

WARRIOR GAMES

Army • Marine Corps • Navy • Air Force • Space Force • SOCOM

RULES & REGULATIONS HANDBOOK

FEBRUARY 6, 2026

TABLE OF CONTENTS

PREFACE 1

GENERAL RULES 2

ULTIMATE CHAMPION22

ARCHERY25

CYCLING.....35

FIELD48

INDOOR ROWING61

POWERLIFTING69

PRECISION AIR81

SITTING VOLLEYBALL (SVB)97

SWIMMING105

TRACK.....113

WHEELCHAIR BASKETBALL (WCB)124

WHEELCHAIR RUGBY (WCR).....131

APPENDIX A.....138
Tournament Format, Equipment Packing List, & Registration Timeline

PROTEST FORM.....146

PREFACE

The Warrior Games was 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 (WII) Service Members. Under the auspices of the U.S. Department of War (DOW), the Warrior Games has expanded in size and scope with competitors competing in events across the sports of Archery, Cycling, Field, Indoor Rowing, Pickleball, Powerlifting, Precision Air, Swimming, Track, 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 competitors, 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 competitors 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 competitor participation in multiple sports.
 - ...are designed to accommodate the diverse wounds, illnesses, or injuries that Uniformed Services competitors have sustained while serving our Nation.
 - ...were written in collaboration with the DOW Uniformed Services and U.S. Special Operations Command (USSOCOM) Warrior Care Program Directors and their Military Adaptive Sports Action Officers.
 - ...are maintained by U.S. Army Transformation and Training Command.

1.3 Application

- 1.3.1** The term "Service Team" is used to identify Warrior Games Teams within the 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 competitor selection and training processes.
- 1.3.3** Service Teams are composed of Military competitors 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 competitors.
- 2.1.2 All competitors must meet the following criteria to participate in the Warrior Games:**
- 2.1.2.1 Must be a member or alumnus of their service wounded warrior program; **AND**
- 2.1.2.2 Must be an active member of the Regular, Reserve, or National Guard Components or placed on the Permanent or Temporary Disabled Retired List (PDRL/TDRL) no earlier than one (1) year prior to the day that competitors depart the Warrior Games.
- 2.1.2.3 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 competitor's registration.
- 2.1.3 Non-Eligible Veteran Participation** – The Warrior Games are a title 10 Department of War program with strict eligibility requirements laid out in 10 USC 2564a. When funds and fiscal authorities allow, non-eligible veterans may participate in the Warrior Games subject to the following restrictions:
- 2.1.3.1 Must be an alumnus of their service wounded warrior program prior to their separation from the military; **AND**
- 2.1.3.2 Must have been separated no more than five (5) years prior to the day the competitors depart from the Warrior Games.
- 2.1.3.3 Service Directors may submit a one-time ETP to allow a post 5-year veteran to participate in a single Warrior Games.
- 2.1.3.4 When authorized, Service Teams may register no more than 12 non-eligible veterans.
- 2.1.3.5 Funding for travel, lodging, meals, and other expenses for all competitors, including veterans, are the responsibility of the Service Team.

3 Competitor Eligibility & Selection Criteria

The Warrior Games Director reserves the right to disqualify or remove any competitor, staff member, volunteer, or spectator if they determine that their participation is detrimental to good order and discipline or represents a risk to the Warrior Games safety, image, or reputation.

3.1 Competitor Participation Limits

3.1.1 Competitors 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 competitors 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 a competitor to compete more than four times, as outlined in **General Rules 3.1.2**, must be requested by the Service Directors in writing and is subject to approval by the Warrior Games Director. The request must be submitted prior to the close of registration outlined in **Appendix A**.

3.1.4 The 2023 Warrior Games Challenge will NOT count towards competitor participation limits.

3.2 Competitor Sport Participation

3.2.1 Competitors may compete in a maximum of five individual sports and any/all team sports.

3.2.2 Ultimate Champion (UC) competitors 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 competitor 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.

3.3 National Team/Paralympic/Professional Competitor

3.3.1 Competitors who have achieved any of the following standards/criteria within five (5) years of registration for the Warrior Games are ineligible to compete within the sport(s) for which these criteria apply:

3.3.1.1 A current/former competitor who has represented or been selected to represent any nation, country, federation, or foreign state in any international competitive event/tournament including as a squad/team member or individual, including friendly domestic/overseas internationals.

3.3.1.2 A current/former competitor on a collegiate or NCAA Sports Team.

3.3.1.3 Has received payment for training or competing as an individual or part of a team in a sport that could be reasonably described as a payment / salary or appearance fee(s). Reasonable expenses for travel and substance, donated equipment or support to purchase specialist equipment are not included in this definition.

3.3.1.4 Exemptions:

- Selection for or participation in the Invictus Games will not disqualify a competitor from the Warrior Games.
- Competitors that receive the VA Monthly Training Allowance who meet all other criteria will remain eligible for the Warrior Games.
- Additional requests for exception must be submitted in writing to the Warrior Games

Program Manager NLT the close of the registration period.

- 3.3.2** Competitors who are ineligible to compete in a Warrior Games sport(s) in accordance with (IAW) **General Rules 3.3.1**, may compete in any other sport(s).

3.4 Prohibited Substances and Performance Enhancing Drugs

- 3.4.1** The Warrior Games does not maintain a prohibited substance list as many competitors may be prescribed various medications and treatments as part of their recovery process.
- 3.4.2** The Warrior Games Director reserves the right to disqualify a competitor if they determine that a treatment or medication provides an unfair advantage over other competitors.

3.5 Competitor Eligibility by Sex

- 3.5.1** IAW Department of War Guidance and Directives, competitors with gender dysphoria are not eligible for participation in the Warrior Games.
- 3.5.2** The Warrior Games only recognizes two sexes, male and female as assigned at birth.
- 3.5.3** All Warrior Games competitors must be registered and compete in their biological sex.

4 Service Team Sport Start Rights

4.1 Ultimate Champion (UC)

- 4.1.1 Each Service Team is allotted two (2) UC competitors.
- 4.1.2 UC competitors 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) competitors for STANDING Compound.
- 4.2.2 Each Service Team is allotted eight (8) competitors for STANDING Recurve.
- 4.2.3 Each Service Team is allotted eight (8) competitors across SEATED CHAIR Compound, SEATED CHAIR Recurve, and VI Archery (Compound/Recurve); start rights cannot exceed four (4) competitors in any one of these three (3) categories.

4.3 Cycling

- 4.3.1 Each Service Team is allotted six (6) competitors per sex, per classification, per event competition (cycle type).

4.4 Field

- 4.4.1 Each Service Team is allotted six (6) competitors per sex, per classification, per event competition.

4.5 Indoor Rowing

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

4.6 Pickleball

- 4.6.1 Each Service Team is allotted four (4) competitors.

4.7 Powerlifting

- 4.7.1 Each Service Team is allotted ten (10) competitors.

4.8 Precision Air

- 4.8.1 Each Service Team is allotted twenty (20) competitors.

4.9 Sitting Volleyball (SVB)

- 4.9.1 Each Service Team is allotted fourteen (14) competitors.

4.10 Swimming

- 4.10.1 Each Service Team is allotted six (6) competitors per sex, per classification, per event competition.

4.11 Track

- 4.11.1 Each Service Team is allotted six (6) competitors per sex, per classification, per event competition.

4.12 Wheelchair Basketball (WCB)

4.12.1 Each Service Team is allotted twelve (12) competitors.

4.13 Wheelchair Rugby (WCR)

4.13.1 Each Service Team is allotted twelve (12) competitors.

5 Competitor Registration, Changes, and Substitutions

5.1 Competitor Registration

- 5.1.1 Service Team competitor registration will be conducted IAW **Appendix A**.
- 5.1.2 The Action Officers (AOs) will register their **40-competitor** 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
 - Competitors in the team events listed above must have taken part in their respective individual event
- 5.1.3 There will be no competitor alternates provided during the registration process above the allotted **40-competitor** submission; alternates are managed internally by each Service Team.
- 5.1.4 For team sports registration purposes, the required 12 or 14 names respectively will be submitted on the official roster IAW **Appendix A**.

5.2 Competitor Registration Changes

- 5.2.1 Competitor registration changes may be made up until the closing of the initial registration window outlined in **Appendix A**.
- 5.2.2 Competitor 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. Competitors registration changes after the initial registration deadline outlined in **Appendix A** must be submitted by an AO through a Request for Information (RFI) Tracker.

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 Sport 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 Competitor Classification

6.1 Competitor 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 competitor classification specific to each sport.
- 6.1.2** When possible, competitor classifications will be determined prior to competitor registration and arrival at the Warrior Games IAW established Warrior Games classification criteria. Accurate competitor classification is required to register competitors IAW start rights criteria.
- 6.1.3** Competitor 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 competitors to meet several classification categories in the same sport due to multiple injuries/impairments; an example would be a competitor with lower body, upper body, and visual impairments. This scenario is specific to competitors who are identified/exhibit impairments associated with polytrauma. A competitor 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** Competitors 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 a competitor is classified as a VI competitor, that competitor may choose to compete in the VI specific category or class up into the 5.0 classification.
- 6.1.7** Once a competitor has a declared and confirmed classification, the competitor will compete in their assigned classification in each sport.

6.2 Warrior Games Classification Team & Process

- 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 competitor prior to the start of competition. If an error in the competitor sport(s) classification was made, the Classification Team, with approval from the Sports Director and notification to the AOs, reserves the right to change a competitor's sport classification at any time during the execution of the Warrior Games.
- 6.2.3** The final authority of competitor classification is the Classification Lead.
- 6.2.4 Classification Process**
- 6.2.4.1** Service Teams will submit complete classification packets for all competitors alongside registration. Competitors registered as a 6.0 or Open may waive classification by marking the appropriate box in on the classification packet.
- 6.2.4.2** Warrior Games Classification Team will review the classification packets and return to the Service Teams a classification matrix outlining the initial classifications and

identifying those competitors that will require additional evaluation.

- 6.2.4.3 Warrior Games Classification Team will attempt to re-evaluate the competitors identified at the Service Team Camps. It is the responsibility of the Service Team to ensure the competitors that are identified are available for evaluation.
- 6.2.4.4 After in-person evaluations at Service Team Camps, the Warrior Games Classification Team will send the final classification matrix to the Service Teams. At this time, Classifications are final for the purposes of registration and start rights.
- 6.2.4.5 For those with dynamic conditions requiring re-evaluation at the Warrior Games, their initial classification will be used for start right purposes, and any changes will be handled IAW General Rule 6.2.6 and General Rule 6.2.7.
- 6.2.5** Competitors 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 a competitor's sport classification is officially changed before competition (NLT the Sport Technical Meeting):
 - 6.2.6.1 The competitor 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 not be allowed to substitute a competitor into the open sport competition start right(s) vacated by the reclassified competitor.
- 6.2.7** In the event a competitor sport classification is officially changed during competition due to a Classification Team decision or schedule error, the competitor'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 competitor into the now open sport competition start rights vacated by the competitor with the sport classification change.
- 6.2.8** Questions or concerns regarding a competitor's sport classification must remain confidential and shall only be discussed directly with the Classification Team. All participants shall refrain from open discussions amongst competitors, coaches, team staff, or others not associated with the Warrior Games Classification Team until formal discussions and decisions are made.

7 Service Team Names and Colors

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 Service Team Apparel

8.1 Service Team Apparel

- 8.1.1 If an official sponsor provides apparel, Service Team competitors are required to wear the official sponsor apparel issued to them by Warrior Games Operations for all sport competitions, ceremonies, and related events.
- 8.1.2 Service Teams should ensure that apparel does not restrict or inhibit the competitor from competing to their full potential.
- 8.1.3 Service Team competitors must adhere to the standards assigned to their Service Team uniform color scheme IAW **General Rules 8.1**.
- 8.1.4 As an exception to **General Rules 8.1.1**, Service Team competitors may wear additional clothing/other garments for religious reasons.
- 8.1.5 Competitor Bibs will be issued for Archery, Cycling, Precision Air, Track and Field, and are required to be worn by the competitors for the duration of the individual competitions.

