 Proper use of the setup time provided should allow a SEATED athlete a warm-up period of at least two throws; however, they may perform as many throws as the remaining warm-up time permits.
- F - 2.6.1.15 SEATED athletes may adjust their throwing frame between or after warm-up throws.
- F - 2.6.1.16 SEATED Athletes may exit the throwing frame to make adjustments during the setup

and warm-up period; however, they must ensure they are correctly strapped in and prepared to commence their official putting/throwing attempts prior to the end of the setup and warm-up period.

F - 2.6.1.17 SEATED Athletes may not exit the throwing frame once the setup and warm-up period has elapsed.

F - 2.6.1.18 No further adjustments to the throwing frame can be made during the Field competition unless a holding device failure occurs.

F - 2.6.2 SEATED: Shot Put, Discus Throw and Club Throw

F - 2.6.2.1 SEATED athletes will throw the discus, shot put, and/or club four (4) official attempts.

F - 2.6.2.2 SEATED athletes will be given one minute between each put/throw with a two (2) minute break halfway through their total number of puts/throws. The athlete may choose to shorten or waive their break altogether.

F - 2.6.2.3 SEATED athletes must begin each attempt from a stationary seated position.

F - 2.6.2.4 From start to finish, the putting/throwing movement shall be a straight, continuous action.

F - 2.6.2.5 All valid puts/throws must land inside the sector lines defined at each throwing station.

F - 2.6.3 SEATED: Putting the Shot

F - 2.6.3.1 The shot shall be put from the shoulder with one hand only.

F - 2.6.3.2 The shot shall touch or be in close proximity to the neck or chin at the time the SEATED athlete prepares to commence their putting attempt. The putting hand shall not be dropped below this position.

F - 2.6.3.3 The shot shall not be taken behind the plane of the shoulders.

F - 2.6.4 SEATED: Throwing the Club

F - 2.6.4.1 The club shall be held at its neck and/or head with one hand only.

F - 2.6.4.2 The club may be thrown either from a position facing the landing sector or from a position facing backwards and throwing overhead into the landing sector.

F - 2.6.4.3 SEATED Athletes who are classified to throw the club must choose whether to throw facing into or away from the throwing sector prior to their setup and warm-up period; they will not be allowed to change their throwing orientation once the throwing frame has been set up and secured in place.

F - 2.6.5 SEATED: Throwing the Discus

F - 2.6.5.1 The discus shall be thrown with one hand only.

F - 2.6.6 SEATED: Athlete Fouls

F - 2.6.6.1 A foul will be called if the SEATED athlete fails to commence a put/throw within one (1) minute of their prior throw.

F - 2.6.6.2 A foul will be called if the SEATED athlete uses a technique which thereby obtains an advantage through leverage or propulsion.

F - 2.6.6.3 A foul will be called if the SEATED athlete does not remain in contact with the seat of the throwing frame IAW **Field Sport Rules 2.6.1.11** from the moment the implement is handed to the SEATED athlete to the moment the implement strikes the ground. The technical term for this foul is known as "lifting."

- F - 2.6.6.4 A foul will be called if (during the course of a put/throw attempt) the SEATED athlete touches a throwing frame holding device with any part of their body. These devices include but are not limited to ratchet straps, chains, tie downs, and ground stakes.
- F - 2.6.6.5 A foul will be called if the SEATED athlete's implement lands outside of the throwing sector defined at their throwing station.
- F - 2.6.6.6 A foul will not be called if a holding device should fail at any time during the SEATED athlete's throwing process.
- F - 2.6.6.7 If the SEATED athlete does not foul as a result of a holding device failure, they will be offered the options either redo the affected put/throw attempt or elect to count it.
- F - 2.6.6.8 If the SEATED athlete does foul as a result of a holding device failure, the affected put/throw attempt will not count and will be allowed to redo it.

F - 2.7 Field Event Day Competition Scratches

- F - 2.7.1** Athletes who scratch from a Field Event competition due to a sports-related injury or illness may compete in other Field Event competitions provided they have been medically cleared by their Service Team Physician.

F - 3 Field Apparel Rules

F - 3.1 Field Apparel Rules

F – 3.1.1 Rules are IAW **General Rules 8.2.1**.

F - 3.2 Field Apparel Restrictions

F - 3.2.1 SEATED athlete clothing must be close fitting and not overly loose to not impede the view of the Field Officials.

F - 3.2.2 Footwear such as but not limited to any form of open-toed shoes or sandals are not authorized for wear by any/all personnel associated with the Field Event except for medical-related footwear that addresses a specific injury or impairment.

F – 4 Field Primary Equipment Rules

F - 4.1 Throwing Implements

F - 4.1.1 Competition Implements Dimensional Standards

- F - 4.1.1.1 Implements used during the Field Event will conform to all dimensional standards and specifications IAW current WPA Rules.

F - 4.2 Throwing Frame

- F - 4.2.1** Throwing Frame Specifications are IAW current WPA Rules.

F - 4.2.2 Alternative Throwing Platforms

- F - 4.2.2.1 A daily wheelchair may be used and an alternative throwing platform as long as it meets the same throwing frame requirements IAW current WPA rules.

- F - 4.2.2.2 Wheelchairs used as alternative throwing platforms may require additional holding devices above the requirements needed for Field-approved throwing frames. Caution must be exercised when securing a wheelchair to a throwing station to avoid damage to the wheelchair frame as well as all wheels and casters.

- F - 4.2.2.3 The Field Competition Manager has the authority to disapprove of the use of a wheelchair as an alternative throwing platform if there is risk of damage to the wheelchair or if it does not pass their assessed safety standards for use in the Field Event.

- F - 4.2.2.4 Alternative throwing platforms shall not be made of synthetic fiber material to include but not limited to carbon fiber or fiberglass.

F - 4.3 Field Equipment Procurement, Safety and Storage

- F - 4.3.1** Service Teams will provide Field equipment for their Athletes IAW the packing list outlined in **Appendix A**. Athletes may bring personal equipment if preferred.

- F – 4.3.2** All Service Team Field equipment must be inspected and cleared for safe, functional use. Equipment is subject to inspection at any time by Field Officials.

- F – 4.3.3** If Service Teams require additional adaptive Field equipment for their Athletes, they may contact the Sports Director for guidance or borrow from another Service Team.

- F – 4.3.4** Approved Service Team Field equipment will be stored in a secured location. Service Teams may be responsible for providing locks for their storage areas.

F – 5 Field Special Equipment, Considerations, and Restrictions

F - 5.1 Sport Assistants

- F - 5.1.1** IAW **General Rules 10.1**, athletes are authorized Sport Assistants. The Field Event assistants may fill a variety of roles and responsibilities that include but are not limited to:
- Sport and Mobility Support
 - General Support as defined by the Field Competition Manager
- F - 5.1.2** All Sport Assistant general responsibilities and restrictions are located in **General Rules 10.2**.
- F - 5.1.3** **Sport, Mobility, and General Support Athlete Assistants**
- F - 5.1.3.1** All personnel identified IAW **General Rules 10.1.2** are authorized to serve as sport, mobility, and general support assistants. Volunteers must follow **General Rules 10.3** in order to serve in this capacity.

F - 5.2 Athletic Taping, Authorizations, and Restrictions

- F - 5.2.1** IAW **General Rules 11.2**, the use of athletic tape is authorized during the Field Event.
- F - 5.2.2** Athletic tape cannot be used to immobilize a joint on the throwing arm such as the wrist, elbow, or shoulder that will provide an unfair advantage during competition.
- F - 5.2.3** Any use of athletic tape in a manner/mechanism that is not IAW **Field Sport Rules 5.2** may result in the athlete's disqualification.

F - 5.3 Additional Support Padding

- F - 5.3.1** IAW **General Rules 11.3**, the use of additional support padding is authorized during the Field Event.

F - 5.4 VI Athlete Blindfolds

- F - 5.4.1** There are no blindfold requirements for VI athletes in the Field Event.

F - 5.5 Gloves

- F - 5.5.1** SEATED athletes are authorized to use a glove on their non-throwing hand to obtain a better grip on a holding bar; they are not authorized to use a glove on their putting/throwing hand.
- F - 5.5.2** STANDING athletes are not authorized to use gloves on either hand during the putting/throwing attempts.

F - 5.6 Holding Bar Strapping

- F - 5.6.1** SEATED athletes may use strapping on their non-throwing hand. Strapping is used solely for the purposes of affixing their non-throwing hand to the holding bar with respect to their safety, support, and stability requirements IAW their SEATED Field Classification.

F - 5.7 Powder and Chalk Substance

- F - 5.7.1** Athletes may use a suitable substance such as powder or chalk on their hands and/or implements to obtain a better grip. All approved substances must be easily removed with a wet cloth. An approved substance will be provided for use at the Field Event.

- F - 5.7.2** Athletes may elect to use their own substance; however, it must be approved by the Field Competition Manager NLT completion of the field familiarization day in order to ensure that it does not provide the athlete with an unfair advantage during competition.

F - 5.8 Tacky Adhesive Spray

- F - 5.8.1** Tacky Adhesive Spray is not authorized for athlete use.
- F - 5.8.2** An exception to **Field Sport Rules 5.8.1** will be permitted if an Athlete's AO requests that the Athlete be observed by the Classification Team, and the Classification Team subsequently approves the use of Tacky Adhesive Spray.
- F - 5.8.3** Failure to comply will result in athlete disqualification.

INDOOR ROWING

IR – 1 Indoor Rowing Event Overview

IR - 1.1 Indoor Rowing Competitions

- IR - 1.1.1 One-Minute Sprint
- IR - 1.1.2 Four-Minute Endurance Race
- IR - 1.1.3 Team Event

IR - 1.2 Indoor Rowing Event Details

IR - 1.2.1 Indoor Rowing Start Rights

- IR - 1.2.1.1 IAW **General Rules 4.5**, each Service Team is allotted 14 athletes per event across gender and classification.
- IR - 1.2.1.2 Athletes may compete in just one or both Indoor Rowing races.
- IR - 1.2.1.3 Athletes will only compete once in an individual race.
- IR - 1.2.1.4 The Indoor Rowing races are separated by gender; all male and female athletes will compete within their gender for separate medals in their respective races based upon their official Indoor Rowing classification categories.

IR - 1.2.2 Indoor Rowing Competitions Overview

1-MIN SPRINT			4-MIN ENDURANCE RACE		
GENDER	CLASS	START RIGHTS	GENDER	CLASS	START RIGHTS
MALE	6.0	14	MALE	6.0	14
	5.0			5.0	
	4.0			4.0	
	3.0			3.0	
	2.0			2.0	
	1.0			1.0	
	VI			VI	
FEMALE	6.0		FEMALE	6.0	
	5.0			5.0	
	4.0			4.0	
	3.0			3.0	
	2.0			2.0	
	1.0			1.0	
	VI			VI	

- IR - 1.2.2.1 The Indoor Rowing Event features both a one-minute sprint and four-minute endurance race across seven (7) Indoor Rowing classification categories.

IR - 1.2.3 Ultimate Champion (UC) Indoor Rowing Rules

- IR - 1.2.3.1 IAW **UC Sport Rules 1.1.1**, UC athletes must participate in the one-minute sprint.
- IR - 1.2.3.2 UC athletes may participate in the four-minute endurance race; no points will be awarded to an UC athlete's points total as their participation is optional.

IR – 2 Indoor Rowing Sport Rules

IR - 2.1 Indoor Rowing Official Sport Rules and Regulations

- IR - 2.1.1** The Indoor Rowing Event will be conducted IAW the [World Rowing Federation/Fédération Internationale des Sociétés d’Aviron \(FISA\) Rules and Regulations](#).
- IR - 2.1.2** FISA serves as the sport governing entity for this event unless specific guidance or modifications have been identified in the Warrior Games Indoor Rowing Rules that follow.

IR - 2.2 Key Abbreviations, Acronyms, Definitions, and Personnel

- IR - 2.2.1** **ERG/Ergometer:** Concept2 Indoor Rowing machine
- IR - 2.2.2** **DNS:** Did Not Start (the race)
- IR - 2.2.3** **DNF:** Did Not Finish (the race)
- IR - 2.2.4** **PM4/PM5:** Performance Monitor; ERG display screen and hardware device for competition computer interface.
- IR - 2.2.5** **VRA:** Concept2 Venue Race Application
- IR - 2.2.6** **RMS:** Race Management System
- IR – 2.2.7** **Active Hands:** Actives Hands are a general-purpose gripping aid/specialty medical device designed to assist users with safely holding items.

IR - 2.3 Indoor Rowing Event Competition Formats

- IR - 2.3.1** The Indoor Rowing Event Competition Formats are created, managed, and executed by the Indoor Rowing Competition Manager with oversight by the Sports Director. They are subject to modification prior to the start of Warrior Games due to time constraints or other unforeseen circumstances.
- IR - 2.3.2** The Indoor Rowing Event Competition Formats are created after review and validation of the following variables which may affect the event’s overall Run of Show:
- Total number of registered athletes and Service Teams
 - Updates to athlete classifications and athlete drops
 - Venue specifications, capabilities, limitations, and restrictions
 - All other Warrior Games scheduled events
 - Any other emergency-related situations
- IR - 2.3.3** **Individual One-Minute Sprint and 4-Minute Race**
- IR - 2.3.3.1** All Indoor Rowing races shall be run as finals; there will be no preliminary heats.
- IR - 2.3.3.2** Athletes racing from different genders and classification categories may be combined into a single flight.
- IR - 2.3.3.3** Results from each flight will be separated by gender, classification, and distance rowed for each individual race final placing/medals.

IR - 2.3.4 Indoor Rowing Relay

1 MIN TEAM RELAY		
GENDER	RELAY	MAX POINTS
OPEN	TEAM 1	20
OPEN	TEAM 2	23
OPEN	TEAM 3	OPEN
*VI = 5.0 for point calculations		

- IR - 2.3.4.1 The Indoor Rowing Event features three (3) Relay races
- One race with twenty-three (23) points
 - One race with twenty (20) points
 - One Open Relay
- IR - 2.3.4.2 The Relay race will consist of four (4) athletes completing a one (1) minute row and the team with the highest combine distance will be declared the winners.
- IR - 2.3.4.3 Each Service Team may have only one Relay Team in each Relay Race
- IR - 2.3.4.4 The twenty-three (23) and twenty (20) points Relay Teams are mixed relays and composition is points-based; points are calculated using the classification categories as numbers, with Women dropping by one (1) point.
- IR - 2.3.4.5 The open Relay race, there are no gender or classification category restrictions in composition for the Relay Team.
- IR - 2.3.4.6 Athletes may compete in only one of the three Relay races.
- IR - 2.3.4.7 AOs are to submit their intended relay teams by the Indoor Rowing Technical Meeting to allow Officials time to prepare ERG assignments. Final relay cards are due at the scheduled time designated on the Run of Show.
- IR - 2.3.4.8 Athletes on Relay Teams must have competed (or registered to compete) in any of the individual Rowing Events.
- IR - 2.3.5** Concerns with the Indoor Rowing Event must be submitted to the Sports Director NLT the Indoor Rowing Technical Meeting. "Day of" special emergent situations are identified in **Indoor Rowing Sport Rules 2.3.2**.

IR - 2.4 Indoor Rowing Event Rules

IR - 2.4.1 Coaching Assistance

- IR - 2.4.1.1 Indoor Rowing Coaches have access to the Indoor Rowing competition area as defined by the Head Official and Indoor Rowing Competition Manager.
- IR - 2.4.1.2 IAW **General Rules 10.1**, Indoor Rowing Coaches may assist athletes with the installation, setup, and transfer to their ERG specialized seat as/if applicable.
- IR - 2.4.1.3 With the exception of VI athletes, Indoor Rowing Coaches are not authorized to provide any instructions/coaching advice to their athletes during their official race process as defined as the completion of the seating process and concludes at the end of the race. VI athletes may receive pace, distance, place, and encouragement.

IR - 2.4.2 Competition Warm-up

- IR - 2.4.2.1 Athletes will be provided a separate ERG warm-up area on the day of competition.
- IR - 2.4.2.2 Athletes are not allowed to warm-up on ERGs configured as official race ERGs unless authorized by Indoor Rowing Competition Manager.
- IR - 2.4.3 Race Commands and Signal**
- IR - 2.4.3.1 Athletes will not enter the Competition Area until directed by Indoor Rowing Officials; it is imperative that all athletes listen carefully to all commands coming from the Indoor Rowing Officials as they prepare for the race.
- IR - 2.4.3.2 Each race will be started by a computer system speaking the sequence ‘SIT READY, ATTENTION, ROW’. The race begins on ‘ROW’ immediately followed by a horn blast.
- IR - 2.4.3.3 Race commands may change slightly at the time of competition due to a pending change/new version of the Venue Race Application. If the upgraded program is used at the time of Warrior Games, all athletes and their Indoor Rowing Coaches will be informed of said change prior to their arrival.
- IR - 2.4.4 False Starts**
- IR - 2.4.4.1 An athlete responsible for a false start will be identified by the race start announcer/Head Official and awarded a yellow (warning) card.
- IR - 2.4.4.2 The VRA will stop the flight race by showing “False Start” on the ERG display; the flight race will be restarted once the race management system has been reset.
- IR - 2.4.4.3 If the same athlete renders a second false start, they will be awarded a second yellow card and disqualified from the individual race.
- IR - 2.4.4.4 If the ERG is determined to be malfunctioning and generating a false start error due to no fault of the athlete, they will be removed from the faulty ERG and inserted into a different flight race as managed by the Head Official and Indoor Rowing Competition Manager. No yellow card will be awarded.
- IR - 2.4.5 Disqualification**
- IR - 2.4.5.1 With the exception of Indoor Rowing Officials, no one is allowed to touch or hold an athlete’s ERG while they compete.
- IR - 2.4.5.2 Inappropriately holding an ERG to mitigate sliding may affect the drag factor of the flywheel. If needed, holding an ERG from sliding may be done by bracing the front or rear leg with a person’s foot being careful to not interfere with the person rowing or the flywheel enclosure.
- IR - 2.4.5.3 Indoor Rowing Officials may disqualify an athlete that fails to comply with the above rules identified in **Indoor Rowing Sport Rules 2.4.5**.
- IR - 2.4.6 Objections, Protests, and Appeals**
- IR - 2.4.6.1 Objections, Protests, and Appeals procedures remain aligned IAW FISA Rules and Regulations.
- IR - 2.4.7 Indoor Rowing Tied Results Procedures**
- IR - 2.4.7.1 If athletes from the same gender and classification have tied distances, the winner be determined by the VRA competition software using pace/split times.
- IR - 2.4.7.2 If a tie still remains, multiple medals of the same placement will be awarded.

IR – 3 Indoor Rowing Apparel Rules

IR - 3.1 Indoor Rowing Apparel Rules

IR – 3.1.1 Rules are IAW **General Rules 8.2.1.**

IR - 3.2 Indoor Rowing Apparel Restrictions

IR - 3.2.1 Footwear such as but not limited to boots and any form of open-toed shoes or sandals are not authorized for wear by any athlete at the Indoor Rowing Event unless a medical requirement exists for their use.

IR – 4 Indoor Rowing Primary Equipment Rules

IR - 4.1 Indoor Rowing Ergometer (Rowing Machine)

- IR - 4.1.1** Rowing Ergometer (ERG) is identified as a primary equipment requirement for the Indoor Rowing Event and will be provided by Warrior Games Event Operations.
- IR - 4.1.2** The athlete will be able to change the drag factor (resistance) on their ERG by adjusting the damper setting on the flywheel. The damper has whole number settings between 0 and 10.
- IR - 4.1.3** The athlete may set the drag factor to their desired resistance; however, it cannot be changed once the race starts.
- IR - 4.1.4** Changing the damper setting directly changes the drag factor of the flywheel. After a damper setting change has been made, the athlete can “check drag factor” using the display menu option during the warm-up period prior to the start of the race.

IR - 4.2 Adaptive Seating

- IR - 4.2.1** Athletes may use adaptive seats (static or fixed seats) due to an anatomical or impairment limitation with respect to their safety, support, and stability requirements IAW their official Indoor Rowing Classification.
- IR - 4.2.2** All efforts to secure adaptive seats for athletes will be made; however, very specialized seating may not be available at the Indoor Rowing event. It must be understood that sourcing/supplies may be limited; the provided adaptive seats may not meet an athlete’s restraint requirement depending on their impairment.
- IR - 4.2.3** Adaptive seats with a seatback will have a minimum of one chest strap and one lap strap. Additional straps may be used for comfort and support as/if needed.
- IR - 4.2.4** Adaptive seats without a seatback will have a minimum of one and maximum of two lap straps.
- IR - 4.2.5** When straps are applied, it must be done so in a manner that allows the athlete to separate easily from the ERG in the event of emergency.

IR - 4.3 Indoor Rowing Equipment Procurement and Safety

- IR - 4.3.1** Service Teams will provide Indoor Rowing equipment for their Athletes IAW the packing list outlined in **Appendix A**. Athletes may bring personal equipment if preferred. As an exception to this rule, Service Teams/Athletes are prohibited from bringing personal ERGs for use during competition.
- IR – 4.3.3** All Service Team equipment must be inspected and cleared for safe, functional use. Equipment is subject to inspection at any time by Indoor Rowing Officials.
- IR – 4.3.4** If Service Teams require additional adaptive Indoor Rowing equipment for their Athletes, they may contact the Sports Director for guidance or borrow from another Service Team.
- IR - 4.4.5** Athlete personal equipment will be inspected and cleared for safe and functional use; equipment is subject to inspection at any time by Indoor Rowing Officials.
- IR - 4.4.6** Athlete personal equipment must be self-maintained or secured by their Service Team support staff at all times unless a storage solution becomes available at the venue.

IR – 5 Indoor Rowing Special Equipment, Considerations, and Restrictions

IR - 5.1 Sport Assistants

IR - 5.1.1 IAW **General Rules 10.1**, athletes are authorized Sport Assistants. The Indoor Rowing Event assistants may fill a variety of roles and responsibilities that include but are not limited to:

- VI Athlete Audible Support (IAW Indoor Rowing Sport Rules 2.4.1.3)
- Sport and Mobility Support
- Coxswain
- General Support as defined by the Indoor Rowing Competition Manager

IR - 5.1.2 Sport, Mobility, and General Support Athlete Assistants

IR - 5.1.2.1 All personnel identified IAW **General Rules 10.1.2** are authorized to serve as sport, mobility, and general support assistants. Volunteers must follow **General Rules 10.3** in order to serve in this capacity.

IR - 5.2 Athletic Taping, Authorizations, and Restrictions

IR - 5.2.1 IAW **General Rules 11.2**, the use of athletic tape is authorized during the Indoor Rowing Event.

IR - 5.2.2 Athletic tape may be applied to parts of the athlete's hand and/or wrist due to an anatomical or impairment limitation if they are incapable of maintaining a proper grip on the ERG rower handle with respect to their safety, support, and stability requirements IAW their official Indoor Rowing Classification. If athletic tape is applied, it must be done so in a manner that allows the athlete to separate easily from the ERG handle in the event of emergency.

IR - 5.2.3 Taping will not be applied to an athlete's foot in the event of a mechanical failure with an ERG flex foot retention footplate(s). In such a situation, the footplate(s) must be repaired or replaced by the Indoor Rowing Event staff.

IR - 5.2.4 Any use of athletic tape in a manner/mechanism that is not IAW **Indoor Rowing Sport Rules 5.2** may result in the athlete's disqualification.

IR - 5.3 VI Athlete Blindfolds

IR - 5.3.1 There are no blindfold requirements for VI athletes in the Indoor Rowing Event.

IR - 5.4 Single-Hand Grip

IR - 5.4.1 Athletes who are either a single-arm amputee or do not have functional use of one arm, may use a single hand grip.

IR - 5.4.2 AOs should notify the IR Competition Manager or Sports Director if they have an athlete that falls into this impairment category.

IR - 5.4.3 Some athletes may not require a single-hand grip due to the use of a unique specialized grip prosthetic that allows for the safe use of a traditional ERG two-handed grip.

IR - 5.5 Active Hands

IR - 5.5.1 Only the Classification Team may authorize the use of Active Hands. IAW an athlete's arm/hand impairments on a case-by-case basis. Use of Active Hands under these conditions ensure the athlete's safety, support, and stability requirements during the

Indoor Rowing competition. The use of Active Hands under these conditions does not provide an athlete an unfair advantage during their official race attempts.

IR - 5.5.2 Athletes are required to bring their own Active Hands. Active Hands may not be provided/in limited supply at the Warrior Games for use at the Indoor Rowing Event.

IR - 5.6.3 Actives Hands are the only general-purpose gripping aid authorized for use at the Indoor Rowing Event.

IR - 5.6 Gloves

IR - 5.6.1 Gloves are authorized to be used at the Indoor Rowing Event.

IR - 5.7 Powder and Chalk Substances

IR - 5.7.1 Substances such as powder or chalk are not authorized for use at the Indoor Rowing Event.

IR - 5.8 Tacky Adhesive Spray

IR - 5.8.1 Tacky Adhesive Spray is not authorized for use at the Indoor Rowing Event. Failure to comply will result in athlete disqualification.

POWERLIFTING

PL – 1 Powerlifting Event Overview

PL - 1.1 Powerlifting Competitions

PL - 1.1.1 Male Powerlifting Competition

PL - 1.1.2 Female Powerlifting Competition

PL - 1.2 Powerlifting Event Details

PL - 1.2.1 Powerlifting Start Rights

PL - 1.2.1.1 IAW **General Rules 4.6**, each Service Team is allotted ten athletes total across gender and bodyweight categories.

POWERLIFTING			
GENDER	CLASS	START RIGHTS	BODYWEIGHT CATEGORIES
MALE	OPEN	10	>>> UP TO 65.0 KG
			65.01 KG TO 72.0 KG
			72.01 KG TO 80.0 KG
			80.01 KG TO 88.0 KG
			88.01 KG TO 97.0 KG
			97.01 KG TO 107.0 KG
			107.01 KG & ABOVE >>>
FEMALE	OPEN		>>> UP TO 65.0 KG
			65.01 KG TO 72.0 KG
			72.01 KG TO 80.0 KG
			80.01 KG TO 88.0 KG
			88.01 KG TO 97.0 KG
			97.01 KG TO 107.0 KG
			107.01 KG & ABOVE >>>

PL - 1.2.1.2 The Powerlifting competitions are separated by gender; all male and female athletes will compete within their gender for separate medals in their respective competitions based upon their official bodyweight categories.

PL - 1.2.2 Powerlifting Competitions Overview

PL - 1.2.2.1 The Powerlifting Event features both individual male and female competitions across seven bodyweight categories.

PL - 1.2.2.2 All athletes will compete in an OPEN classification regardless of impairment.

PL - 1.2.3 Ultimate Champion (UC) Powerlifting Rules

PL - 1.2.3.1 IAW **UC Sport Rules 1.1.1**, UC athletes must participate in the powerlifting competition.

PL – 2 Powerlifting Sport Rules

PL - 2.1 Powerlifting Official Sport Rules and Regulations

- PL - 2.1.1** The Powerlifting Event will be conducted IAW/inspired by [World Para Powerlifting Rules and Regulations](#).
- PL - 2.1.2** World Para Powerlifting serves as the sport governing entity for this event unless specific guidance or modifications have been identified in the Warrior Games Powerlifting Rules that follow.

PL - 2.2 Key Abbreviations, Acronyms, Definitions, and Personnel

- PL - 2.2.1** **Unequal Arm Extension (UAE):** An arm, wrist, and/or other morphological impairment that prevents the athlete from pressing the bar in a horizontally even manner. See Powerlifting Rule for more details.
- PL - 2.2.2** **No-Lift/Failed Lift:** Disqualification call by a referee during an athlete's lift attempt.

PL 2.3 Powerlifting Competition Format

- PL - 2.3.1** The Powerlifting Event Competition Format is created, managed, and executed by the Powerlifting Competition Manager, with oversight by the Sports Director. It is subject to modification prior to the start of Warrior Games due to time constraints or other unforeseen circumstances.
- PL - 2.3.2** The Powerlifting Event Competition Format is created after review and validation of the following variables which may affect the event's overall Run of Show:
- Total number of registered athletes and Service Teams
 - Updates to athlete classifications and athlete drops
 - Venue specifications, capabilities, limitations, and restrictions
 - All other Warrior Games scheduled events
 - Inclement weather or other emergency-related situations
- PL - 2.3.3** Designated single bodyweight divisions for male and female athletes.
- PL - 2.3.4** Athletes will be given three official lift attempts total.
- PL - 2.3.5** In the event there are approximately ten athletes in a single bodyweight division, there can be a single flight of athletes.
- PL - 2.3.6** In the event there are more than ten athletes competing in the same bodyweight category, multiple flights may be formed with a maximum of ten athletes per flight.
- PL - 2.3.7** Bodyweight categories with only a few athletes will be combined with other bodyweight categories of similar size into a single flight. Results from each flight will be separated by bodyweight category and gender for final placing/medals.
- PL - 2.3.8** The athletes with the lowest starting weights will form the first flight to lift, with progressively higher starting weights forming subsequent flights as applicable.
- PL - 2.3.9** Concerns the Powerlifting Event must be submitted to the Sports Director NLT 48 hours prior to the start of the event. As/if applicable, changes will be published NLT the Powerlifting Technical Meeting except for "day of" special emergent situations identified in **Powerlifting Sport Rules 2.3.2**.

PL - 2.4 Powerlifting Event Rules

PL - 2.4.1 Weigh-in and Kit Check Procedures

PL - 2.4.1.1 The Powerlifting Weigh-in and Kit Check time and location will be published IAW the Warrior Games Run of Show schedule; it will be conducted in a private location and managed by no less than (4) Powerlifting officials (2 male and 2 female) to manage and establish fair and balanced recordings.

PL - 2.4.1.2 Each athlete's Powerlifting Coach will be accompanying them to Powerlifting Weigh-in/Equipment Check-in.

PL - 2.4.2 Weigh-in/Equipment Check-in Athlete Requirements

PL - 2.4.2.1 Lifting uniform/apparel

PL - 2.4.2.2 All lifting equipment

PL - 2.4.2.3 Lift attempt requirements (rack height and starting weight)

PL - 2.4.3 Official Bodyweight Category

PL - 2.4.3.1 If the athlete is over their registered bodyweight category, they will have one-hour from the start of their weigh-in to make desired weight without exceeding their scheduled weigh-in cutoff time.

PL - 2.4.3.2 Weigh-in start time will be annotated on the athlete's official lift card.

PL - 2.4.3.3 Athletes are only allowed one additional weigh-in with their second attempt being declared as their official bodyweight category.

PL - 2.4.3.4 Should the athlete not make their registered bodyweight category, they will either be moved up to the next bodyweight category or elect to self-withdraw from the Powerlifting Event.

PL - 2.4.4 Post Weigh-in/Equipment Check-in Requirements

PL - 2.4.4.1 Upon completion of their Powerlifting Weigh-in the Athletes will be notified of official bodyweight category, the Athletes will sign their official lift card.

PL - 2.4.4.2 Upon completion of all athlete weigh-ins, the order of the lifting will be arranged by progressive bar (lightest to heaviest bar) per weight class/division.

PL - 2.4.4.3 If athletes have the same opening attempt lift, the flight order will begin with the athlete with the lowest bodyweight.

PL - 2.4.5 Powerlifting Coaching Assistance

PL - 2.4.5.1 Powerlifting Coaches will have access to their athletes in between official lift attempts as defined by the Powerlifting Competition Manager and managed by the Head Official of each competition platform.

PL - 2.4.5.2 When such assistance is requested by the athlete, their Powerlifting Coach is allowed to help them remove the bar from the rack.

PL - 2.4.5.3 Only one Powerlifting Coach will be allowed on the competition platform at any one time.

PL - 2.4.5.4 Powerlifting Coaches have the option to give the "Press" command to their athlete. Outside of the press command, the coaches are not authorized to provide coaching advice to their athletes during their official lift attempt.

PL - 2.4.6 Competition Warm-up

PL - 2.4.6.1 Warm-up scheduling periods will be provided to the AOs or their appointed representatives at the Powerlifting Technical Meeting.

PL - 2.4.6.2 Warm-up scheduling periods are subject to change due to adjustments to the flights to include but not limited to bodyweight category changes and competition withdrawals.

PL - 2.4.7 Competition Round System

PL - 2.4.7.1 There are three competitive rounds in the Powerlifting competitions. All athletes must complete each relevant round in sequential order, first by the order of the lifting weight chosen and then, where the weight chosen is the same, by who has the lowest bodyweight at weigh-in.

PL - 2.4.7.2 The bar must be loaded progressively for each round on the principle of a rising bar whereby each athlete will take their first lift attempt in Round 1, their second lift attempt in the Round 2, and their third lift attempt in the Round 3. After round (3) if an athlete is unsuccessful in their first and second attempted lifts then they will not follow themselves but must wait until the next round before they can attempt the weight again or make a new lift attempt at a heavier weight. Weight can only increase and may not decrease.

PL - 2.4.7.3 The athletes may change their first lift attempt weight up to five minutes before the starting time indicated on their official lift card. This is the only time they may lower their lift attempt weight. Athletes may increase their lift attempt weight as much as they want. The athlete or their Powerlifting Coach must come to the Head Official's table with the next lift attempt weight within one-minute after completing their last lift attempt.

PL - 2.4.7.4 After completing their first attempt in Round 1, the athlete and their Powerlifting Coach must decide upon the weight amount required for the next lift attempt. The chosen weight amount must be filled in where indicated on the athlete's official lift card; all lift cards are kept at the Head Official's table. The requested weight amount must be declared before the one-minute time allowance has elapsed; time starts from when the athlete departs the competition bench.

PL - 2.4.7.5 Round 2 will be arranged by successful weights/progressive bar. If the athlete's lift attempt was successful, they must increase the bar by 1kg minimum. In Round 2, no further changes in weight may be made after the recorded increase. The missed weight in Round 1 may not decrease.

PL - 2.4.7.6 Round 3 follows the same format as Round 2; however, athletes may change their third/final lift attempt weight one time after it has been recorded. This must be completed one (1) minute after the last athlete in Round 2 has completed their lift attempt. The athlete's third/final lift attempt weight can only increase and may not decrease.

PL - 2.4.8 Bench Body Position Requirements

PL - 2.4.8.1 The athlete's head may not come off of the bench at any time during their lift attempts.

PL - 2.4.8.2 The athlete's head, shoulders, buttocks, legs, and both heels (as applicable if certain physical impairments exist) must remain on the bench at all times during their lift attempt.

PL - 2.4.8.3 The athlete will take the bar at arm's length with their elbows locked. If this position is not met, the Side Referee will let the Chief Referee know by lifting their hand to stop the lift prior to the "Start" command.

PL - 2.4.9 Bar Grip Requirements

- PL - 2.4.9.1 Athletes must grip the bar with both thumbs and all fingers firmly wrapped around the bar.
- PL - 2.4.9.2 The athlete's grip spacing must not be wider than 81cm (~31.89 inches); visible 81cm knurls on the bar.
- PL - 2.4.9.3 Thumbless grips are not allowed at the Powerlifting Event.
- PL - 2.4.9.4 Active Hands general purpose gripping aids are not authorized for use in the Powerlifting Event. Prior to team selection, AOs and the Classification Team will determine athlete inclusion with safety as a priority.

PL - 2.4.10 The Lift Attempt

- PL - 2.4.10.1 The athlete will approach the competition bench when their name is announced.
- PL - 2.4.10.2 The athlete will have two minutes to start their lift attempt from the time the speaker announces their name.
- PL - 2.4.10.3 The athlete and/or their Powerlifting Coach may secure straps (if used) with the help of spotters. The Powerlifting Coach may give verbal requests to the spotters to secure the straps.
- PL - 2.4.10.4 The Powerlifting Coach will return to the coach's box, or other location designated by the Powerlifting Competition Manager, upon completion of securing the straps.

PL - 2.4.11 Lift-off/No Lift-off Assistance

- PL - 2.4.11.1 The athlete may choose to have lift-off assistance, or they may lift the bar out of the rack on their own. When such assistance is requested by the athlete, the Head Official/chief spotter, side spotter/loaders, or the athlete's Powerlifting Coach are allowed to help the athlete remove the bar from the rack.
- PL - 2.4.11.2 The athlete or their Powerlifting coach must make the chief spotter aware that lift assistance is either requested or declined.
- PL - 2.4.11.3 Indication must be initiated when approaching the bench and verbal synch instructions (i.e., 1... 2... 3... Lift) once in lifting position on bench.
- PL - 2.4.11.4 The lift-off, whether assisted or not, must remain at arm's length until the start command is given.

PL - 2.4.12 Unequal Arm Extension (UAE)

- PL - 2.4.12.1 UAE must be documented during the athlete's classification.
- PL - 2.4.12.2 UAE must be annotated on the athlete's official lift card during Athlete weigh-in.
- PL - 2.4.12.3 The athlete must show proof of UAE to the Chief Referee via their official lift card on the platform, prior to the start of each lift attempt.
- PL - 2.4.12.4 Failure to comply IAW **Powerlifting Sport Rules 2.4.12** could result in the athlete receiving a "No Lift/Failed Lift" call from the Chief Referee and/or disqualification from the Powerlifting Event.

PL - 2.4.13 Lift Commands

- PL - 2.4.13.1 "Start"
- Rack lift-off (assisted or non-assisted).

- Athlete maintaining bar control.
- The Chief Referee gives the “Start” command.
- Any downward movement of the bar prior to the “Start” command will result in a “No-Lift/Failed Lift.”
- Upon the “Start” command, the athlete will lower the bar to their chest under positive control.
- When the bar meets the athlete’s chest, it must not sink. There must be a clear distinct stop on their chest.

PL - 2.4.13.2 “Press”

- At the bottom of the lift attempt, the bar is touching the athlete’s chest.
- The athlete is maintaining positive bar control, and the bar comes to a distinct stop.
- The Powerlifting Coach may give the “Press” command.
- The bar is then pressed upwards under positive control.
- Any heaving or bouncing of the bar to initiate upward movement will result in a “No- Lift/Failed Lift.”
- During the press phase, the bar cannot move downwards. It may stop momentarily but must continue upward movement.
- During the press phase, no walking the bar; UAE exception IAW Powerlifting Sport Rules 2.4.12.
- There can be no lateral movement of the hands along the bar such as but not limited to the repositioning of hands or slippage of the hands during the lift attempt.
- The bar must stop at the same time locked out equally; UAE exception IAW Powerlifting Sport Rules 2.4.12.
- A good lift consists of at least two (2) of the three (3) referees agreeing on a good lift indicated by white lights or white flags. Two or more red lights or red flags indicates a “No-Lift/Failed Lift.”

PL - 2.4.13.3 “Rack”

- Completion of the lift attempt.
- The athlete’s arms are at full extension; similar to “Start” position of the lift attempt.
- The Chief Referee gives the “Rack” command.
- Re-racking prior to the “Rack” command will result in a “No-Lift/Failed Lift.”

PL - 2.4.14 No-Lift/Failed Lift

PL - 2.4.14.1 Failing to observe the Chief Referee’s commands: “Start” and “Rack.”

PL - 2.4.14.2 Any lateral movement of the hands along the bar during the entire lifting sequence.

PL - 2.4.14.3 Any heaving or bouncing of the bar into, or off, the chest or failing to fully stop the bar in a “touch and go” in an uncontrolled fashion.

- PL - 2.4.14.4 Any blatant sinking of the bar into the chest where it is apparent that the lifter has gained advantage.
- PL - 2.4.14.5 Any downward movement of the bar during the upward press phase; the bar can stop but must not go downwards.
- PL - 2.4.14.6 Any unfinished attempt with apparent effort (i.e., failure to “press” the bar to full extension of arms at the completion of the lift). This means that the arms have to positively lock out at the end of the press phase and does not mean that the bar must return to any given starting point as natural compression has to be considered and this is not a reason for a “No-Lift/Failed Lift” to be given.
- PL - 2.4.14.7 Failure to start the lift during two-minute time limit.
- PL - 2.4.14.8 Any unequal movement of the arms during the press phase, also known as “walking the bar;” UAE exception IAW **Powerlifting Sport Rules 2.4.12**.
- PL - 2.4.14.9 Any change in the elected lifting position during the lifting sequence, between receiving the “Start”, “Press” and “Rack” commands (i.e., the head, shoulders, buttocks, or feet must not raise from their original points of contact with the bench during the bench press sequence).
- PL - 2.4.14.10 Any unequal extension of both arms during the final “lock out” stage. The athlete’s arms must extend equally, at the same time/rate/speed and the elbows should lock out together simultaneously. The bar does not have to be completely horizontal during the press or on lock out; UAE exception IAW **Powerlifting Sport Rules 2.4.12**.
- PL - 2.4.14.11 If the rack is used to assist in completion of the lift, then a “No-Lift/Failed Lift” will be given. Tapping the rack is more prominent with athletes who have UAE; however, any contact with the bench during the official press will be ruled as a “No-Lift/Failed Lift.”
- PL - 2.4.15 Competition Errors**
- PL - 2.4.15.1 The following errors during a competition are correctable and will not affect the athlete if identified prior to their lift attempt:
- Loader error; bar is loaded with the incorrect weight amount
 - Competition bench is set to the incorrect rack height
 - Spotter error
 - Announcer error
- PL - 2.4.15.2 Once an error has been identified, the official time will stop; upon correction, the official time will resume.
- PL - 2.4.15.3 If an error is discovered after the lift attempt has started, the lift attempt will be reviewed before finalization if the attempted weight on the bar was incorrect, and no changes will be made; there is no protest or appeal.
- PL - 2.4.16 Powerlifting Event Tied Results Procedures**
- PL - 2.4.16.1 If athletes from the same gender and bodyweight category have tied final lifts, the athlete with the lower bodyweight is declared the winner.
- PL - 2.4.16.2 If a tie still remains, then the athlete with the higher second lift will be the winner.
- PL - 2.4.16.3 If a tie still remains, then the athlete with the higher first lift will be the winner.
- PL - 2.4.16.4 If a tie still remains, then multiple medals of the same placement will be awarded.

3 Powerlifting Apparel Rules

PL - 3.1 Powerlifting Apparel Rules

PL – 3.1.1 Rules are IAW General Rules 8.2.1 with the following additions and exceptions:

PL - 3.1.2 Sports Bra

PL - 3.1.2.1 Female athletes may wear a sports bra. A sports bra is considered part of the overall lifting attire/Kit Check; however, it is not worn as part of the athlete's Weigh-in apparel. No other bra type or design is authorized for use at the Powerlifting Event. Sports bra construction cannot have stiffening, padding, or under wiring features. Sports bra construction will be verified during Weigh-in/Kit Check.

PL - 3.1.3 Wrist Wraps

PL - 3.1.3.1 Athletes may wear wrist wraps.

PL - 3.1.3.2 Wrist wraps construction shall be one-ply only.

PL - 3.1.3.3 Wrist wraps length shall not exceed 1 m (~ 39.37 inches).

PL - 3.1.3.4 Wrist wrap width shall and not exceed 80 mm (~ 3.15 inches).

PL - 3.2. Powerlifting Apparel Restrictions

PL - 3.2.1 Bench shirts, squat suits, or deadlift suits are not authorized for wear at the Powerlifting Event.

PL - 3.2.2 Footwear such as, but not limited to, any form of open-toed shoes or sandals are not authorized for wear by any/all personnel associated with the Powerlifting Event except for medical-related footwear that addresses a specific injury or impairment.

PL - 3.3 Powerlifting Apparel Specifications

PL - 3.3.1 IAW World Powerlifting Rules and Regulations, the optional apparel authorized in **Powerlifting Sport Rules 3.1.2.1** and **Powerlifting Sport Rules 3.1.2.2** cannot be comprised of more than 20% lycra.

PL - 4 Powerlifting Primary Equipment Rules

PL - 4.1 Primary Competition Equipment Requirements

- PL - 4.1.1** The following items are identified as primary equipment requirements for the Powerlifting Event and will be provided by Warrior Games Event Operations.
- Bench
 - Bar with Collars
 - Weights
 - Leg Straps
 - Weight Scale
- PL - 4.1.2** Leg straps are allowed from the ankles to the hips without crossing the knees.
- PL - 4.1.3** Athletes may use no more than two leg straps.
- PL - 4.1.4** If two leg straps are used, they may not cross or overlap each other.
- PL - 4.1.5** When leg straps are applied, it must be done so in a manner that allows the athlete to separate easily from the bench in the event of emergency.
- PL - 4.1.6** Leg straps can only be made of Velcro; straps with buckles and/or other types of mechanical fasteners are not authorized for use.

PL - 4.2 Hand Chalk

- PL - 4.2.1** Athletes may use hand chalk to obtain a better grip.
- PL - 4.2.2** Hand chalk will be provided for use at the Powerlifting Event.
- PL - 4.2.3** Athletes may use their own hand chalk; however, it must be approved for use by the Powerlifting Competition Manager.

PL - 4.3 Weightlifting Belts

- PL - 4.3.1** Weightlifting belts will not be provided for use at the Powerlifting Event.
- PL - 4.3.2** Weightlifting belts must be sourced either by the athlete or their Service Team.
- PL - 4.3.3** Weightlifting belt width shall not exceed 100 mm (~ 3.94 inches).
- PL - 4.3.4** Weightlifting belt thickness shall not exceed 13 mm (~ 1/2 inch).
- PL - 4.3.5** Weightlifting belts may be made of leather, vinyl, or other similar non-stretch material with belt construction be glued or stitched.
- PL - 4.3.6** Weightlifting belt construction cannot include padding, bracing, or support features.
- PL - 4.3.7** Athletes may wear a weightlifting belt outside of their Powerlifting apparel.
- PL - 4.3.8** Weightlifting belts cannot have any form of inappropriate language, logo, or branding.

PL - 4.4 Powerlifting Equipment Procurement and Safety

- PL - 4.4.1** Service Teams will provide Powerlifting equipment for their Athletes IAW the packing list outlined in **Appendix A**. Athletes may bring personal equipment if preferred. As an exception to this rule, Service Teams/Athletes are prohibited from bringing Powerlifting equipment items identified in **Powerlifting Sport Rules 4.1** for the Powerlifting Event.

- PL - 4.4.2** Service Team Powerlifting support equipment will be inspected and cleared for safe and functional use. Equipment is subject to inspection at any time by Powerlifting Officials.
- PL - 4.4.3** Service Team Powerlifting support equipment must be self-maintained at all times unless a securable storage solution becomes available at the Powerlifting Venue.
- PL – 4.4.4** If Service Teams require additional adaptive Powerlifting equipment for their Athletes, they may contact the Sports Director for guidance or borrow from another Service Team.

PL - 5 Powerlifting Special Equipment, Considerations, and Restrictions

PL - 5.1 Sport Assistants

- PL - 5.1.1** IAW **General Rules 10.1**, athletes are authorized Sport Assistants. The Powerlifting Event assistants may fill a variety of roles and responsibilities that include but are not limited to:
- Sport and Mobility Support
 - General Support as defined by the Powerlifting Competition Manager
- PL - 5.1.2** All Sport Assistant general responsibilities and restrictions are located in **General Rules 10.2**.
- PL - 5.1.3** **Sport, Mobility, and General Support Athlete Assistants**
- PL - 5.1.3.1** Typically, the athlete's assistant is their Powerlifting Coach; however, all personnel identified IAW **General Rules 10.1.2** are authorized to serve as sport, mobility, and general support assistants. Volunteers must follow **General Rules 10.3** in order to serve in this capacity.
- PL - 5.1.3.2** IAW **Powerlifting Sport Rules 2.4.11.1**, When such assistance is requested by the athlete, their Powerlifting Coach is allowed to help them remove the bar from the rack.

PL - 5.2 Athletic Taping, Authorizations, and Restrictions

- PL - 5.2.1** IAW **General Rules 11.2.1.1**, the use of athletic tape is authorized during the Powerlifting Event but must be requested by AOs and approved by the Classification Team NLT the Powerlifting Technical Meeting.
- PL - 5.2.2** In addition to being applied to parts of an athlete's body to address a sports-related injury, athletic tape and other approved types of bandages may be used for the purposes of covering a small open wound incurred during the Warrior Games. The wound/injury will be examined by the Powerlifting Competition Manager NLT Powerlifting Event Check-in. Upon examination, if the wound/injury is determined to pose both a safety risk to the athlete and potentially contaminate a competition station, the athlete will be withdrawn from the Powerlifting Event.
- PL - 5.2.3** Athletic tape is not allowed on any of the Powerlifting Event equipment.
- PL - 5.2.4** Any use of athletic tape in a manner/mechanism that is not IAW **Powerlifting Sport Rules 5.2** may result in the athlete's disqualification.

PL - 5.3 Additional Support Padding

- PL - 5.3.1** Not applicable to this sport.

PL - 5.4 VI Athlete Blindfolds

- PL - 5.4.1** There are no blindfold requirements for VI athletes in the Powerlifting Event.

PL - 5.5 Athletes with Arm/Hand Impairments

- PL - 5.5.1** Athletes with arm and/or hand impairments are authorized to participate in the Powerlifting Event; however, they must be approved to compete by the Classification Team. Athletes with arm amputations are not allowed to compete per the Classification guidelines.
- PL - 5.5.2** If approved to compete, athletes with arm and/or hand impairments are not

authorized to use of Active Hands General Purpose Gripping Aids during the Powerlifting Event.

PL - 5.6 Gloves

PL - 5.6.1 Athletes are not authorized to use gloves to obtain a better grip on the bar.

PL - 5.7 Tacky Adhesive Spray

PL - 5.7.1 Athletes are not authorized to use tacky adhesive spray to obtain a better grip on the bar.

SHOOTING

SH – 1 Shooting Event Overview

SH - 1.1 Shooting Competitions

- SH - 1.1.1** Air Rifle-Prone – 10m OPEN, SH1, SH2, and SH3
- SH - 1.1.2** Air Rifle-Standing – 10m OPEN, SH1, SH2, and SH3
- SH – 1.1.3** Air Pistol – 10m OPEN and SH1

SH - 1.2 Shooting Event Details

SH - 1.2.1 Shooting Start Rights

- SH - 1.2.1.1** Throughout the Warrior Games, the sport of Shooting may also be referred to as 'Precision Air' to align with event terminology.
- SH – 1.2.1.2** IAW **General Rules 4.7**, each Service Team is allotted 20 athletes in total.
- SH – 1.2.1.3** While it is possible Male and Female athletes will shoot at the same time, all Male and Female athletes will compete within their gender for separate medals in their respective competitions.
- SH - 1.2.1.3** Athletes may compete in no more than two of the three Shooting competitions.

SH - 1.2.2 Shooting Competitions Overview

SHOOTING			
GENDER	CLASS	START RIGHTS	COMPETITIONS
MALE/FEMALE	OPEN	20	AIR RIFLE PRONE OR STANDING
	SH1		
	SH2		
	SH3 (VI)		
	OPEN		AIR PISTOL
	SH1		

- SH - 1.2.2.1** The Shooting Event features two Air Rifle competitions across four classification categories and one Air Pistol competition across two classification categories.

SH – 2 Shooting Sport Rules

SH - 2.1 Shooting Official Sport Rules and Regulations

- SH - 2.1.1 The Shooting Event will be conducted IAW/inspired by the [International Shooting Sports Foundation \(ISSF\) Rules and Regulations](#)
- SH - 2.1.2 The [World Shooting Para Sport \(WSPS\)](#) Rules and Regulations govern all modifications of the ISSF Rules and Regulations as related to Para Shooting.
- SH - 2.1.3 ISSF and WSPS serve as the sport governing entities for this event unless specific guidance and/or modification(s) have been identified in the Warrior Games Shooting Rules that follow.

SH - 2.2. Key Abbreviations, Acronyms, Definitions, and Personnel

- SH - 2.2.1 **Chief Range Official (CRO):** Reports to the Shooting Competition Manager. Serves as the lead Range Safety Officer (**RSO**) and is responsible for the safety of all personnel at the Shooting Event as related to the FOP. Responsible for official match announcements, timekeeping, and rule adjudication on the FOP.
- SH – 2.2.2 **Match Director:** The Shooting Competition Manager also serves as the Match Director. The Match Director is responsible for all official communications, personnel, and equipment related to the event. The Match Director also oversees the Range Jury and is the only individual who may overrule a Jury decision, and only based upon the Spirit of the Competition.
- SH - 2.2.3 **Range Safety Officers (RSO):** Assistants to the CRO whose primary responsibility is the safety and security of all personnel within the FOP. May be appointed as members of the Range Jury. It is the Safety officer's responsibility to enforce the rules.
- SH - 2.2.4 **Range Officials:** Assistants to the **CRO** and share the responsibilities of conducting the shooting competitions and support safety operations within the FOP. May issue initial rule adjudications on the FOP. May be appointed as members of the Range Jury.
- SH - 2.2.5 **Range Jury:** Officials who may be convened to decide rule adjudications in committee. Also serves to adjudicate protested rulings on the Field of Play. A decision by the Jury is final and may only be overruled by the Match Director.
- SH - 2.2.6 **Course of Fire (COF):** A description of the stages within the competition that specifies the number of shots in each series and stage, the type of firing, and the time limits allowed for each COF.
- SH - 2.2.7 **Clear Bore Indicator (CBI):** A visible marker inserted through the barrel that indicates that the air gun has been cleared.
- SH - 2.2.8 **Squadding/Start List:** The assignment of athletes entered in a specific Shooting competition to relays and firing points along the firing line.

SH - 2.3 Shooting Event Competition Formats

- SH - 2.3.1 The Shooting Event Competition Formats are created, managed, and executed by the Shooting Competition Manager with oversight by the Sports Director. They are subject to modification prior to the start of Warrior Games due to time constraints or other unforeseen circumstances.
- SH - 2.3.2 The Shooting Event Competition Formats are created after review and validation of the following variables which may affect the event's overall Run of Show:
 - Total number of registered athletes and Service Teams

- Updates to athlete classifications and athlete drops
- Venue specifications, capabilities, limitations, and restrictions
- All other Warrior Games scheduled events
- Inclement weather or other emergency-related situations

SH - 2.3.3 Concerns with the Shooting Event must be submitted to the Sports Director NLT the Sport Technical Meeting. As/if applicable, changes will be published NLT the Shooting Technical Meeting except for “day of” special emergent situations identified in **Shooting Sport Rules 2.3.2.**

SH - 2.4 Shooting Distance

SH - 2.4.1 All athletes, regardless of event and classification, will shoot 10 meters from the firing line to the target face.

SH - 2.5 Range Report Time

SH - 2.5.1 Athletes must report to the range NLT 45 minutes prior to the published start time.

SH - 2.6 Air Pistol Competition Classification Rules

SH - 2.6.1 Open

SH - 2.6.1.1 Athletes will hold/fire the pistol with one hand from a standing position.

SH - 2.6.2 SH1

SH - 2.6.2.1 Athletes will hold/fire the pistol with one hand and fire from a standing or seated position. Athletes must declare prior to the start of the event which shooting position they will assume. Athletes must maintain the same firing position throughout the competition. If competing from a seated position, a fixed/folding chair or wheelchair may be used.

SH - 2.6.2.2 Athletes may not rest any part of their torso or arms against any object; however, athletes with limited trunk stability, based on classification assessment, may come in contact with the back of the chair/wheelchair.

SH – 2.6.2.3 Athletes with an arm impairment may be authorized a loading block based on classification assessment.

SH - 2.7 Air Rifle-Prone Competition Classification Rules

SH - 2.7.1 OPEN and SH1

SH - 2.7.1.1 Athletes will hold/fire the rifle from a seated position and may rest both of their elbows and lean their torso against any object on the firing point for stability.

SH - 2.7.1.2 Athletes with an upper limb deficiency are allowed to hold their air rifle with a normal prosthesis, as long as it does not grip the air rifle and does not have a fixed elbow.

SH - 2.7.1.3 The use of a sling to support the weight of their air rifle is authorized.

SH – 2.7.1.4 SH1 Athletes are authorized an assistant/loader if pre-approved by Classifiers NLT the Shooting Technical Meeting.

SH - 2.7.2 SH2

SH - 2.7.2.1 Athletes will hold/fire the rifle from a seated position.

SH - 2.7.2.2 The air rifle may be supported by a spring stand; Range Officials will test spring stands

to determine if they are IAW WSPS rules and specifications.

- SH – 2.7.2.3 Air rifles must be marked for spring stands IAW WSPS rules.
- SH - 2.7.2.4 If the athlete's impairment allows, both of their elbows may rest on the table or board. If their impairment does not allow for both elbows to rest on the table or board, they may rest their non-shooting arm on the table or board, on top of the rifle behind the spring stand, or on their body provided the arm is visibly relaxed and not used in such a way as to gain additional support and/or an unfair advantage. The upper arms must not touch the table or board except as noted above.
- SH - 2.7.2.5 The use of a sling is prohibited.
- SH - 2.7.2.6 Athletes are authorized an assistant/loader as/if applicable.
- SH - 2.7.3 SH3 (VI)**
- SH - 2.7.3.1 Athletes have a vision impairment, must wear blindfolds or black-out glasses, and use WSPS/IPC-approved VI laser sighting systems.
- SH - 2.7.3.2 Athletes will assume a seated firing position based upon their functional capabilities and/or impairments found within the above Shooting classifications and adhere to all authorizations and restrictions defined within them.
- SH - 2.7.3.3 SH3 athletes only compete against other SH3 athletes; they do not compete against athletes in the Open, SH1, and SH2 Classifications.
- SH - 2.7.3.4 Athletes are required to have an assistant/loader.

SH - 2.8 Air Rifle-Standing Competition Classification Rules

SH - 2.8.1 OPEN

- SH - 2.8.1.1 Athletes will hold/fire the rifle from a standing position.
- SH - 2.8.1.2 The use of a sling is prohibited.

SH - 2.8.2 SH1

- SH - 2.8.2.1 Athletes will hold/fire the rifle with two hands and fire from a standing or seated position. Athletes must declare prior to the start of the event which shooting position they will assume. Athletes must maintain the same firing position throughout the competition. If competing from a seated position, a fixed/folding chair or wheelchair may be used.
- SH - 2.8.2.2 Athletes may not rest any part of their body or arms against a bench, table, or chair/wheelchair; however, athletes with ~~spinal cord injuries~~ limited trunk stability, based on classification assessment, may come in contact with the back of the chair/wheelchair.
- SH - 2.8.2.3 Athletes will rest one elbow on their hip, ribcage, or abdomen to support the weight of their air rifle.
- SH – 2.8.2.4 The use of a sling is prohibited.

SH - 2.8.3 SH2

- SH - 2.8.3.1 Athletes will hold/fire the rifle from a seated position.
- SH - 2.8.3.2 Athletes may not rest either elbow on their hip, ribcage, or abdomen to support the weight of their air rifle.
- SH - 2.8.3.3 The air rifle may be supported by a spring stand; Range Officials will test spring stands

to determine if they are IAW WSPS rules and specifications.

- SH – 2.8.3.4 Air rifles must be marked for spring stands IAW WSPS rules.
- SH - 2.8.3.5 Athletes may not rest any part of their torso or arms against a bench, table, or chair/wheelchair; however, athletes with limited trunk stability, based on classification assessment, may come in contact with the back of the chair/wheelchair.
- SH - 2.8.3.6 Athletes must clearly and visibly de-shoulder the air rifle in between shots.
- SH - 2.8.3.7 Athletes with arm-amputations are not allowed to hold (touch) the air rifle with their prosthesis in the standing position.
- SH - 2.8.3.8 Athletes are authorized an assistant/loader as/if applicable.
- SH - 2.8.4 SH3 (VI)**
- SH - 2.8.4.1 Athletes have a vision impairment, must wear blindfolds or black-out glasses, and use ISSF-approved VI laser sighting systems.
- SH - 2.8.4.2 Athletes will assume a standing or seated firing position based upon their functional capabilities and/or impairments found within the above Shooting classifications and adhere to all authorizations and restrictions defined within them.
- SH - 2.8.4.3 SH3 athletes only compete against other SH3 athletes; they do not compete against athletes in the Open, SH1, and SH2 Classifications.
- SH - 2.8.4.4 Athletes are authorized an assistant/loader as/if applicable.

SH - 2.9 Shooting Classification Category Variance

- SH - 2.9.1 An athlete's official classification category will remain consistent across all air rifle matches: For example, an athlete competing in SH1 Air Rifle-Standing will also compete in the SH1 Air Rifle-Prone. The same will be true for Open or SH2 athletes.
- SH - 2.9.2 An Athlete's official classification category may be different in air pistol than in air rifle:
- For example, an athlete competing in the SH2 Air Rifle matches may also compete in SH1 Pistol provided they can safely load and fire the Air Pistol without assistance.

SH - 2.10 Scoring

- SH - 2.10.1 Single-decimal scoring is used for all air rifle qualification matches.
- SH - 2.10.2 Integer (whole ring scoring) is used for all air pistol qualification matches.
- SH - 2.10.3 Single-decimal scoring is used for all Shooting Finals matches.

SH - 2.11 Range Rules

- SH - 2.11.1 All air guns must be pointed in a safe direction at all times. A safe direction at the Shooting Event range will be down range or up when being moved.
- SH - 2.11.2 CBIs are required when moving an air gun to and from the firing line, anytime the air gun is not under athlete control, or when instructed to do so by range staff.
- SH - 2.11.3 Only the competing athletes, Shooting Coaches, loaders, and range staff are permitted in the FOP
- SH - 2.11.4 The FOP includes the area behind the firing line where access is restricted to competing athletes and on-duty Range Officials, the firing line, and the downrange area

that includes the targets and backstops/safety zone.

- SH - 2.11.5** Open containers and uncapped sports bottles are not allowed in the FOP.
- SH - 2.11.6** Open or unwrapped food is not allowed in the FOP.
- SH - 2.11.7** Start numbers must be worn by athletes and their loaders when in the FOP.
- SH - 2.11.8** All athletes entering the FOP must report to the range staff to be assigned a firing point. Shooting Coaches may take care of reporting-in their athletes to Range Officials and get lane assignments during pre-event training.
- SH - 2.11.9** All Shooting equipment must be stored in marked locations in a neat and orderly fashion.
- SH - 2.11.10** Once on the firing line, an athlete must raise their hand to get the Range Officials permission to leave the firing line. A CBI must be inserted into the air gun before the athlete may leave the firing line.
- SH - 2.11.11** If anyone says "Stop," immediately stop all actions and pay attention to the next command. Failure to stop and/or continued shooting after the "Stop" command will result in disqualification.

SH - 2.12 Coach Access and Instruction

- SH - 2.12.1** During Shooting competitions, Shooting Coaches are only permitted to approach the firing line at the request of their athlete and allowed by a Range Official.
- SH - 2.12.2** During training and preparation times, Shooting Coaches are permitted to approach the line at their own request and allowed by a Range Official.
- SH - 2.12.3** Nonverbal communication is permitted during Shooting competitions.

SH - 2.13 Preparation and Sighting Time

- SH - 2.13.1** The Preparation and Sighting Time must be timed to end approximately 30 seconds before the official starting time for Match firing.
- SH - 2.13.2** Sighting targets must be visible at least 15 minutes before the Preparation and Sighting Time starts.
- SH - 2.13.3** Athletes may not place their air guns and support equipment on their firing points until the Chief Range Official has called their relay to the line.
- SH - 2.13.4** The Chief Range Official must call athletes to the line at least 15 minutes before the Preparation and Sighting Time starts.
- SH - 2.13.5** After the Chief Range Official calls the athletes to the firing line, they are permitted to handle their air guns, dry fire (safety flags may be removed for dry firing) or carry out holding and aiming exercises on the firing line before the Preparation and Sighting Time starts; no air must be expelled from the air guns.
- SH - 2.13.6** There will be a 15-minute preparation and sighting period.
- SH - 2.13.7** All sighting shots must be fired during this period.
- SH - 2.13.8** Sighting shots during the Record Fire period are not allowed unless permitted by the Chief Range Official.

SH - 2.14 Shooting Competition Match Formats

- SH - 2.14.1** **Air Rifle-Prone**

- SH - 2.14.1.1 Qualification Match COF consists of 40 Record Fire shots that must be completed in 35 minutes.
- SH - 2.14.1.2 There will be a five (5) minute preparation and sighting period for final matches.
- SH - 2.14.1.3 Finals Match COF consists of two series of five Record Fire shots that must be completed in a time of 150 seconds per series.
- SH - 2.14.1.4 Following the two series of five shots, 14 single Record Fire shots are fired; each shot is fired on command in a time of 30 seconds.
- SH - 2.14.1.5 Eliminations of the lowest scoring finalists begin after the 12th shot and continue after every two shots until the gold and silver medals are decided.
- SH - 2.14.1.6 A minimum of 24 Record Fire Shots will be fired during a Shooting Finals Match.

SH - 2.14.2 Air Rifle-Standing and Air Pistol

- SH - 2.14.2.1 A Shooting Qualification Match COF consists of 40 Record Fire shots that must be completed in 50 minutes.
- SH - 2.14.2.2 There will be a five (5) minute preparation and sighting period for final matches.
- SH - 2.14.2.3 A Shooting Finals Match COF consists of two series of five Record Fire shots that must be completed in a time of 250 seconds per series.
- SH - 2.14.2.4 Following the two series of five shots, 14 single Record Fire shots are fired; each shot is fired on command in a time of 50 seconds.
- SH - 2.14.2.5 Eliminations of the lowest scoring finalists begin after the 12th shot and continue after every two shots until the gold and silver medals are decided.
- SH - 2.14.2.6 A minimum of 24 Record Fire Shots will be fired during a Shooting Finals Match.

SH - 2.15 Shooting Event Tied Results Procedures

- SH - 2.15.1 Ties for the place to be eliminated in the Finals Match will be broken by single shots only for the tied athletes IAW ISSF rules.

SH - 2.16 Electronic Shooting Target (EST) Procedures

- SH - 2.16.1 The Shooting Competition Manager will act as Chief Results, Scoring and Timing Official.
- SH - 2.16.2 The Range Jury will assist the Protest Committee to adjudicate any scoring discrepancies and/or challenges/protests. may consist of three persons; the Range Jury personnel will be announced/published before the start of a competition.
- SH - 2.16.3 If applicable, athletes must familiarize themselves during pre-event training with the control buttons that alter the target presentation on the monitor screen (i.e. Zoom/magnification).
- SH - 2.16.4 If applicable, in 10m single position events, changing from Sighting to Match shots is under control of the range personnel. If an athlete is in doubt, they must ask a Range Official for assistance.
- SH - 2.16.5 It is not permitted to obscure an athlete's monitor screen or any part of the screen. The whole screen must be visible to the Jury and other range personnel.
- SH - 2.16.6 If applicable, a Dark or Light triangle in the corner of the monitor designates that the Electronic Target is in Sighting mode. This triangle will be removed when Match shots are being scored.

- SH - 2.16.7** If an athlete fires more shots in the competition than are provided for in the program, the extra shot(s) will be annulled on the last competition target(s). The athlete will also be penalized by a deduction of two points for each excessive shot fired, deducted from the lowest value shot(s) in the first series.

SH - 2.17 Crossfires

- SH - 2.17.1** Crossfires (firing on a target other than the athlete's own target) during match firing must be scored as misses.
- SH - 2.17.2** If an athlete receives a confirmed crossfire shot and it is impossible to determine which shot is theirs, they must be credited with the value of the highest undetermined shot.
- SH - 2.17.3** If there are more hits on an athlete's Match target than are provided for in the program, and if it is impossible to confirm that other athlete(s) fired their shot(s), the hit(s) of the highest value must be nullified.
- SH - 2.17.4** If an athlete wishes to protest a shot on his target, they must report this immediately to a Range Official.
- SH - 2.17.5** Once an additional shot has been taken, the athlete owns all shots before it.
- SH - 2.17.6** If the Range Official confirms that the athlete did not fire the disputed shot(s), the shot will be annulled.
- SH - 2.17.7** If the Range Official cannot confirm beyond all reasonable doubt that the athlete did not fire the disputed shot(s), the shot(s) must be credited to the athlete and will be so recorded.
- SH - 2.17.8** The following will be considered as reasons to justify the annulment of a shot:
- SH - 2.17.8.1** If a Range Official confirms by his observation of the athlete and the target that they did not fire the shot.
- SH - 2.17.8.2** If a missing shot is reported by another athlete or a Range Official at approximately the same time, and from within the neighboring two or three firing points.
- SH - 2.17.9** The athlete whose target does not receive the expected shot, will be given a miss (zero) and an indication that he has cross-fired.
- SH - 2.17.10** In the interest of sportsmanship, it is an athlete's duty to report to a Range Official if they crossfire.