8.2 Accidental Exposure

- 8.2.1 It is not uncommon for a Warrior Games competitor’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. Competitor should be aware of any situation that could result in accidental exposure during competitive events. Should this plausible situation arise, AOs, or even the competitor may approach the Sports Director for guidance. The competitor’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 competitors 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 competitor on a team will receive a medal. **Relay and team sport coaches will not receive a medal.**
- 9.1.3** Competitors competing in events with only one or two competitors will receive medals. There is no “minus 1 rule” in effect at the Warrior Games.
- 9.1.4** If a competitor is unable to attend a medal ceremony, their medal(s) will be given to their Service AO or Representative for distribution.
- 9.1.5** The following VI sport assistants identified in **General Rules 10.1.1** are authorized or receive a medal with the competitor as they are an active part of the official competitive processes:
- VI Cycling Assistant (Tandem Pilot)
 - VI Track Assistant (Running Guide)
- 9.1.6** The following VI sport assistants identified in **General Rules 10.1.1** are not authorized to receive a medal with the competitor as they are not an active part of the official competitive process:
- VI Precision Air (SH3) Competition Competitor Assistant
 - VI Archery Assistant (Sighting Support)
 - VI Indoor Rowing Assistant
- 9.1.7** Competitor(s) removed for disciplinary action from competition may 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 competitor competing within the same sport/classification category.

10 Sport Assistants

10.1 Sport Assistant Authorization

- 10.1.1** Warrior Games competitors 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 Competitor Assistant
 - VI Cycling Competition Competitor Assistant (Tandem Pilot)
 - VI Field Competition Assistant
 - VI Indoor Rowing Competition Assistant
 - VI Precision Air (SH3) Competition Competitor Assistant
 - VI Track Competition Competitor 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 Competitors
 - 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 competitors 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 competitors are permitted an assistant; this validation is typically supported by, but not limited to, the competitor'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 a competitor will be limited. A competitor'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. Competitors 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

competitor and/or provide mobility assistance with the competitor's movement in, around, and out of the sport competition venue FOP.

- 10.2.3** Once the competitor 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 a competitor 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 and competitor during the competitive processes; however, cheering for and motivating a competitor 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 competitors.

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.

11 Medical Considerations

11.1 Accessibility Requirements

- 11.1.1** Warrior Games Operations will accommodate all Service Team competitors, coaches, and support staff IAW their collected accessibility requirements. AOs are asked to ensure all special requirements are identified during the competitor 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 a competitor'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, Precision Air, and Swimming.

- 11.2.1.2** Competitors 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 competitor's disqualification in that sport event.

11.3 Additional Support Padding

- 11.3.1** If a competitor is unable to maintain the required sitting position due to an anatomical impairment, an exception may be requested by a competitor's AO. The exception allows a competitor 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 competitor's limitation(s); this validation will be based upon both the competitor'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 competitor'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 competitor's disqualification in that sport event.

11.4 Ostomies

- 11.4.1** Ostomies may be for bowel (large or small) and/or bladder (urine); competitors 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 Competitor 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 Competitor classification protests are not allowed during sport execution time frames. Each Sport Technical Meeting will be the last time to protest competitor classifications. After a Sport Technical Meeting adjourns, all competitor 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 competitor 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 fifteen (15) minutes after the official announcement of results of the sport competition event (i.e., heat, flight, race, game, etc.) in question with the exception of Powerlifting.
- 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 As an exception to **General Rules 12.3.3**. 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 10-minute window upon conclusion of the qualifying game. A protest must be solved by the Sport Protest

Committee prior to starting any qualifying round.

12.3.9

Team Sport Scoring Dispute: In the event of a scoring or rule application dispute, game play will be paused and the dispute resolved immediately. Once gameplay resumes, the decision is final. Official method of resolution is the official scorebook maintained by Warrior Games staff. Competition will not move to the next round until all previous games are complete and results accepted. All Warrior Games teams are required to provide a scorebook and scorekeeper for all team sports to be present on the team bench.

13 Service Animals

13.1 Service Animal Rules

- 13.1.1** The following rules clarify the accompaniment of service animals with competitors 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 competitor must have successfully completed a training program offered by an organization accredited by Assistance Dogs International or the International Guide Dog Federation. The competitor 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 competitor 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 competitor 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 competitors and staff at locations that offer alcoholic beverages.
- 14.1.3** Neither staff nor competitors 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 are PROHIBITED at the Warrior Games.
- 14.2.2** 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.
- 14.2.3** 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
- 14.2.4** If a noisemaker adversely affects either the event's Run of Show or a competitor in a negative manner, the AO will be asked to address the situation.
- 14.2.5** Service Teams are responsible for providing guidance to their competitors 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 competitors is encouraged.
- 15.3** Two-way communication devices are not to be used by competitors 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** Anyone may be asked to leave the FOP if:
- They use foul language, tobacco products, or appear to be intoxicated.
 - They offend/obstruct competitors 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 competitor 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
- Precision Air: 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 competitors.
- UC competitors do not count against Service Team start rights in their eight individual sport competition requirements.

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

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

UC - 1.2.4 UC competitors 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 competitors are exempt from the five individual sports restriction. There is no restriction on the number of sporting events a UC competitor 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 competitor'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 competitors 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+ COMPETITORS		7 COMPETITORS		6 COMPETITORS		5 COMPETITORS	
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	0
6TH	3	6TH	2	6TH	0		
7TH	2	7TH	0				
8TH+	0						
				3 COMPETITORS		4 COMPETITORS	
		2 COMPETITORS		COMPETITION PLACEMENT	POINTS AWARDED	COMPETITION PLACEMENT	POINTS AWARDED
1 COMPETITORS		COMPETITION PLACEMENT	POINTS AWARDED	GOLD <td>4</td> <th>GOLD <td>4</td> </th>	4	GOLD <td>4</td>	4
COMPETITION PLACEMENT	POINTS AWARDED	GOLD <td>3</td> <th>SILVER <td>3</td> <th>SILVER <td>3</td> </th></th>	3	SILVER <td>3</td> <th>SILVER <td>3</td> </th>	3	SILVER <td>3</td>	3
GOLD	2	SILVER	0	BRONZE	0	BRONZE	2
						4TH	0

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

UC - 2.1.3 The number of competitors used to calculate points is based on the number of competitors competing, including competitors who received Did Not Finish (DNF). Competitors who receive a Did Not Start (DNS) will not be calculated into the number of competitors.

UC - 2.2 UC Competition Tied Results Procedures

UC - 2.2.1 If UC competitors have tied overall points totals, the UC competitor 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 competitor 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 competitor, the potential for risk of injury is greater than the rest of the competitors within their Service Team. It is not uncommon for UC competitors 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 competitors only.

UC - 2.3.2 If a UC competitor 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 competitors 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 competitor withdraw from the UC competition; they are exempt from the maximum five individual sports limit IAW **General Rules 3.2.1.**

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		
SEX	CLASSIFICATION CATEGORY	START RIGHTS
OPEN	STANDING COMPOUND	8
	STANDING RECURVE	8
	SEATED CHAIR RECURVE	4*
	SEATED CHAIR COMPOUND	4*
	VI ARCHERY	4*
CANNOT EXCEED COMBINED TOTAL OF EIGHT (8)		

AR - 1.2.1.1 IAW General Rules 4.2:

- Each Service Team is allotted eight (8) competitors for STANDING Compound, male or female.
- Each Service Team is allotted eight (8) competitors for STANDING Recurve, male or female.
- Each Service Team is allotted eight (8) competitors across SEATED CHAIR Compound, SEATED CHAIR Recurve, and VI Archery (Compound/Recurve), male or female; start rights cannot exceed four (4) competitors in any one of these three (3) categories.
- The Archery competition is separated by sex; all male and female competitors will compete within their sex for separate medals.

AR - 1.2.1.2 Competitors 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 competitors 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 competitors for each bow type category; a minimum of two (2) VI Compound competitors and two (2) VI Recurve competitors must be present to execute this exception.

AR - 1.2.2 Archery Team Competitions Overview

TEAM ARCHERY		
SEX	CLASS	START RIGHTS
OPEN	COMPOUND - COMBINED	3
	RECURVE - COMBINED	3

AR - 1.2.2.1 Archery Teams are composed of competitors drawn from their Archery start right pools upon completion of the Archery individual competitions.

AR - 1.2.2.2 Competitors 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) competitors total across sex and classification categories for the Archery Team Compound competition.

AR - 1.2.2.4 Each Service Team is allotted three (3) competitors total across sex and classification categories for the Archery Team Recurve competition.

AR - 1.2.2.5 Service Teams must compete as a complete three-competitor Archery Team made up of their own respective Services' competitors.

AR - 1.2.2.6 In the event a Service cannot field a full team or relay, they may request competitors from the other teams to fill out their team but must have at least one (1) competitor from their Service. This must be requested and approved by the Sports Director during the Sport Technical Meeting.

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 competitors can choose to compete as either a STANDING or SEATED CHAIR competitor through all events. This must be declared during the classification process.
- AR - 2.3.1.2 Competitors may use adaptive arrow release mechanisms including but not limited to mouth tab or shoulder release systems.
- AR - 2.3.1.3 SEATED CHAIR competitors 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 competitors and Service Teams
 - Updates to competitor classifications and competitor 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 competitors 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 competitor 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 competitors in each individual category will advance to the Archery Elimination Rounds. Male and female competitors will compete separately for medals in their individual categories.

AR - 2.3.5 Elimination & Medal Rounds – Individual Competitions

- AR - 2.3.5.1 **Compound:** Both STANDING and SEATED CHAIR Compound competitors will shoot a head-to-head Cumulative Score format for five ends of three arrows each. The competitor with the highest Cumulative Score wins and advances to the next match.
- AR - 2.3.5.2 **Recurve:** Both STANDING and SEATED CHAIR Recurve competitors will shoot a head-to-head Set System format for up to five ends of three arrows each. The competitor with the highest score of that end obtains two set points; in case of tied score both competitors obtain one set point. The first competitor to earn 6 points wins the match.
- AR - 2.3.5.3 **Elimination Rounds:** Each individual competition will consist of five ends of three arrows. Competitors will have two minutes to shoot per end.
Medal Rounds: Competitors will shoot five ends of three arrows, simultaneously. Format and scoring will follow elimination rounds.
- AR - 2.3.5.4 Competitors may load an arrow onto their bow while waiting their turn to begin.
- AR - 2.3.5.5 Elimination and Medal Rounds may not be required depending on the total number of registered competitors within a classification/sex 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, competitors will each get one point. If at the conclusion of five ends the competitor'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 competitors have a tied score, the competitor with the highest number of "10" hits will move forward. If a tie remains, the competitor with the most "9" hits will move forward. If still tied after all "9" and "10" hits have been counted, competitors 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 competitors will release their arrows at the only target on the buttress and remain on the Shooting line for the duration of the competition; no other competitors will compete on this target system.
- AR - 2.3.7.3 VI archery competitors will wear blindfolds.
- AR - 2.3.7.4 VI competitors will shoot 10 ends per round.

AR - 2.3.8 Scoring – Individual Competitions

- AR - 2.3.8.1 The competitor, 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 competitor's score, an Archery Official will be asked to adjudicate.
- AR - 2.3.8.2 The competitor'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 competitor's scores into an electronic tablet.

- AR - 2.3.8.5 Both the competitor'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 a competitor's scorecard and the electronic tablet, the competitor's scorecard will serve as the official scoring metric for that competition.
- AR - 2.3.8.7 If there is a discrepancy between a competitor'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 competitors.