SH - 2.18 Target Scoring Complaints During Sighting Shots

- SH - 2.18.1** If an athlete complains during sighting shots or match firing about the correct recording or evaluation of the shot(s), the Range Jury may offer to move them to another firing point.
- SH - 2.18.2** The athlete will be given an appropriate amount of extra time. Sighting shots may be authorized by the Range Official.
- SH - 2.18.3** The Range Jury will, as soon as possible, examine the sighting shot(s) on the original firing point by applying the Procedure for Electronic Target examination.
- SH - 2.18.4** If this subsequent examination confirms that the Electronic Target on the original firing point provided correct results, the athlete will be penalized with a deduction of two points from the lowest value shot of their first competition series.

SH - 2.19 Electronic Scoring Protests

- SH - 2.19.1** Decisions by the Range Jury on the value or number of shots on a target are final and may not be appealed.

SH - 2.20 Scoring Protest Time

- SH - 2.20.1** All scoring or results protests must be submitted within 30 minutes after Preliminary Results are posted on the Range Scoreboard. The time when the Scoring Protest Time ends must be shown on the Range Scoreboard when Preliminary Results are posted.
- SH - 2.20.2** If an athlete protests the value of an indicated shot on an Electronic Target, the protest will only be accepted when it is made before the next shot is fired.
- SH - 2.20.3** If a protest is made concerning the value of a shot, the athlete will be requested to fire another shot at the end of the competition; the extra shot may be counted if the protest is upheld, and the correct value of the disputed shot cannot be determined.
- SH - 2.20.4** If the Range Jury determines that a protested shot scores within two decimal rings of the value of an indicated shot, the protest will not be upheld.
- SH - 2.20.5** If the protest concerning a shot value, other than 0 or failure to register, is not upheld, a two- point penalty from the score of the disputed shot will be awarded.
- SH - 2.20.6** The athlete and their Shooting Coach have the right to know the resolution of the disputed shot.
- SH - 2.20.7** Shots with an indicated value of 9.5 or higher may not be protested in Elimination or Qualification Rounds.
- SH - 2.20.8** Score protests regarding the value or number of shots are not permitted in Finals.

SH - 2.21 Shooting Penalties

- SH - 2.21.1** In cases of a violation of Shooting rules or the instructions of Range Officials or Range Jury, the following penalties may be imposed on an athlete by the Jury/Jury Member.
- SH - 2.21.1.1** **Warning – Yellow Card:** A warning must be expressed in terms that will leave no doubt that it is a “Warning,” and the Yellow Card must be shown; however, it is not necessary to precede other penalties with a warning.
- SH - 2.21.1.2** **Deduction – Green Card:** Deduction of points from the score, expressed by a minimum of two Jury Members, showing a Green Card with the word “Deduction.”
- SH - 2.21.1.3** **Disqualification (Red Card) (DSQ):** “Disqualification” may only be given by the decision of a majority of the Jury.

SH – 3 Shooting Apparel Rules

SH - 3.1 Shooting Apparel Rules

- SH – 3.1.1** Rules are IAW General Rules 8.2.1 with the following additions and exceptions:
- SH - 3.1.1.1** IAW **General Rules 8.2.1.2**, DOD Service Team athletes are authorized to wear apparel exclusive to a sport.
- Precision Sports Competition Shirts (Archery/Shooting)
 - Khaki-style and color slacks/cargo pants/cargo shorts
 - Lace-up boots include but not limited to military combat boots or hiking boots.
- SH - 3.1.2.2** Service Team athletes are authorized to wear a single (1) sport-style sweater or hoodie underneath their program jackets to assist with fitting. This rule does not apply to personally owned shooting jackets as it is understood they should be procured by the athlete to the correct sizing specifications.
- SH – 3.1.2.3** Athletes are authorized to wear competition apparel that is IAW ISSF Rules and Regulations as implemented by WSPS, the IPC, and USA Shooting. The four primary competition apparel components are the jacket, pants, gloves, and boots.
- SH – 3.1.2.4** While jackets, pants and gloves must be IAW with the rules, incidental issues will not be penalized for those who do not have custom fit equipment if they do not provide artificial support.
- SH – 3.1.2.5** A separate competition category will not be offered for athletes who do not wear international regulation apparel.
- SH – 3.1.2.6** Shooting jackets must be of an international style (known as ISSF, ISU, and International).
- SH – 3.1.2.7** American, Conventional, and High-Power Shooting jackets are not authorized for use at the Shooting Event.
- SH – 3.1.2.8** Shooting jackets will not be monitored for tightness.
- SH – 3.1.2.9** Athletes firing from a sitting position using a table or bench are allowed to wear a Shooting jacket longer than cited in the rules; however, they must leave the lowest button(s) unbuttoned to prevent additional support/stability.
- SH – 3.1.2.10** If an athlete is competing from a wheelchair, their Shooting jacket will not be allowed to provide support by resting on their thighs.
- SH – 3.1.2.11** Design specifications inspections of legacy Shooting jackets manufactured prior to 2017 will not be performed; legacy Shooting jackets are authorized for use at the Shooting Event.
- SH – 3.1.2.12** Normal street-type or light athletic shoes are permitted in all positions in place of ISSF compliant footwear.
- SH – 3.1.2.13** Calibration tests such as but not limited to the boot flexor test and sole contour test will not be performed; legacy Shooting boots manufactured prior to 2017 are authorized for use at the Shooting Event.

SH - 3.2 Shooting Apparel Restrictions

- SH - 3.2.1** Blue jeans or other denim-type pants and shorts are not authorized for wear by any athlete at the Shooting Event.

- SH - 3.2.2** Footwear such as but not limited to any form of open-toed shoes or sandals are not authorized for wear by any/all personnel associated with the Shooting Event except for medical-related footwear that addresses a specific injury or impairment.
- SH – 3.2.3** The layering of clothing in a manner/mechanism that provides an unfair advantage during competition will result in an athlete’s disqualification from the Shooting event.

SH - 4 Shooting Primary Equipment Rules

SH - 4.1 Air Gun Specifications and Restrictions

- SH - 4.1.1** Only precision, competition-grade, .177 caliber, single shot Air Rifles and Air Pistols meeting ISSF standards will be allowed.
- SH - 4.1.2** Air Guns producing over 600fps are not authorized for use at the Shooting Event.
- SH - 4.1.3** AR-15 air rifles are not authorized for use at the Shooting Event.
- SH - 4.1.4** Only match-grade or “wadcutter” type pellets will be allowed.
- SH - 4.1.5** Only one corrective lens may be attached to either the rear sight or worn as Shooting glasses.
- SH - 4.1.6** Sights that do not contain a lens/system of lenses are permitted.

4.2 Shooting Support Equipment

SH - 4.2.1 Authorized Shooting Support Equipment

SH – 4.2.1.1 The following Shooting support items are authorized for use as long as they are IAW ISSF Rules and Regulations as implemented by WSPS, the IPC, and USA Shooting:

- Custom Shooting Tables and Chairs
- Custom Shooting Tables
- Shooting Stands
- Spring Stands
- Pistol Loading Blocks
- Rifle Slings
- Air Rifle fore-end hand stops

SH - 4.2.2 Restricted Shooting Support Equipment

SH – 4.2.2.1 The following Shooting support items are not authorized for use at the Shooting Event:

- Side blinders

4.3 Air Cylinder Transportation

- SH - 4.3.1** Any cylinder that is older than ten years, or has no identifiable date, is not authorized for use at the Shooting Event.
- SH - 4.3.2** It is against Transportation Safety Agency (TSA) regulations to fly with individual compressed air cylinders. Service Teams are advised to ship these items to either ADVON personnel or Warrior Games Operations in advance.
- SH - 4.3.3** Athletes and/or their Service Teams should ensure they bring any special compressed air adapters for filling/refilling their compressed air cylinders.
- SH - 4.3.4** Compressed air for filling/refilling all air cylinders will be provided at the Shooting Event Venue.
- SH - 4.3.5** All air gun cylinders will be filled by authorized personnel only.

SH - 4.4 Shooting Equipment Procurement, Safety and Storage

- SH – 4.4.1** Service Teams will provide Shooting equipment for their Athletes IAW the packing list outlined in **Appendix A**. Athletes may bring personal equipment if preferred.

- SH - 4.4.2** All Service Team Shooting equipment must be inspected and cleared for safe, functional use. Equipment is subject to inspection at any time by Archery Officials.
- SH - 4.4.3** Service Team Shooting equipment will be stored in a secure location. Service Teams are responsible for providing locks for their secured areas if required.
- SH - 4.4.4** If Service Teams require additional adaptive Shooting equipment for their Athletes, they may contact the Sports Director for guidance or borrow from another Service Team.

SH – 5 Shooting Special Equipment, Considerations, and Restrictions

SH - 5.1 Sport Assistants

SH - 5.1.1 IAW **General Rules 10.1**, athletes are authorized Sport Assistants. The Shooting Event assistants may fill a variety of roles and responsibilities that include but are not limited to:

- VI Shooting (SH3) Athlete Assistant
- Sport and Mobility Support
- General Support as defined by the Shooting Competition Manager

SH - 5.1.2 All Sport Assistant general responsibilities and restrictions are located in **General Rules 10.2**.

SH - 5.1.3 VI Shooting (SH3) Assistants

SH - 5.1.3.1 All personnel identified IAW **General Rules 10.1.2** are authorized to serve as a VI Shooting assistant. When registering the athlete, the individual must be identified at the same time. This is a strict requirement due to the VI Shooting Assistant being a critical part of the shooting cycle competitive process as well as access to the range FOP.

SH - 5.1.3.2 The VI Shooting Assistant may adjust the athlete's Shooting equipment and/or sighting system during practice/sighting rounds; no adjustments may be made during the competitions.

SH - 5.1.3.3 The VI Shooting Assistant may inform the athlete of their pellet placement, overall score, and load their pellets if requested. They must remain in position for the duration of the competition and not move away from the athlete in between shots.

SH - 5.1.3.4 No other information will be provided by the VI Shooting Assistant during the Shooting competition(s).

SH - 5.1.4 Sport, Mobility, and General Support Athlete Assistants

SH - 5.1.4.1 All personnel identified IAW **General Rules 10.1.2** are authorized to serve as sport, mobility, and general support assistants. Volunteers must follow **General Rules 10.3** to serve in this capacity.

SH - 5.1.4.2 If requested, SH2 athletes are authorized a loading assistant (aka a loader). In addition to assisting the athlete with adjusting their Shooting equipment, loaders may also load their pellets. Loaders must remain in position for the duration of the competition and not move away from the firing points in between shots.

SH - 5.1.4.3 No competition-related information will be provided by the Sport Assistant during the Shooting Event.

SH - 5.1.4.4 If the Sport Assistant is not actively engaged in their support functions, they may be asked by Shooting Officials to return behind the waiting line.

SH - 5.2 Athletic Taping, Authorizations, and Restrictions

SH - 5.2.1 IAW **General Rules 11.2.1.2**, the use of athletic tape is authorized during the Shooting Event but must be requested by the AOs and approved by the Classification Team NLT the Shooting Technical Meeting.

SH - 5.2.2 Athletic tape is not allowed on any of the Shooting Event equipment.

- SH - 5.2.3** Any use of athletic tape in a manner/mechanism that is not IAW **Shooting Sport Rules 5.2** may result in the athlete's disqualification.

SH - 5.3 Additional Support Padding

- SH - 5.3.1** IAW **General Rules 11.3**, the use of additional support padding is authorized during the Shooting Event.

SH - 5.4 VI Athlete Blindfolds

- SH - 5.4.1** All VI SH3 athletes will wear a blindfold to remove any potential sight advantage. Blindfold use is mandatory for all VI SH3 athletes.
- SH - 5.4.2** Blindfolds can be either a sleep mask, wraparound black-out glasses, or black-out goggles; all blindfolds will be checked by Officials before and randomly throughout the event.
- SH - 5.4.3** VI Blindfolds are the responsibility of the Service Team or athlete(s) to provide for use.

SH - 5.5 Shooting Classification Seating Authorization

- SH - 5.5.1** Athletes are authorized to use a fixed/folding chair or wheelchair as determined by their Shooting Classification.

SH - 5.6 SH3 (VI) Shooting Laser Sight Systems

- SH - 5.6.1** In order for SH3 athletes compete in the Shooting Event they must use a laser sight system that is compatible with the various types of EST systems.
- SH - 5.6.2** Known VI Shooting Laser Sight Systems:
- ECO-AIMS VIS500 from Finland
 - VIASS Pro out of Austria
 - SCATT laser training system
- SH - 5.6.3** It is understood that the varied laser sight systems may require creative solutions when mounting to the different types/manufacturers of EST systems. The Shooting Competition Manager and the VI athlete's Service Team Coach will work together to ensure that the laser sight system will operate successfully during competition.

SITTING VOLLEYBALL (SVB)

SVB – 1 SVB Event Overview

SVB - 1.1 SVB Event

SVB - 1.1.1 Pool Play > Bracket Tournament

1.2 SVB Event Details

SVB - 1.2.1 SVB Start Rights

SVB - 1.2.1.1 IAW **General Rules 4.8**: Each Service Team is allotted seventeen (17) athletes total across gender and classifications.

SVB - 1.2.1.2 The SVB Event competition is an open tournament; all male and female athletes from each Service will compete together against other Service Teams for the same medals.

SVB - 1.2.2 SVB Event Overview

SITTING VOLLEYBALL		
GENDER	CLASS	START RIGHTS
OPEN	COMBINED	17

SVB - 1.2.2.1 SVB Teams are comprised of seventeen (17) athletes across three classification categories: MINIMUM, MODERATE, and MAXIMUM.

SVB - 1.2.3 Ultimate Champion SVB Rules

SVB - 1.2.3.1 UC athletes may participate in the SVB Event; no points will be awarded to a UC athlete's points total for their participation in this optional competition.

SVB – 2 SVB Sport Rules

SVB - 2.1 SVB Official Sport Rules and Regulations

- SVB - 2.1.1** The SVB Event will be conducted IAW the [World ParaVolley Rules and Regulations](#).
- SVB - 2.1.2** World ParaVolley serves as the sport governing entity for this event unless specific guidance or modifications have been identified in the Warrior Games Sitting Volleyball Rules that follow.

SVB - 2.2 Key Abbreviations, Acronyms, Definitions, and Personnel

- SVB - 2.2.1** Not applicable for this sport.

SVB - 2.3 SVB Event Tournament Format

- SVB - 2.3.1** The SVB Event Competition Formats are created, managed, and executed by the SVB Competition Manager with oversight by the Sports Director. They are subject to modification prior to the start of Warrior Games due to time constraints or other unforeseen circumstances.
- SVB - 2.3.2** The SVB Event Competition Formats are created after review and validation of the following variables which may affect the event's overall Run of Show:
- Total number of registered athletes and Service Teams
 - Updates to athlete classifications and athlete drops
 - Venue specifications, capabilities, limitations, and restrictions
 - All other Warrior Games scheduled events
 - Inclement weather or other emergency-related situations
- SVB - 2.3.3** SVB matches will be the best of three sets format. To win either Set 1 or Set 2, a SVB Team must earn 25 points and have a two-point advantage over their opponent. When a third set is required, a SVB team must earn 15 points and have a two-point advantage over their opponent; there are no tied games in SVB.
- SVB - 2.3.4** SVB tournament format for the current year is IAW **Appendix A**.
- SVB - 2.3.5** Concerns with the SVB Event must be submitted to the Sports Director NLT the SVB Technical Meeting. As/if applicable, changes will be published following the SVB Technical Meeting except for "day of" special emergent situations identified in **SVB Sport Rules 2.3.2**.

SVB - 2.4 SVB Event Rules

SVB - 2.4.1 Team Composition

- SVB - 2.4.1.1** SVB Team size limit will not exceed seventeen (17) athletes.
- SVB - 2.4.1.2** SVB Teams must start each game with six athletes on the court. Any combination of the three classification categories is permitted to field the court with six athletes. The maximum number of any one classification category of athletes on the court at any time is five.
- SVB - 2.4.1.3** In the case that SVB Team is incapable of meeting the team classification composition standard, the Service Team Head Coach must approach the Lead Official and the opposing team's Head Coach to notify them that they are unable to meet team composition. At this point, the opposing team is permitted to match team composition.

- SVB - 2.4.1.4 IAW **General Rules 5.1.4**, substitution athletes may be drawn from the entirety of the 17-athlete team roster submitted through each Service Team's online registration.
- SVB – 2.4.1.5 The number of SVB athletes allowed to occupy the team bench is IAW **Appendix A**.
- SVB - 2.4.1.6 No more than five (5) staff members will be allowed to occupy the team bench.
- SVB - 2.4.1.7 If a Libero is on the court, the six athletes must still remain IAW **SVB Sport Rules 2.4.1.2**.
- SVB - 2.4.2 Head Coach**
- SVB - 2.4.2.1 Throughout the match, the SVB Head Coach conducts the play of their SVB Team from outside the playing court and may sit or stand.
- SVB - 2.4.3 Assistant Coach/Support Staff**
- SVB - 2.4.3.1 The SVB Assistant Coaches and Support Staff sit on the team bench or stand in the free zone near their SVB Team's bench to provide instructions and support. SVB Assistant Coaches may not interfere with the match or communicate with SVB Officials at any time.
- SVB - 2.4.4 Team Captains**
- SVB - 2.4.4.1 Any athlete, other than the Libero, may be designated as the SVB Team Captain; SVB Officials must be able to identify the SVB Team Captain by sight and on the scorecard. Both the SVB Team Captain and the SVB Coaches are responsible for the conduct and discipline of their SVB Team. Other than the Head Coach, the Team Captain is the only athlete authorized to coordinate or converse with the SVB Officials.
- SVB - 2.4.5 Libero**
- SVB - 2.4.5.1 Each SVB Team has the right to designate from the list of their athletes a Libero; a special defensive player.
- SVB - 2.4.5.2 A Libero may only play in the back row and may not attack, block, or attempt to block. At Warrior Games, the Libero is permitted to serve for only one athlete in one position in the lineup.
- SVB - 2.4.5.3 A Libero is counted as part of the seventeen-athlete SVB Team line-up.
- SVB - 2.4.5.4 A Libero on the court must align with classification on the SVB Team composition.
- SVB - 2.4.5.5 Each SVB Team may designate only one Libero per match prior to each match with the submission of the first set lineup.
- SVB - 2.4.5.6 A Libero must wear a jersey, jacket, or bib that is in contrast to the color of the rest of their teammates. A Libero's number must be visible on the front and back.
- SVB - 2.4.5.7 Libero replacements are not counted as substitutions on the score sheet. Libero substitutions are unlimited and recorded by the scorer or Libero tracker.
- SVB - 2.4.5.8 A Libero must enter the court between the attack line and the end line but does not need to notify the SVB Officials.
- SVB - 2.4.5.9 After leaving the game the Libero must stay out one rally before reentering play.
- One exception, if the competition is allowing the Libero to serve in one position of the service order the Libero replaces the server without sitting out one (1) rotation.
- SVB - 2.4.6 Competition Warm-up**

SVB - 2.4.6.1 Warm-up times will be managed by the SVB Competition Manager with oversight by the Sports Director due to Run of Show time requirements and constraints.

SVB - 2.4.7 Starting Coin Toss

SVB - 2.4.7.1 The first service of the first set, as well as that of the deciding third set (if required) is determined by the coin toss.

SVB - 2.4.7.2 Prior to beginning the match, the SVB Team Captains will represent their teams in the coin toss.

SVB - 2.4.7.3 The winner of the coin toss has the option to serve or receive serve.

SVB - 2.4.8 Timeouts

SVB - 2.4.8.1 Each SVB Team may request a maximum of two 30-second timeouts and twelve athlete In-Game substitutions per set. The number of time-outs could be altered due to time constraints and will be IAW **Appendix A**.

SVB - 2.4.8.2 During all timeouts, the SVB Teams may remain on their court to meet with their SVB Coaches and the rest of their team.

SVB - 2.4.8.3 The need to move off the court for a timeout is not necessary; however, it should be noted that any delay in resuming the match to clean up any spilled liquids on the court, except for bodily fluids, may result in a delay sanction penalty at the discretion of the SVB Officials.

SVB - 2.4.9 SVB Event Tiebreaker Procedures

SVB - 2.4.9.1 There are no tied matches in the SVB Event. Elimination to determine the winning team of the match will adhere to the tournament format identified IAW **SVB Sport Rules 2.3**.

SVB - 2.4.10 Athlete Disqualification

SVB - 2.4.10.1 Any athlete exhibiting rude or unsportsmanlike conduct is subject to penalty and/or disqualification IAW World ParaVolley Rules and Regulations.

SVB - 2.4.11 In-Game Substitutions

SVB - 2.4.11.1 An In-Game Substitution must be selected from one of the other athletes on the bench (except for the Libero). The SVB "on court" team lineup must always conform to the maximum classification categories standard IAW **SVB Sport Rules 2.4.1.2**.

SVB - 2.4.11.2 Twelve In-Game substitutions are the maximum permitted per SVB Team per set.

SVB - 2.4.11.3 Unlimited individual entries by a substitute within the team's allowable twelve In-Game substitutions are permitted; each entry must be in the same position in the lineup.

SVB - 2.4.11.4 If there are no substitutes available, then the Libero may be used as an In-Game exceptional substitution provided they are able to change into the proper jersey to match their teammates without delay. The use of the Libero as an exceptional substitution must be the last possible option.

SVB - 2.4.11.5 An In-Game exceptional substitution cannot be counted in any case as a regular substitution but should be recorded on the scoresheet as part of the total of substitutions in the set and the match.

SVB - 2.4.11.6 IAW **SVB Sport Rules 2.4.1.4**, If an athlete is injured/becomes ill during a game, they may return to play after being cleared by their Service Team Medical Staff. If an

injured/ill athlete cannot be substituted from one of the athletes on the bench, the SVB Team will play with only five athletes on the court.

SVB – 3 SVB Apparel Rules

SVB - 3.1 SVB Apparel Rules

SVB – 3.1.1 Rules are IAW General Rules 8.2.1

SVB - 3.2 SVB Apparel Restrictions

SVB - 3.2.1 Athletes are not allowed to play barefoot. They must wear either shoes or socks.

SVB - 3.3 SVB Uniform Specifications

SVB - 3.3.1 Athletes are required to wear a numbered uniform to track serving order and substitutions for the scorekeepers.

SVB - 3.3.2 Numbers will be readily visible on the front and back for the uniforms.

SVB - 3.3.3 Numbers will start at 1 and may go through 99.

SVB - 3.3.4 Each athlete is required to wear the same jersey number throughout the SVB Event unless a number change is approved by the SVB Competition Manager due to special exceptions such as but not limited to damage or contamination.

SVB - 3.3.5 The Libero will wear a jersey of contrasting colors.

SVB – 4 SVB Primary Equipment Rules

SVB - 4.1 SVB Tournament Equipment Requirements

- SVB - 4.1.1** All primary equipment required for the SVB Event will be managed by the Warrior Games Sports Operations.
- SVB - 4.1.2** The net height for the SVB courts will be set at 1.15 meters (~ 3.75 feet).

SVB - 4.2 SVB Equipment Ownership

- SVB - 4.2.1** Service Teams and Athletes are not required to provide equipment for use at the SVB Event.
- SVB - 4.2.2** Any support equipment that Service Teams bring for training purposes must be self-maintained at all times unless a securable storage solution becomes available at the SVB Venue.
- SVB - 4.2.3** Any personal support equipment that athletes bring for training purposes must be self-maintained at all times unless a securable storage solution is available at the SVB Venue.

SVB – 5 SVB Special Equipment, Considerations, and Restrictions

SVB - 5.1 Sport Assistants

SVB - 5.1.1 IAW **General Rules 10.1**, athletes are authorized Sport Assistants. The SVB Event assistants may fill a variety of roles and responsibilities that include but are not limited to:

- Sport and Mobility Support
- General Support as defined by the SVB Competition Manager

SVB - 5.1.2 All Sport Assistant general responsibilities and restrictions are located in **General Rules 10.2**.

SVB - 5.1.3 Sport, Mobility, and General Support Athlete Assistants

SVB - 5.1.3.1 All personnel identified IAW **General Rules 10.1.2** are authorized to serve as sport, mobility, and general support athlete assistants.

SVB - 5.2 Athletic Taping, Authorizations, and Restrictions

SVB - 5.2.1 IAW **General Rules 11.2**, the use of athletic tape is authorized during the SVB Event.

SVB - 5.3 Additional Support Padding

SVB - 5.3.1 No additional sports padding allowed in Sitting Volleyball IAW **General Rules 11.3**

SVB - 5.4 Sitting Volleyball VI Athlete Restriction

SVB - 5.4.1 Athletes with serious visual impairments are not permitted to compete in Sitting Volleyball.

SVB - 5.5 Prosthetic Sleeves

SVB - 5.5.1 It is recommended that SVB athletes with lower extremity amputations wear a protective sleeve over their residual limb(s) as/if applicable in an effort to prevent chaffing or other sport injury.

SWIMMING

SW - 1 Swimming Event Overview

SW - 1.1 Swimming Competitions

SW - 1.1.1 Individual Competitions

- 50M Freestyle
- 50M Backstroke
- 100M Freestyle
- 50M Breaststroke

SW - 1.1.2 Team Competitions

- 200M Relay

SW - 1.2 Swimming Event Details

SW - 1.2.1 Swimming Start Rights

SW - 1.2.1.1 IAW **General Rules 4.9**, each Service Team is allotted six (6) athletes per gender, per classification, per event competition.

SW - 1.2.1.2 Athletes may compete in all Swimming Event competitions as determined by their official Swimming classification category.

SW - 1.2.1.3 The Swimming Event competitions are separated by gender; all male and female swimmers will compete within their gender for separate medals in their respective competitions based upon their official Swimming classification categories.

SW - 1.2.2 Swimming Individual Competitions Overview

INDIVIDUAL SWIMMING														
GENDER	CLASS	START RIGHTS	EVENTS					GENDER	CLASS	START RIGHTS	EVENTS			
MALE	6.0	6	50M FREESTYLE	50M BACKSTROKE	100M FREESTYLE	50M BREASTSTROKE		FEMALE	6.0	6	50M FREESTYLE	50M BACKSTROKE	100M FREESTYLE	50M BREASTSTROKE
	5.5L	6							5.5L	6				
	5.5U	6							5.5U	6				
	5.0	6							5.0	6				
	4.5	6							4.5	6				
	4.0	6							4.0	6				
	3.0	6							3.0	6				
	2.5	6							2.5	6				
	2.0	6							2.0	6				
	1.5	6							1.5	6				
	1.0	6							1.0	6				
	VI/B	6							VI/B	6				
	VI/O	6							VI/O	6				

SW - 1.2.2.1 The Swimming Event features four separate male and female individual competitions across 13 classifications categories.

SW - 1.2.2.2 Athletes may compete in all four individual competitions.

200M RELAY		
GENDER	CLASS	MAX POINTS
MALE	TEAM 1	23
MALE	TEAM 2	18
FEMALE	TEAM 3	23
FEMALE	TEAM 4	18
OPEN	TEAM 5	NO MAX

SW - 1.2.3 Swimming Relay Team Competitions Overview

SW - 1.2.3.1 The Swimming Event features five 200M Team Relay races; two Male, two Female and one open.

SW - 1.2.3.2 Each Service Team may have only one Relay Team in each Relay Race.

SW - 1.2.3.3 Male and Female Relay Team composition is points-based; points are calculated using the classification categories as numbers.

SW - 1.2.3.4 There are no gender or classification category restrictions in composition for the Open Relay Team.

SW - 1.2.3.5 Athletes may compete in only one of the five Relay races.

SW - 1.2.3.6 AOs are to submit their intended relay teams by the Swim Technical Meeting to allow Officials time to prepare lane assignments. Final relay cards are due at the scheduled time designated on the Run of Show.

SW - 1.2.3.7 Athletes on Relay Teams must have competed in any of the individual Swimming Events.

SW - 1.2.4 Ultimate Champion (UC) Swimming Rules

SW - 1.2.4.1 IAW **UC Sport Rules 1.1.1**, UC athletes must participate in the 50M Freestyle competition.

SW - 1.2.4.2 UC athletes may participate in all other Individual Swimming competitions and/or be selected for a Swimming Relay Team; no points will be awarded to an UC athlete's points total for their participation in these optional competitions.

SW - 2.4.5 Relay Team Composition

SW - 2.4.5.1 Service Teams may provide four (4) athletes per Relay Race.

SW - 2.4.5.2 IAW **Swimming Sport Rules 1.2.3.5**, athletes may only compete in only one of the five Relay Races.

SW - 2.4.6.3 For Relay Races, VI athlete points are equivalent to Classification Category 5.5.

SW - 2 Swimming Sport Rules

SW - 2.1 Swimming Official Sport Rules and Regulations

- SW - 2.1.1** The Swimming Event will be conducted IAW [World Para Swimming Rules and Regulations](#).
- SW - 2.1.2** World Para Swimming serves as the sport governing entity for this event unless specific guidance or modifications have been identified in the Warrior Games Swimming Rules that follow.

SW - 2.2 Key Abbreviations, Acronyms, Definitions, and Personnel

- SW - 2.2.1** **DNS:** Did Not Start (the race)
- SW - 2.2.** **DNF:** Did Not Finish (the race)

SW - 2.3 Swimming Event Competition Formats

- SW - 2.3.1** The Swimming Event Competition Formats are created, managed, and executed by the Swimming Competition Manager with oversight by the Sports Director. They are subject to modification prior to the start of Warrior Games due to time constraints or other unforeseen circumstances.
- SW - 2.3.2** The Swimming Event Competition Formats are created after review and validation of the following variables which may affect the event's overall Run of Show:
- Total number of registered athletes and Service Teams
 - Updates to athlete classifications and athlete drops
 - Venue specifications, capabilities, limitations, and restrictions
 - All other Warrior Games scheduled events
 - Inclement weather or other emergency-related situations
- SW - 2.3.3** All races shall be run as finals; there will be no preliminary heats.
- SW - 2.3.4** If a race classification category has more than one heat, the results/medalist will be determined from the collected results of all heats.
- SW - 2.3.5** The finish time is taken at the moment the athlete's hand touches the wall sensor.
- SW - 2.3.6** Redundant back-up timing solutions such as plungers and stop watches will be used for the Swimming Event competitions.
- SW - 2.3.7** Concerns with the Swimming Event must be submitted to the Sports Director NLT 48 hours prior to the start of the event. As/if applicable, changes will be published NLT the Swimming Technical Meeting except for "day of" special emergent situations identified in **Swimming Sport Rules 2.3.2**.

2.4 Swimming Event Sport Rules

SW - 2.4.1 Coaching Assistance

- SW - 2.4.1.1** Swimming Coaches have access to the Swimming competition area as defined by the Head Official and Swimming Competition Manager.
- SW - 2.4.1.2** IAW **General Rules 10.1**, Swimming Coaches may assist athletes with the transfer in and out of the pool as well as other sport support duties as/if applicable.
- SW - 2.4.1.3** Swimming Coaches are not authorized to provide any instructions/coaching advice to

their athletes during their official race process.

SW - 2.4.2 Competition Warm-up

SW - 2.4.2.1 A complete schedule of all lanes, times, and warm-up procedures will be established NLT the Swimming Technical Meeting.

SW - 2.4.3 False Starts

SW - 2.4.3.1 Athlete(s) responsible for **a false start, as determined by the Race Official, will be disqualified. This rule is often referred to as the “one and done” rule.**

SW - 2.4.4 Swimming Event Tied Results Procedures

SW - 2.4.4.1 If athletes from the same gender, competition, and classification category have tied race finish times, multiple medals of the same placement will be awarded.

SW - 2.4.5 VI Athletes

SW - 2.4.5.1 VI/Blind athletes wear black-out swim goggles and are assisted by Tappers.

SW - 2.4.6 Swimming Event Day Competition Scratches

SW - 2.4.7.1 Athletes who scratch from a Swimming Event competition due to a sports-related injury or illness may compete in other Swimming Event competitions provided they have been medically cleared by their Service Team Physician.

SW - 2.4.7 Any swimmer starting before the stating signal will be disqualified if the referee independently observes and confirms the starters observation.

SW - 3 Swimming Apparel Rules

SW - 3.1 Swimming Apparel Rules

- SW - 3.1.1** Service Teams and/or their athletes will provide their own swimsuits, swim caps, and goggles for the Swimming Event.
- SW - 3.1.2** Athletes Swimming apparel must still adhere to the standards assigned to their DOD Service Team uniform color scheme IAW **General Rules 8.1**.
- SW - 3.1.3** There are no requirements to cover apparel brands and logos on Swimming apparel.
- SW - 3.1.4** DOD AOs may contact the Sports Director for additional guidance on the above Swimming apparel exceptions.

SW - 3.2 Swimsuit Apparel Restrictions

- SW - 3.2.1** An athlete is not allowed to wear more than two swim caps.
- SW - 3.2.2** Armbands and/or leg bands shall not be regarded as parts of the swimsuit and are not allowed.

SW - 3.3 Swimsuit Apparel Specifications

- SW - 3.3.1** Swimsuits, swim caps, and goggles must be IAW all specifications established by the International Paralympic Committee (IPC) World Para Swimming.

SW – 4 Swimming Primary Equipment Rules

SVB - 4.1 Swimming Equipment Requirements

SVB – 4.1.1 Not applicable to this sport.

SW – 5 Swimming Special Equipment, Considerations, and Restrictions

SW - 5.1 Sport Assistants

- SW - 5.1.1** IAW **General Rules 10.1**, athletes are authorized Sport Assistants. The Swimming Event assistants may fill a variety of roles and responsibilities that include but are not limited to:
- Sport and Mobility Support
 - General Support (as defined by the Swimming Competition Manager)
- SW - 5.1.2** All athlete assistant general responsibilities and restrictions are in **General Rules 10.2**.
- SW - 5.1.3** **Sport, Mobility, and General Support Athlete Assistants**
- SW - 5.1.3.1** All personnel identified IAW **General Rules 10.1.2** are authorized to serve as sport, mobility, and general support assistants. Volunteers must follow **General Rules 10.3** in order to serve in this capacity.

SW - 5.2 Athletic Taping, Authorizations, and Restrictions

- SW - 5.2.1** IAW **General Rules 11.2.1.3**, the use of athletic tape is authorized during the Swimming Event but must be requested by the AOs and approved by the Classification Team NLT the Swimming Technical Meeting.
- SW - 5.2.2** In addition to being applied to parts of an athlete's body to address a sports-related injury, athletic tape and other approved types of bandages may be used for the purposes of covering a small open wound incurred during the Warrior Games. The wound/injury will be examined by the Competition Manager NLT Swimming Event Check-in. Upon examination, if the wound/injury is determined to pose both a safety risk to the athlete and potentially contaminate the competition area, the athlete will be withdrawn from the Swimming Event.
- SW - 5.2.3** Any use of athletic tape in a manner/mechanism that is not IAW **Swimming Rules 5.2** may result in the athlete's disqualification.

SW - 5.3 Additional Support Padding

- 5.3.1** Not applicable to this sport.

SW - 5.4 VI Athlete Black-out Swim Goggles

- SW - 5.4.1** All VI athletes will wear black-out swim goggles to remove any potential sight advantage.
- SW - 5.4.2** Black-out swim goggles will be checked by officials before and randomly throughout the event.
- SW - 5.4.3** VI black-out swim goggles are the responsibility of the Service Team or athlete(s) to provide for use.

SW - 5.4 VI Tappers

- SW - 5.4.1** VI Athletes are assisted by tappers.
- SW - 5.4.2** VI tappers will be provided by Warrior Games Event Operations.

SW - 5.4 Ostomies

- SW - 5.4.1** IAW **General Rules 11.4**, athletes are authorized to compete with an ostomy bag and rash guard.

- SW - 5.4.2** It is mandatory for all athletes who use ostomy devices to prevent spillage by ensuring said medical devices are securely fastened at all times.
- SW - 5.4.3** Similar torso coverings are authorized for medical reasons and must not include any flotation or provide the athlete with a competitive advantage in the Swimming Event competitions.

TRACK

T - 1 Track Event Overview

T - 1.1 Track Competitions

T - 1.1.1 Individual Competitions

- 100M Sprint
- 200M Sprint
- 400M Sprint
- 800M Race
- 1500M Race

T - 1.1.2 Team Competitions

- 4x100M Relay

T - 1.2 Track Event Details

T - 1.2.1 Start Rights

T - 1.2.1.1 IAW **General Rules 4.10**, each Service Team is allotted six athletes per gender, per classification, per event competition.

T - 1.2.1.2 The Track Event competitions are separated by gender; all male and female athletes will compete within their gender for separate medals in their respective competitions based upon their official Track classification categories.

T - 1.2.1.3 Athletes may compete in all Track Event competitions.

T - 1.2.1.4 The Track Event will feature both ambulatory and Racing Wheelchair (RWC) races.

T - 1.2.2 Ambulatory and Racing Wheelchair (RWC) Individual Races Overview

INDIVIDUAL TRACK																
GENDER	CLASS	START RIGHTS	EVENTS						GENDER	CLASS	START RIGHTS	EVENTS				
MALE	6.0	6	100M	200M	400M	800M	1500M		FEMALE	6.0	6	100M	200M	400M	800M	1500M
	5.5L	6								5.5L	6					
	5.5U	6								5.5U	6					
	5.0	6								5.0	6					
	4.5A	6								4.5A	6					
	4.5B	6								4.5B	6					
	4.0A	6								4.0A	6					
	4.0B	6								4.0B	6					
	3.0 (WC)	6								3.0 (WC)	6					
	2.0 (WC)	6								2.0 (WC)	6					
	VI/B	6								VI/B	6					
	VI/O	6								VI/O	6					

T - 1.2.2.1 The Track Event features five separate male and female individual competitions across ten ambulatory Track classifications categories.

T - 1.2.2.2 The Track Event features five separate male and female individual competitions across two RWC Track classifications categories.

T - 1.2.4 4x100M Relay Races Overview

4X100M RELAY	
GENDER	CLASS
MALE	COMBINED
FEMALE	COMBINED
OPEN	COMBINED

T - 1.2.4.1 The Track Event features three 4x100M Team Relays: Male mixed class relay, Female mixed class relay, Open (Men's and Women's) mixed class relay.

T - 1.2.4.2 Each Service Team may have only one Relay Team in each Relay race.

T - 1.2.4.3 Male and Female Relay Teams will each consist of four Track athletes total with a maximum of three Track athletes from the 6.0 classification category; the remaining Track athlete may be selected from any other classification category.

T - 1.2.4.4 The Open Relay Teams will each consist of four Track athletes total with a maximum of three Track athletes from the 6.0 classification category; the remaining Track athlete may be selected from any other classification category or a female athlete from any classification.

T - 1.2.4.5 Track athletes may only participate in one of the three Relay races.

T - 1.2.5 Ultimate Champion (UC) Track Rules

T - 1.2.5.1 IAW **UC Sport Rules 1.1.1**, UC athletes must participate in the 100M Sprint.

T - 1.2.5.2 UC athletes may participate in all other Individual Track competitions and/or be selected for a Track Relay Team; no points will be awarded to an UC athlete's points total for their participation in these optional competitions.

T - 1.2.6.1 IAW **General Rules 2.2**, if unable to form a complete Relay Team for the Track Relay Races with the same country members, a Multinational Relay Team may be formed. Refer to the above cited General Rules Section for additional information and application of this exception.

T – 2 Track Sport Rules

T - 2.1 Track Official Sport Rules and Regulations

- T - 2.1.1** The Track Event will be conducted IAW/inspired by [World Para Athletics \(WPA\) Rules and Regulations](#).
- T - 2.1.2** WPA serves as the sport governing entity for this event unless specific guidance or modifications have been identified in the Warrior Games Track Rules that follow.

T - 2.2 Key Abbreviations, Acronyms, Definitions, and Personnel

- T - 2.2.1** **RWC:** Racing Wheelchair
- T - 2.2.2** **DNS:** Did Not Start (the race)
- T - 2.2.3** **DNF:** Did Not Finish (the race)

T - 2.3 Track Event Competition Formats

- T - 2.3.1** The Track Event Competition Formats are created, managed, and executed by the Track Competition Manager with oversight by the Sports Director. They are subject to modification prior to the start of Warrior Games due to time constraints or other unforeseen circumstances.
- T - 2.3.2** The Track Event Competition Formats are created after review and validation of the following variables which may affect the event's overall Run of Show:
- Total number of registered athletes and Service Teams
 - Updates to athlete classifications and athlete drops
 - Venue specifications, capabilities, limitations, and restrictions
 - All other Warrior Games scheduled events
 - Inclement weather or other emergency-related situations
- T - 2.3.3** All races will be run as a final; there will be no preliminary heats.
- T - 2.3.4** If a race classification category has more than one heat, the results/medalist will be determined from the collected results of all heats.
- T - 2.3.5** In races conducted in lanes, athletes must remain in their designated lane or be disqualified.
- T - 2.3.6** If an athlete is pushed or forced by another person to race outside of their lane or on the infield, and if no material advantage is gained, the athlete will not be disqualified.
- T - 2.3.7** The athlete that pushes or forces another person to race outside of their lane may be disqualified.
- T - 2.3.8** The endurance races use a waterfall start.
- T - 2.3.9** Athletes are allowed to cut into the inside lanes as soon as there is a clear path as long as they do not impede another athlete.
- T - 2.3.10** If an athlete impedes another athlete as they cut into the inside lane, they may be disqualified from the race.
- T - 2.3.11** Any competing athlete who jostles or obstructs another athlete, so as to impede his or her progress, will be subject to disqualification from that event.

- T - 2.3.12** Concerns with the Track Event must be submitted to the Sports Director NLT 48 hours prior to the start of the event. As/if applicable, changes will be published NLT the Track Technical Meeting except for “day of” special emergent situations identified in **Track Sport Rules 2.3.2**.
- T - 2.3.13** If a team (for relay), or individual athlete, arrives at the start line after their race begins they are disqualified and the race will not restart.

T - 2.4 Track Event Sport Rules

T - 2.4.1 Track Coaching Assistance

- T - 2.4.1.1** Track Coaches have access to the Track competition area as defined by Track Competition Manager.
- T - 2.4.1.2** IAW **General Rules 10.1**, Track Coaches may assist athletes with the transfer in and out of their racing equipment as well as other sport support duties as/if applicable prior to the athlete entering or leaving the FOP.
- T - 2.4.1.3** Track Coaches are not authorized to provide any instructions/coaching advice to their athletes during their official race process.

T - 2.4.2 Competition Warm-up

- T - 2.4.2.1** A complete schedule of all lanes, times, and warm-up procedures will be established NLT the Track Technical Meeting.

T - 2.4.3 False Starts

- T - 2.4.3.1** Athlete(s) responsible for a false start, as determined by the Race Official, will be disqualified. This rule is often referred to as the “one and done” rule.

T - 2.4.4 Bib Numbers

- T - 2.4.4.1** Warrior Games Track Bibs will be issued, and Athletes are required to wear their assigned bib number.
- T - 2.4.4.2** Ambulatory athletes will wear bib numbers on both the front and back of their shirt.
- T - 2.4.4.3** RWC athletes will be provided with one bib number to be worn visibly on the back of the racing wheelchair.

T - 2.4.5 Track Event Day Competition Scratches

- T - 2.4.5.1** Athletes who scratch from a Track Event competition due to a sports-related injury or illness may compete in other Track Event competitions provided they have been medically cleared by their Service Team Physician.

T - 2.4.6 Call Tent Protocol

- T - 2.4.6.1** Failure to check-in at the call tent prior to the athlete’s race is grounds for disqualification.
- F - 2.4.6.2** Two-way communication devices are not to be used in the Call Tent.

T - 2.5 Track Competitions Rules: Ambulatory Races

T - 2.5.1 Starting Blocks

- T - 2.5.1.1** Starting blocks may be used for the sprint races but are not required.
- T - 2.5.1.2** An arm amputee or those with short arms may use pads on which to rest the short arm(s) at the start to improve balance.

T - 2.5.1.3 Pads must be completely behind the starting line and not interfere with any other athlete and should be the same color of the track or a neutral color.

T - 2.5.2 Prosthetics

T - 2.5.2.1 All ambulatory athletes with leg amputations must use prosthetics to start the track competition. If a prosthetic limb fails, an athlete may complete the race; however, any assistance will result in disqualification.

T - 2.5.3 VI Athletes

T - 2.5.3.1 VI BLIND athletes will run accompanied by their Guide Runner using a non-elastic guide tether that may not be greater than 30cm (~11.81 inches).

T - 2.5.3.2 VI BLIND athletes will wear an opaque eye mask that completely covers the eye cavities from the time they enter the call tent through the completion of their race.

T - 2.5.3.3 Guide Runners are optional for VI OPEN athletes.

T - 2.5.3.4 Additional information on VI guide runners can be found in the **Track Sport Rules 5**.

T - 2.5.4 Sprint Race Commands: 100M/200M/400M

T - 2.5.4.1 “On Your Mark”: The athlete will enter into the starting blocks or assume a standing start position. Hands and feet must be behind the line.

T - 2.5.4.2 “Set”: Athletes must be stationary (no movements)

T - 2.5.4.3 Starting Device: Starter pistol used to signal the start of the race.

T - 2.5.5 Endurance Race Commands: 800M/1500M

T - 2.5.5.1 The start commands will be “On Your Mark.”

T - 2.5.5.2 The athlete must hold steady.

T - 2.5.5.3 Starting Device: Starter pistol or whistle as requested at the Track Technical Meeting.

T - 2.5.6 Track Event Tied Results Procedures: Ambulatory Competitions

T - 2.5.6.1 The race finish time is taken at the moment the torso crosses the finish line (head, neck, arms, or legs do not count). If athletes from the same gender, competition, and classification category have tied race finish times, the official photo finish will be used to determine placements providing the tie occurred in the same heat.

T - 2.5.6.2 If a tie still remains, or occurred in different heats, multiple medals of the same placement will be awarded.

T - 2.6 Track Competitions Rules: RWC Races

T - 2.6.1 Helmets

T - 2.6.1.1 Athletes are required to wear a helmet while competing in all RWC races.

T - 2.6.2 RWC Compensator Setting

T - 2.6.2.1 Prior to any race conducted on the curve, the athletes will need an opportunity to set their compensator to the curve of the track.

T - 2.6.2.2 Compensator setting may be done prior to the start of the track racing portion of the schedule or all athletes in an upcoming race may have one lap to adjust/set their compensator. This will be worked into the Track Run of Show schedule as indicated at

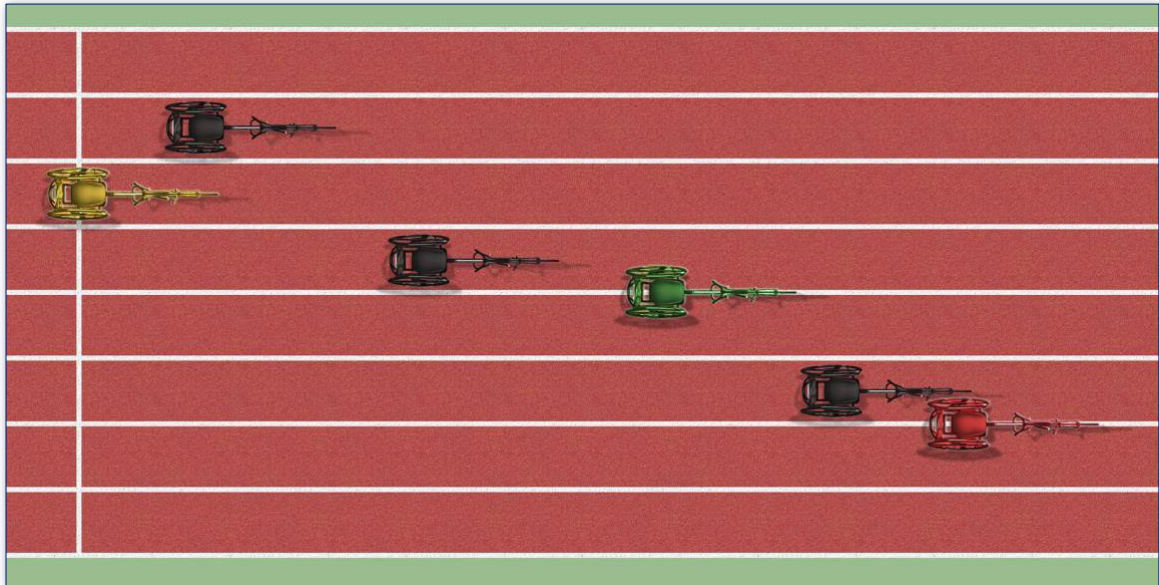
the Track Technical Meeting.

T - 2.6.3 RWC Race Commands: All Races

T - 2.6.3.1 “On Your Mark”: Athletes will approach the start line. Assume a position entirely within his or her allocated lane and behind the start line.

T - 2.6.3.2 “Set”: Athletes should immediately take up the final position retaining the contact of the front wheel with the ground behind the line. The front wheel may be over the start line, but the contact of the front wheel with the ground is behind the line.

T - 2.6.3.3 Starting Device: Starter pistol used to signal the start of the race.



T - 2.6.4 RWC Lane Change Scenarios

T - 2.6.4.1 **Yellow RWC:** This athlete is approaching a slower athlete on their left and is preparing to overtake them. The athlete coming from behind attempting to overtake the slower athlete carries the responsibility of ensuring full clearance of the RWC being overtaken before cutting across in front of it. The slower overtaken has the responsibility to avoid obstructing or impeding the faster athlete coming from behind once their front wheel is in sight.

T - 2.6.4.2 **Green RWC:** This athlete has safely passed the athlete on their left and is in the process of correctly overtaking the slower athlete.

T - 2.6.4.3 **Red RWC:** This athlete has failed to ensure they have safely passed the slower athlete on their left is safe is in the process of incorrectly overtaking them. This action could jeopardize both athletes and may result in a crash.

T - 2.6.5 Track Event Tied Results Procedures – RWC Competitions

T - 2.6.5.1 The race finish time is taken at the moment the hub of the leading wheel of the athlete’s chair reaches the vertical plane of the nearest edge of the finish line. If athletes from the same gender, competition, and classification category have tied race finish times, the official photo finish will be used to determine placement.

T - 2.6.5.2 If a tie still remains, multiple medals of the same placement will be awarded.

T - 2.7 Track Competitions Rules: Relay Races

- T - 2.7.1** AOs are to submit their intended relay teams by the Track Technical Meeting to allow Officials time to prepare lane assignments. Final relay cards are due at the scheduled time designated on the Run of Show.
- T - 2.7.2** Track athletes on Relay Teams must have competed (or registered to compete) in one of the individual Track Events.
- T - 2.7.3** Tags or batons may be used in relays. Tags must be declared on the relay registration form.
- T - 2.7.4** If a VI athlete requiring a guide or an RWC athlete is participating on a Relay Team, two lanes will be assigned to that team. This requirement must be annotated by the Service Team on the Relay Entry Form.
- T - 2.7.5 Track Event Tied Results Procedures: Relay Races**
- T - 2.7.5.1** The race finish time is taken at the moment the torso/hub of the leading wheel crosses the finish line. If Relay Teams have tied race finish times, the official photo finish will be used determine placement.
- T - 2.7.5.2** If a tie remains, multiple medals of the same placement will be awarded.

T - 2.8 Track Event Day Competition Scratches

- T - 2.8.1** Athletes who scratch from a Track Event competition due to a sports-related injury or illness may compete in other Track Event competitions provided they have been medically cleared by their Service Team Physician.

T-3 Track Apparel Rules

T-3.1 Track Apparel Rules

T-3.1.1 Rules are IAW **General Rules 8.2.1.**

T-4.1 Racing Wheelchair

T-4.1.1 Racing Wheelchair Specifications

T-4.1.1.1 No part of the frame of the racing wheelchair may extend forwards beyond the hub of the front wheel and be wider than the inside of the hubs of the two rear wheels.

T-4.1.1.2 The height from the ground to the main body of the chair will be 50cm (~ 19.69 inches).

T-4.1.1.3 Maximum diameter of the large wheel including the inflated tire will not exceed 70cm (~27.56 inches) and the small wheel will not exceed 50cm (~19.69 inches).

T-4.1.1.4 One plain round hand rim is allowed for each large wheel.

T-4.1.1.5 No mechanical gears or levers shall be allowed.

T-4.1.1.6 No mirrors or fairings are allowed.

T-4.1.1.7 The athlete should be able to steer the front wheel both left and right and have a functional brake.

T-4.1.1.8 No part of the racing wheelchair may protrude behind the vertical plane of the back edge of the rear tires. No part of the body may extend past the racing bucket.

T-4.1.2 Strapping

T-4.1.2.1 If an athlete uses strapping, it must only be on the racing wheelchair and will not be made of an elastic material.

T-4.1.3 Racing Wheelchair Gloves/Hand Grips

T-4.1.3.1 RWC gloves (aka push rim gloves or mitts) are the recommended choice for use at the Track Event. Push rim gloves are typically made of rubber and are foam padded to absorb shock. (Example: Harness brand RWC gloves)

T-4.1.3.2 Custom-made RWC gloves or those that are manufactured either with a mold or 3D printed are authorized for use at the Track Event.



Image 4.1.3.1: Harness Push Rim Gloves



Image 4.1.3.2: 3D Printed Push Rim Aids

- T - 4.1.3.3 If RWC gloves are not available, an athlete may use “day gloves” or other sport/utility-style gloves may be full-fingered or fingerless.

T - 4.2 Track Equipment Procurement, Safety and Storage

- T – 4.2.1** Service Teams will provide Track equipment for their Athletes IAW the packing list outlined in **Appendix A**. Athletes may bring personal equipment if preferred.
- T - 4.2.2** If Service Teams require additional adaptive Track equipment for their Athletes, they may contact the Sports Director for guidance or borrow from another Service Team.
- T - 4.2.3** All Service Team Track equipment must be inspected and cleared for safe, functional use. Equipment is subject to inspection at any time by Track Officials.

T–5 Track Special Equipment, Considerations, and Restrictions

T - 5.1 Sport Assistants

T - 5.1.1 IAW **General Rules 10.1**, athletes are authorized Sport Assistants. The Track Event assistants may fill a variety of roles and responsibilities that include but are not limited to:

- VI Track Athlete Assistant (Guide Runner)
- Sport and Mobility Support
- General Support as defined by the Track Competition Manager

T - 5.1.2 All Sport Assistant general responsibilities and restrictions are located in **General Rules 10.2**.

T - 5.1.3 VI Track Assistant (Guide Runner)

T - 5.1.3.1 The primary function of a VI Track Assistant is to serve in the role as the Guide Runner in all registered Track Event competitions.

T - 5.1.3.2 All personnel identified IAW **General Rules 10.1.2** are authorized to serve as a Guide Runner. The Service Team will provide the name and basic information of the assistant during the athlete registration process. This is a strict requirement due to the Guide Runner's role being a critical part of the overall safety and Track competitive process.

T - 5.1.3.3 A Guide Runner is allowed to converse with the athlete throughout the race.

T - 5.1.3.4 A Guide Runner is not permitted to push or pull the athlete by the tether at any time.

T - 5.1.3.5 The athlete must cross the finish line ahead of the Guide Runner.

T - 5.1.3.6 IAW **Track Sport Rules 2.5.3.3**, Guide Runners are optional for VI OPEN athletes.

T - 5.1.3.7 Guide Runners must adhere to all restrictions identified in **General Rules 3.3**. In the "Spirt of Fair Play," persons who fall into any of the conditions identified in said rule are ineligible to serve as Guide Runners.

T - 5.1.4 Sport, Mobility, and General Support Athlete Assistants

T - 5.1.4.1 All personnel identified IAW **General Rules 10.1.2** are authorized to serve as sport, mobility, and general support assistants. Volunteers must follow **General Rules 10.3** in order to serve in this capacity.

T - 5.2 Athletic Taping, Authorizations, and Restrictions

T - 5.2.1 IAW General Rules 11.2, the use of athletic tape is authorized during the Track Event.

T - 5.3 Additional Support Padding

T - 5.3.1 IAW **General Rules 11.3**, the use of additional support padding is authorized for use by Racing Wheelchair athletes during the Track Event.

T - 5.4 VI Athlete Blindfolds

T - 5.4.1 IAW **Track Sport Rules 2.5.3.2**, VI BLIND athletes will wear an opaque eye mask that completely covers the eye cavities from the time they enter the call tent through the completion of their race. All VI BLIND athletes will wear a blindfold to remove any potential sight advantage.

T - 5.4.2 Blindfolds can be either a sleep mask, wraparound black-out glasses, or black-out goggles; all blindfolds will be checked by Officials before and randomly throughout

the event.

- T - 5.4.3** VI Athlete Blindfolds are the responsibility of the Service Team or athlete(s) to provide for use.

T - 5.5 VI Athlete Tethers

- T - 5.5.1** VI BLIND athletes will run accompanied by their Guide Runner using a non-elastic guide tether that may not be greater than 30cm (~11.81 inches).
- T - 5.5.2** VI Athlete Tethers are the responsibility of the Service Team or athlete(s) to provide for use.

WHEELCHAIR BASKETBALL (WCB)

WCB – 1 WCB Event Overview

WCB - 1.1 WCB Event

WCB - 1.1.1 Pool Play > Bracket Tournament

1.2 WCB Event Details

WCB - 1.2.1 WCB Start Rights

WCB - 1.2.1.1 IAW **General Rules 4.11**, each Service Team is allotted fifteen (15) athletes total across gender and classifications.

WCB - 1.2.1.2 The WCB Event is an open tournament; all male and female athletes from each Service will compete together against other Service Teams for the same medals.

WCB - 1.2.2 WCB Event Overview

WHEELCHAIR BASKETBALL		
GENDER	CLASS	START RIGHTS
OPEN	COMBINED	15

WCB - 1.2.2.1 WCB Teams are comprised of fifteen (15) Athletes across three classification categories: MINIMUM, MODERATE, and MAXIMUM.

WCB - 1.2.2.2 Female athletes will drop one classification level for play.

WCB - 1.2.3 Ultimate Champion (UC) WCB Rules

WCB - 1.2.3.1 UC athletes may participate in the WCB Event; no points will be awarded to a UC athlete's points total for their participation in this optional competition.

WCB – 2 WCB Sport Rules

WCB - 2.1 WCB Official Sport Rules and Regulations

- WCB - 2.1.1** The WCB Event will be conducted IAW the [Wheelchair National Basketball Association \(NWBA\) Rules and Regulations](#).
- WCB - 2.1.2** NWBA serves as the sport governing entity for this event unless specific guidance or modifications have been identified in the Warrior Games WCB Rules that follow.

WCB - 2.2 Key Abbreviations, Acronyms, Definitions, and Personnel

- WCB - 2.2.1** Not applicable for this sport.

WCB - 2.3 WCB Event Tournament Format

- WCB - 2.3.1** The WCB Event Tournament Format is created, managed, and executed by the WCB Competition Manager with oversight by the Sports Director. It is subject to modification prior to the start of the event due to time constraints or other unforeseen circumstances.
- WCB - 2.3.2** The WCB Event Tournament Format is created after review and validation of the following variables which may affect the event's overall Run of Show:
- Total number of registered athletes and Service Teams
 - Updates to athlete classifications and athlete drops
 - Venue specifications, capabilities, limitations, and restrictions
 - All other Warrior Games scheduled events
 - Inclement weather or other emergency-related situations
- WCB - 2.3.3** WCB tournament format for the current year is IAW **Appendix A**.
- WCB - 2.3.4** Questions or concerns with the WCB Event must be submitted to the Sports Director NLT the WCB Technical Meeting. As/if applicable, changes will be published following Technical Meeting with the exception of "day of" special emergent situations identified in **WCB Sport Rules 2.3.2**.

WCB - 2.4 WCB Event Rules

WCB - 2.4.1 Team Composition

- WCB - 2.4.1.1** WCB Team size limit will not exceed fifteen (15) athletes.
- WCB - 2.4.1.2** WCB Teams must start each game with five (5) athletes on the court. Any combination of the three classification categories is permitted to field the court with a full team. The maximum number of any one classification category of athletes on the court at any time is four.
- WCB - 2.4.1.3** In the case that WCB Team is incapable of meeting the team classification composition standard, the Service Team Head Coach must approach the Lead Official and the opposing team's Head Coach to notify them that they are unable to meet team composition. At this point, the opposing team is permitted to match team composition.
- WCB - 2.4.1.4** IAW **General Rules 5.2.3**, substitution athletes may be drawn from the entirety of the 15-athlete team roster submitted through each Service Team's online registration.
- WCB - 2.4.1.5** The number of WCB athletes allowed to occupy the team bench is IAW **Appendix A**.

- WCB - 2.4.1.5 No more than five (5) staff members will be allowed to occupy the team bench.
- WCB - 2.4.1.6 **Head Coach:** The WCB Head Coach conducts the play of their WCB Team from outside the playing court and may sit or stand. They select the starting line-ups, the in-game substitutions, and request time-outs.
- WCB - 2.4.1.7 **Assistant Coach/Support Staff:** The WCB Assistant Coach and support staff sit on the team bench or stand in the free zone near their WCB Team's bench to provide additional instructions and support. They may not interfere or communicate with the WCB Officials and event staff at any time during tournament play unless directly approached by these personnel.
- WCB - 2.4.1.8 **Team Captains:** Any athlete may be designated as the WCB Team Captain; WCB Officials must be able to identify the Team Captain by sight and on the scorecard. Both the Team Captain and the Service Team Coaches are responsible for the conduct and discipline of their WCB team. Other than the Head Coach, the Team Captain is the only athlete authorized to coordinate or converse with the WCB Officials.
- WCB - 2.4.1.9 Warm-up times are managed by the WCB Competition Manager with oversight by the Sports Director due to Run of Show time requirements and constraints.
- WCB - 2.4.2 Shot Clock**
- WCB - 2.4.2.1 The procedure for shot clock operation is IAW NWBA rules.
- WCB - 2.4.2.3 If the shot clock malfunctions or is damaged, a WCB event staff will announce the time remaining over a public address system.
- WCB - 2.4.3 Game Clock Stoppages**
- WCB - 2.4.3.1 Stoppage of play should not be considered a stoppage of the game clock. Most stoppages will not result in the game clock being stopped; however, it is recognized that there may be situations where the game clock must be stopped. This can only be done through the WCB Officials or the WCB Competition Manager. Some of these situations include but are not limited to:
- Time-outs
 - Athlete injuries and/or fallen players
 - Equipment time-outs (wheelchair malfunctions or flat tires)
 - Situations external to the FOP
- WCB - 2.4.3.2 Equipment time-out requirements must be verified by an official. Service Teams are required to ensure emergent equipment problems are handled as effectively as possible, and when required, moved off the court to ensure the game can continue without an extended delay.
- WCB - 2.4.3.3 In all cases, the game clock will be restarted on an official's signal. The WCB Competition Manager will have oversight on any general delays. Further consultation with Event Operations and the Sports Director may be required regarding an extended clock stoppage.
- WCB - 2.4.10 Athlete Disqualification**
- WCB - 2.4.10.1 A disqualifying foul is any foul that is blatantly unsportsmanlike or dangerous. Examples include but are not limited to fighting, striking, or attempting to strike a fallen athlete, and/or continuous abusive and offensive language.
- WCB - 2.4.10.2 An athlete who commits a disqualifying foul is immediately ejected from that game

and must leave the FOP area.

WCB - 2.4.10.3 If the same athlete commits a second flagrant foul during a separate game, they will be disqualified from any further participation in the WCB Event.

WCB - 2.4.10.4 Disqualified athletes can only be replaced using In-Game Substitutions for the remainder of that game IAW **WCB Rules 2.4.11**.

WCB - 2.4.10.5 Disqualified athletes can be replaced for the following game using one of the Service Team's WCB roster athletes IAW **WCB Rules 2.4.11**.

WCB - 2.4.11 In-Game Substitutions

WCB - 2.4.11.1 An In-Game Substitution must be selected from one of the other athletes on the bench.

WCB - 2.4.11.2 An in-game substitution can take place on any stoppage of play except after a basket has been scored.

WCB - 2.4.11.3 If an athlete is injured or becomes ill during a game, they may return to play after being cleared by their Service Team Medical Staff. If an injured or ill athlete cannot be substituted from one of the athletes on the bench, the WCB Team will play with only four athletes on the court.

WCB - 2.4.11.4 The game clock may not always be stopped during a substitution; WCB teams need to be prepared to activate substitutions in a timely manner.

WCB - 2.4.12 WCB Overtime and Tiebreaker Procedures

WCB - 2.4.12.1 There are no ties for medal placement at the WCB Event.

WCB - 2.4.12.2 WCB overtime information for the current year is in **Appendix A**.

WCB - 2.4.12.3 If a winning team is not determined during the first overtime, then an additional two-minute "Golden Point" overtime shall be played; the WCB Team to score the first point will be declared the winner. If required, additional "Golden Point" overtimes shall be played until a winner is determined.

WCB - 2.4.12.4 There is a one-minute break in between each overtime.

WCB - 2.4.12.5 In the event of overtime, any time-out remaining at the end of regulation play will be carried over into overtime play. In addition, each team will receive one (1) additional (30) second time-out per overtime period.

WCB – 3 WCB Apparel Rules

WCB - 3.1 WCB Apparel Rules

WCB – 3.1.1 Rules are IAW **General Rules 8.2.1.**

WCB - 3.2 WCB Apparel Restrictions

WCB - 3.2.1 Footwear such as but not limited to any form of open-toed shoes or sandals are not authorized for wear by any/all personnel associated with the WCB Event except for medical-related footwear that addresses a specific injury or impairment.

WCB - 3.3 WCB Uniform Specifications

WCB - 3.3.1 The competition uniform for WCB will include properly numbered jerseys.

WCB - 3.3.2 The uniform tops will bear a number between 1-15, 20-25, 30-35, 40-45 and 50-55 inclusive, on the front and back.

WCB - 3.3.3 Each athlete must have a different number. The uniform numbering system facilitates effective communication between the referees and the scorer's table.

WCB - 3.3.4 Each WCB athlete is required to wear the same jersey number throughout the WCB Event unless a number change is approved by the WCB Competition Manager due to special exceptions such as but not limited to personal loss, damage, or contamination.

WCB – 4 WCB Primary Equipment Rules

WCB - 4.1 Basketball Wheelchair

WCB - 4.1.1 Basketball Wheelchair Specifications

WCR - 4.1.1.1 Basketball wheelchairs must meet all specifications IAW NWBA.

WCR - 4.1.2 Basketball Wheelchair Equipment Failures

WCR - 4.1.2.1 Any issues with wheelchairs or safety equipment will require replacement or adjustments. Wheelchairs will be maintained/serviced/repared by the athletes, the Service Team mechanics, or an on-site contracted wheelchair service provider.

WCR - 4.1.2.2 If a wheelchair is not repairable, then it is not authorized for use at the WCB Event.

WCB - 4.2 WCB Equipment Procurement, Safety and Storage

WCB - 4.1.1 Service Teams will provide WCB equipment for their Athletes IAW the packing list outlined in **Appendix A**. Athletes may bring personal equipment if preferred.

WCB – 4.1.2 An equipment check will be conducted by the WCB Officials prior to the first game of the tournament.

WCB – 4.1.3 Service Team equipment will be stored in a secure location.

WCB – 4.1.4 Should a Service Team have WCB adaptive equipment requirements but none on-hand, they may contact the Sports Director for additional guidance or borrow from a fellow Service Team.

WCB – 5 WCB Special Equipment, Considerations, and Restrictions

WCB - 5.1 Sport Assistants

WCB - 5.1.1 IAW **General Rules 10.1**, athletes are authorized Sport Assistants. The WCB Event assistants may fill a variety of roles and responsibilities that include but are not limited to:

- Sport and Mobility Support
- General Support as defined by the WCB Competition Manager

WCB - 5.1.2 All Sport Assistant general responsibilities and restrictions are located in **General Rules 10.2**.