AR - 2.3.9 Archery Team Competition

- AR - 2.3.9.1 Each Archery Team will have two minutes to shoot six arrows with each competitor shooting two arrows per end. All competitors will stay on the shooting line. There will be a cumulative score format with 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 competitor must not take the arrow out of the quiver until after the single blast. The following competitors cannot remove their arrows from their quivers until the competitor 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 will have a total of one (1) minute to shoot one arrow per competitor; the Archery Team with the most arrows in the 10-ring is 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 - 2.3.10 Scoring – Team Competition

- AR - 2.3.10.1 One member from each team will shift over one target to score another team's target.

AR - 2.3.11 Arrow Retrieval Procedures

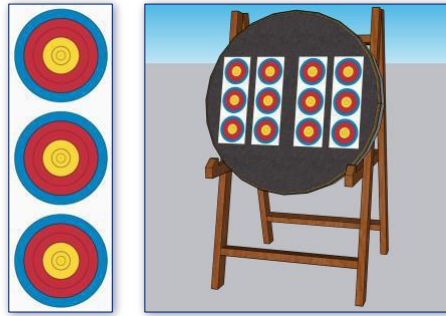
- AR - 2.3.11.1 After an end is completed, STANDING competitors will retrieve their arrows and be scored. SEATED CHAIR and VI Archery competitors may choose to retrieve their arrows personally or remain on the shooting line while a Trusted Archery Agent scores and retrieves their arrows. There may be times when an Assistant or Trusted Archery Agent may retrieve arrows for a SEATED, VI and STANDING competitor.

- AR - 2.3.12 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.**

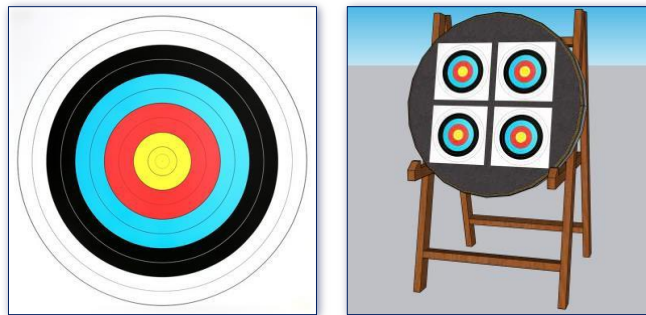
AR - 2.4 Archery Targets

- 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.

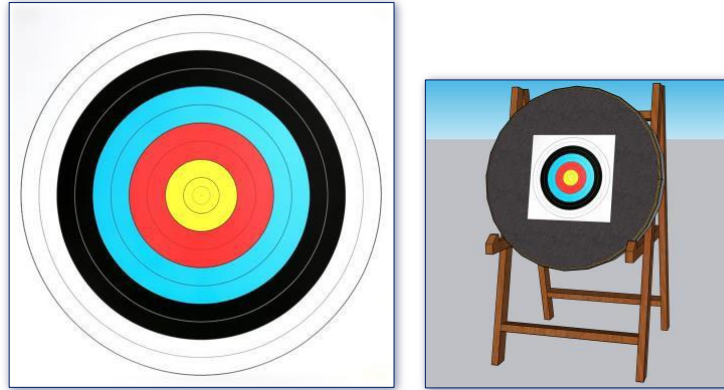


AR - 2.4.3 As an exception to **Archery Sport Rules 2.4.1**, SEATED CHAIR Compound competitors may request to use the 40cm Single Spot target instead of the 40cm “Stop Light” 3-Spot target due to a medical injury/condition that makes it difficult or painful for them to travel vertically along the target 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 competitors during competitor registration. If there are any changes in the competitors’ 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 competitor 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 competitor 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** Competitors must choose to shoot either a compound bow or recurve bow; competitors 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; competitors 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 competitors IAW the packing list outlined in **Appendix A**. Competitors 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 competitors, 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**, competitors 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 competitor 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 competitors 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 competitor throughout the shooting cycle and will verbally guide them to their target.

AR - 5.1.3.4 The VI Archery assistant may adjust the competitor'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 competitor 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 competitor's bow. They must remain in position for the duration of the competition and not move away from the competitor between shots.

AR - 5.1.3.6 After the signal for the completion of an end, the VI Archery Competitor Assistant will help the competitor 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 competitor uses a mouth tab or adaptive release due to an arm injury, illness, or wound, the assistant may be required to load the competitor's bow. The competitor 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 competitor retrieve their arrows, inform them of their arrow placement and overall score, and may adjust the competitor's Archery equipment.

AR - 5.1.4.4 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 - 5.1.4.5 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 Competitor Blindfolds

AR - 5.4.1 All VI competitors 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 competitor to provide for use.

AR - 5.5 Archery Stool Usage

AR - 5.5.1 A stool may be used by STANDING class competitors 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 competitor's feet to rest on the ground and the seat at a height equal to or higher than the competitor's mid-thigh height.
- Competitors using a stool will compete 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 competitors. 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 competitors 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 competitors are allowed to occupy this position on the shooting line.

AR - 5.6.4 If a VI Archery competitor 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 competitor'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) competitors per sex, per classification, per event.
- CY - 1.2.1.2 Competitors may compete in both the Road Race and Time Trial competitions in years where Time Trials are hosted.
- CY - 1.2.1.3 Competitors 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 sex; all male and female competitors will compete within their sex for separate medals in their respective competitions based upon their official Cycling classification categories.

CY - 1.2.2 Upright Competitions Overview

UPRIGHT BICYCLE				
SEX	CLASSIFICATION CATEGORY	START RIGHTS	ROAD RACE	TIME TRIALS
MALE/FEMALE	OPEN	6	35 min + 3 laps	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				
SEX	CLASS	START RIGHTS	ROAD RACE	TIME TRIALS
MALE/FEMALE	OPEN	6	20 min + 3 laps	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				
SEX	CLASS	START RIGHTS	ROAD RACE	TIME TRIALS
MALE/FEMALE	OPEN	6	10 min + 3 laps	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				
SEX	CLASS	START RIGHTS	ROAD RACE	TIME TRIALS
OPEN	VI O/B	6	35 min + 3 laps	1 LAP
TANDEM RECUMBENT CYCLE				
SEX	CLASS	START RIGHTS	ROAD RACE	TIME TRIALS
OPEN	VI O/B	6	20 min + 3 laps	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 competitors and Service Teams
- Updates to competitor classifications and competitor 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 Competitors 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 Competitor 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 competitors by cycle type categories and classification.

CY - 2.4.4 Cycling Event Tied Results Procedures

CY - 2.4.4.1 If competitors from the same sex, 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 competitors 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 competitor (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 Competitors may also clearly write their competitor 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 competitor and Service Team Cycling Head Coach.

CY - 2.4.5.6 If applicable, a competitor'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 competitors 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 Competitors 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 a competitor 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 competitors.

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

CY - 2.4.8.6 Competitors 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 Competitors 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 competitors 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 competitors 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 Competitors may only work with other competitors from within their respective classification, sex 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 competitors 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 competitors 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, competitors may be staged to have more experienced competitors at the front.

CY - 2.5.2.3 In such a case, a competitor 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 competitor 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 - 2.5.3.2 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 - 2.6.2 Drafting during the Time Trial is not permitted.

CY - 2.6.3 Time Trial Starts

CY - 2.6.3.1 Competitors will start at a specified time interval in relation to other competitors within their classification.

CY - 2.6.3.2 Upright and Tandem competitors may choose to start being held in place or with a foot on the ground.

CY - 2.6.3.3 If a competitor 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 sex cycle type category with both a road race and a time trial competition. Any sex 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) competitor 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 competitor leading up to the Cycling Event. Rules and 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 competitor on the tandem is known as the Stoker who must be the VI competitor 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 competitors 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 competitor 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 - 4.5.2.1 The single wheel, either front or rear, must be driven through a system comprising of handgrips and a chain.

CY - 4.5.2.2 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 - 4.5.2.3 When in the recumbent position, the competitor must be able to see clearly. To measure, the horizontal of the competitor's eye line must be above the crank housing/crankset when the competitor 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 - 4.5.2.4 Quick release body harnesses are permitted and must conform to the following measurements:
 - CY - 4.5.2.4.1 From the recumbent position, the distance will be measured from the ground to the center of the competitor's eyes while seated and then compared to the distance between the ground and the middle of the crank housing/crankset.
 - CY - 4.5.2.4.2 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 - 4.5.2.5 If in the kneeling position, the competitor's legs and feet must be supported and protected from the ground.
- CY - 4.5.2.6 The largest chainring will have a guard securely fitted to protect the competitor. The guard will be made of adequate solid material and fully cover the chainring over half of its circumference (180°) facing the competitor.
- CY - 4.5.2.7 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** Competitors 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 competitor 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 competitors. Both competitors 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 competitor.

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 competitors 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 competitors IAW the packing list outlined in **Appendix A**. This will include but is not limited to cycle types for all cycle race categories. Competitors 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 competitors, 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**, competitors 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 competitor 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 Competitor 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 competitor'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 competitor 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 a competitor'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 competitor 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 competitor'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 Competitor Blindfolds

CY - 5.4.1 There are no blindfold requirements for VI competitors 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 competitors 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) competitors per sex, per classification, per event competition.

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

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

F - 1.2.2 STANDING Discus Competitions Overview

STANDING DISCUS							
SEX	CLASS	START RIGHTS	WEIGHT	SEX	CLASS	START RIGHTS	WEIGHT
MALE	6.0	6	1.5KG	FEMALE	6.0	6	1.0KG
	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 - 1.2.2.1 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							
SEX	CLASS	START RIGHTS	WEIGHT	SEX	CLASS	START RIGHTS	WEIGHT
MALE	6.0	6	6.0KG *4.0KG	FEMALE	6.0	6	4.0KG *3.0KG
	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							
SEX	CLASS	START RIGHTS	WEIGHT	SEX	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							
SEX	CLASS	START RIGHTS	WEIGHT	SEX	CLASS	START RIGHTS	WEIGHT
MALE	6.0	6	4.0KG	FEMALE	6.0	6	3.0KG
	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							
SEX	CLASS	START RIGHTS	WEIGHT	SEX	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 competitors must participate in either Shot Put or Club competition as determined by their Field classification category.

F - 1.2.7.2 UC competitors may participate in the Discus competition; no points will be awarded to a UC competitor'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 competitors and Service Teams
 - Updates to competitor classifications and competitor 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** Competitors will receive a minimum of one (1) warm-up throws. Once the standing 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 competitors 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 - 2.4.2.2** Field competition format for the current year is IAW **Appendix A**.

F - 2.4.3 Flights

- F - 2.4.3.1** If a classification category has 12 or more competitors, they may be placed in multiple flights. Results from each flight will be combined for final placing/medals.

F - 2.4.3.2 If a competitor classification category has a small number of competitors, 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 Competitor 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 first put/throw during competition is grounds for disqualification. Warm-up puts/throws are not considered competition.

F - 2.4.2.2 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 Field Competition Manager. The designated area is known as the coaching box.

F - 2.4.5.2 Coaches may provide coaching advice to their STANDING competitors 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 competitors 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 competitor.

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

F - 2.4.5.5 Field Coaches may assist SEATED competitors 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 competitors have tied distances, the competitor with the second longest throw distance will be declared the winner.

F - 2.4.6.2 If a tie still remains, the competitor 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 Competitor Competitions

F - 2.5.1 STANDING Rules and Regulations are IAW WPA.

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

F - 2.5.1.2 STANDING competitors 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 competitor will exit the throwing station out of the back half of the throwing circle.

F - 2.5.1.5 If a STANDING competitor classification category has a small number of competitors, classification categories may be combined into a single flight. Results from each flight will

be separated by classification for final placing/medals.

F - 2.5.1.6 STANDING competitors cannot use any form of assistive device during the throwing process.

F - 2.5.1.7 STANDING competitors will either be handed an implement or select one from the implement rack prior to their name being called to the throwing station.

F - 2.5.1.8 Upon calling the STANDING competitor's name, they have one (1) minute to enter the throwing circle and commence the putting or throwing motion.

F - 2.5.2 STANDING: Putting the Shot

F - 2.5.2.1 The shot shall be put from the shoulder with one hand only.