WCB - 5.1.3 Sport, Mobility, and General Support Athlete Assistants

WCB - 5.1.3.1 All personnel identified IAW **General Rules 10.1.2** are authorized to serve as sport, mobility, and general support assistants.

WCB - 5.2 Athletic Taping, Authorizations, and Restrictions

WCB - 5.2.1 IAW **General Rules 11.2**, the use of athletic tape is authorized during the WCB Event.

WCB - 5.3 Additional Support Padding

WCB - 5.3.1 IAW **General Rules 11.3**, the use of additional support padding is authorized during the WCB Event.

WCB - 5.4 Wheelchair Basketball VI Athlete Restriction

WCB - 5.4.1 Athletes with serious visual impairments are not permitted to compete in Wheelchair Basketball.

WCB - 5.5 Gloves

WCB - 5.5.1 An athlete may use “day gloves” or other sport/utility-style gloves during the WCB Event in an effort to prevent chaffing/blistering on their hands; the gloves may be full-fingered or fingerless.

WCB - 5.5.2 Gloves of a tactical/military-style are not authorized for wear at the WCB Event.

WCB - 5.6 Tacky Adhesive

WCB - 5.6.1 Tacky adhesive is prohibited from use at the WCB Event. Failure to comply will result in athlete disqualification.

WHEELCHAIR RUGBY (WCR)

WCR – 1 WCR Event Overview

WCR - 1.1 WCR Event

WCR - 1.1.1 Pool Play > Bracket Tournament

WCR - 1.2 WCR Event Details

WCR - 1.2.1 WCR Start Rights

WCR - 1.2.1.1 IAW **General Rules 4.12**: Each Service Team is allotted fifteen (15) athletes total across gender and classifications.

WCR - 1.2.1.2 The WCR Event is an open tournament; all male and female athletes from each Service Team will compete together against other Service Teams for the same medals.

WCR - 1.2.2 WCR Event Overview

WHEELCHAIR RUGBY		
GENDER	CLASS	START RIGHTS
OPEN	COMBINED	15

WCR - 1.2.2.1 WCR Teams are comprised of **fifteen (15)** athletes across three classification categories: MINIMUM, MODERATE, and MAXIMUM.

WCR - 1.2.2.2 Female athletes will drop one classification level for play.

WCR - 1.2.3 Ultimate Champion (UC) WCR Rules

WCR - 1.2.3.1 UC athletes may participate in the WCR Event; no points will be awarded to an UC athlete's points total for their participation in this optional competition.

WCR – 2 WCR Sport Rules

WCR - 2.1 WCR Official Sport Rules and Regulations

- WCR - 2.1.1** The WCR Event will be conducted IAW/inspired by the [International Wheelchair Rugby Federation \(IWRF\) Rules and Regulations](#).
- WCR - 2.1.2** IWRF serves as the sport governing entity for this event unless specific guidance or modifications have been identified in the Warrior Games WCR Rules that follow.

WCR - 2.2 Key Abbreviations, Acronyms, Definitions, and Personnel

- WCR - 2.2.1** Not applicable for this sport.

WCR - 2.3 WCR Event Tournament Format

- WCR - 2.3.1** The WCR Event Tournament Format is created, managed, and executed by the WCR Competition Manager with oversight by the Sports Director. It is subject to modification prior to the start of the event due to time constraints or other unforeseen circumstances.
- WCR - 2.3.2** The WCR Event Tournament Format is created after review and validation of the following variables which may affect the event's overall Run of Show.
- Total number of registered team and Service Teams
 - Updates to athlete classifications athlete drops
 - Venue specifications, capabilities, limitations, and restrictions
 - All other Warrior Games scheduled events
 - Inclement weather or other emergency-related situations
- WCR - 2.3.3** WCR tournament format for the current year is IAW **Appendix A**.
- WCR - 2.3.4** Questions or concerns with the WCR Event must be submitted to the Sports Director NLT the WCR Technical Meeting. As/if applicable, changes will be published following Technical Meeting with the exception of "day of" special emergent situations identified in **WCR Sport Rules 2.3.2**.

WCR - 2.4 WCR Event Rules

WCR - 2.4.1 Team Composition

- WCR - 2.4.1.1** WCR Team size limit will not exceed fifteen (15) athletes.
- WCR - 2.4.1.2** WCR Teams must start each game with four (4) athletes on the court. Any combination of the three (3) classification categories is permitted to field the court with a full team. The maximum number of any one classification category of athletes on the court at any time is three (3).
- WCR - 2.4.1.3** In the case that WCR Team is incapable of meeting the team classification composition standard, the Service Team Head Coach must approach the Lead Official and the opposing team's Head Coach to notify them that they are unable to meet team composition. At this point, the opposing team is permitted to match team composition.
- WCR - 2.4.1.4** IAW **General Rules 5.2.3**, substitution athletes may be drawn from the 15-athlete team roster that was submitted through each Service Team's online registration.
- WCR - 2.4.1.5** The number of WCR athletes allowed to occupy the team bench is IAW **Appendix A**.

- WCR - 2.4.1.6 No more than five (5) staff members will be allowed to occupy the team bench.
- WCR - 2.4.1.7 **Head Coach:** The WCR Head Coach conducts the play of their WCR Team from outside the playing court and may sit or stand. They select the starting line-ups, the in-game substitutions, and request time-outs.
- WCR - 2.4.1.8 **Assistant Coach/Support Staff:** The WCR Assistant Coach and Support Staff sit on the team bench or stand in the free zone near their WCR Team's bench to provide additional instructions and support. They may not interfere or communicate with the WRC Officials and event staff at any time during tournament play unless directly approached by these personnel.
- WCR - 2.4.1.9 **Team Captains:** Any athlete may be designated as the WCR Team Captain; WRC Officials must be able to identify the Team Captain by sight and on the scorecard. Both the Team Captain and the Service Team Coaches are responsible for the conduct and discipline of their WCR Team. Other than the Head Coach, the Team Captain is the only athlete authorized to converse with the WCR Officials.
- WCR - 2.4.2 Competition Warm-up**
- WCR - 2.4.2.1 Warm-up times will be managed by the WCR Competition Manager with oversight by the Sports Director due to Run of Show time requirements and constraints.
- WCR - 2.4.3 Scoring Clock**
- WCR - 2.4.3.1 A 40-second scoring clock will be used for WCR Competition. The procedure for score clock operation is IWRF rules.
- WCR - 2.4.4 Game Clock Stoppages**
- WCR - 2.4.4.1 Stoppage of play should not be considered a stoppage of the game clock. Most stoppages will not result in the game clock being stopped; however, it is recognized that there may be situations where the game clock must be stopped. This can only be done through the direction of the WCR Officials or the WCR Competition Manager. Some of these situations include but are not limited to:
- Time-outs
 - Athlete injuries or fallen players
 - Equipment time-outs (wheelchair malfunctions or flat tires)
 - Situations external to the FOP
- WCR - 2.4.4.2 Equipment time-out requirements must be verified by an official. Service Teams are required to ensure emergent equipment problems are handled as effectively as possible, and where required, moved off the court to ensure the game can continue without an extended delay.
- WCR - 2.4.4.3 In all cases, the game clock should be restarted on an official's signal. The WCR Competition Manager will have oversight on any general delays. Further consultation with Event Operations and the Sports Director may be required regarding an extended clock stoppage.
- WCR - 2.4.5 Rules of Contact**
- WCR - 2.4.5.1 WCR Teams will play with the "Contact before the whistle" rule; contact with other athletes is authorized prior to the Referee blowing the whistle.
- WCR - 2.4.6 Fouls and Violations**

WCR - 2.4.6.1 Fouls and violations will follow all penalty procedures IAW IWRF Rules and Regulations.

WCR - 2.4.7 Athlete Disqualification

WCR - 2.4.7.1 A disqualifying foul is any foul that is blatantly unsportsmanlike or dangerous. Examples include but are not limited to fighting, striking, or attempting to strike a fallen athlete, and/or continuous abusive and offensive language.

WCR - 2.4.7.2 An athlete who commits a disqualifying foul is immediately ejected from that game and must leave the FOP area.

WCR - 2.4.7.3 If the same athlete commits a second flagrant foul during a separate game, they will be disqualified from further participation in the WCR Event.

WCR - 2.4.7.4 The WCR Head Coach of the disqualified athlete must designate a substitute to serve a one-minute penalty for the disqualified athlete.

WCR - 2.4.7.5 Disqualified athletes can only be replaced using In-Game Substitutions for the remainder of that game IAW **WCR Sport Rules 2.4.8**.

WCR - 2.4.7.6 Disqualified athletes can be replaced for the following game using one of the Service Team's WCR roster athletes IAW **WCR Sport Rules 2.4.8**.

WCR - 2.4.8 In-Game Substitutions

WCR - 2.4.8.1 An in-game substitution must be selected from one of the other athletes on the bench;

WCR - 2.4.8.2 If an athlete is injured or becomes ill during a game, they may return to play after being cleared by their Service Team Medical Staff. If an injured or ill athlete cannot be substituted from one of the athletes on the bench, the WCR Team will play with only three athletes on the court.

WCR - 2.4.8.3 The game clock may not always be stopped during a substitution; WCR teams need to be prepared to activate substitutions in a timely manner.

WCR - 2.4.8.4 An in-game substitution cannot take place after a goal is scored.

WCR - 2.4.8.5 The substitution athlete must be in the substitution box ready to play.

WCR - 2.4.10 WCR Overtime and Tiebreaker Procedures

WCR - 2.4.10.1 There are no ties for medal placement at the WCR Event.

WCR - 2.4.10.2 In the event of overtime, any time-outs remaining at the end of regulation play will be carried over into overtime play. In addition, each team will receive one (1) additional (30) second time-out per overtime period.

WCR - 2.4.10.3 If a winning team is not determined during the first overtime, then an additional two-minute "Golden Point" overtime shall be played; the WCR Team to score the first point will be declared the winner. If required, additional "Golden Point" overtimes shall be played until a winner is determined.

WCR - 2.4.10.4 There is a one-minute break in between each overtime.

WCR – 3 WCR Apparel Rules

WCR - 3.1 WCR Apparel Rules

WCR – 3.1.1 Rules are IAW **General Rules 8.2.1.**

WCR - 3.2 WCR Apparel Restrictions

WCR - 3.2.1 Footwear such as but not limited to any form of open-toed shoes or sandals are not authorized for wear by any/all personnel associated with the WCR Event except for medical-related footwear that addresses a specific injury or impairment.

WCR - 3.3 WCR Uniform Specifications

WCR - 3.3.1 The competition uniform for WCR will include properly numbered jerseys.

WCR - 3.3.2 The uniform tops will bear a number between 1-15, 20-25, 30-35, 40-45 and 50-55 inclusive, on the front and back.

WCR - 3.3.3 Each athlete must have a different number. The uniform numbering system facilitates effective communication between the referees and the scorer's table.

WCR - 3.3.4 Each athlete is required to wear the same jersey number throughout the WCR Event unless a number change is approved by the WCR Competition Manager due to special exceptions such as but not limited to personal loss, damage, or contamination.

WCR – 4 WCR Primary Equipment Rules

WCR - 4.1 Rugby Wheelchair

WCR - 4.1.1 Rugby Wheelchair Specifications

WCR - 4.1.1.1 Rugby wheelchairs must meet all specifications IAW IWRF Rules for the Sport of WCR.

WCR - 4.1.2 Rugby Wheelchair Equipment Failures

WCR - 4.1.2.1 Any issues with wheelchairs or safety equipment will require replacement or adjustments. Wheelchairs will be maintained/serviced/repared by the athletes, the Service Team mechanics, or an on-site contracted wheelchair service provider.

WCR - 4.1.2.2 If a wheelchair is not repairable, then it is not authorized for use at the WCR Event.

WCR - 4.2 WCR Equipment Procurement, Safety and Storage

WCR - 4.1.1 Service Teams will provide WCB equipment for their Athletes IAW the packing list outlined in **Appendix A**. Athletes may bring personal equipment if preferred.

WCR – 4.1.2 An equipment check will be conducted by the WCR Officials prior to the first game of the tournament. If a WCR Coach has a concern regarding an aspect of the wheelchair, they are requested to address this before play commences or during a game only if it presents a risk to injury. This is to try and ensure that the flow of play is maintained IAW the WCR Event Run of Show.

WCR - 4.1.3 Any issues with wheelchairs or safety equipment will require replacement or adjustments.

WCR - 4.1.4 Wheelchairs will be maintained, serviced, and repaired by the athletes, the Service Team mechanic, or an on-site contract wheelchair services provider.

WCR – 4.1.5 Service Team equipment will be stored in a secured location.

WCR – 4.1.6 Should a Service Team have WCB adaptive equipment requirements but none on-hand, they may contact the Sports Director for additional guidance or borrow from a fellow Service Team.

WCR – 5 WCR Special Equipment, Considerations, and Restrictions

WCR - 5.1 Sport Assistants

WCR - 5.1.1 IAW **General Rules 10.1**, athletes are authorized Sport Assistants. The WCR Event assistants may fill a variety of roles and responsibilities that include but are not limited to:

- Sport and Mobility Support
- General Support as defined by the WCR Competition Manager

WCR - 5.1.2 All Sport Assistant general responsibilities and restrictions are located in **General Rules 10.2**.

WCR - 5.1.3 Sport, Mobility, and General Support Athlete Assistants

WCR - 5.1.3.1 All personnel identified IAW **General Rules 10.1.2** are authorized to serve as sport, mobility, and general support assistants. Volunteers must follow **General Rules 10.3** in order to serve in this capacity.

WCR - 5.2 Athletic Taping, Authorizations, and Restrictions

WCR - 5.2.1 IAW **General Rules 11.2**, the use of athletic tape is authorized during the WCR Event.

WCR - 5.3 Additional Support Padding

WCR - 5.3.1 IAW **General Rules 11.3**, the use of additional support padding is authorized during the WCR Event.

WCR - 5.4 Wheelchair Rugby VI Athlete Restriction

WCR - 5.4.1 Athletes with serious visual impairments are not permitted to compete in Wheelchair Rugby.

WCR - 5.5 Gloves

WCR - 5.5.1 An athlete may use “day gloves” or other sport/utility-style gloves during the WCR Event in an effort to prevent chaffing/blistering on their hands; the gloves may be full-fingered or fingerless.

WCR - 5.5.2 Gloves of tactical/military-style are not authorized for wear at the WCR Event.

WCR - 5.6 Tacky Adhesive

WCR - 5.6.1 Tacky adhesive is prohibited from use at the WCR Event. Failure to comply will result in athlete disqualification.

APPENDIX A

AP–1 Tournament Format

AP - 1.1 Sitting Volleyball Tournament Format

AP - 1.1.1 Pool Play

- Match Format: Best of 2 out of 3, each set played to 21 points (win by 2)
- Breaks: Three minutes between each set

AP - 1.1.2 Medal Rounds: Gold and Bronze Medal Games

- Match Format: Best of 2 out of 3, each set played to 25 points (win by 2)
- Breaks: Three minutes between each set

AP - 1.1.3 Bench Size: 14 athletes allowed on the bench each match.

AP - 1.1.4 Bench Selection: 14 athletes will be identified at the scorer's table prior to the start of warm-up for the upcoming match.

AP - 1.1.5 Classification Penalty: Teams found out of classification compliance with on-court team composition the team loses all points earned from the moment of the illegal substitution.

AP - 1.1.6 Timeouts:

- Each SVB Team may request a maximum of two 30-second timeouts per set for both pool play and medal rounds.

AP - 1.1.5 Athlete Substitutions: 12 athlete in-game substitutions per set

AP - 1.2 Wheelchair Basketball Tournament Format

AP - 1.2.1 Pool Play

- Game Format:
 - Two 15-minute halves with a running clock
 - Stop clock for the final 2 minutes of the last half unless there is a 20-point or higher spread.
- Clock Stops: For free throws, timeouts, and equipment timeouts
- Halftime: 5 minutes
- Shot Clock: 30 seconds
- Timeouts: Two 60-second timeouts and two 30-second timeouts per game
- Overtime:
 - Two-minute overtime period
 - If no winner is determined, the game proceeds to Golden Point Overtime: The first team to score a point wins.
 - No additional timeouts are granted during Pool Play overtime.
- Tie-Breaker Rules:
 1. Head-to-head result
 2. Most defensive points scored against tied teams
 3. Most offensive points scored against tied teams

- AP - 1.2.2 Medal Rounds: Gold and Bronze Medal Games**
- Game Format: Two 20-minute halves with a regulation clock
 - Halftime: 8 minutes
 - Shot Clock: 30 seconds
 - Timeouts: Four 60-second timeouts and two 30-second timeouts per game
 - Overtime:
 - Three-minute overtime period when regulation game ends in a tie
 - If the game remains tied, overtime periods continue until a winner is determined.
 - Only one additional timeout is added for each team regardless of the number of overtime periods.
- AP - 1.2.3 Bench Size:** 12 athletes allowed on the bench each match.
- AP - 1.2.4 Bench Selection:** 12 athletes will be identified at the scorer's table prior to the start of warm-up for the upcoming match.
- AP - 1.2.6 Classification Penalty:** Teams found out of classification compliance with on-court team composition lose all points earned from the moment of the illegal substitution.

AP - 1.3 Wheelchair Rugby Tournament Format

- AP - 1.3.1 Pool Play**
- Game Format:
 - Four 7-minute quarters with a running clock
 - Stop clock for the final 2 minutes of the last period unless there is a 20-point or higher spread
 - Clock Stops: For free throws, timeouts, and equipment timeouts
 - Halftime: 5 minutes
 - Score Clock: 40 seconds
 - Timeouts: Two 60-second timeouts and two 30-second timeouts per game
 - Overtime:
 - Two-minute overtime period
 - If no winner is determined, the game proceeds to Golden Point Overtime: The first team to score a point wins.
 - No additional timeouts are granted during Pool Play overtime.
 - Tie-Breaker Rules:
 1. Head-to-head result
 2. Most defensive points scored against tied teams
 3. Most offensive points scored against tied teams
- AP - 1.3.2 Medal Rounds: Gold and Bronze Medal Games**
- Game Format: Four 8-minute quarters with a regulation clock
 - Halftime: 8 minutes

- Score Clock: 40 seconds
- Timeouts: Two 60-second timeouts and four 30-second timeouts
- Overtime:
 - Three-minute overtime period when regulation game ends in a tie
 - If the game remains tied, overtime periods continue until a winner is determined.
 - Only one additional timeout is added for each team regardless of the number of overtime periods.

AP - 1.2.3 **Bench Size:** 12 athletes allowed on the bench each match.

AP - 1.2.4 **Bench Selection:** 12 athletes will be identified at the scorer's table prior to the start of warm-up for the upcoming match.

AP -1.2.5 **Classification Penalty:** Teams found out of classification compliance with on-court team composition lose all points earned from the moment of the illegal substitution.

AP–2 Equipment Packing List

AP - 2.1 General Equipment Overview

- AP - 2.1.1** Each Service Team is responsible for ensuring their athletes have or are provided with the equipment outlined in **AP - 2.2** through **AP - 2.12**.
- AP - 2.1.2** It is unlikely that Service Teams need to bring all equipment listed. The necessary equipment depends on the athletes who are competing and their specific needs.
- AP - 2.1.3** Many equipment items listed must be approved prior to use.
- AP - 2.1.4 Equipment Shortages**
- AP - 2.1.4.1** Service Team Leads are to communicate any equipment shortages or special requirements to the Warrior Games Sports Director.
- AP - 2.1.4.2** Borrowing from other Service Teams is allowed.
- AP - 2.1.5 General Equipment Needs**
- AP - 2.1.5.1** Each sport has varying rules surrounding athletic tape, support padding, chalk and tacky adhesive. Service Teams are to bring these materials for their athletes as necessary, referencing each respective **Sport Rules** to ensure compliance during use.
- AP - 2.1.5.2** Service Teams are to bring padlock(s) with combination for equipment storage.
- AP - 2.1.5** Service Teams must reference each **Sport Rules** to ensure proper equipment for Visually Impaired athletes, including tethers, guide runner equipment, and blindfolds. All equipment must comply with **Sport Rules**, and teams should plan for any additional support items to meet individual athlete needs.

AP - 2.2 Archery

- AP - 2.2.1** Each Service Team is responsible for ensuring their athletes have or are provided with the following Archery equipment, as needed:
- Compound and recurve bows
 - Bow stands
 - Arrows
 - Quivers (belt worn or ground)
 - Bow presses/tools
 - Specialized chairs/stools
 - Spotting scopes
 - Voice or tactile aids for VI athletes
 - Mouth tabs, release aids, or other assistive devices
- AP - 2.2.2** Service Teams are not required to provide Archery target mats or stands.

AP - 2.3 Cycling

- AP - 2.3.1** Each Service Team is responsible for ensuring their athletes have or are provided with the following Cycling equipment, as needed:

- Cycles
- Helmets
- Cycle adaptations
- Protective eyewear
- Gloves

AP - 2.4 Field

AP - 2.4.1 Each Service Team is responsible for ensuring their athletes have or are provided with the following Field equipment, as needed:

- Implements
- Gloves: For SEATED athlete's non-throwing hand (optional)
- Chalk or grip powder: To be provided by Warrior Games Operations, but athletes may elect to use their own substance should it be approved.
- Specialized throwing chairs

AP - 2.5 Indoor Rowing

AP - 2.5.1 Each Service Team is responsible for ensuring their athletes have or are provided with the following Indoor Rowing equipment, as needed:

- Adaptive seats with associated mounting hardware and restraint straps
- Single-hand grip
- Active hands gripping aid

AP - 2.5.2 Service Teams are encouraged to reach out to the Warrior Games Sport Director for specific Indoor Rowing adaptive equipment requirements.

AP - 2.6 Powerlifting

AP - 2.6.1 Each Service Team is responsible for ensuring their athletes have or are provided with the following Powerlifting equipment, as needed:

- Weightlifting belts
- Leg straps
- Wrist wraps
- Chalk (no liquid chalk allowed)

AP - 2.7 Shooting

AP - 2.7.1 Each Service Team is responsible for ensuring their athletes have or are provided with the following Shooting equipment, as needed:

- Air rifles and air pistols
- Cylinders
- Air adapters
- Pellets: Enough for practice and competition

- Shooting stands
- Spring stands
- Pistol loading blocks
- Rifle slings
- Air rifle fore-end hand stops
- Custom shooting tables and chairs (optional)
- Custom shooting tables (optional)

AP - 2.7.2 Due to the TSA restrictions on flying with compressed air cylinders, it is recommended that Service Teams coordinate a pre-shipment to ADVON or Warrior Games Operations or drive with these items.

AP - 2.8 Sitting Volleyball (SVB)

AP - 2.8.1 All primary equipment required for the SVB Event will be managed by Warrior Games Operations, this includes a regulation net, practice balls, game balls, ball needles, etc.

AP - 2.9 Swimming

AP - 2.9.1 Each Service Team is responsible for ensuring their athletes have or are provided with the following Swimming equipment, as needed:

- Blackout swim goggles (for VI athletes)
- Tapper (Provided by Warrior Games operations/optional)
- Ostomy support belt (if applicable)
- Rash guards
- Towels

AP - 2.10 Track

AP - 2.10.1 Each Service Team is responsible for ensuring their athletes have or are provided with the following Track equipment, as needed:

- Racing wheelchairs
- Strapping materials
- Wheelchair racing gloves
- Starting blocks
- Racing helmets

AP - 2.11 Wheelchair Basketball (WCB)

AP - 2.11.1 Each Service Team is responsible for ensuring their athletes have or are provided with the following WCB equipment, as needed:

- Basketball wheelchairs
- Seat cushions
- Straps

- Spare parts and tools such as additional anti-tip casters, footrests, anti-tip tubes, etc.

AP - 2.11.2 Service Teams are not required to bring practice or game balls.

AP - 2.12 Wheelchair Rugby (WCR)

AP - 2.12.1 Each Service Team is responsible for ensuring their athletes have or are provided with the following WCR equipment, as needed:

- Rugby wheelchairs
- Seat cushions
- Straps
- Spare parts and tools such as additional anti-tip casters, footrests, anti-tip tubes, etc.

AP - 2.12.2 Service Teams are not required to bring practice or game balls.

AP–3 Registration Timeline

AP - 3.1 Timeline

The registration timeline considers the 2025 Service Team Trials and is as follows:

- January 17 – Athlete Registration Excel to be Shared with Service Team Leads
- February 10 – Athlete Registration Dashboards Released
- April 16 – Athlete Registration Due with Sport Selection
- April 16-May 21 – RFI Tracker is Live for Service Teams to Request Changes
- April 24 – Family and Friends Registration Due
- May 21 – Athlete No More Adds or Sport Selection Changes (Drops may occur at any time)
- June 11 – Headshots Due (STRATCOM)
- June 11 – Team Sport Rosters Due
- June 11 – Staff Registration Due

DOD WARRIOR GAMES

OFFICIAL SPORT PROTEST FORM

IAW the DOD Warrior Games General Rules 12.3, all protests submitted, whether approved or disapproved, will deduct one (1) Protest Credit from a Service Team's ten (10) Protest Credit allowance.

Sport Event and Competition/Venue Location: _____

Date/Time: Protest is being lodged *on behalf of*: _____

Service Team (Name): _____

Service Team Member (Name): _____

Protest is being lodged against: _____

Service Team (Name): _____

Service Team Member (Name): _____

Rule(s) violation in question (List DOD Warrior Games Rule(s) as/if applicable):

Additional Comments: _____

FOR OFFICIAL USE ONLY:

Competition Event Conclusion Date/Time: _____

Sport Competition Manager Receipt Date/Time: _____

WG Sports Director Receipt Date/Time: _____

Sports Director Comments: _____

Protest Decision: (Approved) (Disapproved)

Signature of Action Officer/POC: _____

Date/Time: _____

Signature of Sports Director: _____

Date/Time: _____



REPLY TO
ATTENTION OF

DEPARTMENT OF THE ARMY
HEADQUARTERS, UNITED STATES ARMY TRAINING AND DOCTRINE COMMAND
950 JEFFERSON AVENUE
FORT EUSTIS, VIRGINIA 23604-5700

ATTF-TRI-DWG

(DD Month YYYY)

MEMORANDUM FOR RECORD

SUBJECT: Medical Records Review and Adjudication for (Insert Athlete's Name)

1. This MFR provides the Department of Defense (DoD) Chief Medical Officer (CMO) with the joint medical opinion regarding participation of (Insert Athlete's Name) in the 2024 DoD Warrior Games to be held in Orlando, FL from 21 June to 30 June 2024. (Insert Athlete's Name) is from (Insert Branch of Service) and is a (Insert designation: Transgender Male to Female (MTF), Transgender Female to Male (FTM), Intersex, or Non-Binary) athlete registering to compete in the (Identify Female or Male) category.
2. Reviewed records submitted on (Insert date) consist of medical/surgical office notes, medical/surgical procedure notes, hospital notes, pharmaceutical records, and laboratory/hormone level test records.
3. (Provide Medical records summary here). Key information to include is: When was the transition to the athlete's preferred gender complete? What are the current lab values for MTF and intersex/non-binary competitor? Has the athlete started/completed any surgical transition?
4. Based on the above review, the opinion/recommendation of the undersigned medical reviewers is this athlete should compete in the (Identify Female or Male) category.
5. My point of contact for this action is (Insert Team Physician's Name), (Insert Team Physician's Duty Title) at (insert phone number), or (insert email).

Reviewer's Name Printed: _____

Reviewer's Name Printed: _____

Reviewer's Signature: _____

Reviewer's Signature: _____

ATHLETE CLASSIFICATION OVERVIEW

ATHLETE CLASSIFICATION OVERVIEW

AC-1 Scope

- AC - 1.1** The Warrior Games Classification System is sport-specific in which classification protocols such as testing impairments for flexibility, range of motion and/or strength, and functional observation are considered to ensure correct athlete classification specific to each sport.
- AC - 1.2** When possible, athlete classifications will be determined prior to athlete registration and arrival at the Warrior Games and IAW established Warrior Games classification criteria. Accurate athlete classification is required to register athletes IAW start rights criteria.
- AC - 1.3** When possible, Athlete classification will be performed by professional personnel who possess certification or experience in adaptive sport classifications to include but not limited to Sports Medicine Physicians, Occupational or Physical Therapists, and Athletic Trainers.
- AC - 1.4** Athletes that are classified as visually impaired (VI) will typically compete in specific VI categories. There is no VI specific category in Powerlifting and Indoor Rowing.
- AC - 1.4** It is not uncommon for athletes to meet several classification categories in the same sport due to multiple injuries/impairments; an example would be an athlete with lower body, upper body, and visual impairments. This scenario is specific to athletes who are identified/exhibit impairments associated with polytrauma. An athlete identified as polytrauma will receive special consideration during their classification validation process by the Warrior Games Classification Committee to ensure they can safely and successfully compete in a respective sport(s).

AC-2 Warrior Games Classification Team

- AC - 2.1** The Classification Team is formally trained or possess extensive experience in Paralympic, Warrior Games, and/or other adaptive sports classification systems.
- AC - 2.2** The Classification Team is responsible for ensuring correct classification assignments for each athlete prior to the start of competition. If an error in the athlete sport(s) classification was made, the Classification Team, with approval from the Sports Director and notification to the AOs, reserves the right to change an athlete's sport classification at any time during the execution of the Warrior Games.
- AC - 2.3** The final authority of athlete classification is the Classification Team.
- AC - 2.4** Upon arrival at the Warrior Games, any athlete whose sport classification is unclear, will require re-evaluation by the Classification Team.
- AC - 2.4** Athletes that are classified virtually will require re-evaluation by the Classification Team upon arrival at the Warrior Games. There is no exception or appeal for this rule.
- AC - 2.5** In the event an athlete's sport classification is officially changed before competition (NLT the Sport Event Technical Meeting):
- AC - 2.5.1** The athlete will be placed in the correct sport event by classification category without penalty to that Service Team's sport start rights.
- AC - 2.5.2** Service Teams will be allowed to substitute an athlete into the open sport competition start right(s) vacated by the reclassified athlete under the following conditions:

- The substitution athlete must meet the substitution criteria for that sport competition(s) IAW **General Rules 5.2.4**.
- A substitution can only be requested by an AO immediately upon notification of the classification change.
- A substitution must be requested and approved in the RFI Tracker prior to the Sport Technical Meeting.
- A substitution must not adversely affect that sport event's Run of Show and will be approved on a case-by-case through the RFI Tracker.

AC – 2.6 In the event an athlete sport classification is officially changed during competition due to a Classification Team decision or schedule error, the athlete's performance will be entered and tabulated against the results of the newly assigned event competition and/or classification category without penalty to that Service Team's sport start rights. Service Teams will not be allowed to substitute a registered athlete into the now open sport competition start rights vacated by the athlete with the sport classification change.

AC – 2.7 Questions or concerns regarding an athlete's sport classification must remain confidential and shall only be discussed directly with the REMOVE Classification Team. All participants shall refrain from open discussions amongst athletes, coaches, team staff, or others not associated with the Classification Team until formal discussions and decisions are made.

AC – 3 Repeated Information

AC – 3.1 This chapter in its entirety is also located in **General Rules 6** of this handbook. It has been repeated here within the Athlete Classification Overview continuity of information purposes.

ARCHERY CLASSIFICATION

ARC – 1 STANDING Classification (OPEN Classification)

- ARC – 1.1** Athletes may be classified into one of two categories: STANDING Compound or STANDING Recurve.
- ARC – 1.2** STANDING Classification includes the use of a stool, if medically cleared by the Classification Team.
- ARC – 1.2** STANDING athletes may have some form of impairment in their arms, legs, or balance/stability challenges.
- OPEN athletes shoot standing or resting on a stool (no backrest) as determined by their impairments and medically cleared. The stool must not have a backrest of any kind.
 - The stool must allow the athlete(s) feet to rest on the ground and the seat at a height equal to or higher than the athlete's mid-thigh height.
 - The athlete cannot sit on the stool, the athlete can only lean for stability
- ARC – 1.3** STANDING athletes may use adaptive arrow release mechanisms to include but not limited to mouth tab or shoulder release systems.
- ARC – 1.4** STANDING athletes may be authorized an assistant.

ARC – 2 SEATED CHAIR Classification

- ARC – 2.1** Athletes may be classified into one of two categories: SEATED CHAIR Compound or SEATED CHAIR Recurve.
- ARC – 2.2** WHEELCHAIR athletes should be daily wheelchair users or athletes, deemed by the classifier who score in the Severe in the balance category during classification.
- ARC – 2.3** Amputee athletes that are Classified as SEATED CHAIR athletes can choose to compete as a STANDING athlete through all events.
- ARC – 2.4** WHEELCHAIR athletes may be authorized an assistant.

ARC – 3 VI Archery Classification

- ARC – 3.1** VI Archery athletes have a vision impairment.
- ARC – 3.2** VI Archery athletes will assume a standing or seated firing position based upon their functional capabilities and/or impairments found within the above Archery classifications and adhere to all authorizations and restrictions defined within them.
- ARC – 3.3** All VI Archery athletes (both Compound and VI Recurve) compete against one another; they do not compete against athletes in the STANDING and SEATED classifications.
- ARC – 3.4** VI Archery athletes may use adaptive arrow release mechanisms to include but not limited to mouth tab or shoulder release systems.
- ARC – 3.5** VI Archery athletes are authorized an assistant/loader.

CYCLING CLASSIFICATION

CYC– 1. HANDCYCLE - OPEN Classification

CYC - 1.1 Includes orthopedic diagnoses limiting the use of lower extremity/foot powered cycles.

CYC– 2 HANDCYCLE - K5 Classification

CYC - 2.1 Kneeler Handcycle; Athletes will race in the H5 category but are scored separately.

CYC - 3. HANDCYCLE - H5 Classification

CYC - 3.1 Paraplegia; the loss of motor or sensory function in lower extremities.

CYC - 3.2 T11-L5 spinal cord injury.

CYC - 3.3 Partial loss of function in hips and lower limbs.

CYC - 3.4 Lower extremity amputations; ankle and higher.