F - 2.5.2.2 The shot shall touch or be close to the neck or chin at the time the STANDING competitor prepares to commence their putting attempt. The putting hand shall not be dropped below this position.

F - 2.5.2.3 The shot shall not be taken behind the plane of the shoulders.

F - 2.5.2.4 During the shot-put movement, STANDING competitor may come in contact with the inside of the toe board (foot stop board), but not the top of the toe board or outside of the ring.

F - 2.5.3 STANDING: Throwing the Discus

F - 2.5.3.1 The discus shall be thrown with one hand only.

F - 2.5.3.2 During the discus throw movement, STANDING competitor may come in contact with the inside of the throwing ring rim, but not the top of the throwing ring rim or outside of the ring.

F - 2.5.4 STANDING: Competitor Fouls

F - 2.5.4.1 A foul will be called if the STANDING competitor fails to commence a put/throw within one (1) minute of the Field Official calling their name.

F - 2.5.4.2 A foul will be called if the STANDING competitor, upon entering the ring, fails to pause before the putting/throwing action.

F - 2.5.4.3 A foul will be called if the STANDING competitor uses a technique which thereby obtains an advantage through leverage or propulsion.

F - 2.5.4.4 A foul will be called if (during the course of a put/throw attempt) the STANDING competitor touches the top of the throwing circle ring rim with any part of their body.

F - 2.5.4.5 A foul will be called if the STANDING competitor exits the throwing circle in any direction before their implement has landed.

F - 2.5.4.6 A foul will be called if the STANDING competitor fails to exit the throwing station out of the back half of the throwing circle after their implement has landed.

F - 2.5.4.7 A foul will be called if the STANDING competitor's implement lands outside of the throwing sector defined at their throwing station.

F - 2.6 SEATED Competitor 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 competitors 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 competitors 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 competitors 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 competitors 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 competitor 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 competitor's control. A decision to extend the setup or warm-up period time allowance for a SEATED competitor 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 competitors 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 competitors 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 competitors with a leg amputation(s) are not required to use their prosthetic limb devices. SEATED competitors 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 competitors 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 competitors 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 competitor is unable to maintain the seated position 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 competitor. 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 competitor 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 competitor to secure themselves into the chair.
- F - 2.6.1.14 Proper use of the setup time provided should allow a SEATED competitor 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 competitors may adjust their throwing frame between or after warm-up throws.

F - 2.6.1.16 SEATED competitors 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 competitors 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 competitors will throw the discus, shot put, and/or club four (4) official attempts.

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

F - 2.6.2.3 SEATED competitors 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 competitor 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 competitors 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: Competitor Fouls

F - 2.6.6.1 A foul will be called if the SEATED competitor 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 competitor 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 competitor 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 competitor 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 competitor 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 competitor’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 competitor’s throwing process.
- F - 2.6.6.7 If the SEATED competitor 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 competitor 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** Competitors 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 competitor 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 competitors IAW the packing list outlined in **Appendix A**. Competitors 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 competitors, 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**, competitors 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 Competitor 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 competitor'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 Competitor Blindfolds

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

F - 5.5 Gloves

F - 5.5.1 SEATED competitors 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 competitors 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 competitors 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 Competitors 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 Competitors 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 competitors with an unfair advantage during competition.

F - 5.8 Tacky Adhesive Spray

F - 5.8.1 Tacky Adhesive Spray is not authorized for competitor use.

F - 5.8.2 An exception to **Field Sport Rules 5.8.1** will be permitted if a competitor's AO requests that the competitor 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 competitor 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 competitors per event across sex and classification.
- IR - 1.2.1.2 Competitors may compete in just one or both Indoor Rowing races.
- IR - 1.2.1.3 Competitors will only compete once in an individual race.
- IR - 1.2.1.4 The Indoor Rowing races are separated by sex; all male and female competitors will compete within their sex for separate medals in their respective races based upon their official Indoor Rowing classification and weight categories.

IR - 1.2.2 Indoor Rowing Competitions Overview

1-MIN SPRINT				4-MIN ENDURANCE RACE			
SEX	CLASS	WEIGHT	START RIGHTS	SEX	CLASS	WEIGHT	START RIGHTS
MALE	6.0	≤ 165 lbs.	14	MALE	6.0	≤ 165 lbs.	14
		> 165 lbs.				> 165 lbs.	
	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	≤ 135 lbs.	14	FEMALE	6.0	≤ 135 lbs.	14
		> 135 lbs.				> 135 lbs.	
	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 competitors must participate in the one-minute sprint.
- IR - 1.2.3.2 UC competitors may participate in the four-minute endurance race; no points will be awarded to an UC competitor’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 **RMS:** Race Management System
- IR - 2.2.6 **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 competitors and Service Teams
 - Updates to competitor classifications and competitor 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 Competitors racing from different sexes, classification, and weight categories may be combined into a single flight.
- IR - 2.3.3.3 Results from each flight will be separated by sex, classification, weight, and distance rowed for each individual race final placing/medals.

IR - 2.3.4 Indoor Rowing Relay

1 MIN TEAM RELAY		
SEX	RELAY	MAX POINTS
OPEN	TEAM 1	20
OPEN	TEAM 2	23
OPEN	TEAM 3	OPEN
*VI = 5.0 for point calculations		
*Females drop one (1) point for 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) competitors 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 females dropping by one (1) point.

IR - 2.3.4.5 The open Relay race, there are no sex or classification category restrictions in composition for the Relay Team.

IR - 2.3.4.6 Competitors may compete in only one of the three Relay races.

IR - 2.3.4.7 Competitors on Relay Teams must have competed (or registered to compete) in any of the individual Rowing Events.

IR - 2.3.4.8 In the event a Service cannot field a full team or relay, they may request competitors from the other teams to fill out their team but must have at least one (1) competitor from their Service. This must be requested and approved by the Sports Director during the Sport Technical Meeting.

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 competitors with the installation, setup, and transfer to their ERG specialized seat as/if applicable.

IR - 2.4.1.3 With the exception of VI competitors, Indoor Rowing Coaches are not authorized to provide any instructions/coaching advice to their competitors during their official race process as defined as the completion of the seating process and concludes at the end of the race. VI competitors may receive pace, distance, place, and encouragement.

IR - 2.4.2 Competition Warm-up

IR - 2.4.2.1 Competitors will be provided a separate ERG warm-up area on the day of competition.

IR - 2.4.2.2 Competitors 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 Competitors will not enter the Competition Area until directed by Indoor Rowing Officials; it is imperative that all competitors 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 competitors 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 A competitor 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 competitor 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 competitor, 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 a competitor'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 a competitor 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 there is a tie, 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 competitor 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 competitor 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 drag factor is displayed on the warm-up screen. The competitor may set the drag factor to their desired resistance; however, it cannot be changed once the race starts.

IR - 4.2 Adaptive Seating

- IR - 4.2.1** Competitors 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 competitors 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 a competitor'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 competitor 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 competitors IAW the packing list outlined in **Appendix A**. Competitors may bring personal equipment if preferred. As an exception to this rule, Service Teams/competitors are prohibited from bringing personal ERGs for use during competition.
- IR - 4.3.2** 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 - 4.3.3** If Service Teams require additional adaptive Indoor Rowing equipment for their competitors, they may contact the Sports Director for guidance or borrow from another Service Team.
- IR - 4.4.4** Competitors 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 - 4.4.5** Competitors 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**, competitors 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 Competitors 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 Competitor 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 competitor'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 competitor to separate easily from the ERG handle in the event of emergency.

IR - 5.2.3 Taping will not be applied to a competitor'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 competitor's disqualification.

IR - 5.3 VI Competitor Blindfolds

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

IR - 5.4 Single-Hand Grip

IR - 5.4.1 Competitors 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 must notify the IR Competition Manager or Sports Director if they have a competitor that falls into this impairment category.

IR - 5.4.3 Some competitors 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 a competitor's arm/hand impairments on a case-by-case basis. Use of Active Hands under these

conditions ensure the competitor's safety, support, and stability requirements during the Indoor Rowing competition. The use of Active Hands under these conditions does not provide a competitor an unfair advantage during their official race attempts.

IR - 5.5.2 Competitors 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 - 5.5.3 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 competitor 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 4.7**, each Service Team is allotted ten competitors total across sex and bodyweight categories.

POWERLIFTING			
SEX	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	10	>>> UP TO 55.0 KG
			55.01 KG TO 61.0 KG
			61.01 KG TO 67.0 KG
			67.01 KG TO 73.0 KG
			73.01 KG TO 79.0 KG
			79.01 KG TO 86.0 KG
			86.01 KG & ABOVE >>>

PL - 1.2.1.2 The Powerlifting competitions are separated by sex; all male and female competitors will compete within their sex 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 competitors 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 competitors 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 competitor 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 a competitor'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 competitors and Service Teams
 - Updates to competitor classifications and competitors 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 competitors.
- PL - 2.3.4 Competitors will be given three official lift attempts total.
- PL - 2.3.5 Bodyweight categories with only a few competitors 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 sex for final placing/medals.
- PL - 2.3.6 The competitors with the lowest starting weights will form the first flight to lift, with progressively higher starting weights forming subsequent flights as applicable.
- PL - 2.3.7 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 competitor's Powerlifting Coach will be accompanying them to Powerlifting Weigh-in/Equipment Check-in.

PL - 2.4.2 Weigh-in/Equipment Check-in Competitor 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 competitor is over or under 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 competitor's official lift card.

PL - 2.4.3.3 Competitors 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 competitor 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 competitors will be notified of official bodyweight category, the competitors will sign their official lift card.

PL - 2.4.4.2 Upon completion of all competitor 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 competitors have the same opening attempt lift, the flight order will begin with the competitor with the lowest bodyweight.

PL - 2.4.5 Powerlifting Coaching Assistance

PL - 2.4.5.1 Powerlifting Coaches will have access to their competitors 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 competitor, their Powerlifting Coach is allowed to help them remove the bar from the rack.

PL - 2.4.5.3 Two coaches per competitor may escort the competitor to the platform to assist with strapping. From the time the bar is removed from the rack until it is returned to the rack, only one coach is permitted on the platform.

PL - 2.4.5.4 Powerlifting Coaches have the option to give the "Press" command to their competitor. Outside of the press command, the coaches are not authorized to provide coaching advice to their competitor 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 competitors 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 competitor will take their first lift attempt in Round 1, their second lift attempt in Round 2, and their third lift attempt in Round 3. After round (3) if a competitor 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 competitors 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. Competitors may increase their lift attempt weight as much as they want. The competitor 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 competitor 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 competitor'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 competitor departs the competition bench.
- PL - 2.4.7.5 Round 2 will be arranged by successful weights/progressive bar. If the competitor'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, competitors 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 competitor in Round 2 has completed their lift attempt. The competitor'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 competitor's head may come off of the bench at any time during their lift attempts.
- PL - 2.4.8.2 The competitor's 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 competitor 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 Competitors must grip the bar with both thumbs and all fingers firmly wrapped around the bar.
- PL - 2.4.9.2 The competitor'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 competitor inclusion with safety as a priority.

PL - 2.4.10 The Lift Attempt

PL - 2.4.10.1 The competitor will approach the competition bench when their name is announced.

PL - 2.4.10.2 The competitor will have two minutes to start their lift attempt from the time the speaker announces their name.

PL - 2.4.10.3 The competitor 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 competitor 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 competitor, the Head Official/chief spotter, side spotter/loaders, or the competitor's Powerlifting Coach are allowed to help the competitor remove the bar from the rack.

PL - 2.4.11.2 The competitor 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 competitor's classification.

PL - 2.4.12.2 UAE must be annotated on the competitor's official lift card during competitor weigh-in.

PL - 2.4.12.3 The competitor 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 competitor 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).
- Competitor 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 competitor will lower the bar to their chest under

positive control.