CYC - 3.5 Normal arm and hand function.

CYC - 3.6 May display decreased trunk function caused by spinal cord injury.

CYC - 3.7 Normal arm and hand function.

CYC - 3.8 May utilize assistive device(s) for mobility.

CYC - 3.9 Mild TBI/delayed movement/processing.

CYC - 3.10 Grade 1 Spasticity Ashworth Scale.

CYC– 4 HANDCYCLE - H4 Classification

CYC - 4.1 Paraplegia; the loss of motor or sensory function in lower extremities.

CYC - 4.2 T6-T10 spinal cord injury.

CYC - 4.3 Partial or complete loss of lower limb function.

CYC - 4.4 Normal arm and hand function.

CYC - 4.5 Mild TBI/delayed movement/processing.

CYC - 4.6 Grade 2 Spasticity Ashworth Scale.

CYC - 4.7 May display decreased trunk function as determined by functional testing. This is evident as the athlete must utilize upper extremities to return to the upright-seated position when in the forward plane.

CYC - 4.8 Single hemipelvectomy; single side high level pelvic amputation.

CYC - 4.9 Utilizes assistive device(s) for mobility.

CYC– 5 HANDCYCLE - H3 Classification

CYC - 5.1 Paraplegia; the loss of motor or sensory function in lower extremities.

CYC - 5.2 T5-T1 spinal cord injury.

CYC - 5.3 Complete loss of lower limb function caused by spinal cord injury.

CYC - 5.4 Normal arm and hand function.

CYC - 5.5 Will display decreased trunk function caused by level of spinal cord injury. This is evident as the athlete must utilize upper extremities to return to the upright-seated

position when in the forward plane.

- CYC - 5.6** Normal arm and hand function.
- CYC - 5.7** Bilateral hemipelvectomy.
- CYC - 5.8** May utilize wheelchair for mobility.

CYC-6 HANDCYCLE - H2 Classification

- CYC - 6.1** Tetraplegia: also referred to as quadriplegia and includes partial or total loss of use of all limbs and torso and is usually involves both sensory and motor.
- CYC - 6.2** C7-C8 spinal cord injury.
- CYC - 6.3** Minimal upper body limb impairments to include but not limited to limited handgrip and/or impairments in triceps and biceps.
- CYC - 6.4** Will display decreased trunk function caused by level of spinal cord injury. This is evident as the athlete must utilize upper extremities to return to the upright-seated position when in the forward plane.
- CYC - 6.5** Must utilize a wheelchair for mobility.
- CYC - 6.6** Grade 3 Spasticity Ashworth Scale.
- CYC - 6.7** Moderate TBI/severe delayed processing/delayed movements.

CYC-7 HANDCYCLE - H1 Classification

- CYC - 7.1** C1-C6 spinal cord injury.
- CYC - 7.2** Severe upper body limb impairments to include but not limited to limited handgrip, decreased wrist function, and/or impairments in triceps and biceps.
- CYC - 7.3** Complete loss of trunk and lower limb function.
- CYC - 7.4** No active trunk rotation.
- CYC - 7.5** Little to no controlled trunk movements in forward plane.
- CYC - 7.6** Must utilize a wheelchair for mobility.
- CYC - 7.7** Grade 4 Spasticity Ashworth Scale.
- CYC - 7.8** Severe TBI/delayed processing/uncontrollable movements.

CYC-8 RECUMBENT CYCLE - OPEN Classification

- CYC - 8.1** Open recumbent cycling classification includes orthopedic disabilities and/or balance problems that prohibit athletes from riding a two-wheel upright bike or hand cycle and allows the use of the recumbent cycle. Requires medical documentation or less than/equal to 39%.

CYC-9 RECUMBENT CYCLE - T2 Classification

- CYC - 9.1** Minimum sitting loss of sitting greater than 40%.
- CYC - 9.2** Moderate loss of static balance; 40% loss on balance functionality test.

CYC-10 RECUMBENT CYCLE - T1 Classification

- CYC - 10.1** Severe loss of sitting balance greater than 41%; dynamic and static balance

determined by functional testing.

- CYC - 10.2** Severely impaired balance as determined by functional testing. Balance in both forward and sideways directions is significantly impaired; greater than 40% loss of balance on functional test.

CYC–11 UPRIGHT BICYCLE - OPEN Classification

- CYC - 11.1** PTSD/TBI with minimal physical impairments.

- CYC - 11.2** Minor orthopedic injuries.

CYC–12. UPRIGHT BICYCLE - C5 Classification

- CYC - 12.1** Upper body impairment(s).

- CYC - 12.2** Above or below elbow amputation(s).

- CYC - 12.3** Above or below elbow dysfunction.

- CYC - 12.4** 40% loss of strength, mobility, and/or flexibility in wrist(s), shoulder(s), or elbow joint(s).

- CYC - 12.5** Severe nerve damage in upper limb(s).

- CYC - 12.6** 1-2 Grade Spasticity Ashworth Scale.

CYC–13. UPRIGHT BICYCLE - C4 Classification

- CYC - 13.1** Below knee amputation(s); amputation must be through the ankle.

- CYC - 13.2** Above or below knee dysfunction.

- CYC - 13.3** Impaired muscle power. 40% loss of strength, mobility, or flexibility in two joints; hip, knee, or ankle joint.

- CYC - 13.4** Severe nerve damage to lower limb.

- CYC - 13.5** Athletes with a combination of both upper body and lower body impairments, to include hand and foot amputation, and/or measurable dysfunction.

CYC–14 UPRIGHT BICYCLE - C3 Classification

- CYC - 14.1** Above the knee amputation(s).

CYC–15 TANDEM CYCLES - VI/BLIND Classification

- CYC - 15.1** Corrected bilateral visual acuity greater than 20/200 as evidenced through supporting medical documents provided to/by the athlete.

- CYC - 15.2** Above is achieved with the best practical eye correction.

- CYC - 15.3** Athletes must have the ability to cycle physically/independently

CYC–16. TANDEM CYCLES - VI/OPEN Classification (VI/O)

- CYC - 16.1** Corrected visual acuity of 20/70 evidenced through supporting medical documents provided to/by the athlete.

- CYC - 16.2** Visual field cut of greater than 20 degrees in either eye, evidenced through supporting medical documents provided to/by the athlete.

- CYC - 16.3** Athlete must have the ability to cycle physically/independently.

CYC–17 RECUMBENT TANDEM CYCLES - VI/BLIND Classification

- CYC - 17.1** Corrected bilateral visual acuity greater than 20/200 as evidenced through supporting medical documents provided to/by the athlete.
- CYC - 17.2** Above is achieved with the best practical eye correction.
- CYC - 17.3** Athletes must have the ability to cycle physically/independently.

CYC–18 RECUMBENT TANDEM CYCLES - VI/OPEN Classification (VI/O)

- CYC - 18.1** Corrected visual acuity of 20/70 evidenced through supporting medical documents provided to/by the athlete.
- CYC - 18.2** Visual field cut of greater than 20 degrees in either eye, evidenced through supporting medical documents provided to/by the athlete.
- CYC - 18.3** Athlete must have the ability to cycle physically/independently.

FIELD CLASSIFICATION

F - 1. STANDING - 6.0 Classification

- FC - 1.1** PTSD/TBI with minimal or no physical impairments.
- FC - 1.2** Slight balance issues.
- FC - 1.3** Fair dynamic balance.

FC-2 STANDING - 5.5L Classification – Ortho Lower

- FC - 2.1** Combination of loss of strength or flexibility in at least one lower body joint; hip, knee, or ankle.
- FC - 2.2** Less than 40% Loss of strength in the hip, knee, or ankle joint evidenced by a functionality test. **FC - 2.3** Less than 40% Loss of flexibility in the hip, knee, or ankle joint evidenced by a functionality test.
- FC - 2.4** Moderate ataxic spasticity grade 1 to 2 in upper extremity.

FC-3 STANDING - 5.5U Classification – Ortho Upper

- FC - 3.1** Combination of loss of strength or flexibility in at least one upper body joint; shoulder, elbow, or wrist.
- FC - 3.2** Less than 40% loss of strength in the shoulder, elbow, or wrist joint evidenced by a functionality test.
- FC - 3.3** Less than 40% Loss of flexibility in the shoulder, elbow, or wrist joint evidenced by functionality.

FC-4 STANDING - 5.0 Classification

- FC - 4.1** Single arm amputation.
- FC - 4.2** Single upper extremity impairments to include the following:
 - FC - 4.2.1** Combination of less than 40% loss of strength and flexibility in an upper body joint, wrist, or shoulder.
 - FC - 4.2.2** Less than 40 % Loss of mobility in a limb or joint and 40% loss of flexibility in a limb or joint. **FC - 4.2.3** Moderate ataxia movement in upper extremity grade 3.

FC-5 STANDING - 4.5 Classification

- FC - 5.1** Below knee amputation(s).
- FC - 5.2** Combination of 40% or greater loss of strength and flexibility/mobility in a joint as determined by functional testing: ankle, knee, and/or hip.
- FC - 5.3** Requiring use of orthotic such as but not limited to an AFO or knee brace.

FC-6 STANDING - 4.0 Classification

- FC-6.1** Above knee amputation.

FC-7 STANDING - 3.5 Classification

- FC - 7.1** Single leg above knee amputation with single below knee amputation.
- FC - 7.2** Bilateral below knee amputations.

- FC - 7.3** Dynamic balance moderately impaired; 40% loss of balance.
- FC - 7.4** No upper extremity impairments.
- FC - 7.5** May require an assistive device for mobility.

FC–8. STANDING - 3.0 Classification

- FC - 8.1** Bilateral above knee amputations.
- FC - 8.2** Dynamic balance moderately impaired; 50% loss of balance.
- FC - 8.3** No upper extremity impairments.
- FC - 8.4** May require an assistive device for mobility.
- FC - 8.5** Hemiplegic impaired upper extremity and lower extremity spasticity 3 to 4 grade.

FC–9 STANDING - 2.0 Classification

- FC - 9.1** Amputations or decreased strength, function, and mobility in both upper extremities.
- FC - 9.2** Impairments in either lower extremity.
- FC - 9.3** Assistive device needed for mobility.
- FC - 9.4** Rigidity in upper and lower extremities.

FC–10 STANDING - VI OPEN Classification

- FC - 10.1** May require a device for mobility but not while standing or throwing.

FC - 11 SEATED - 6.0 Classification

- FC - 11.1** Below knee amputation(s).
- FC - 11.2** Combination of 40% or greater loss of strength and flexibility/mobility in at least one joint as determined by functional testing: ankle, knee, and/or hip.
- FC - 11.3** Complete control of trunk movements.
- FC - 11.4** Normal function in both upper extremities to include hands.

FC–12 SEATED - 5.0 Classification

- FC - 12.1** Above knee amputation(s).
- FC - 12.2** Partial loss (60% loss) of function in both lower extremities below the knee.
- FC - 12.3** Hemipelvectomy.
- FC - 12.4** Complete control of trunk movements.
- FC - 12.5** Normal function in both upper extremities to include hands.

FC–13 SEATED - 4.0 Classification

- FC - 13.1** Complete or partial loss of mobility and function in both lower extremities; greater than 75% loss.
- FC - 13.2** Minimally impaired trunk control.
- FC - 13.3** Normal function in both upper extremities to include hands.
- FC - 13.4** Requires wheelchair for mobility but can self-propel.
- FC - 13.5** Bilateral hemipelvectomy.

FC–14 SEATED - 3.0 Classification

- FC - 4.1** Complete loss of all mobility and function in both lower extremities.
- FC - 4.2** Moderately impaired mobility and function in one upper extremity.
- FC - 4.3** Decreased trunk movements and controlled movements in all planes.
- FC - 4.4** May ambulate with assistance or assistive device for short distances.
- FC - 4.5** Requires wheelchair for long-distance mobility but can self-propel.
- FC - 4.6** Amputations in three limbs.
- FC - 4.7** Spasticity 2-1 upper Ashworth Scale; dynamic sitting balance.

FC–15 SEATED - 2.0 Classification

- FC - 15.1** Spinal cord injury at levels C7-C8.
- FC - 15.2** Moderate upper body limb impairments to include but not limited to limited handgrip and/or impairments in triceps and biceps.
- FC - 15.3** Partial or complete loss of trunk and lower limb function.
- FC - 15.4** Partially controlled trunk movements in the forward plane.
- FC - 15.5** Active upper trunk function but no lower trunk function.
- FC - 15.6** Utilizes wheelchair for mobility.

FC–16 SEATED - 1.0 Classification

- FC - 16.1** Spinal cord injury at levels C1-C6.
- FC - 16.2** Severe upper body limb impairments to include but not limited to limited handgrip, decreased wrist function, and/or impairments in triceps and biceps.
- FC - 16.3** Complete loss of trunk and lower limb function.
- FC - 16.4** No active trunk rotation.
- FC - 16.5** Spasticity Grade 4-3.
- FC - 16.6** Dependent on power wheelchair.
- FC - 16.7** Flaccidity lower extremity.
- FC - 16.8** Little to no controlled trunk movements in forward plane.
- FC - 16.9** Balance in both forward and sideways directions is significantly impaired.

FC–17 SEATED - VI OPEN Classification

- FC - 17.1** May require a device for mobility but not throwing.

INDOOR ROWING CLASSIFICATION

IRC 1 – 6.0 Classification

- IRC – 1.1** **Functional Profile:** Open and MFI Competitors – sliding seat.
- IRC – 1.1.2 Physical impairments not comparable with impairments in IR1-IR5.
- IRC - 1.2** **Note:** May also select if a PI competitor is choosing to ‘compete up’ and can use a sliding seat.

IRC 2 – 5.0 Classification

- IRC - 2.1** **Functional Profile:** Use of leg(s), trunk and arms to propel stroke but meet the minimum impairment criteria listed below.
- IRC – 2.1.1 Single BKA, through knee or AKA or comparable injury.
- IRC – 2.1.2 Loss of 3 or more digits on SAME hand.
- IRC – 2.1.3 Ankle fusion resulting in loss of PROM >70%.
- IRC – 2.1.4 Drop foot – common peroneal nerve injury.
- IRC – 2.1.5 Single/double trans metatarsal amputation.
- IRC – 2.1.6 Moderate balance impairment from clear evidence of hypertonia, ataxia or athetosis. May require assistive device for mobility (provide evidence as per functional balance test in the IGF Categorization Handbook, where points must be lost in the 2 seated balance tests).
- IRC – 2.1.7 Hemiplegia with ipsilateral upper and lower limb spasticity grade 1 – 2.
- IRC – 2.1.8 Bilateral lower limb spasticity grade 1 – 2
- IRC – 2.1.9 Visual impairment: visual acuity of less than or equal to 6/60 in both eyes with best corrected vision AND/OR visual field radius less than 40 degrees in both eyes with best corrected vision. A VI athlete may choose to compete in the 5.0 Classification or VI Classification. If the VI athlete chooses to compete in the 5.0 Classification, it does not remove them from the VI Classification of other sports.
- IRC – 2.1.10 Competitor passes both squat test and long-sit test. Equipment: Standard rowing seat; hand grips allowed ONLY if grip impaired e.g. Active Hands.

IRC 3 - 4.0 Classification

- IRC - 3.1** **Functional Profile:** No/limited leg function with preserved trunk function. Use trunk and arms to propel stroke.
- IRC – 3.1.2 Bilateral through knee amputation.
- IRC – 3.1.3 Bilateral AKA with greater trochanter to distal bony tip MORE THAN HALF distance between olecranon process to tip of longest digit.
- IRC – 3.1.4 Severe lower limb impairment (<3 MMT) with flexion/extension impairment of knees.
- IRC – 3.1.5 Reduced AFROM in one or both knees which prevents compression beyond half slide.
- IRC – 3.1.6 Bilateral BKA or comparable impairment.

IRC – 3.1.7 Bilateral lower limb spasticity grade 3-4, with functional trunk.

IRC – 3.2 **Note:** Competitor cannot pass squat test but can pass long-sit test. Equipment: Fixed seat with hand grips allowed ONLY if grip impaired e.g. Active Hands.

IRC 4 – 3.0 Classification

IRC – 4.1 **Functional Profile:** Competitors with upper limb impairment/s, and/or one leg/one arm on same side impairment. Row with single arm, or with prosthesis.

IRC – 4.1.1 Hemiplegia with ipsilateral upper and lower limb spasticity grade 3-4.

IRC – 4.1.2 Above or below elbow amputation (including through wrist) or comparable impairment.

IRC – 4.1.3 Pain based or functional impairment to upper limb resulting in loss of function.

IRC – 4.2 **Note:** Impairment must be to joints/muscle in the upper limb above the wrist. If limited to the hand, the competitor is not eligible for IR3 and will be assessed for eligibility in the IR5 category. If pain based or functional impairment, competitors to row with single arm. Equipment: Single hand grip, standard rowing seat and set up (sliding seat); if grip impaired on other hand, hand grips allowed e.g. Active Hands.

IRC 5 – 2.0 Classification

IRC – 5.1 **Functional Profile:** Use of arms and shoulders with trunk impairment and NO lower limb(s) function. Using arms and shoulders to propel stroke.

IRC – 5.1.1 Bilateral AKA with proximal part of greater trochanter to distal bony tip LESS THAN HALF distance between olecranon process to tip of longest digit (include measurements as per IGF Categorization Handbook).

IRC – 5.1.2 SCI T12 complete or equivalent incomplete lesion.

IRC – 5.1.3 Bilateral lower limb spasticity grade 3-4 with impairment of sitting balance.

IRC – 5.2 **Note:** Cannot pass long-sit test. Equipment: Fixed seat with a backrest with lap, pelvic and chest strap; hand grips allowed ONLY if grip impaired e.g. Active Hands.

IRC 6 – 1.0 Classification

IRC – 6.1 **Functional Profile:** Use of 1 arm and trunk, or impaired use of both arms and no trunk function.

IRC – 6.1.1 Triple Amputee.

IRC – 6.1.2 Tetraplegia (SCI at T2 level and above).

IRC – 6.1.3 Impaired use of 3 or more limbs resulting in loss of function (<3 MMT).

IRC – 6.1.4 Quadruple amputees (minimum of half limb amputation of each limb).

IRC – 6.1.5 Upper and lower limb spasticity grade 3-4 AND impairment of sitting balance.

IRC – 6.2 **Note:** Equipment: Static rowing seat (flat or upright), hand grips allowed ONLY if grip impaired.

IRC 7 – VI Classification

IRC – 7.1 **Functional Profile:** Visual impairment. Visual acuity of less than or equal to 6/60 in both eyes with best corrected vision AND/OR visual field radius less than 40 degrees in both eyes with best corrected vision. VI athlete may choose to compete in the 5.0 Classification or VI Classification.

IRC – 7.2

Note: If the VI athlete chooses to compete in the 5.0 Classification, it does not remove them from the VI Classification of other sports.

POWERLIFTING CLASSIFICATION

PLC - 1 OPEN Classification

PLC - 1.1 The OPEN Classification applies to all athletes regardless of impairment.

PLC – 2 Powerlifting Physical Requirements

PLC - 2.1 Athletes must have 20-100 degrees AROM in both elbows. If impairment(s) exists, it must be annotated on Powerlifting athlete's lifter card.

PLC - 2.2 Athletes who must have both thumbs and at least two intact fingers on each hand. If impairment(s) exists, it must be annotated on athlete's lifter card.

PLC - 2.3 All impairments which could adversely affect an athlete's overall safety require Classification Team verification/approval to compete, equipment check validation, and annotation on Powerlifting athlete's lifter card.

PLC - 2.4 Athletes who have a Health condition and believe that the health condition may be unsafe based on equipment or ineligible impairment. Athletes with arm and hand amputations are not authorized to participate in the powerlifting event for safety reasons.

PLC – 2.5 Athletes with an arm amputation / arm prosthetic are not allowed to compete.

SHOOTING CLASSIFICATION

SHC–1 OPEN Classification

- SHC - 1.1** PTSD/TBI with minimal or no physical impairments.
- SHC - 1.2** Minimal static balance issues.
- SHC - 1.3** Orthopedic injuries resulting in minimal physical impairments.
- SHC - 1.4** Tremors that do not result in loss of strength.
- SHC - 1.5** Minimum Spasticity Grade Ashworth Scale 1/fair fine motor movements.

SHC–2 SH1 Classification

- SHC - 2.1** Spinal Cord Injury/Paraplegia (The loss of motor or sensory function in lower extremities).
- SHC - 2.2** Single or bilateral amputation in lower extremities.
- SHC - 2.3** Combination of loss of strength and flexibility in the ankle(s), knee(s), and/or hip joints. (c1) Minimum of 40% loss of mobility in the ankle(s), knee(s), and/or hip joints.
- SHC - 2.4** Minimum of 40% loss of flexibility in the ankle(s), knee(s), and/or hip joints.
- SHC - 2.5** May use a fixed/folding chair or wheelchair due to balance or standing/walking disability.
- SHC - 2.6** Spasticity Grade 2-3 Ashworth Scale lower extremities/poor lower extremities coordination.
- SHC - 2.7** Athletes in this classification that also have an upper body impairment that impacts their ability to load their own equipment may request an assistant to load the air rifle during competition.

SHC-3 SH2 Classification

- SHC - 3.1** Upper body impairments causing the athlete to be unable to support the weight of the air rifles with their arms, and therefore requiring a spring stand, and are authorized an assistant/loader.
- SHC - 3.2** Single or bilateral amputations in upper extremities.
- SHC - 3.3** Spinal cord injury/tetraplegia (also referred to as quadriplegia and includes partial or total loss of use of all limbs and torso and usually involves both sensory and motor).
- SHC - 3.4** Combination of loss of strength and flexibility in the wrist(s), elbow(s) and/or shoulder joints (d1) Minimum of 40% loss of mobility in the wrist(s), elbow(s), or shoulder joints. (d2) Minimum of 40% loss of flexibility in the wrist(s), elbow(s), and/or shoulder joints. (d3) Spasticity Grade 3-4 Ashworth Scale upper extremity.

SHC–4 SH3 (VI) Classification

- SHC - 4.1** SH3 athletes are blind, have a vision impairment, are authorized an assistant/loader.
- SHC - 4.2** SH3 athlete's will assume a standing or seated firing position based upon their functional capabilities and/or impairments found within the above Shooting classifications and adhere to all authorizations and restrictions defined within them.
- SHC - 4.3** SH3 athletes only compete against other SH3 athletes.

SITTING VOLLEYBALL CLASSIFICATION

SVBC - 1 MINIMUM Classification

SVBC - 1.1 This category is for athletes with minimal/mild or non-permanent physical disabilities and other illnesses (e.g., PTSD, TBI, minor orthopedic injuries) including but not exclusively:

- A measurable and combined loss of strength in an ankle, knee, hip, shoulder, elbow, or wrist that is less than 50% when compared to an opposing or fully functional joint.
- A measurable and combined loss of range of motion in an ankle, knee, hip, shoulder, elbow, or wrist that is less than 50% when compared to an opposing or fully functional joint.
- A measurable and combined loss of strength and range of motion in an ankle, knee, hip, shoulder, elbow, or wrist joint that is less than 60% when compared to an opposing or fully functional joint. To determine the total combination of measured loss of strength and loss of range of motion, simply add the two scores of functional loss together. (i.e., 10% loss of range of motion + 40% loss of strength = 50% combined measured loss).
- Minor or no balance issues.

SVBC-2 MODERATE Classification

SVBC - 2.1 This category includes athletes with one of the following physical/functional impairments, including moderate TBI: Classification - Fair bilateral coordination, fair motor planning:

- Loss of one thumb and at least two additional fingers on one hand.
- Loss of minimum of seven total fingers.
- Lisfranc amputation; mid foot or higher.
- A measurable loss of strength in an ankle, knee, hip, shoulder, elbow, or wrist joint that is greater than or equal to 50% when compared to an opposing or fully functional joint.
- A measurable and combined loss of strength and loss of range of motion in an ankle, knee, hip, shoulder, elbow, or wrist joint that is greater than or equal to 60% when compared to an opposing or fully functional joint. To determine the total combination of measured loss of strength and loss of range of motion, simply add the two scores of functional loss together. (i.e., 30% loss of range of motion + 30% loss of strength = 60% combined measured loss).
- Significant balance issues (athlete must walk with assisted device).

SVBC-3 MAXIMUM Classification

SVBC - 3.1 This category includes athletes with the following or more significant physical/functional impairments:

- Complete loss of motor function in an ankle, knee, hip, shoulder, elbow, or wrist joint.

- The inability to move one of the listed joints whether from amputation, paralysis, fusion, or other factor, is considered a complete loss of function.
- Severe TBI, inability to follow complex movements. Classification - Poor bilateral coordination, poor motor planning, inability to complete movements during play.

SVBC– 4 Sitting Volleyball Classification Restrictions

SVBC - 4.1 Athletes with a serious visual impairments are not permitted to compete in Sitting Volleyball.

SWIMMING CLASSIFICATION

SWC – 1 6.0 Classification

- SWC - 1.1** PTSD/TBI with minimal or no physical impairments.
- SWC - 1.2** Mild, moderate, and severe TBI, pattern recognition, sequencing, and memory or slower reaction time which that can impact on sport performance.

SWC – 2 5.5L Classification – Ortho Lower

- SWC - 2.1** Combination of loss of strength and flexibility in hip, knee, or ankle joints as evidenced through a functionality test.
- SWC - 2.2** Measurable loss of mobility in the hip, knee, or ankle joint evidenced by a functionality test.
- SWC - 2.3** Athletes who lose 7.5 to 14 points on the functionality and strength testing.

SWC – 3 5.5U Classification – Ortho Upper

- SWC - 3.1** Combination of loss of strength and flexibility in shoulder, elbow, and or wrist joints as evidenced through a functionality test.
- SWC - 3.2** Athletes who lose 7.5 to 14 points on the functionality and strength testing.

SWC – 4 5.0 Classification

- SWC - 4.1** Loss of one hand.
- SWC - 4.2** Single below knee amputation (BKA).
- SWC - 4.3** Combination of loss (40% combined score) of strength and flexibility in one hip joint as evidenced through a functional test.
- SWC - 4.4** Athletes who lose 15 to 34 points on the functional and strength test.
- SWC - 4.5** 25-39% or less loss of strength in the hip joint evidenced by a functionality test.
- SWC - 4.6** 25-39% or less loss of flexibility in the hip joint evidenced by a functionality test.

SWC – 5 4.5 Classification

- SWC - 5.1** Single above knee amputation (AKA).
- SWC - 5.2** Double below knee amputations (BKA) with greater than 1/3 of the residual limbs remaining.
- SWC - 5.3** Single below elbow amputation (BEA).
- SWC - 5.4** Combination of severe (60% combined score) loss of strength and flexibility in at least two (2) joints: the hip, knee, or ankle joint in one (1) lower extremity as evidenced through a functionality test.
- SWC - 5.5** Athletes who lose 35 to 59 points on the functional and strength test.
- SWC - 5.5.1** Loss of 40% mobility in the hip, knee or ankle joints evidenced by a functionality test.
- SWC - 5.5.2** Loss of 40% flexibility in the hip, knee or ankle joints evidenced by a functionality test.

6 4.0 Classification

- SWC - 6.1** Single above elbow amputation (BEA) or comparable functionally complete Brachial Plexus lesion.
- SWC - 6.2** Loss of both hands.
- SWC - 6.3** Double below knee amputation (BKA), with less than 1/3 of the residual limbs remaining.
- SWC - 6.4** Joint in both lower extremities as evidenced through a functional test. (Athletes who lose 60-84 points on the functional and strength test).
- SWC - 6.4.1** Loss of 40% mobility in the hip, knee or ankle in both lower extremities evidenced by functionality test.
- SWC - 6.4.2** Loss of 40% flexibility in the hip, knee or ankle joints evidenced by functionality test.

SWC-7 3.0 Classification

- SWC - 7.1** Athletes who lose 85-109 points on the functionality and strength test. Bilateral leg impairments and lack of function due to paralysis.
- SWC - 7.2** Amputations in one upper extremity and amputation in the opposite side lower extremity.
- SWC - 7.3** Bilateral above the knee amputations.
- SWC - 7.4** Paralysis in one upper body extremity and one lower body extremity on the same side of the body.
- SWC - 7.5** No trunk impairments.
- SWC - 7.6** Minimal to no trunk control issues evidenced by forward, sideways, and vertical plane testing.
- SWC - 7.7** Utilizes wheelchair for mobility.

SWC-8 2.5 Classification

- SWC - 8.1** Athletes who lose 110 to 134 points on the functionality and strength test.
- SWC - 8.2** Bilateral upper extremity amputations.
- SWC - 8.3** Ataxia – lack of voluntary muscle movement and coordination.
- SWC - 8.4** Minimum loss in trunk control evidenced by lack of control in forward, sideways, and vertical planes evidenced by functionality test

SWC-9 2.0 Classification

- SWC - 9.1** Athletes who lose 135-159 points on the functionality and strength test.
- SWC - 9.2** Complete loss of one (1) side of the body due to paralysis or amputations.
- SWC - 9.3** Moderate loss in trunk control evidenced by lack of control in forward, sideways, and vertical planes evidenced by functionality test

SWC-10 1.5 Classification

- SWC - 10.1** Athletes who lose 160 to 184 points on the functionality and strength test.

SWC - 10.2 Amputations in four (4) limbs.

SWC - 10.3 Moderate loss in trunk control evidenced by lack of control in forward, sideways, and vertical planes evidenced by functionality test

SWC–11 1.0 Classification

SWC - 11.1 Athletes who lose 185 or greater points on the functionality and strength test.

SWC - 11.2 Severe loss in trunk control evidenced by lack of control in forward, sideways, and vertical planes evidenced by functionality test.

SWC - 11.2.1 Little to no controlled trunk movements in forward plane.

SWC - 11.2.2 No active trunk rotation.

SWC - 11.2.3 Balance in both forward and sideways direction is significantly impaired.

SWC - 11.2.4 Rely on arms to return to an upright position.

SWC - 11.2.5 Tetraplegia comparable to complete lesion at C7 or incomplete Tetraplegia below C6.

SWC - 11.2.6 Utilizes wheelchair for mobility.

SWC–12 VI/BLIND (VI/B) Classification

SWC - 12.1 From best corrected visual acuity greater than 20/200 evidenced through supporting medical documents.

SWC - 12.2 Blind athletes with no light perception in either eye up to partial light perception, and inability to recognize the shape of a hand at any distance or in any direction are equivalent to 4.0 classification athletes.

SWC - 12.3 VI/Blind athletes wear black-out swim goggles and assisted by Tappers.

SWC–13 VI/OPEN (VI/O) Classification

SWC - 13.1 Up to best corrected visual acuity of 20/70 evidenced through supporting medical documents.

SWC - 13.2 Visual field cut of greater than 20 degrees in either eye evidenced through supporting medical documents.

SWC - 13.3 For relay point total purposes only; VI open swimmers are equivalent to 5.5 Upper or 5.5 Lower classification athletes.

SWC - 13.4 VI athletes with visual acuity above 20/200 to 20/600 and/or a visual field of less than 20 degrees and more than 5 degrees in either eye is equivalent to 5.0 classification athletes.

SWC - 13.5 VI athletes can recognize the shape of hand to a visual acuity of 20/600 and/or a visual field of less than 5 degrees in either eye is equivalent to 4.5 classification athletes.

SWC - 13.6 VI/OPEN athletes are assisted by tappers.

TRACK CLASSIFICATION

TC-1 6.0 Classification

TC - 1.1 PTSD/TBI with minimal or no physical impairments.

TC-2 5.5L Classification – Ortho Lower

TC - 2.1 Combination of loss of strength or flexibility in the hip, knee, or ankle.

TC - 2.2 20-40% Loss of strength in the hip, knee, or ankle joint evidenced by a functionality test.

TC - 2.3 20-40% Loss of flexibility in the hip, knee, or ankle joint evidenced by functionality.

TC - 2.4 Fair dynamic balance, spasticity Grade 2 Ashworth Scale.

TC-3 5.5U Classification – Ortho Upper

TC - 3.1 Combination of loss of strength or flexibility in the shoulder, elbow, or wrist.

TC - 3.2 20-40% Loss of strength in the shoulder, elbow, or wrist joint evidenced by a functionality test.

TC - 3.3 20-40% Loss of flexibility in the shoulder, elbow, or wrist joint evidenced by a functionality test.

TC - 3.4 Mild ataxic movement in upper extremities.

TC-4 5.0 Classification

TC - 4.1 Upper body impairments.

TC - 4.2 Above or below elbow amputation.

TC - 4.3 Limited function in one or both upper extremities evidenced by the following:

TC - 4.3.1 Combination of loss of strength and flexibility in a joint- wrist, elbow, or shoulder. (must meet at least one primary criteria).

TC - 4.3.2 Greater than 40 % Loss of mobility in a limb or wrist, elbow, or shoulder joints determined by a functionality test.

TC - 4.3.3 Greater than 40 % Loss of flexibility in a limb or wrist, elbow, or shoulder joints determined by a functionality test.

TC - 4.3.4 Moderate ataxic movement upper extremities, Grade 3 spasticity Ashworth Scale.

TC-5 4.5A Classification

TC - 5.1 Lower body impairments.

TC - 5.2 Below knee amputations through the mid-foot.

TC-6 4.5B Classification

TC - 6.1 Lower body impairments.

TC - 6.2 Below knee impairment needing a brace.

TC - 6.3 Limited function in one lower extremity evidenced by the following:

- Greater than 40 % Loss of mobility in a limb or hip, knee, or ankle joints determined by a functionality test.

5 Moderate ataxic movement, athetosis, and poor dynamic movement.

TC-7 4.0A Classification

TC - 7.1 Above knee amputation(s).

TC-8. 4.0B Classification

TC - 8.1 Above knee impairment needing a brace.

TC - 8.2 Limited function in one lower extremity evidenced by a combination of loss of strength and flexibility/mobility in multiple joints greater than 60% (Knee and Hip) as determined by a functionality test.

TC - 8.3 Hemiplegic, spasticity 3 to 4 Ashworth Scale, upper extremity and lower extremity combined.

TC - 8.4 Severe ataxic movement, athetosis, and poor dynamic movement.

TC-9 3.0 Classification

TC - 9.1 Wheelchair racing athletes.