- When the bar meets the competitor'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 competitor's chest.
- The competitor 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 competitor'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 competitor’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 competitors 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 competitor 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 competitors from the same sex and bodyweight category have tied final lifts, the competitor with the lower bodyweight is declared the winner.
- PL - 2.4.16.2 If a tie still remains, then the competitor with the higher second lift will be the winner.
- PL - 2.4.16.3 If a tie still remains, then the competitor 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 competitors 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 competitor'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 Competitors 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 Competitors 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 competitor 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 Competitors 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 Competitors 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 competitor 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 Competitors 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 competitors IAW the packing list outlined in **Appendix A**. Competitors may bring personal equipment if preferred. As an exception to this rule, Service Teams/ competitors 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 competitors, 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**, competitors 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 Competitor Assistants

PL - 5.1.3.1 Typically, the competitor’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 competitor, 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 a competitor’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 competitor and potentially contaminate a competition station, the competitor 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 competitor’s disqualification.

PL - 5.3 Additional Support Padding

PL - 5.3.1 Not applicable to this sport.

PL - 5.4 VI Competitor Blindfolds

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

PL - 5.5 Competitors with Arm/Hand Impairments

PL - 5.5.1 Competitors 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. Competitors with arm amputations are not allowed to compete per the Classification guidelines.

PL - 5.5.2 If approved to compete, competitors 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 Competitors are not authorized to use gloves to obtain a better grip on the bar.

PL - 5.7 Tacky Adhesive Spray

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

PRECISION AIR

PA-1 Precision Air Event Overview

PA- 1.1 Precision Air Competitions

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

PA- 1.2 Precision Air Event Details

PA- 1.2.1 Precision Air Start Rights

- PA- 1.2.1.1 IAW **General Rules 4.8**, each Service Team is allotted 20 competitors in total.
- PA- 1.2.1.2 All Male and Female competitors will compete together for the same medals in their respective competitions based upon their official Precision Air classification categories.
- PA- 1.2.1.3 Competitors may compete in no more than two of the three Precision Air competitions.

PA- 1.2.2 Precision Air Competitions Overview

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

- PA- 1.2.2.1 The Precision Air Event features two Air Rifle competitions across four classification categories and one Air Pistol competition across two classification categories.

PA–2 Precision Air Sport Rules

PA- 2.1 Precision Air Official Sport Rules and Regulations

- PA- 2.1.1 The Precision Air Event will be conducted IAW/inspired by the [International Shooting Sports Foundation \(ISSF\) Rules and Regulations](#)
- PA- 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.
- PA- 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 Precision Air Rules that follow.

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

- PA- 2.2.1 **Chief Range Official (CRO):** Reports to the Precision Air Competition Manager. Serves as the lead Range Safety Officer (**RSO**) and is responsible for the safety of all personnel at the Precision Air Event as related to the FOP. Responsible for official match announcements, timekeeping, and rule adjudication on the FOP.
- PA- 2.2.2 **Match Director:** The Precision Air 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.
- PA- 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.
- PA- 2.2.4 **Range Officials:** Assistants to the **CRO** and share the responsibilities of conducting the Precision Air 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.
- PA- 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.
- PA- 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.
- PA- 2.2.7 **Clear Bore Indicator (CBI):** A visible marker inserted through the barrel that indicates that the air gun has been cleared.
- PA- 2.2.8 **Squadding/Start List:** The assignment of competitors entered in a specific Precision Air competition to relays and firing points along the firing line.

PA- 2.3 Precision Air Event Competition Formats

- PA- 2.3.1 The Precision Air Event Competition Formats are created, managed, and executed by the Precision Air 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.
- PA- 2.3.2 The Precision Air Event Competition Formats, including the inclusion of Finals, are created after review and validation of the following variables which may affect the event’s overall Run of Show:

- Total number of registered competitors and Service Teams
- Updates to competitor classifications and competitor drops
- Venue specifications, capabilities, limitations, and restrictions
- All other Warrior Games scheduled events
- Inclement weather or other emergency-related situations

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

PA- 2.4 Precision Air Distance

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

PA- 2.5 Range Report Time

PA- 2.5.1 Competitors must report to the range NLT 45 minutes prior to the published start time.

PA- 2.6 Air Pistol Competition Classification Rules

PA- 2.6.1 Open

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

PA- 2.6.2 SH1

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

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

PA- 2.6.2.3 Competitors with an arm impairment may be authorized a loading block based on classification assessment.

PA- 2.7 Air Rifle-Prone Competition Classification Rules

PA- 2.7.1 OPEN and SH1

PA- 2.7.1.1 Competitors 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.

PA- 2.7.1.2 Competitors 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.

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

PA- 2.7.1.4 SH1 competitors are authorized an assistant/loader if pre-approved by Classifiers NLT the Precision Air Technical Meeting.

PA- 2.7.2 SH2

- PA- 2.7.2.1 Competitors will hold/fire the rifle from a seated position.
- PA- 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.
- PA- 2.7.2.3 Air rifles must be marked for spring stands IAW WSPS rules.
- PA- 2.7.2.4 If the competitor'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.
- PA- 2.7.2.5 The use of a sling is prohibited.
- PA- 2.7.2.6 Competitors are authorized an assistant/loader as/if applicable.
- PA- 2.7.3 SH3 (VI)**
- PA- 2.7.3.1 Competitors have a vision impairment, must wear blindfolds or black-out glasses, and use WSPS/IPC-approved VI laser sighting systems.
- PA- 2.7.3.2 Competitors will assume a seated firing position based upon their functional capabilities and/or impairments found within the above Precision Air classifications and adhere to all authorizations and restrictions defined within them.
- PA- 2.7.3.3 SH3 competitors only compete against other SH3 competitors; they do not compete against competitors in the Open, SH1, and SH2 Classifications.
- PA- 2.7.3.4 Competitors are required to have an assistant/loader.

PA- 2.8 Air Rifle-Standing Competition Classification Rules

PA- 2.8.1 OPEN

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

PA- 2.8.2 SH1

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

PA- 2.8.3 SH2

- PA- 2.8.3.1 Competitors will hold/fire the rifle from a seated position.
- PA- 2.8.3.2 Competitors may not rest either elbow on their hip, ribcage, or abdomen to support the

weight of their air rifle.

- PA- 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.
- PA- 2.8.3.4 Air rifles must be marked for spring stands IAW WSPS rules.
- PA- 2.8.3.5 Competitors may not rest any part of their torso or arms against a bench, table, or chair/wheelchair; however, competitors with limited trunk stability, based on classification assessment, may come in contact with the back of the chair/wheelchair.
- PA- 2.8.3.6 Competitors must clearly and visibly de-shoulder the air rifle in between shots.
- PA- 2.8.3.7 Competitors with arm-amputations are not allowed to hold (touch) the air rifle with their prosthesis in the standing position.
- PA- 2.8.3.8 Competitors are authorized an assistant/loader as/if applicable.

PA- 2.8.4 SH3 (VI)

- PA- 2.8.4.1 Competitors have a vision impairment, must wear blindfolds or black-out glasses, and use ISSF-approved VI laser sighting systems.
- PA- 2.8.4.2 Competitors will assume a standing or seated firing position based upon their functional capabilities and/or impairments found within the above Precision Air classifications and adhere to all authorizations and restrictions defined within them.
- PA- 2.8.4.3 SH3 competitors only compete against other SH3 competitors; they do not compete against competitors in the Open, SH1, and SH2 Classifications.
- PA- 2.8.4.4 Competitors are authorized an assistant/loader as/if applicable.

PA- 2.9 Precision Air Classification Category Variance

- PA- 2.9.1 A competitor's official classification category will remain consistent across all air rifle matches: For example, a competitor competing in SH1 Air Rifle-Standing will also compete in the SH1 Air Rifle-Prone. The same will be true for Open or SH2 competitors.
- PA- 2.9.2 A competitor's official classification category may be different in air pistol than in air rifle:
 - For example, a competitor 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.

PA- 2.10 Scoring

- PA- 2.10.1 Single-decimal scoring is used for all air rifle qualification matches.
- PA- 2.10.2 Integer (whole ring scoring) is used for all air pistol qualification matches.
- PA- 2.10.3 Single-decimal scoring is used for all Precision Air Finals matches.
- PA- 2.10.4 Inner Tens (aka "X's") will be recorded during all qualification matches. If two competitors are tied for score, the competitor with the higher Inner Ten count will place above the competitor with the lower Inner Ten count.

PA- 2.11 Range Rules

- PA- 2.11.1 All air guns must be pointed in a safe direction at all times. A safe direction at the Precision Air Event range will be down range or up when being moved.
- PA- 2.11.2 CBIs are required when moving an air gun to and from the firing line, anytime the air gun

is not under competitor control, or when instructed to do so by range staff.

- PA- 2.11.3** Only the competing competitors, Precision Air Coaches, loaders, and range staff are permitted in the FOP
- PA- 2.11.4** The FOP includes the area behind the firing line where access is restricted to competing competitors and on-duty Range Officials, the firing line, and the downrange area that includes the targets and backstops/safety zone.
- PA- 2.11.5** Open containers and uncapped sports bottles are not allowed in the FOP.
- PA- 2.11.6** Open or unwrapped food is not allowed in the FOP.
- PA- 2.11.7** Start numbers must be worn by competitors and their loaders when in the FOP.
- PA- 2.11.8** All competitors entering the FOP must report to the range staff to be assigned a firing point. Precision Air Coaches may take care of reporting-in their competitors to Range Officials and get lane assignments during pre-event training.
- PA- 2.11.9** All Precision Air equipment must be stored in marked locations in a neat and orderly fashion.
- PA- 2.11.10** Once on the firing line, a competitor 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 competitor may leave the firing line.
- PA- 2.11.11** If anyone says "Stop," immediately stop all actions and pay attention to the next command. Failure to stop and/or continued Precision Air after the "Stop" command will result in disqualification.

PA- 2.12 Coach Access and Instruction

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

PA- 2.13 Preparation and Sighting Time

- PA- 2.13.1** The Preparation and Sighting Time must be timed to end approximately 30 seconds before the official starting time for Match firing.
- PA- 2.13.2** Sighting targets must be visible at least 15 minutes before the Preparation and Sighting Time starts.
- PA- 2.13.3** Competitors 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.
- PA- 2.13.4** The Chief Range Official must call competitors to the line at least 15 minutes before the Preparation and Sighting Time starts.
- PA- 2.13.5** After the Chief Range Official calls the competitors 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.
- PA- 2.13.6** There will be a 15-minute preparation and sighting period.
- PA- 2.13.7** All sighting shots must be fired during this period.

PA- 2.13.8 Sighting shots during the Record Fire period are not allowed unless permitted by the Chief Range Official.

PA- 2.14 Precision Air Competition Match Formats

PA- 2.14.1 Air Rifle-Prone

PA- 2.14.1.1 Qualification Match COF for Rifle Prone events consist of 20 Record Fire shots that must be completed in 20 minutes.

PA- 2.14.1.2 There will be a five (5) minute preparation and sighting period for final matches.

PA- 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.

PA- 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.

PA- 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.

PA- 2.14.1.6 A minimum of 24 Record Fire Shots will be fired during a Precision Air Finals Match.

PA- 2.14.2 Air Rifle-Standing and Air Pistol

PA- 2.14.2.1 A Precision Air Qualification Match COF for Pistol and Rifle Standing events consists of 20 Record Fire shots that must be completed in 25 minutes.

PA- 2.14.2.2 There will be a five (5) minute preparation and sighting period for final matches.

PA- 2.14.2.3 A Precision Air Finals Match COF consists of two series of five Record Fire shots that must be completed in a time of 250 seconds per series.

PA- 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.

PA- 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.

PA- 2.14.2.6 A minimum of 24 Record Fire Shots will be fired during a Precision Air Finals Match.

PA- 2.15 Precision Air Event Tied Results Procedures

PA- 2.15.1 Ties in the Qualification Match (including Inner Ten count) to determine whether a competitor will advance to the Final will be broken by single-shot shoot-off.

PA- 2.15.1.1 The COF for the shoot-off will consist of a 10-minute equipment set-up time, followed by a 3-minute preparation and sighting period, followed by single record shots in 30 seconds (Rifle Prone) or 50 seconds (Pistol or Rifle Standing), using decimal scoring, until the tie is broken.

PA- 2.15.1.1 Shoot-offs for ties will take place immediately at the conclusion of the last Qualification Match relay for the event in question. If one or more of the competitors in the shoot-off has left the FOP, they will be given 15 minutes to report for the shoot-off. If the competitor fails to appear after 15 minutes, the shoot-off will process and the absent competitor will be given a 0-point score for the shoot-off.

PA- 2.15.2 Ties in Qualification (including Inner Ten count) that do not determine whether a competitor will advance to the Final will not be broken. The tied competitors will be awarded the same placement on results, with the competitors listed in order alphabetically by surname.

- PA- 2.15.3** Ties in the place to be eliminated in the Finals Match will be broken by single shots only for the tied competitors IAW ISSF rules.

PA- 2.16 Electronic Precision Air Target (EST) Procedures

- PA- 2.16.1** The Precision Air Competition Manager will act as Chief Results, Scoring and Timing Official.
- PA- 2.16.2** The Range Jury will assist the Protest Committee to adjudicate any scoring discrepancies and/or challenges/protests. may consist of three personals; the Range Jury personnel will be announced/published before the start of a competition.
- PA- 2.16.3** If applicable, competitors must familiarize themselves during pre-event training with the control buttons that alter the target presentation on the monitor screen (i.e. Zoom/magnification).
- PA- 2.16.4** If applicable, in 10m single position events, changing from Sighting to Match shots is under control of the range personnel. If a competitor is in doubt, they must ask a Range Official for assistance.
- PA- 2.16.5** It is not permitted to obscure a competitor's monitor screen or any part of the screen. The whole screen must be visible to the Jury and other range personnel.
- PA- 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.
- PA- 2.16.7** If a competitor 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 competitor 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.

PA- 2.17 Crossfires

- PA- 2.17.1** Crossfires (firing on a target other than the competitor's own target) during match firing must be scored as misses.
- PA- 2.17.2** If a competitor 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.
- PA- 2.17.3** If there are more hits on a competitor's Match target than are provided for in the program, and if it is impossible to confirm that other competitor(s) fired their shot(s), the hit(s) of the highest value must be nullified.
- PA- 2.17.4** If a competitor wishes to protest a shot on his target, they must report this immediately to a Range Official.
- PA- 2.17.5** Once an additional shot has been taken, the competitor owns all shots before it.
- PA- 2.17.6** If the Range Official confirms that the competitor did not fire the disputed shot(s), the shot will be annulled.
- PA- 2.17.7** If the Range Official cannot confirm beyond all reasonable doubt that the competitor did not fire the disputed shot(s), the shot(s) must be credited to the competitor and will be so recorded.
- PA- 2.17.8** The following will be considered as reasons to justify the annulment of a shot:
- PA- 2.17.8.1** If a Range Official confirms by his observation of the competitor and the target that they

did not fire the shot.

PA- 2.17.8.2 If a missing shot is reported by another competitor or a Range Official at approximately the same time, and from within the neighboring two or three firing points.

PA- 2.17.9 The competitor whose target does not receive the expected shot, will be given a miss (zero) and an indication that he has cross-fired.

PA- 2.17.10 In the interest of sportsmanship, it is a competitor's duty to report to a Range Official if they crossfire.

PA- 2.18 Target Scoring Complaints During Sighting Shots

PA- 2.18.1 If a competitor 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.

PA- 2.18.2 The competitor will be given an appropriate amount of extra time. Sighting shots may be authorized by the Range Official.

PA- 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.

PA- 2.18.4 If this subsequent examination confirms that the Electronic Target on the original firing point provided correct results, the competitor will be penalized with a deduction of two points from the lowest value shot of their first competition series.

PA- 2.19 Electronic Scoring Protests

PA-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.

PA- 2.20 Scoring Protest Time

PA- 2.20.1 All scoring or results protests must be submitted within 15 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.

PA- 2.20.2 If a competitor 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.

PA- 2.20.3 If a protest is made concerning the value of a shot, the competitor 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.

PA- 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.

PA- 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.

PA- 2.20.6 The competitor and their Precision Air Coach have the right to know the resolution of the disputed shot.

PA- 2.20.7 Shots with an indicated value of 9.5 or higher may not be protested in Elimination or Qualification Rounds.

PA- 2.20.8 Score protests regarding the value or number of shots are not permitted in Finals.

PA- 2.21 Precision Air Penalties

PA- 2.21.1 In cases of a violation of Precision Air rules or the instructions of Range Officials or Range

Jury, the following penalties may be imposed on a competitor by the Jury/Jury Member.

- PA- 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.
- PA- 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.”
- PA- 2.21.1.3 **Disqualification (Red Card) (DSQ):** “Disqualification” may only be given by the decision of a majority of the Jury.

PA– 3 Precision Air Apparel Rules

PA- 3.1 Precision Air Apparel Rules

- PA- 3.1.1** Rules are IAW **General Rules 8.2.1** with the following additions and exceptions:
- PA- 3.1.1.1 IAW **General Rules 8.2.1.2**, Service Team competitors are authorized to wear apparel exclusive to a sport.
- Precision Sports Competition Shirts (Archery/Precision Air)
 - Khaki-style and color slacks/cargo pants/cargo shorts
 - Lace-up boots include but not limited to military combat boots or hiking boots.
- PA- 3.1.1.2 Service Team competitors 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 precision air jackets as it is understood they should be procured by the competitor to the correct sizing specifications.
- PA- 3.1.1.3 Competitors 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.
- PA- 3.1.1.4 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.
- PA- 3.1.1.5 A separate competition category will not be offered for competitors who do not wear international regulation apparel.
- PA- 3.1.1.6 Precision air jackets must be of an international style (known as ISSF, ISU, and International).
- PA- 3.1.1.7 American, Conventional, and High-Power precision air jackets are not authorized for use at the Precision Air Event.
- PA- 3.1.1.8 Precision air jackets will not be monitored for tightness.
- PA- 3.1.1.9 Competitors firing from a sitting position using a table or bench are allowed to wear a precision air jacket longer than cited in the rules; however, they must leave the lowest button(s) unbuttoned to prevent additional support/stability.
- PA- 3.1.1.10 If a competitor is competing from a wheelchair, their precision air jacket will not be allowed to provide support by resting on their thighs.
- PA- 3.1.1.11 Design specifications inspections of legacy precision air jackets manufactured prior to 2017 will not be performed; legacy precision air jackets are authorized for use at the Precision Air Event.
- PA- 3.1.1.12 Normal street-type or light athletic shoes are permitted in all positions in place of ISSF compliant footwear.
- PA- 3.1.1.13 Calibration tests such as but not limited to the boot flexor test and sole contour test will not be performed; legacy precision air boots manufactured prior to 2017 are authorized for use at the Precision Air Event.

PA- 3.2 Precision Air Apparel Restrictions

- PA- 3.2.1** No immodest apparel, or apparel with vulgar or inappropriate graphics or language, is allowed on the FOP. All other street apparel is permitted. This rule supersedes ISSF

Warrior Games Rules & Regulations Handbook 06 FEB 2026

Rules 6.7.5, 6.17.1.14u, and all of section 6.22, except for those items specifically listed in this Rulebook.

- PA- 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 Precision Air Event except for medical-related footwear that addresses a specific injury or impairment.
- PA- 3.2.3** The layering of clothing in a manner/mechanism that provides an unfair advantage during competition will result in a competitor's disqualification from the Precision Air Event.

PA– 4 Precision Air Primary Equipment Rules

PA- 4.1 Air Gun Specifications and Restrictions

- PA- 4.1.1** Only precision, competition-grade, .177 caliber, single shot Air Rifles and Air Pistols meeting ISSF standards will be allowed.
- PA- 4.1.2** Air Guns producing over 600fps are not authorized for use at the Precision Air Event.
- PA- 4.1.3** AR-15 air rifles are not authorized for use at the Precision Air Event.
- PA- 4.1.4** Only match-grade or “wadcutter” type pellets will be allowed.
- PA- 4.1.5** Only one corrective lens may be attached to either the rear sight or worn as Precision Air glasses.
- PA- 4.1.6** Sights that do not contain a lens/system of lenses are permitted.
- PA- 4.1.7** For the purposes of safety and fair competition, the minimum trigger weight for all air pistols is 500g. Competitors and coaches should review ISSF Rules for testing standards and procedures.
- PA- 4.1.7.1** Competitors must submit their pistol for post-competition compliance check immediately upon the request of a Range Official or the Match Director. Competitors who place in the top 5 in their event should expect to be called for testing, but random checks may also be performed.
- PA- 4.1.7.2** In lieu of disqualification, failing a post-competition trigger weight check will result in a 10-point deduction to the competitor’s match score.
- PA- 4.1.7.3** The Match Director may, at his or her discretion, allow for a variance from the trigger weight standard, provided it is adjudicated equally in all situations.
- PA- 4.1.7.4** Competitors who can prove during classification that they are physically unable to actuate a 500g trigger and that they are still able to safely operate and control the pistol may be granted an exception to the **Precision Air Rule 4.1.7**. In these circumstances, the minimum trigger weight may be reduced no lower than 300g, and a signed note from the Lead Classifier must be carried by the competitor on the FOP.

PA- 4.2 Precision Air Support Equipment

PA- 4.2.1 Authorized Precision Air Support Equipment

- PA- 4.2.1.1** The following Precision Air support items are authorized for use as long as they are IAW ISSF Rules and Regulations as implemented by WSPS, the IPC, and USA Precision Air:
- Custom Precision Air Tables and Chairs
 - Custom Precision Air Tables
 - Precision Air Stands
 - Spring Stands
 - Pistol Loading Blocks
 - Rifle Slings
 - Air Rifle fore-end hand stops

PA- 4.2.2 Restricted Precision Air Support Equipment

- PA- 4.2.2.1** The following Precision Air support items are not authorized for use at the Precision Air Event:

- Side blinders

PA- 4.3 Air Cylinder Transportation

- PA- 4.3.1** Any cylinder that is older than ten years, or has no identifiable date, is not authorized for use at the Precision Air Event.
- PA- 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.
- PA- 4.3.3** Competitors and/or their Service Teams should ensure they bring any special compressed air adapters for filling/refilling their compressed air cylinders.
- PA- 4.3.4** Compressed air for filling/refilling all air cylinders will be provided at the Precision Air Event Venue.
- PA- 4.3.5** All air gun cylinders will be filled by authorized personnel only.

PA- 4.4 Precision Air Equipment Procurement, Safety and Storage

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

PA– 5 Precision Air Special Equipment, Considerations, and Restrictions

PA- 5.1 Sport Assistants

PA- 5.1.1 IAW **General Rules 10.1**, competitors are authorized sport assistants. The Precision Air Event assistants may fill a variety of roles and responsibilities that include but are not limited to:

- VI Precision Air (SH3) Competitor Assistant
- Sport and Mobility Support
- General Support as defined by the Precision Air Competition Manager

PA- 5.1.2 All sport assistant general responsibilities and restrictions are located in **General Rules 10.2**.

PA- 5.1.3 VI Precision Air (SH3) Assistants

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

PA- 5.1.3.2 The VI Precision Air Assistant may adjust the competitor’s Precision Air equipment and/or sighting system during practice/sighting rounds; no adjustments may be made during the competitions.

PA- 5.1.3.3 The VI Precision Air Assistant may inform the competitor 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 competitor in between shots.

PA- 5.1.3.4 No other information will be provided by the VI Precision Air Assistant during the Precision Air competition(s).

PA- 5.1.4 Sport, Mobility, and General Support Competitor Assistants

PA- 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.

PA- 5.1.4.2 If requested, SH2 competitors are authorized a loading assistant (aka a loader). In addition to assisting the competitor with adjusting their Precision Air 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.

PA- 5.1.4.3 No competition-related information will be provided by the sport assistant during the Precision Air Event.