TC - 9.2 Athletes with injuries that prevent them from ambulatory running.

TC - 9.3 Spinal Cord Injuries- Paraplegia or Tetraplegia with trunk/abdominal function (T6 or below).

TC - 9.4 Ability to control functional movements in legs, trunk, arms, and/or hands is impaired.

TC - 9.5 Lower body amputations.

TC-10 2.0 Classification

TC - 10.1 Wheelchair racing athletes.

TC - 10.2 Spinal cord injuries – Paraplegia or tetraplegia without trunk/abdominal function (T5 or higher)

TC - 10.3 Ataxia or hypertonia where athlete requires use of a wheelchair for everyday living.

TC - 10.4 Spinal cord injuries- Paraplegia or tetraplegia with trunk/abdominal function (T6 or below).

TC - 10.5 Inability to control functional movements in legs, trunk, arms, and/or hands.

TC-11 VI/BLIND (VI/B) Classification

TC - 11.1 From visual acuity above 20/200 evidenced through supporting medical documents provided to/from athlete (Required to have guide runner).

TC - 11.2 Visual field cut of greater than 20 degrees in either eye evidenced through supporting medical documents provided to/from athlete (Required to have guide runner).

TC - 11.3 Above is achieved with the best practical eye correction.

TC-12 VI/OPEN (VI/O) Classification

TC - 12.1 Up to visual acuity of 20/70 evidenced through supporting medical documents provided to/from athlete (Guide runner optional).

TC - 12.2 Above is achieved with the best practical eye correction.

WHEELCHAIR BASKETBALL CLASSIFICATION

WCBC–1 MINIMUM Classification

- WCBC - 1.1** PTSD with minimal or no physical impairments.
- WCBC - 1.2** Traumatic Brain Injury (TBI) with minimal or no physical or cognitive impairments (unable to follow four or more step commands).
- WCBC - 1.3** No impairment in trunk control or mobility.
- WCBC - 1.4** Cognitive impairments may include but not limited to memory loss, and/or decreased organizational skills.
- WCBC - 1.5** Minimal (fair or below sitting balance) physical impairments may be evident caused by brain injury.

WCBC–2 MODERATE Classification

- WCBC - 2.1** Moderate to severe cognitive ability (moderate level: unable to follow three or more step commands).
- WCBC - 2.2** Normal to decreased trunk movements in forward, sideways, and vertical planes as evidenced by a functionality test.
- WCBC - 2.3** Lower limb amputations meeting the following criteria:
 - WCBC - 2.3.1 Single below the knee amputation (BKA).
 - WCBC - 2.3.2 Single above the knee amputation (AKA).
 - WCBC - 2.3.3 Bilateral BKA with or without knee sockets.
 - WCBC - 2.3.4 Single BKA with knee socket with opposing limb AKA.
 - WCBC - 2.3.5 Single hip disarticulation.
 - WCBC - 2.3.6 Bilateral AKA with greater than 2/3 in both residual limbs.

WCBC-3 MAXIMUM Classification

- WCBC - 3.1** Complete to no controlled trunk movements in the forward and vertical planes evidenced by a functionality test.
- WCBC - 3.2** Severe cognitive impairment with physical manifestations. (i.e., Ataxic, dyskinesia movements (can only follow one-step command)).
- WCBC - 3.3** May present with decreased or no trunk control in the sideways plane evidenced by a functional test.
- WCBC - 3.4** Athletes rely on their arms to return to the upright position when unbalanced.
- WCBC - 3.5** Active rotation in both upper and lower trunk.
- WCBC - 3.6** Active upper rotation but no lower trunk function.
- WCBC - 3.7** Upper limb amputations or dysfunction meeting the following criteria:
 - WCBC - 3.7.1 Below and bilateral below the elbow amputation.
 - WCBC - 3.7.2 Below and bilateral below the elbow dysfunction in the elbow and/or wrist joints.
 - WCBC - 3.7.3 Above and bilateral above the elbow amputation.
 - WCBC - 3.7.4 Above and bilateral above the elbow dysfunction in the elbow and/or wrist joints.

WCBC - 3.8 Lower limb amputations meeting the following criteria:

WCBC - 3.8.1 Single hemipelvectomy.

WCBC - 3.8.2 Single AKA with greater than 2/3 residual limb and single AKA with less than 2/3 residual limb.

WCBC - 3.8.3 Hemipelvectomy with single BKA without knee socket.

WCBC - 3.8.4 Single hemipelvectomy and single BKA with knee socket.

WCBC - 3.8.5 Bilateral hip disarticulation.

WCBC - 4 Wheelchair Basketball Classification Adjustment

WCBC - 4.1 Female athletes will drop one classification level for play.

WCBC - 5 Wheelchair Basketball Classification Restrictions

WCBC - 5.1 Athletes with serious visual impairments are not permitted to compete in Wheelchair Basketball.

WHEELCHAIR RUGBY CLASSIFICATION

WCRC – 1 MINIMUM Classification

- WCRC - 1.1** Open and MFI competitors.
- WCRC - 1.1.1 Minimal physical or sensory impairment.
- WCRC - 1.1.2 Amputation of less than 5 digits on one hand.
- WCRC - 1.1.3 Lower limb amputations distal to Lisfranc or affected foot length less than half unaffected foot.
- WCRC - 1.1.4 SCI below L3 level.
- WCRC - 1.1.5 Muscle strength greater than 3 MMT at hip, knee, shoulder, elbow.
- WCRC - 1.1.6 PROM loss of less than 55 at hip, knee, shoulder, elbow.
- WCRC - 1.1.7 Combined MMT and PROM less than 70% at hip, knee, shoulder, elbow.
- WCRC - 1.1.8 Other physical impairments not comparable with lost listed in Maximum/Moderate categories.

WCRC - 2 MODERATE Classification

- WCRC - 2.1** Lower limb impairment or moderate upper limb/trunk impairment.
- WCRC - 2.1.1 One limb significantly impaired (MMT less than 3).
- WCRC - 2.1.2 Amputation at the mid-hand or loss of all 5 digits.
- WCRC - 2.1.3 Single hemipelvectomy with other leg/limbs unaffected.
- WCRC - 2.1.4 Bilateral above knee amputations.
- WCRC - 2.1.5 Bilateral through knee amputations.
- WCRC - 2.1.6 Bilateral below knee amputations.
- WCRC - 2.1.7 Single AKA and single BKA.
- WCRC - 2.1.8 Single AKA, though knee or BKA.
- WCRC - 2.1.9 Impairment consistent to L3 and above.
- WCRC - 2.1.10 Measurable loss of muscle strength at hip, knee, shoulder, or elbow greater than 55% when compared to apposing limb.
- WCRC - 2.1.11 PROM loss of greater than 55% at hip, knee, shoulder, or elbow.
- WCRC - 2.1.12 Combined MMT and PROM loss greater than 70% at hip, knee, shoulder, or elbow.
- WCRC - 2.1.13 Significant loss of balance (ataxia and/or athetosis) with routine ambulation using gait aid or wheelchair.

WCRC – 3 MAXIMUM Classification

- WCRC - 3.1** Upper limb, tripe amputation or trunk impairment.
- WCRC - 3.1.1 Two or more limbs significantly impaired (MMT less than 3) and if lower limbs:
- Single hemipelvectomy + single AKA.
 - Bilateral AKA.

- WCRC - 3.1.2 One upper limb through or above elbow amputation or comparable injury.
- WCRC - 3.1.3 Trunk impairment consistent to SCI T12 complete or above – severe balance impairment.

WCRC–4 Wheelchair Rugby Classification Adjustment

- WCRC - 4.1** Female athletes will drop one classification level for play.

WCRC–5 Wheelchair Rugby Classification Restrictions

- WCRC - 5.1** Athletes with serious visual impairments are not permitted to compete in Wheelchair Rugby.

TESTING PROTOCOLS & PROCEDURES

TPP – 1 Recommended Assessments

- TPP - 1.1** Each athlete who is not OPEN or 6.0 is required to have a physical and technical assessment and may require an observational assessment.

TPP – 2 Physical Assessment

- TPP - 2.1** The classification panel may/will conduct a physical assessment of the athlete to establish they have an eligible impairment that meets the minimum disability criteria.
- TPP - 2.2** Physical assessment tests are conducted to provide a measurement of impairment against a nominal athlete who does not have any relevant impairment; a relevant impairment being one that would fall within the classification categories.
- TPP - 2.3** The physical assessment tests will address the following:
- TPP - 2.3.1 Impaired Passive Range of Motion (PROM)
 - TPP - 2.3.2 Impaired Muscle Power
 - TPP - 2.3.3 Balance Testing
 - TPP - 2.3.4 Measurement of level of amputation

TPP – 3 Technical Assessment

- TPP - 3.1** The classification panel may/will conduct a technical assessment of the athlete which include the following:
- TPP - 3.1.1 The athlete's ability to perform in a non-competitive environment.
 - TPP - 3.1.2 Specific tasks and activities that are integral to the athlete's sport(s).

TPP – 4 Observation Assessment

- TPP - 4.1** The classification panel may/will conduct an observation assessment which includes the following:
- TPP - 4.1.1 Observation of the athlete performing the specific skills for their respective sport(s).
 - TPP - 4.1.2 The observation assessment should be conducted if the classification panel believes they cannot complete the athlete's evaluation without observing them in action.
 - TPP - 4.1.3 The observation assessment cannot provide a fair classification without observing the athlete in action.

TPP – 5 Athlete Testing

- TPP - 5.1** Prior to any examinations or testing, the classification panel is expected to explain to the athlete in layman's terms:
- TPP - 5.1.1 Why they are performing classification testing.
 - TPP - 5.1.2 What tests will be conducted.
 - TPP - 5.1.3 Some of the movements during the testing may be slightly painful.
- TPP - 5.2** The classification panel should expect the athlete to complete as much of the range of motion or muscle test as possible.
- TPP - 5.2.1 Additionally, even if the athlete thinks they cannot complete the requested test, the

athlete must attempt the movement.

TPP - 5.2.2 The athlete will also be instructed to comply with all instructions and do the best they can with all tests.

TPP - 5.3 The classification panel will:

TPP - 5.3.1 Conduct testing in the prescribed order.

TPP - 5.3.2 Complete the DOD Warrior Games Classification Forms on each athlete tested.

TPP - 5.3.3 Protect the information entered on the DOD Warrior Games Classification Forms on each athlete.

TPP - 5.3.4 Provide a copy of the DOD Warrior Games Classification Forms on each athlete tested to their AO.

TPP - 5.3.5 Maintain a paper copy of the DOD Warrior Games Classification Forms on each athlete tested.

CLASSIFICATION REFERENCES

CR - 1 Impaired Passive Range of Motion/Movement (PROM)

- CR - 1.1** PROM requires the athlete to relax completely while medical personnel attempt to move the joint being tested through the available range.
- CR - 1.2** The athlete should be relaxed and not attempting voluntary movement during these tests.
- CR - 1.3** Criteria for impaired lower body PROM will include the following:
- CR - 1.3.1 Hip flexion deficit of greater than 60 degrees
 - CR - 1.3.2 Hip extension deficit of greater than 40 degrees
 - CR - 1.3.3 Knee flexion deficit of greater than 75 degrees
 - CR - 1.3.4 Extension deficit of greater than 35 degrees
 - CR - 1.3.5 10 degrees ankle dorsi/plantar flexion available in the range between 10 degrees dorsiflexion and 25 degrees plantar flexion
- CR - 1.4** Secondary criteria for impaired lower body PROM will include the following:
- CR - 1.4.1 Hip flexion deficit of greater than 45 degrees but less than 60 degrees.
 - CR - 1.4.2 extension deficit of greater than 25 but less than 40 degrees
 - CR - 1.4.3 Knee flexion deficit of greater than 55 degrees but less than 75 degrees
 - CR - 1.4.4 Knee extension deficit of greater than 25 degrees but less than 35 degrees
 - CR - 1.4.5 Less than 20 degrees ankle dorsi/plantar flexion available in the range between 10 degrees dorsiflexion and 25 degrees plantar flexion

CR - 2 References

- CR - 2.1** PROM testing based on Norkin and White: Measurement of Joint Motion 4th Ed. Published 2009.

Testing Measurements for Lower Body PROM

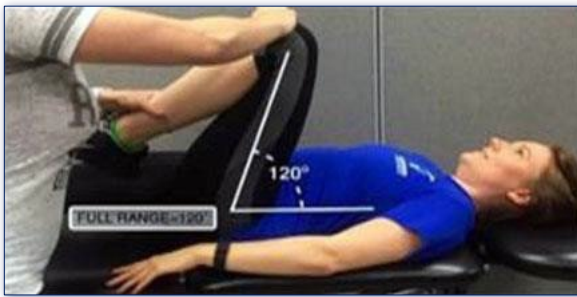


Figure 1. – Hip Flexion

Reference Range: 0 to 120 Degrees Left: Right:

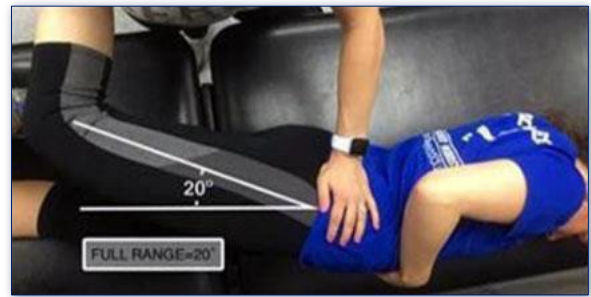


Figure 2. – Hip Extension

Reference Range: 0 to 20 Degrees Left: Right:



Figure 3. – Hip Internal Rotation Reference Range: 0 to 45 Degrees Left: Right:

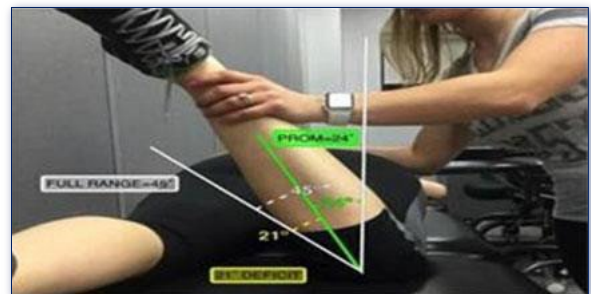


Figure 4. – Hip External Rotation Reference Range: 0 to 45 Degrees Left: Right:

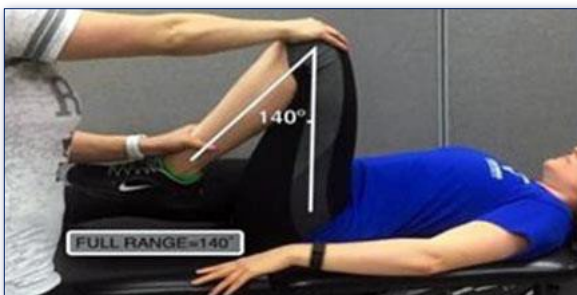


Figure 5. – Hip Abduction Reference Range: 0 to 40 Degrees Left: Right:

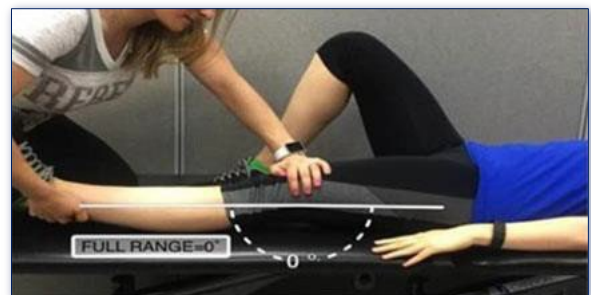


Figure 6. – Hip Adduction Reference Range: 0 to 20 Degrees Left: Right:

Testing Measurements for Lower Body PROM (Cont.)



Figure 7. – Knee Flexion

Reference Range: 0° to 140° Left: Right:

Figure 8. – Hip Extension

Reference Range: 0° to 120° Left: Right:

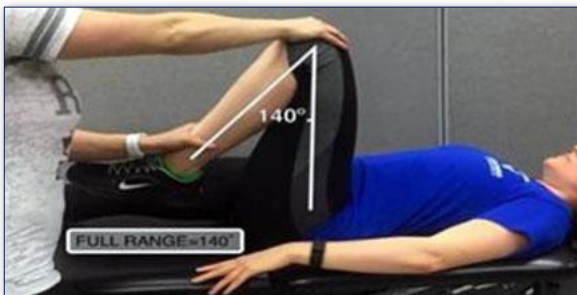


Figure 9. – Ankle Dorsiflexion

Reference Range: 0° to 20°

Left: Right:

Figure 10. – Ankle Plantar Flexion

Reference Range: 0° to 50°

Left: Right:

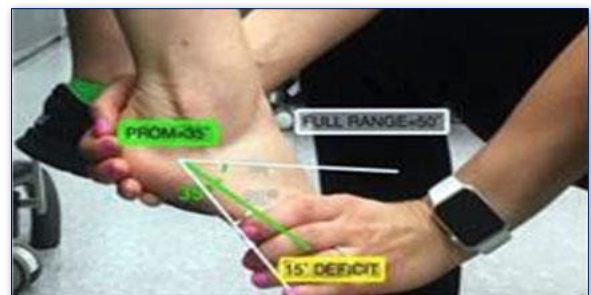


Figure 11. – Ankle Inversion

Reference Range: 0° to 35°

Left: Right:

Figure 12. – Ankle Eversion

Reference Range: 0° to 15°

Left: Right:

Testing Measurements for Upper Body PROM

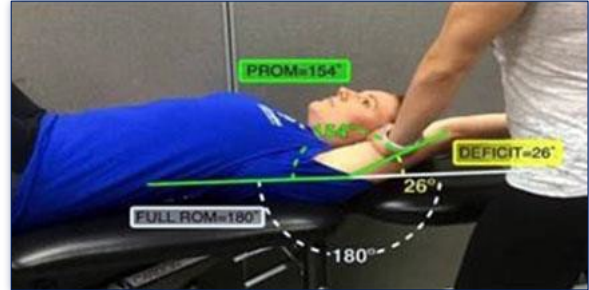
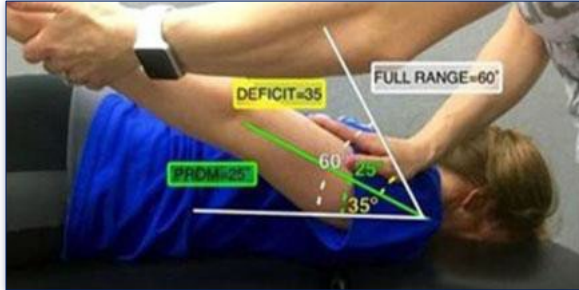


Figure 13. – Shoulder Extension

Reference Range: 0° to 60°

Left: Right:

Figure 14. – Shoulder Flexion

Reference Range: 0° to 180° Left: Right:



Figure 15. – Shoulder Abduction

Reference Range: 0° to 180° Left: Right:

Figure 16. – Shoulder Horizontal Adduction

Reference Range: 0° to 120° Left: Right:

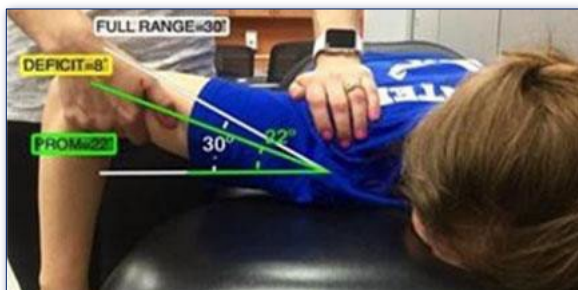


Figure 17. – Shoulder Internal Rotation

Reference Range: 0° to 70°

Left: Right:

Figure 18. – Shoulder External Rotation

Reference Range: 0° to 90°

Left: Right:

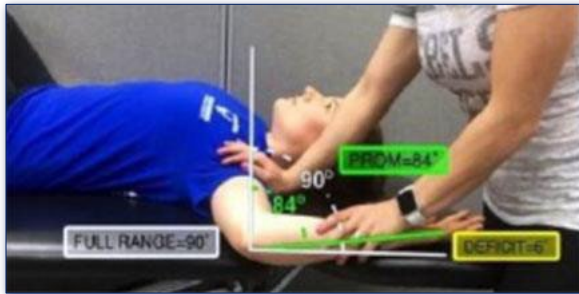


Figure 19. – Shoulder External Rotation

Reference Range: 0° to 90°

Left: Right:

Figure 20. – Elbow Extension

Reference Range: 0° to 150° Left: Right:

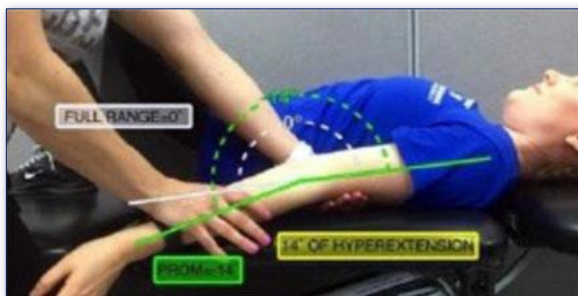


Figure 21. – Elbow Extension

Reference Range: 0°

Left: Right:

Figure 22. – Wrist Flexion

Reference Range: 0° to 60°

Left: Right:

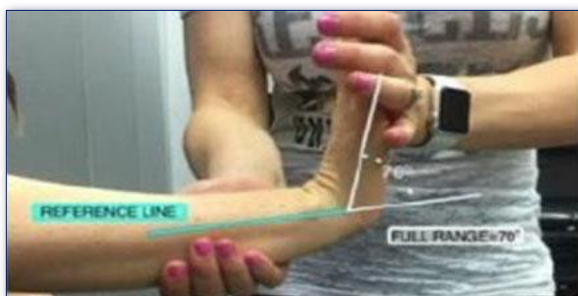


Figure 23. – Wrist Extension

Reference Range: 0° to 70°

Left:

Right:

Figure 24. – Wrist Supination and Pronation SUP-Left: of 5 SUP-Right: of 5 PRO-Left: of 5 PRO-Right: of 5

Testing Measurements for Trunk Strength



Figure 25. – Trunk Extension: Upper Back

Score of 5

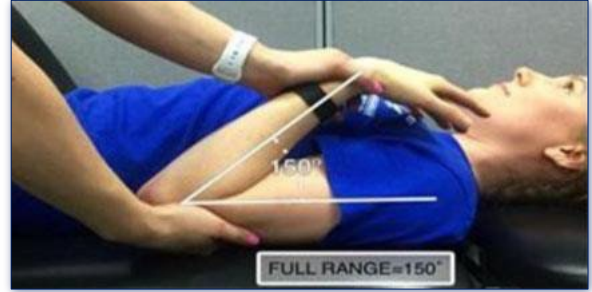


Figure 26. – Trunk Extension: Lower Back

Score of 5

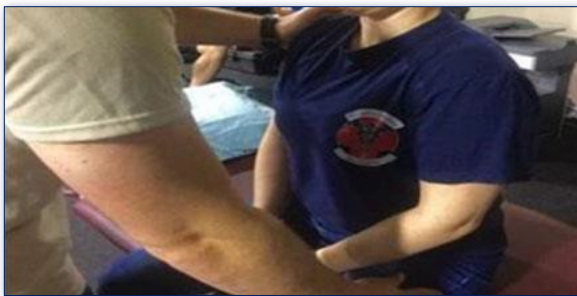


Figure 27. – Trunk Lateral Flexion

Score of 5



Figure 28. – Trunk Rotation

Score of 5



Figure 29. – Trunk Flexion: Upper Abdominals

Score of 5



Figure 30. Trunk Flexion: Lower Abdominals

Score of 5

DOD WARRIOR GAMES CLASSIFICATION FORMS

1 Demographic Information

Athlete #:	Full Legal Name:
Service Team:	
Gender: <input type="checkbox"/> Male <input type="checkbox"/> Transgender <input type="checkbox"/> Female	
Disability Diagnosis/Diagnoses:	
<input type="checkbox"/> WG14 <input type="checkbox"/> WG15 <input type="checkbox"/> WG16 <input type="checkbox"/> WG17 <input type="checkbox"/> WG18 <input type="checkbox"/> WG19 <input type="checkbox"/> WG22	
Prior Classification(s):	
Service Team Medical Rep:	Classification Date:

Classifier 1 Name: _____ Title: ☐ MD ☐ DO ☐ PT ☐ OT ☐
 BM

First Last

Classifier 2 Name: _____ Title: ☐ MD ☐ DO ☐ PT ☐ OT ☐
 BM

First Last

Recorder Name: _____ Title: _____

First Last

2 Registered Sporting Events

Competing	Sporting Event	Classifier Observation Comments	Official Classification
<input type="checkbox"/> Yes <input type="checkbox"/> No	Archery	<input type="checkbox"/> Yes <input type="checkbox"/> No - Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	Cycling	<input type="checkbox"/> Yes <input type="checkbox"/> No - Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	Field	<input type="checkbox"/> Yes <input type="checkbox"/> No - Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	Golf	<input type="checkbox"/> Yes <input type="checkbox"/> No - Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	Indoor Rowing	<input type="checkbox"/> Yes <input type="checkbox"/> No - Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	Powerlifting	<input type="checkbox"/> Yes <input type="checkbox"/> No - Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	Shooting	<input type="checkbox"/> Yes <input type="checkbox"/> No - Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	Sitting Volleyball	<input type="checkbox"/> Yes <input type="checkbox"/> No - Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	Swimming	<input type="checkbox"/> Yes <input type="checkbox"/> No - Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	Track	<input type="checkbox"/> Yes <input type="checkbox"/> No - Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	WC Basketball	<input type="checkbox"/> Yes <input type="checkbox"/> No - Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	WC Rugby	<input type="checkbox"/> Yes <input type="checkbox"/> No - Comments:	
<input type="checkbox"/> Yes <input type="checkbox"/> No	WC Rugby	<input type="checkbox"/> Yes <input type="checkbox"/> No - Comments:	
ADA Equipment		<input type="checkbox"/> Yes <input type="checkbox"/> No - Comments:	
Active Hands		Yes: <input type="checkbox"/> UE <input type="checkbox"/> LE / <input type="checkbox"/> No Comments:	

3 Description of Disability

When did the Injury/Illness occur? _____ Is the Injury/Illness Permanent? ☐ Yes ☐ No
 How did the Injury/Illness happen? _____
 Progress since Injury/Illness: ☐ Unchanged ☐ Improvement ☐ Worse
 Additional Information: _____

4 Amputation(s) Description

Amputation Anatomical Site	Amputation Site			Residual Limb Length
Hand	<input type="checkbox"/> Right	<input type="checkbox"/> Left	<input type="checkbox"/> Bilateral	cm(s)
Arm: Above the Elbow	<input type="checkbox"/> Right	<input type="checkbox"/> Left	<input type="checkbox"/> Bilateral	cm(s)
Arm: Below the Elbow	<input type="checkbox"/> Right	<input type="checkbox"/> Left	<input type="checkbox"/> Bilateral	cm(s)
Foot	<input type="checkbox"/> Right	<input type="checkbox"/> Left	<input type="checkbox"/> Bilateral	cm(s)
Leg: Below the Knee (BKA)	<input type="checkbox"/> Right	<input type="checkbox"/> Left	<input type="checkbox"/> Bilateral	cm(s)
Leg: Above the Knee (AKA)	<input type="checkbox"/> Right	<input type="checkbox"/> Left	<input type="checkbox"/> Bilateral	cm(s)
Arm & Leg (Opposing side)	<input type="checkbox"/> Yes	<input type="checkbox"/> No		cm(s)
Arm & Leg (Same side)	<input type="checkbox"/> Yes	<input type="checkbox"/> No		cm(s)
Amputations in 3 limbs	<input type="checkbox"/> Yes	<input type="checkbox"/> No		cm(s)
Amputations in 4 limbs	<input type="checkbox"/> Yes	<input type="checkbox"/> No		cm(s)

5 Spinal Cord Injury or Disability

Anatomical Location of Spinal Cord Injury	Degree of Injury
Cervical Spine at: C	<input type="checkbox"/> Complete <input type="checkbox"/> Incomplete (describe residual function)
Thoracic Spine at: T	<input type="checkbox"/> Complete <input type="checkbox"/> Incomplete (describe residual function)
Lumbar Spine at: L	<input type="checkbox"/> Complete <input type="checkbox"/> Incomplete (describe residual function)
Sacral Spine at: S	<input type="checkbox"/> Complete <input type="checkbox"/> Incomplete (describe residual function)

6 Traumatic Brain Injury (TBI): Cognitive Functioning Testing

Commands Followed	Athlete Score
Follows Complex Commands (Normal)	<input type="checkbox"/> Yes <input type="checkbox"/> No
Follows 3 ONLY Commands (Mildly Impaired)	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
Follows 2 ONLY Commands (Moderately Impaired)	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
Follows 1 ONLY Command or less (Severely Impaired)	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A

7 Visual Impairment (Athlete must submit documentation supporting VI)

<input type="checkbox"/> Total Blindness	<input type="checkbox"/> Partial Blindness	<input type="checkbox"/> Both Eyes	<input type="checkbox"/> Right Eye	<input type="checkbox"/> Left Eye
Describe Residual Eyesight if applicable:				

8 Mobility

Ambulatory without assistance/aids: <input type="checkbox"/> Yes <input type="checkbox"/> No
Ambulatory only with the use of Prosthetics/Crutches/Cane/Walker: <input type="checkbox"/> Yes <input type="checkbox"/> No
NON-Ambulatory and must use wheelchair: <input type="checkbox"/> Yes <input type="checkbox"/> No

9 Trunk Impairments

Please complete the tables below if the athlete has a Spinal Cord Injury or athletes with trunk impairments

Trunk Muscle Activity	Side	Absent or None (0)	Trace (1)	Poor (2)	Some (3)	Good (4)	All (5)
Upper Abs	<input type="checkbox"/> Right <input type="checkbox"/> Left						
Lower Abs	<input type="checkbox"/> Right <input type="checkbox"/> Left						
Trunk Rotation	<input type="checkbox"/> Right <input type="checkbox"/> Left						
Trunk Side Flexion	<input type="checkbox"/> Right <input type="checkbox"/> Left						
Entire Trunk Flexion							
Entire Trunk Extension							
Upper Thoracic Extension							
Additional Comments:							

Athlete #:

Name:

10 Functional Test – Upper & Lower PROM

Upper Extremity PROM				MMT		Lower Extremity PROM				MMT	
Shoulder	Ref.	Left	Right	Left	Right	Hip	Ref.	Left	Right	Left	Right
Flexion	180°					Flexion	120°				
Extension	60°					Extension	20°				
Abduction	180°					Abduction	40°				
Internal Rotation	70°					Adduction	20°				
External Rotation	90°					Internal Rotation	45°				
Horizontal Abduction	30°					External Rotation	45°				
Horizontal Adduction	120°										
Elbow	Ref.	Left	Right	Left	Right	Knee	Ref.	Left	Right	Left	Right
Flexion	150°					Flexion	140°				
Extension	0°					Extension	0°				
Pronation	80°										
Supination	80°					Ankle	Ref.	Left	Right	Left	Right
Wrist	Ref.	Left	Right	Left	Right	Dorsiflexion	20°				
Flexion	80°					Plantarflexion	50°				
Extension	70°					Inversion	35°				
						Eversion	15°				

Additional Comments:

11 Functional Test – Dynamic Sitting and Standing Balance

Balance Testing and Scoring Scale

Balance Score	Balance Score Definition
P	No Muscle Activity (Absence of muscle activity)
	Trace Ability to Maintain Balance
	Poor Balance: Unable to maintain balance against gravity
F	Fair Balance: Unable to maintain balance with applied resistance
G	Good Balance: Able to hold balance against moderate assistance with slight imbalance
	Normal Balance

Athlete #:

Name:

Sitting Balance Testing Matrix

P	F	G	Sitting Balance Testing	P	F	G
Left				Right		
			Lateral Trunk Test			
			Extension Trunk Test			
			Flexion Trunk Test			
			Superman Test			
Evaluated Function			Description of Behavior	-	-	

DOD Warrior Games Rules, Regulations, & Classifications Handbook

Sitting	Leans or slides in chair	0	0
Balance	Steady, safe	1	1
Rises From Chair	Unable to rise without help	0	0
	Able to rise using arms to help	1	1
	Able to rise without using arms to help	2	2
Attempts To Rise	Unable to rise without help	0	0
	Able to rise, requires more than one attempt	1	1
	Able to rise, requires one attempt	2	2
Additional Comments:			

11.1 Standing Balance Testing Matrix: See supplemental Classifier Packet for comprehensive information.

0	1	2	Sitting Balance Testing	0	1	2
Left				Right		
			Tight Rope Walking			
			Single Leg Stand			
			Single Leg Hops			
			Side Steps			
			Grapevine			
			High Steps			
			Butt Kicks			
Evaluated Function			Description of Behavior			
Standing Balance (1 st 5 Sec)			Unsteady (staggers, moves feet, trunk sways)	0		0
			Steady, but uses walker or other support	1		1
			Steady without walker or other support	2		2
Standing Balance			Unsteady	0		0
			Steady, but with wide stance and uses support	1		1
			Narrow stance without support	2		2
Nudged			Begins to fall	0		0
			Staggers, grabs, catches self	1		1
			Steady	2		2
Eyes Closed			Unsteady	0		0
			Steady	1		1
Turning 360°			Discontinuous steps	0		0
			Continuous steps	1		1
			Unsteady, (grabs, staggers)	2		2
Sitting Down (Getting Seated)			Unsafe (misjudged distance, falls into chair)	0		0
			Uses arms or not a smooth motion	1		1
			Safe, smooth motion	2		2
0= Poor Balance unable to perform movements without assistance 1+ Able to perform movements with assistance into position, brief assistance to re-balance once during testing 2+ Normal balance able to perform movements without assistance TOATL FOR BALANCE TESTS = 46 Moderate Balance = 20 or less Severe Balance = 12 or less						

Athlete #:

Name:

12 Vision Evaluation and Medical Diagnostics Form

This form is to be completed by a registered and licensed ophthalmologist/optometrist. The form and the attached medical documentation may not be older than 12 months at the time of the Athlete Evaluation.