PA- 5.1.4.4 If the sport assistant is not actively engaged in their support functions, they may be asked by Precision Air Officials to return behind the waiting line.

PA- 5.2 Athletic Taping, Authorizations, and Restrictions

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

PA- 5.2.2 Athletic tape is not allowed on any of the Precision Air Event equipment.

PA- 5.2.3 Any use of athletic tape in a manner/mechanism that is not IAW **Precision Air Sport Rules 5.2** may result in the competitor's disqualification.

PA- 5.3 Additional Support Padding

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

PA- 5.4 VI Competitor Blindfolds

PA- 5.4.1 All VI SH3 competitors will wear a blindfold to remove any potential sight advantage. Blindfold use is mandatory for all VI SH3 competitors.

PA- 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.

PA- 5.4.3 VI Blindfolds are the responsibility of the Service Team or competitor(s) to provide for use.

PA- 5.5 Precision Air Classification Seating Authorization

PA- 5.5.1 Competitors are authorized to use a fixed/folding chair or wheelchair as determined by their Precision Air Classification.

PA- 5.6 SH3 (VI) Precision Air Laser Sight Systems

PA- 5.6.1 In order for SH3 competitors compete in the Precision Air Event they must use a laser sight system that is compatible with the various types of EST systems.

PA- 5.6.2 Known VI Precision Air Laser Sight Systems:

- ECO-AIMS VIS500 from Finland
- VIASS Pro out of Austria
- SCATT laser training system, provided the screen of the connected computer is not visible to the competitor or VI assistance once calibration is completed.

PA- 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 Precision Air Competition Manager and the VI competitor'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

SVB - 1.2 SVB Event Details

SVB - 1.2.1 SVB Start Rights

SVB - 1.2.1.1 IAW **General Rules 4.9**: Each Service Team is allotted fourteen (14) competitors total across sex and classifications.

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

SVB - 1.2.2 SVB Event Overview

SITTING VOLLEYBALL		
SEX	CLASS	START RIGHTS
OPEN	COMBINED	14

SVB - 1.2.2.1 SVB Teams are comprised of fourteen (14) competitors across three classification categories: MINIMUM, MODERATE, and MAXIMUM.

SVB - 1.2.3 Ultimate Champion SVB Rules

SVB - 1.2.3.1 UC competitors may participate in the SVB Event; no points will be awarded to a UC competitor'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 competitors and Service Teams
 - Updates to competitor classifications and competitor 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 21 or 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** Teams must immediately indicate their disagreement and file an official protest before the next service is authorized. The preassigned protest committee will rule on the protest immediately before the first service following the protest.
- SVB - 2.3.6** In cases where disagreement concerns the last point of a set, the official protest must be filed within the first 60 seconds of the timed interval between sets. The Protest Committee will rule on the protest immediately, prior to the start of the next set. If the final point of the match is disputed, the protest must occur within the first 60 seconds after the final point is scored. The preassigned Protest Committee will rule on the protest as soon as possible before the first service following the protest. This process aims to avoid replaying the match from the point of protest if the protest is upheld.
- SVB - 2.3.7** For Volleyball, there is no protest period, only the immediate time after each point or 60 seconds after each set.
- SVB - 2.3.8** 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 fourteen (14) competitors.
SVB - 2.4.1.2	SVB Teams must start each game with six competitors on the court. Any combination of the three classification categories is permitted to field the court with six competitors. There must be at least one MOD or MAX classification on the court at any time.
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 competitors may be drawn from the entirety of the 14-competitor team roster submitted through each Service Team's online registration.
SVB - 2.4.1.5	The number of SVB competitors 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 competitors 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 competitor 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 competitor authorized to coordinate or converse with the SVB Officials. If the SVB Team Captain is not on the court, another player is identified on the lineup as Team Captain and assumed all roles unless and until the SVB Team Captain enters the match.
SVB - 2.4.4.2	The game captain has the authority to request an explanation regarding the application or interpretation of the rules. Additionally, the captain may submit requests or questions on behalf of their team.
SVB - 2.4.5	Libero
SVB - 2.4.5.1	Each SVB Team has the right to designate from the list of their competitors 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 competitor in one position in the lineup.
SVB - 2.4.5.3	A Libero is counted as part of the fourteen-competitor 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 on 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. Starting sides will be determined and posted by the Warrior Games Operations Team.
- SVB - 2.4.8 Timeouts**
- SVB - 2.4.8.1 Each SVB Team may request a maximum of two 60-second timeouts and twelve competitor 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 Competitor Disqualification**
- SVB - 2.4.10.1 Any competitor 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 competitors 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 a competitor 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 competitor cannot be substituted from one of the competitors on the bench, the SVB Team will play with only five competitors 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 Competitors are not allowed to play barefoot. They must wear either shoes or socks.

SVB - 3.3 SVB Uniform Specifications

SVB - 3.3.1 Competitors 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 competitor 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 competitors 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 competitors 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**, competitors 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 Competitor 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 competitor 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 Competitor Restriction

SVB - 5.4.1 Competitors 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 competitors 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 4.10**, each Service Team is allotted six (6) competitors per sex, per classification, per event competition.

SW - 1.2.1.2 Competitors 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 sex; all male and female swimmers will compete within their sex for separate medals in their respective competitions based upon their official Swimming classification categories.

SW - 1.2.2 Swimming Individual Competitions Overview

INDIVIDUAL SWIMMING													
SEX	CLASS	START RIGHTS	EVENTS				SEX	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 Competitors may compete in all four individual competitions.

SW - 1.2.3 Swimming Relay Team Competitions Overview

200M RELAY		
SEX	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 - 1.2.3.1 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 sex or classification category restrictions in composition for the Open Relay Team.
- SW - 1.2.3.5 Competitors may compete in only one of the five Relay races.
- SW - 1.2.3.6 Competitors on Relay Teams must have competed in any of the individual Swimming Events.
- SW - 1.2.3.7 In the event a Service cannot field a full team or relay, they may request competitors from the other teams to fill out their team but must have at least one (1) competitor from their Service. This must be requested and approved by the Sports Director during the Sport Technical Meeting.

SW - 1.2.4 Ultimate Champion (UC) Swimming Rules

- SW - 1.2.4.1 IAW **UC Sport Rules 1.1.1**, UC competitors must participate in the 50M Freestyle competition.
- SW - 1.2.4.2 UC competitors 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 competitor's points total for their participation in these optional competitions.

SW - 1.2.5 Relay Team Composition

- SW - 1.2.5.1 Service Teams may provide four (4) competitors per Relay Race.
- SW - 1.2.5.2 IAW **Swimming Sport Rules 1.2.3.5**, competitors may only compete in only one of the five Relay Races.
- SW - 1.2.5.3 For Relay Races, VI competitor 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 - 2.2.2 **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 competitors and Service Teams
- Updates to competitor classifications and competitor 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 competitor’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**.

SW - 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 competitors 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 competitors 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 Competitor(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 competitors from the same sex, competition, and classification category have tied race finish times, multiple medals of the same placement will be awarded.

SW - 2.4.5 VI Competitors

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

SW - 2.4.6 Swimming Event Day Competition Scratches

SW - 2.4.6.1 Competitors 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 competitors will provide their own swimsuits, swim caps, and goggles for the Swimming Event.
- SW - 3.1.2** Competitors Swimming apparel must still adhere to the standards assigned to their 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** 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** A competitor 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**, competitors 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 competitor assistant general responsibilities and restrictions are in **General Rules 10.2**.

SW - 5.1.3 Sport, Mobility, and General Support Competitor 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 a competitor'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 competitor and potentially contaminate the competition area, the competitor 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 competitor's disqualification.

SW - 5.3 Additional Support Padding

SW - 5.3.1 Not applicable to this sport.

SW - 5.4 VI Competitor Black-out Swim Goggles

SW - 5.4.1 All VI competitors 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 competitor(s) to provide for use.

SW - 5.5 VI Tappers

SW - 5.5.1 VI competitors are assisted by tappers.

SW - 5.5.2 VI tappers will be provided by Warrior Games Event Operations.

SW - 5.6 Ostomies

- SW - 5.6.1** IAW **General Rules 11.4**, competitors are authorized to compete with an ostomy bag and rash guard.
- SW - 5.6.2** It is mandatory for all competitors who use ostomy devices to prevent spillage by ensuring said medical devices are securely fastened at all times.
- SW - 5.6.3** Similar torso coverings are authorized for medical reasons and must not include any flotation or provide the competitor 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 4.11**, each Service Team is allotted six competitors per sex, per classification, per event competition.

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

T - 1.2.1.3 Competitors 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															
SEX	CLASS	START RIGHTS	EVENTS					SEX	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 - 1.2.3 4x100M Relay Races Overview

4X100M RELAY	
SEX	CLASS
MALE	COMBINED
FEMALE	COMBINED
OPEN	COMBINED

- T - 1.2.3.1 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 - 1.2.3.2 Each Service Team may have only one Relay Team in each Relay race.
- T - 1.2.3.3 Male and Female Relay Teams will each consist of four Track competitors total with a maximum of three Track competitors from the 6.0 classification category; the remaining Track competitor may be selected from any other classification category.
- T - 1.2.3.4 The Open Relay Teams will each consist of four Track competitors total with a maximum of three Track competitors from the 6.0 classification category; the remaining Track competitor may be selected from any other classification category or a female competitor from any classification.
- T - 1.2.3.5 Track competitors may only participate in one of the three Relay races.
- T - 1.2.3.6 In the event a Service cannot field a full team or relay, they may request competitors from the other teams to fill out their team but must have at least one (1) competitor from their Service. This must be requested and approved by the Sports Director during the Sport Technical Meeting.

T - 1.2.4 Ultimate Champion (UC) Track Rules

- T - 1.2.4.1 IAW **UC Sport Rules 1.1.1**, UC competitors must participate in the 100M Sprint.
- T - 1.2.4.2 UC competitors 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 competitor's points total for their participation in these optional competitions.
- T - 1.2.4.1 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 competitors and Service Teams
 - Updates to competitor classifications and competitor 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, competitors must remain in their designated lane or be disqualified. One step or push over the inside lane line on a curve or two touches or pushes on the lane line will cause the competitor to be disqualified. (The touches do not have to be consecutive but each occurrence in a race will count.)
- T - 2.3.6 If a competitor 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 competitor will not be disqualified.
- T - 2.3.7 The competitor 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 Competitors are allowed to cut into the inside lanes as soon as there is a clear path as long as they do not impede another competitor.
- T - 2.3.10 If a competitor impedes another competitor as they cut into the inside lane, they may be disqualified from the race.

- T - 2.3.11** Any competing competitor who jostles or obstructs another competitor, 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 competitor, 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 competitors with the transfer in and out of their racing equipment as well as other sport support duties as/if applicable prior to the competitor entering or leaving the FOP.
- T - 2.4.1.3** Track Coaches may provide any instructions/coaching advice to their competitors during their official race process as long as they are not on the FOP or delay the competition.

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** Competitor(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 competitors are required to wear their assigned bib number.
- T - 2.4.4.2** Ambulatory competitors will wear bib numbers on both the front and back of their shirt.
- T - 2.4.4.3** RWC competitors will place bib number to be worn visibly on the back of the racing wheelchair and on the camera side of the frame to be determined NLT the technical meeting.

T - 2.4.5 Track Event Day Competition Scratches

- T - 2.4.5.1** Competitors 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 competitor’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 competitor 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 competitors with leg amputations must use prosthetics to start the track competition. If a prosthetic limb fails, a competitor may complete the race; however, any assistance will result in disqualification.
- T - 2.5.3 VI Competitors**
- T - 2.5.3.1 VI BLIND competitors 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 competitors 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 competitors.
- 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 competitor 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": Competitors 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 competitor 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 competitors from the same sex, 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 Competitors 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 competitors will need an opportunity to set their compensator to the curve of the track.