First Name:**Last Name:**

Service Branch:

Date of Birth: / /

Gender: ☐ Male ☐ Female ☐ Other ☐ Prefer Not to Say☐ Archery ☐ Cycling ☐ Field ☐ Indoor Rowing ☐ Powerlifting ☐ Shooting☐ Sitting Volleyball ☐ Swimming ☐ Track ☐ Wheelchair Basketball ☐ Wheelchair Rugby**Medical History**

Age of onset:

Anticipated future procedure(s): ☐ Yes ☐ No

Athlete wears glasses?	<input type="checkbox"/> Yes <input type="checkbox"/> No	Correction: Right: /20 Left /20 Both Eyes /20
Athlete wears contact lenses?	<input type="checkbox"/> Yes <input type="checkbox"/> No	Correction: Right: /20 Left /20 Both Eyes /20
Athlete wears eye prosthesis?	<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Left <input type="checkbox"/> Right

12.2 Assessment of Visual Acuity and Visual Fields**Athlete #:****Name:**

Visual Acuity	Left Eye	Right Eye
Assessment with Correction		
Assessment without Correction		
Visual Acuity Additional Comments:		
Visual Fields	Left Eye	Right Eye
Assessment with Correction	In degrees (radius)	In degrees (radius)
Assessment without Correction	In degrees (radius)	In degrees (radius)
Visual Fields Additional Comments:		
Type of Correction		
Measurement Method		

13 Attachments to the Medical Diagnostic Form

For all athletes with a restricted visual field a visual field test must be attached to this form. The athlete's visual field must be tested by full-field test (120 degrees) and 30 degrees, 24 degrees or 10 degrees central field test, depending on the pathology. One of the following perimeters should be used for the assessment: Goldmann Perimetry (Intensity III/4), Humphrey Field Analyzer or Octopus (Interreg).

Visual Field Test:

Additional medical documentation:

Eye Condition	Additional medical documentation required (see below)
U Anterior Disease	<ul style="list-style-type: none"> • None
U Macular Disease	<ul style="list-style-type: none"> • Macular OCT • Multifocal and/or pattern ERG* • VEP* • Pattern appearance VEP*
U Peripheral Retina Disease	<ul style="list-style-type: none"> • Full field ERG* • Pattern ERG*
U Optic Nerve Disease	<ul style="list-style-type: none"> • OCT • Pattern ERG* • Pattern VEP* • Pattern appearance VEP*
U Cortical / Neurological Disease	<ul style="list-style-type: none"> • Pattern VEP* • Pattern ERG* • Pattern appearance VEP*
Additional Comments:	

Please specify which eye condition the athlete is affected by.

Athlete #:

Name:



TYPE OF COMPETITION

Individual Discipline

- Open Compound
- Open Recurve
- Seated Compound
- Seated Recurve
- (VI) Visually Impaired

Team Competitions

- Compound
- Recurve

COMPETITION FORMAT

Shooting Distance - All athletes will shoot from eighteen (18) meters.

Qualification Rounds – Individual Competitions

- Each athlete will shoot two (2), 300-point rounds consisting of ten (10) ends of three (3) arrows shot per end.
- Each end lasts two (2) minutes with a twenty (20) minute break in between rounds unless multiple rounds are required.
- The top eight (8) athletes in each individual discipline will advance to the archery elimination rounds.

Tiebreaker Procedures – Individual Qualification Rounds

- If athletes have tied scores, the athlete with the highest number of “10” hits will move forward.
- If a tie remains, the athlete with the most “9” hits will move forward.
- If still tied after all “9” and “10” hits have been counted, athletes will enter a single (1) arrow shoot-off with the closest arrow to the center deciding the winner.

Qualification Rounds - Team Competition

- Each archery team will consist of three (3) archers in each discipline (Compound/Recurve)
- Archers will have two (2) minutes to shoot six (6) arrows with each athlete shooting two (2) arrows per end.
- There will be five (5) ends per match.
- The archery team with the highest overall score wins.

Tiebreaker Procedures – Team Competition

- If archery teams have tied scores, each archery team will have one (1) minute to shoot one (1) arrow each; the archery team with the highest score will be declared the winner.
- If a tie still exists, the archery team with the arrow closest to the center is declared the winner.

- There are no ties for medal placement in the Team Archery Competition; this process will continue until a winner is declared.

SPORT DETAILS

Individual Round Range Command & Signal

- Two (2) blasts of the whistle will signal archers to the shooting line.
- A single blast ten (10) seconds later will indicate the start of the end range is hot.
- Three (3) whistle blasts will indicate for the archers to retrieve their arrows and score.

Team Round Range Command & Signal

- Two (2) blasts of the whistle will signal: "Get ready." A single (1) blast, ten (10) seconds later will indicate the start of the end.
- The first athlete must not take the arrow out of the quiver until after the single (1) blast.
- The following athletes cannot remove their arrows from their quivers until the athlete preceding them has indicated the completion of their shooting process. The indication shall be both audible and visual.

SCORING & RULES

- There will be three (3) to four (4) archers from different services on a target butt. One (1) archer will be taking down the score on the official paper scorecard, another archer will put in the scores on an electronic tablet and the 3rd archer will be calling the arrows for the scorekeepers to put down on the score card.
- If there is a discrepancy among the archers an archery official judge will be called over to make the call on the arrow in question.
- If an archer is not able to make it to the target and back an Archers Agent will go in their place.
- Compound scoring will go from the middle yellow ten (10) ring to the blue six (6) ring. Compound will shoot a vertical three (3) spot target.
- Seated compound archers will get to pick from a vertical three (3) spot target or a single (1) spot target.
- Recurve scoring will go from the middle yellow ten (10) ring to the outside of the target white one (1) ring on a single (1) spot target.
- There are ten (10) rings on a target, if an arrow touches the line it goes to the higher point value.

Elimination & Medal Rounds – Individual Competitions

- Compound: Both standing and seated compound athletes will shoot a head-to-head cumulative score format for five (5) ends of three (3) arrows each. The athlete with the highest cumulated score wins and advances to the next match.
- Recurve: Both standing and seated recurve athletes will shoot a head-to-head set system format for up to five (5) ends of three (3) arrows each. The athlete that wins the round will get two (2) points. If there is a tie, each athlete will receive one (1) point. The first athlete to six (6) points wins and advances to the next match.



TYPES OF COMPETITION

- For the 2025 Warrior Games, all cyclists will compete in a Road Race and/or Time Trial.
- Male and Female athletes compete separately within the cycling classification system.

Upright Classifications

- Open - PTSD/TBI with minimal physical impairments & Minor orthopedic injuries.
- C5: Upper body impairment(s); above or below elbow amputation(s); above or below elbow dysfunction; loss of strength, mobility, and/or flexibility in wrist(s), shoulder(s), or elbow joint(s).
- C4: Below knee amputation(s) - must be through the ankle; above or below knee dysfunction; impaired muscle power; loss of strength, mobility, or flexibility in two joints.
- C3: Above the knee amputation(s).

Tandem Classifications

- VI/BLIND: Corrected bilateral visual acuity greater than 20/200
- VI/OPEN: Corrected visual acuity of 20/70, visual field cut of greater than 20 degrees in either eye

Recumbent Classifications

- Open: Includes orthopedic disabilities and/or balance problems that prohibit athletes from riding a two-wheel upright bike or hand cycle.
- T2: Minimum sitting loss greater than 40%. Moderate loss of static balance.
- T1: Severe loss of sitting balance; dynamic and static balance; severely impaired balance.

Handcycle Classification:

- Open: Orthopedic diagnoses limiting the use of lower extremity/foot powered cycles.
- K5: Kneeler Handcycle - Athletes will race in the H5 category but are scored separately.
- H5: Handcycle - SCI, Amputee, or athletes with partial loss of function in hips and lower limbs.
- H4: Handcycle -SCI, Mild TBI, Paraplegia - the loss of motor or sensory function in lower extremities and some decreased trunk function.
- H3: Handcycle - SCI, Mild TBI - the loss of motor or sensory function in lower extremities, including severe loss of trunk balance.
- H2: Tetraplegia - also referred to as quadriplegia and includes partial or total loss of all limbs and torso and usually involves both sensory and motor.
- H1: Handcycle - Severe upper body limb impairments to include but not limited to limited handgrips, decreased wrist function, and/or impairments in triceps and biceps. Complete loss of trunk and lower limb function.

COMPETITION FORMAT

Road Race

- The road race will begin as a stationary start for all cyclists.
- Each Road Race will be a timed Criterium or "Crit." The Crit is a closed-circuit bike race on an approximately 1-mile circuit. Each race is set for a specific duration, ending when the lead cyclist completes the most laps within that time frame. The lead cyclist to cross the finish line (with the most laps) after completing the designated time - Wins, and all other participants finish the current lap they are on and are placed by lap and time
- Athletes will be scored using an electronic timing system with high-speed cameras.
- Athletes across multiple classifications may be seen racing simultaneously in the road race, but medals will be awarded based on cycle type and classification categories.
- If athletes from the same gender, cycle type category, and classification category tie, multiple medals of the same placement will be awarded.

Time Trial

- Time Trial will be contested on an approximately 1-mile loop course.
- Each cyclist will start individually in 30 second start intervals.
- Awards are to be based on time and will be separated by gender and cycling classification.

SPORT DETAILS

Bike Types

- Upright Bicycle: traditional bicycle
- Recumbent Cycle: are propelled with the lower body.
- Handcycle: are propelled with the hands, arms and upper body.
- Tandem Recumbent & Tandem Upright Bicycle: is designed for athletes with visual impairments. In this event, the Tandem Pilot is the front athlete on the tandem bicycle and must be a registered participant in the Warrior Games. Ideally, the pilot has trained with the visually impaired (VI) athlete leading up to the cycling event. The Tandem Stoker, positioned at the rear of the tandem, is the VI athlete and must be actively participatory in pedaling.





TYPE OF COMPETITION

Standing Competitions

- Standing Discus
- Standing Shot Put

SEATED Competitions

- Seated Discus
- Seated Shot Put
- Seated Club

Discus Classifications

- Standing Male Discus – 1.5k, Shot 6k – 6.0, 5.5U, 5.5L, 5.0, 4.5, 4.0, 3.5, 3.0, 2.0, VI
- Standing Female Discus – 1k, Shot 4k – 6.0, 5.5U, 5.5L, 5.0, 4.5, 4.0, 3.5, 3.0, 2.0, VI
- Seated Discus – 1k, Shot-4k, Club-.397k** - 6.0, 5.0, 4.0, 3.0, 2.0, 1.0 Club & Discus, V

COMPETITION FORMAT

- Athletes will be allowed four (4) throws.
- The top three (3) athletes with the furthest throw in their classification and gender will be the medalists.
- We will be throwing mixed classes, so look at the schedule to see what classes are throwing in any ring.

SPORT DETAILS

Discus

- The discus shall be thrown with one (1) hand only. Athletes may spin, stand to throw, or use a seated throwing frame.

Shot Put

- The shot shall be put (pushed) from the shoulder with one (1) hand only.
- The shot shall touch or be near the neck/chin when the athlete puts the shot put.
- Shot weights vary according to class and gender.
- Athletes may spin, glide, stand to throw, or use a seated throwing frame.

Club (for athletes with extensive upper body impairment)

- The club may be thrown either from a position facing the landing sector or from a position facing backwards and throwing overhead or underhand into the landing sector.
- The club weighs .397 grams.
- The club is only contested in the 1.0 and 2.0 classifications (an event for athletes that have very limited arm and hand function).

- The athlete will throw from a seated throwing frame or a power chair.

Seated Frames

- Seated frames may not be more than 75 cm high with a cushion.
- Holding bars may be used to give the athlete the ability to pull themselves forward (typically if they do not have the use of abdominal muscles) or provide stability while throwing.

Standing Foul Violations

- During a put/throw attempt, the athlete touches the top of the throwing circle ring with any part of their body.
- The athlete exits the throwing circle in any direction before their implement has landed. The athlete must exit out the back half of the throwing station.
- The athlete's implement touches or lands outside of the throwing sector.

Seated Foul Violations

- The athlete fails to commence a put/throw within one (1) minute of the Field Official handing them their implement.
- The athlete's implement touches or lands outside of the throwing sector.
- Footplates do not stay behind the throwing circle.
- Holding bars are not used correctly. A holding bar is an optional throwing frame attachments for the athlete's safety, support, and stability.
- LIFTING - The athlete does not remain in contact with the seat of the throwing frame from the moment the implement is handed to the athlete to the moment the implement strikes the ground.

SCORING & RULES

- Each athlete's distances (throws) are scored against athletes within their gender/classification.
- Each pit could have athletes competing from multiple classification categories.





TYPE OF COMPETITION

- Individual, One-Minute Sprint
- Individual, Four-Minute Endurance Race
- Team Relay, One-Minute Sprint

Rowing Classifications

- Male: VI (Visual Impaired), 1.0, 2.0, 3.0, 4.0, 5.0U, 5.5L, 6.0 (Open)
- Female: VI (Visual Impaired), 1.0, 2.0, 3.0, 4.0, 5.0U, 5.5L, 6.0 (Open)

COMPETITION FORMAT

- All indoor rowing races shall be run as finals; there will be no preliminary heats.
- Service Teams are allotted fourteen (14) athletes per event across gender and classification.
- Athletes may compete in just one (1) or both individual indoor rowing races.
- Athletes will only compete once in any individual race.
- All male and female athletes will compete within their gender for separate medals in their respective races based upon their indoor rowing classification categories.

SPORT DETAILS & RULES

General Information

- Finishing place will be determined by distance rowed.
- A rowing flight could have athletes racing from different genders and/or classification categories.
- Results from each flight will be separated by gender, classification, and distance rowed for each individual race final placing/medals.

Team Relay

- The Indoor Rowing Event features three relay races:
 - Race with twenty-three (23) classification points
 - Race with twenty (20) classification points
 - Open race
- The Team race consists of four (4) athletes completing a one (1) minute row.
- The team with the highest combined distance will be declared the winners.
- The twenty-three (23) and twenty (20) points races are co-ed and composition is points based.
- Points are calculated using the classification categories as numbers.
- Women drop by one (1) point.
- The open race has no gender or classification category restrictions.
- Athletes may compete in only one of the three (3) team races.

- A false start will result in a yellow card, with the race paused and restarted. A second false **start** by the same athlete will result in another yellow card and disqualification from the individual race.





TYPE OF COMPETITION

- Para style powerlifting is the ultimate test of upper body strength.
- Athletes bench press on a competition bench that is three (3) feet longer than the typical bench (in a gym) and approximately 1.5' (feet) wider. This enables ALL competitors to lift with their feet off the floor.
- All athletes lift with the feet off the ground to ensure that the competition focuses entirely on the upper body without relying on drive through the legs.
- The only supportive gear allowed is wrist wraps and/or weight belts.

COMPETITION FORMAT

- The competition bar is loaded progressively, from lightest to heaviest.
- Athletes start with the lightest weight and end the round with the heaviest weight.
- Rounds two (2) and three (3) follow the same pattern, from lightest to heaviest.
- In round three (3), an athlete can change their attempts two (2) times, trying to ensure they lift the heaviest weight to win a medal.
- Athletes will approach the bench when their name, body weight class, and rank have been announced.
- Once an athlete lays on the bench, they may choose to be strapped in with one (1) or two (2) straps below the groin area of the body and above the ankle, but not over the knees.
- The athletes will take the bar out of the rack when ready.
- The Head Referee will give a "start" command.
- The athlete will descend with the bar to the chest in a controlled manner. After pausing briefly to ensure a break in motion between the descent and ascent, the athlete will ascend and lock out their arms together, waiting for the referee to say "rack."
- Spotters/loaders will then assist athletes in putting the bar back into the rack.
- Athletes then look to the referees for a decision: if there are at least two (2) white flags, it is a good attempt. If there are two (2) or three (3) red flags, it is a "No Lift/Failed Attempt".
- Athletes will repeat the above steps in each attempt, progressively increasing the weight each round if the attempt is successful.
- They will increase the weight on the bar to try to get into the top three (3) places in their body weight class/gender to medal.

SPORT DETAILS / SCORING & RULES

- Athletes compete based on gender (men/women) and body weight class. All classes are in kilos.
- Men's body weight classes (kilos) : a65 - 72 - 80 - 88 - 97 - 107 - 107+
- Women's body weight classes (kilos): 55 - 61 - 67 - 73 - 79 - 86 - 86+
- To convert kilos to pounds, multiply by 2.2046 (e.g., 100 kg x 2.2046 = 220.46 lbs.).

- Athletes have three (3) attempts during the competition and one (1) attempt per round (there are three (3) rounds per body weight class).
- The top three (3) lifters in each BW class/gender will medal Gold/Silver/Bronze.

SPECTATOR INFORMATION

- The difference between powerlifting and weightlifting is that in weightlifting there are three (3) different types of lifts, in powerlifting there is one (1) lift completed three (3) different times.

Common Errors for a No Lift/Failed Attempt

- Starting before the start command/ending before the rack command. (Both commands are given by the referee.)
- Dropping the bar down to chest in an uncontrolled manner.
- Bouncing/sinking/heaving bar on chest.
- Uneven extension when locking out the bar (one (1) arm locks out before the other).





TYPE OF COMPETITIONS

- Air Rifle-Prone – 10 Meter
- Air Rifle-Standing – 10 Meter
- Air Pistol – 10 Meter

Precision Air Classifications

- OPEN – Includes competitors who do not have a permanent physical disability. (e.g., PTSD, traumatic brain injury, or orthopedic injuries)
- SH1 – Includes all competitors with a permanent physical disability that DO NOT require a spring stand (e.g., spinal cord injury, leg amputees, etc.).
- SH2 – Includes competitors who do not have the ability to support the weight of the rifle with their arms and therefore require a spring stand (e.g., upper body injuries, quadriplegia, and arm amputees).
- SH3 Visually Impaired (VI) – athletes have a vision impairment and must wear blindfolds or black-out glasses.

COMPETITION FORMAT

Air Rifle-Prone

- Qualification match Course of Fire (COF) consists of forty (40) record fire shots with a time limit of thirty-five (35) minutes.
- Finals match COF consists of two (2) series of five (5) record fire shots, each with a time limit of 150 seconds per series, followed by fourteen (14) single-shot series with a time limit of thirty (30) seconds.
- Eliminations of the lowest scoring finalists begin after the 12th shot and continue after every two (2) shots until the medals are decided. Ties for elimination will be decided by an immediate single shot (1) shoot off.

Air Rifle - Standing and Air Pistol

- Shooting qualification match COF consists of forty (40) record fire shots with a time limit of fifty (50) minutes.
- Finals match COF consists of a five (5) minute sighting period, followed by two (2) series of five (5) record fire shots, each with a time limit of 250 seconds per series, followed by fourteen (14) single-shot series with a time limit of fifty (50) seconds.
- Eliminations of the lowest scoring finalists begin after the 12th shot and continue after every two (2) shots until the medals are decided. Ties for elimination will be decided by an immediate single shot (1) shoot off.

SPORT DETAILS

- Each Service Team is allotted twenty (20) athletes total across gender, classifications, and event competitions.
- Athletes may compete in no more than two (2) of the three (3) shooting competitions.
- Male and female athletes will compete for separate medals within their official shooting classification categories.

Precision Air Equipment Guidelines

- Equipment must comply with current International Shooting Sport Federation (ISSF) and World Shooting Para Sport (WSPS) Rulebooks, except for specific differences and exceptions as outlined in the 2025 Warrior Games Rulebook, or in published Match Director Bulletin.

Loading Assistants

- SH1, SH2, and SH3 rifle athletes are authorized to have a loading assistant (aka a loader), if requested and authorized by a Classifier. The loader may assist athlete with adjusting their shooting equipment and load their pellets. Coaching, either verbal or non-verbal, is prohibited by the loading assistant during the shooting event. All adjustments of equipment by the loading assistant must be specifically requested by the athlete.
- Pistol athletes are not authorized loading assistants, but may use a loading block, if desired, to facilitate safe loading operations.

SCORING & RULES

- Competition rules are in accordance with current ISSF and WSPS Rulebooks, except for specific differences and exceptions as outlined in the 2025 Warrior Games Rulebook, or in published Match Director Bulletin.
- SIUS electronically scored target systems will be used for all events.
- Single-decimal scoring is used for all air rifle qualification matches and finals.
- Integer (whole ring scoring) is used for all air pistol qualification matches. Decimal scoring is used for all air pistol finals.



SITTING VOLLEYBALL



DATE OF EVENT: 7.25.25 - 7.26.25

TYPE OF COMPETITION

- The Sitting Volleyball (SVB) Event is an open tournament. All male and female athletes from each Service Team will compete together against other service teams for the same medals.
- SVB Teams will not exceed fifteen (15) athletes across three classification categories: Minimum, Moderate and Maximum.
- Only fourteen (14) athletes from the team can be activated per game.
- Any combination of the three classification categories is permitted to field the court with a full team. The maximum number of any one (1) classification category of athletes on the court at any time is five (5).

COMPETITION FORMAT

- All matches played will be the best of three sets format.
- To win either Set 1 or Set 2, a SVB team must earn twenty-one (21) points and have a two-point advantage over their opponent.
- When a third set is required, a SVB team must earn fifteen (15) points and have a two (2)-point advantage over their opponent; there are no tied games in SVB.

SPORT DETAILS & RULES

- The court has a smaller dimension, with a lower net than standing volleyball.
- The sitting volleyball game is much faster than its able-bodied counterpart.
- Sitting Volleyball rules are identical to the traditional standing game with the exception of a few rule differences:
 - Players must always remain in contact with the court when handling the ball. Standing, rising, or taking steps is not permitted. A short loss of contact with the court is permitted in two scenarios: when making a defensive play in the back zone to save a ball and when making a defensive play in the front zone.
 - Players are allowed to block the serve, but one "cheek" must be in contact with the floor whenever they make contact with the ball.
 - When playing the ball at the net, players' legs and feet are permitted to go under the net.
 - When serving, players must have both "cheeks" behind the service line.

RESULTS

- The teams will be seeded from the results of the round robin. The top four (4) teams will advance to the semifinal games. the two (2) winners of the semifinal games will play for the Gold Medal and the two (2) semifinal losers will play for the Bronze Medal.
- Finals will play best of two (2) out of three (3) sets, each set played to 25 points (win by two (2)).



TYPE OF COMPETITION

Individual Events

- 50Y Freestyle
- 50Y Backstroke
- 100Y Freestyle
- 50Y Breaststroke

Individual Event Start Rights

- Each Service Team is allotted six (6) athletes per gender, per classification, per event competition.
- The individual swimming events feature four separate male and female individual competitions across thirteen (13) classifications categories.
- Athletes may compete in all four (4) individual competitions.
-

Relay Events

- The relay swimming events feature five (5), 200Y team relay races; two (2) male, two (2) female and one (1) open.
- Each Service Team may have only one relay team in each relay race.
- Male and female relay team composition is points-based; points are calculated using the classification categories as numbers.
- There are two (2) relays, a twenty-two (22) point and an eighteen (18) point: The four (4) numbers of the athlete's classifications must equal twenty-two (22) or eighteen (18) points.
- There are no gender or classification category restrictions in composition for the open relay team.
- Athletes may compete in only one of the five (5) relay races.

Classifications

- Athletes are classified into similar abilities based on the impact of the impairment. This ensures a fair and equitable race with similar athletes.
- Swim classes: 1.0, 1.5, 2.0, 2.5, 3.0, 4.0, 4.5, 5.0, 5.5L, 5.5U, 6.0 and VI (Visually Impaired).
- The higher the number, the less impacted the swimmer.
- The lower the number, the more profound the impact on their abilities.
- VI athletes have no other impairments except Vision. To equalize the vision loss, VI athletes wear black-out swim goggles to remove any potential sight advantage.
- VI athletes are assisted by tappers to assist them in knowing when they are close to the wall.

COMPETITION FORMAT

- All races shall be run as finals; there will be no preliminary heats.
- If a race classification category has more than one (1) heat, the medalist will be determined from the collected results of all heats.
- The finish time is taken the moment the athlete's hand touches the wall sensor.
- False Starts: Athlete(s) responsible for a false start, as determined by the Race Official, will be disqualified. This rule is often referred to as the "one and done" rule.

SPORT DETAILS

Freestyle

The freestyle stroke is swum in a horizontal position with the body facing down. The body rolls from one side to the other, always turning to the side of the arm that is currently pulling in the water. The head remains in a neutral position, face down, except when turning.

Backstroke

The backstroke uses alternating and opposite arm movements. As one arm pulls through the water from an overhead position to the hip, the other arm recovers above the water from the hip to the overhead position and vice versa. The legs perform a flutter kick, similar to the one used in the front crawl.

Breaststroke

The breaststroke is swum in a horizontal position with the body facing down. Throughout the race the stroke cycle must be one arm stroke, and one leg kick in that order. All movements of the arms shall be simultaneous without alternating movement. The hands shall be pushed forward together from the breast on, under, or over the water. The elbows shall be under water except for the final stroke before the turn, during the turn and for the final stroke at the finish. The hands shall be brought back on or under the surface of the water. The hands shall not be brought back beyond the hip line, except during the first stroke after the start and each turn. During each complete cycle, some part of the swimmer's head shall break the surface of the water. After the start and after each turn, the swimmer may take one arm stroke completely back to the legs. The head must break the surface of the water before the hands turn inward at the widest part of the second stroke.

SCORING & RULES

- This event will utilize fully automatic timing, and scores will be calculated by gender and classification.
- Each heat may include athletes across multiple classifications; however athletes' results will be only amongst the athletes within their gender/classification.
- Tied Results Procedures: If athletes of the same gender, competition, and classification category have tied race finish times, multiple medals of the same placement will be awarded.



TYPE OF COMPETITION

- Order of Events: 1500, 100, 200, 400, 800,
- Men's 4 x 100 Relays , Women's 4 x 100 Relays ,
- Open 4 x 100 Relays
- Male & Female athletes compete separately

Classification Types

- Classification is done by medical personnel who are trained to evaluate physical disabilities.
- Classes may be combined to allow for better competition, but the results are sorted by the timing program for team scores and medals.

Wheelchair Classifications

- Men's 2.0 Wheelchair – Paraplegia, Tetraplegia, or Quadriplegic without trunk function.
- Men's & Women's 3.0 Wheelchair – athletes with injuries that prevent them from ambulatory running, lower body amputations or spinal cord injuries with trunk function.

Ambulatory Classifications

- Men's & Women's VI/O – Open (partial vision loss)
- Men's & Women's VI/B – Blind (blackout mask to be worn)
- Men's & Women's 4.0B – Brace or limb salvage (above the knee impairment with greater than 60% measurable loss - Bilateral/Unilateral)
- Men's & Women's 4.0A – Amputee (above the knee amputation - bilateral/unilateral)
- Men's & Women's 4.5B – Brace or Limb Salvage (below the knee impairment with greater than 60% measurable loss - Bilateral/Unilateral)
- Men's & Women's 4.5A – Amputee (below the knee impairment with greater than 60% measurable loss – Bilateral/Unilateral)
- Men's & Women's 5.0 – Upper Extremity (amputee-bilateral/unilateral or arm impairment with greater than 60% measurable loss)
- Men's & Women's 5.5U – Upper Body Impairment (20-40% loss of strength in the shoulder, elbow, or wrist joint)
- Men's & Women's 5.5L – Lower Body Impairment (20-40% loss of strength in the hip, knee, or ankle joint)
- Men's & Women's 6.0 – Open (no physical disability)

COMPETITION FORMAT

The Start

The Starter will give two (2) commands in the sprint races (100, 200, 400 and relays): "On your marks," "Set," and then the firing of the gun. The athlete will be in their blocks (if using them) for "On your marks" and at "Set" they must be still and cannot move until the gun fires. In the

distance race (800, 1500) the starter will give one (1) command: "On your marks" and then the gun. Runners will stand behind the start line and move up to the start line on the command, "On your marks." If athletes move prior to the gun, it is a false start, and the athlete is disqualified. The starter will use a red card in the lane of the athlete who false starts to indicate disqualification.

The Race

Athletes must stay in their lanes except for the distance races and may not interfere with another athlete during the course of the race. The officials watching the race are called umpires and are watching for violations. If one occurs, they will raise a yellow flag when they see a violation and record it on a form for the referee to review.

Racing Wheelchairs do not have gears and steering is done by use of a compensator. It is a screw on either side of the chair and is set for the turn and the straight. Look for an athlete to use (Hit) the compensator coming out of the curve onto the straightaway in every race but the 100m. Wheelchair athletes do not grip the hand rim but use gloves with rubber faces to push down on the rubber faced hand rim (the friction of the two rubbers allows them to propel). First contact should be made at one o'clock and force applied down to six o'clock at which time the athlete's hands come off the hand rim to prepare for the next stroke.

The Finish

For ambulatory athletes (non-wheelchair athletes) the torso determines the finish, not the head or neck. For wheelchair athletes, it is the center of the front wheel hub. The starter's pistol has a transponder on it which starts the timing system. The finish line camera reacts when the first athlete passes through a photo beam and records times for each athlete to 1/1000's of a second. A line is imposed on the photo that lines up with either the torso or hub and a time which corresponds with that line providing a fully automatic time.

For athletes with visual impairments and using a guide, the athlete must finish the race ahead of the guide. If this does not occur, the athlete is disqualified.

SCORING & RESULTS

- Each heat on the track could include athletes across multiple classifications. Those athletes' results will be only amongst the athletes within their gender/classification.
- On the contrary, there may be multiple heats within the same gender and classification. Final results for the gender/classification cannot be determined until all heats have finished
- FOR EXAMPLE: 4.0s and 5.0s could compete together in the same race; or there may multiple heats of 5.0s. this is determined by the amount of participants per classification/events.

SPECTATOR INFORMATION

We request SILENCE when the starter is giving commands and firing the gun, so that all athletes can hear and not be distracted.



TYPE OF COMPETITION

- The WCB Event is an open tournament; all male and female athletes from each service will compete together against other Service Teams for the same medals.
- WCB teams will not exceed fifteen (15) athletes across three classification categories: Minimum, Moderate and Maximum.
- Only twelve (12) athletes from the team can be activated per game.
- Female athletes will drop one (1) classification level for play.
- Any combination of the three (3) classification categories is permitted to field the court with a full team. The maximum number of any one (1) classification category of athletes on the court at any time is four (4).

COMPETITION FORMAT

- The tournament is a five (5) team round robin tournament that will determine seeding for a four (4) team championship stage.
- During pool play each game will be regulation time two (2), 15-minute halves with a running clock.
- Semifinal games consist of two 15-minute halves with a running clock.
- The Gold and Bronze medal games will be two 20-minute halves with a regulation clock.

SPORT DETAILS + SCORING & RULES

- A 30-second shot clock is used for all team possessions.
- The wheelchair is considered a part of the athlete's body. The rules of contact in traditional basketball (blocking, charging, etc.) apply to the wheelchair in a basketball game. An athlete cannot contact an opponent or opponent's wheelchair with their hand unless the contact is incidental in an attempt to play the ball.
- An athlete can move their wheelchair while bouncing the ball continuously. If the athlete picks up the ball or places it in their lap, they are only allowed to push their wheelchair two (2) times before they must dribble, shoot, or pass the ball. Failing to dribble, shoot or pass the ball every two (2) pushes will result in a traveling violation.
- There is no "double dribble" rule in WCB.
- To officially score a free throw goal or a three (3) point goal, the large wheels of the wheelchair must be behind the line when the athlete attempts the shot; their front casters may be over the line. It is acceptable to roll the wheelchair forward while shooting, yet the ball must be released before the large wheels cross the line.
- When an offensive athlete in control of the ball throws the ball off a defensive athlete or their wheelchair and goes out of bounds, it is a violation on the offense; the ball will be awarded out of bounds to the defensive team.
-

- An athlete will be disqualified/removed from play if they receive two (2) direct technical fouls or three (3) physical advantage fouls.





TYPE OF COMPETITION

- The WCR event is an open tournament; all male and female athletes from each service team will compete together against other Service Teams for the same medals.
- WCR teams will not exceed fifteen (15) athletes across three classification categories: Minimum, Moderate and Maximum.
- Only twelve (12) athletes from the team can be activated per game.
- Female athletes will drop one (1) classification level for play.
- Any combination of the three (3) classification categories is permitted to field the court with a full team. The maximum number of any one (1) classification category of athletes on the court at any time is three (3).

COMPETITION FORMAT

- The tournament is a five (5) team round robin tournament that will determine seeding for a four(4) team championship stage.
- During pool play each game will be four (4), 7-minute quarters with a running clock.
- Semifinal games consist of four (4), 7-minute quarters with a running clock.
- The Gold and Bronze medal games will be four (4), 8-minute quarters with a regulation clock.
- Teams will be ranked based on the results of round robin play.
- For the crossover games and finals, a regulation game consisting of four (4), 8-minute quarters with a stop clock will be played.
- Clock stops for free throws, timeouts, and equipment timeouts.
- Halftime is five (5) minutes.
- Score Clock is forty (40) seconds.

SPORT DETAILS / RULES & SCORING

- Wheelchair Rugby (WCR) is a unique team sport created by athletes with a disability, it combines elements of rugby, basketball, and handball.
- Players compete in teams of four (4) to carry the ball across the opposing team's goal line, scoring a goal when a player successfully carries the ball over the line.
- Contact between wheelchairs is permitted and is in fact an integral part of the sport as players use their chairs to block and hold opponents.
- The ball can be passed, thrown, batted, rolled, dribbled or carried in any direction.
- The players must dribble or pass the ball within ten (10) seconds.
- The ball must cross the center line within twelve (12) seconds.
- The ball must not cross back across the center line.
- If a team does not score within forty (40) seconds, they lose possession of the ball.
- No player contact is allowed. Only contact with the ball or contact between chairs is allowed.
- A player whose team has possession of the ball may not remain in the opponent's key area

for more than ten (10) seconds.

- A player scores a goal by passing the ball over the opponent's goal line.
- After a goal has been scored, or after any stoppage in play, a player has ten (10) seconds to inbound the ball.
- If a player does not comply with the rules, he or she can be placed in the penalty box to serve a one (1) minute penalty or until the opponent scores their next goal.
- It is played indoors on a regulation sized basketball court, with a ball like a volleyball.
- Wheelchair rugby players compete in manual wheelchairs specifically designed for the sport.



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