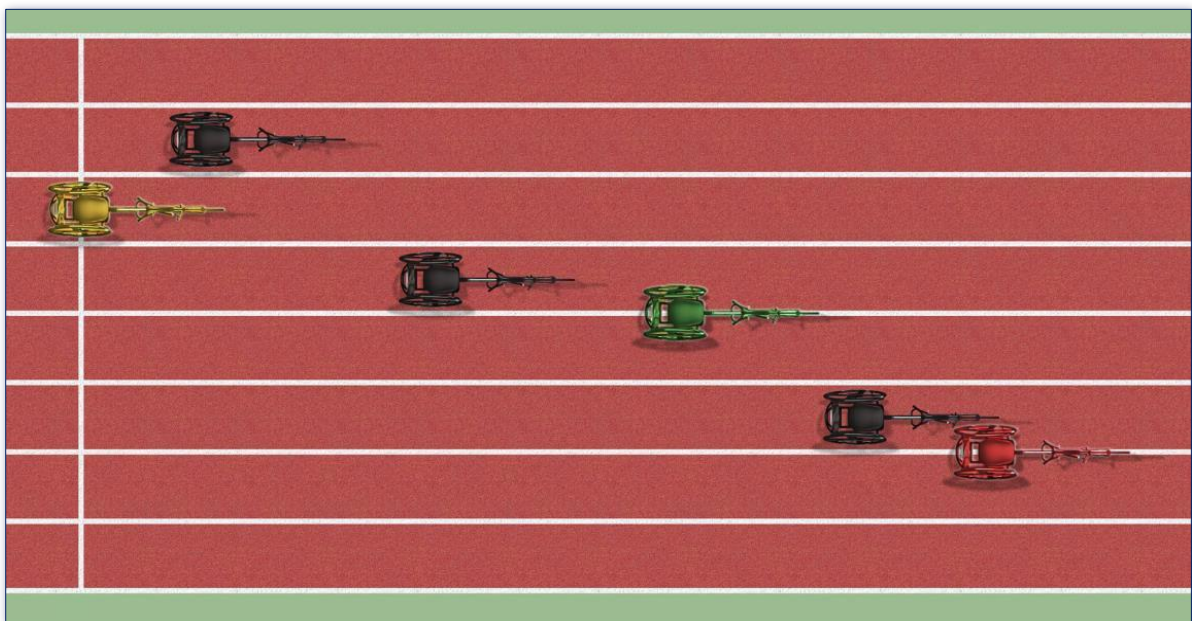
T - 2.6.2.2 Compensator setting may be done prior to the start of the track racing portion of the schedule or all competitors in an upcoming race may have one lap to adjust/set their compensator. This will be worked into the Track Run of Show schedule as indicated at the Track Technical Meeting.

T - 2.6.3 RWC Race Commands: All Races

T - 2.6.3.1 “On Your Mark”: Competitors 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”: Competitors 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 Lange Change Scenarios

T - 2.6.4.1 **Yellow RWC:** This competitor is approaching a slower competitor on their left and is preparing to overtake them. The competitor coming from behind attempting to overtake the slower competitor 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 competitor coming from behind once their front wheel is in sight.

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

T - 2.6.4.3 **Red RWC:** This competitor has failed to ensure they have safely passed the slower competitor on their left is safe and is in the process of incorrectly overtaking them. This action could jeopardize both competitors 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 competitor’s chair reaches the vertical plane of the nearest edge of the finish line. If competitors from the same sex, 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 Track competitors on Relay Teams must have competed (or registered to compete) in one of the individual Track Events.

T - 2.7.2 Tags or batons may be used in relays. Tags must be declared on the relay registration form.

T - 2.7.3 If a VI competitor requiring a guide or an RWC competitor 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 - 2.7.4 Track Event Tied Results Procedures: Relay Races

T - 2.7.4.1 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 - 2.7.4.2 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 Competitors 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 - 3.2 Racing Wheelchair

T - 3.2.1 Racing Wheelchair Specifications

T - 3.2.1.1 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 - 3.2.1.2 The height from the ground to the main body of the chair will be 50cm (~ 19.69 inches).

T - 3.2.1.3 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 - 3.2.1.4 One plain round hand rim is allowed for each large wheel.

T - 3.2.1.5 No mechanical gears or levers shall be allowed.

T - 3.2.1.6 No mirrors or fairings are allowed.

T - 3.2.1.7 The competitor should be able to steer the front wheel both left and right and have a functional brake.

T - 3.2.1.8 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 - 3.2.2 Strapping

T - 3.2.2.1 If a competitor uses strapping, it must only be on the racing wheelchair and will not be made of an elastic material.

T - 3.2.3 Racing Wheelchair Gloves/Hand Grips

T - 3.2.3.1 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 - 3.2.3.2 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 3.2.3.1: Harness Push Rim Gloves



Image 3.2.3.2: 3D Printed Push Rim Aids

- T - 3.2.3.3 If RWC gloves are not available, a competitor may use “day gloves” or other sport/utility-style gloves may be full-fingered or fingerless.

T - 3.3 Track Equipment Procurement, Safety and Storage

- T - 3.3.1 Service Teams will provide Track equipment for their competitors IAW the packing list outlined in **Appendix A**. Competitors may bring personal equipment if preferred.
- T - 3.3.2 If Service Teams require additional adaptive Track equipment for their competitors, they may contact the Sports Director for guidance or borrow from another Service Team.
- T - 3.3.3 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**, competitors 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 Competitor 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 competitor 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 competitor throughout the race.

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

T - 5.1.3.5 The competitor 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 competitors.

T - 5.1.3.7 Guide Runners must adhere to all restrictions identified in **General Rules 3.3**. In the “Spirit 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 Competitor 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 competitors during the Track Event.

T - 5.4 VI Competitor Blindfolds

T - 5.4.1 IAW **Track Sport Rules 2.5.3.2**, VI BLIND competitors 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 competitors 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 competitor blindfolds are the responsibility of the Service Team or competitor(s) to provide for use.

T - 5.5 VI Competitor Tethers

T - 5.5.1 VI BLIND competitors 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 competitor tethers are the responsibility of the Service Team or competitor(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

WCB - 1.2 WCB Event Details

WCB - 1.2.1 WCB Start Rights

WCB - 1.2.1.1 IAW **General Rules 4.12**, each Service Team is allotted twelve (12) competitors total across sex and classifications.

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

WCB - 1.2.2 WCB Event Overview

WHEELCHAIR BASKETBALL		
SEX	CLASS	START RIGHTS
OPEN	COMBINED	12

WCB - 1.2.2.1 WCB Teams are comprised of twelve (12) competitors across three classification categories: MINIMUM, MODERATE, and MAXIMUM.

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

WCB - 1.2.3 Ultimate Champion (UC) WCB Rules

WCB - 1.2.3.1 UC competitors may participate in the WCB Event; no points will be awarded to a UC competitor'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 competitors and Service Teams
- Updates to competitor classifications and competitor 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 the 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 twelve (12) competitors.

WCB - 2.4.1.2 WCB Teams must start each game with five (5) competitors on the court. Any combination of the three classification categories is permitted to field the court with a full team. There must be at least one MOD or MAX classification on the court any time.

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 competitors may be drawn from the entirety of the 12-competitor team roster submitted through each Service Team's online registration.

WCB - 2.4.1.5 The number of WCB competitors allowed to occupy the team bench is IAW **Appendix A**.

WCB - 2.4.1.6 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 - 2.4.1.8 **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 - 2.4.1.9 **Team Captains:** Any competitor 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 competitor authorized to coordinate or converse with the WCB Officials.

WCB - 2.4.1.10 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 - 2.4.2.2 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
- Competitor 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 - 2.4.4 Competitor Disqualification

WCB - 2.4.4.1 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 competitor, and/or continuous abusive and offensive language.

WCB - 2.4.4.2 A competitor who commits a disqualifying foul is immediately ejected from that game and must leave the FOP area.

WCB - 2.4.4.3 If the same competitor commits a second flagrant foul during a separate game, they will be disqualified from any further participation in the WCB Event.

WCB - 2.4.4.4 Disqualified competitors can only be replaced using In-Game Substitutions for the remainder of that game IAW **WCB Rules 2.4.1 & 2.4.5**.

WCB - 2.4.4.5 Disqualified competitors can be replaced for the following game using one of the Service Team's WCB roster competitors IAW **WCB Rules 2.4.1 & 2.4.5**.

WCB - 2.4.5 In-Game Substitutions

WCB - 2.4.5.1 An In-Game Substitution must be selected from one of the other competitors on the bench.

WCB - 2.4.5.2 An in-game substitution can take place on any stoppage of play except after a basket has been scored.

WCB - 2.4.5.3 If a competitor 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 competitor cannot be substituted from one of the competitors on the bench, the WCB Team will play with only four competitors on the court.

WCB - 2.4.5.4 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 - 2.4.6 WCB Overtime and Tiebreaker Procedures

WCB - 2.4.6.1 There are no ties for medal placement at the WCB Event. Medal rounds will conduct overtime as stated in the NWBA Rules

WCB - 2.4.6.2 WCB overtime information for the current year is in **Appendix A**.

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 competitor 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 competitor 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 competitors, 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 - 4.2.1 Service Teams will provide WCB equipment for their competitors IAW the packing list outlined in **Appendix A**. Competitors may bring personal equipment if preferred.

WCB - 4.2.2 An equipment check will be conducted by the WCB Officials prior to the first game of the tournament.

WCB - 4.2.3 Service Team equipment will be stored in a secure location.

WCB - 4.2.4 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**, competitors 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 Competitor 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 Competitor Restriction

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

WCB - 5.5 Gloves

WCB - 5.5.1 A competitor 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 competitor 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 4.13**: Each Service Team is allotted twelve (12) competitors total across sex and classifications.

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

WCR - 1.2.2 WCR Event Overview

WHEELCHAIR RUGBY		
SEX	CLASS	START RIGHTS
OPEN	COMBINED	12

WCR - 1.2.2.1 WCR Teams are comprised of **twelve (12)** competitors across three classification categories: MINIMUM, MODERATE, and MAXIMUM.

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

WCR - 1.2.3 Ultimate Champion (UC) WCR Rules

WCR - 1.2.3.1 UC competitors may participate in the WCR Event; no points will be awarded to an UC competitor'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 competitor classifications competitor 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 the 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 twelve (12) competitors.

WCR - 2.4.1.2 WCR Teams must start each game with four (4) competitors on the court. Any combination of the three (3) classification categories is permitted to field the court with a full team. There must be at least one MOD or MAX classification on the court any time.

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 competitors may be drawn from the 12-competitor team roster that was submitted through each Service Team's online registration.

WCR - 2.4.1.5 The number of WCR competitors 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 competitor 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 competitor 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
- Competitor 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 competitors 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 Competitor 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 competitor, and/or continuous abusive and offensive language.
- WCR - 2.4.7.2 A competitor 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 competitor 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 competitor must designate a substitute to serve a one-minute penalty for the disqualified competitor.
- WCR - 2.4.7.5 Disqualified competitors 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 competitors can be replaced for the following game using one of the Service Team's WCR roster competitors 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 competitors on the bench.
- WCR - 2.4.8.2 If a competitor 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 competitor cannot be substituted from one of the competitors on the bench, the WCR Team will play with only three competitors 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 competitor must be in the substitution box ready to play.

WCR - 2.4.9 WCR Overtime and Tiebreaker Procedures

- WCR - 2.4.9.1 There are no ties for medal placement at the WCR Event. Medal rounds will conduct overtime as stated in **Appendix A**

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 competitor 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 competitor 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 IWRP 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 competitors, 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 - 4.2.1 Service Teams will provide WCB equipment for their competitors IAW the packing list outlined in **Appendix A**. Competitors may bring personal equipment if preferred.

WCR - 4.2.2 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 - 4.2.3 Any issues with wheelchairs or safety equipment will require replacement or adjustments.

WCR - 4.2.4 Wheelchairs will be maintained, serviced, and repaired by the competitors, the Service Team mechanic, or an on-site contract wheelchair services provider.

WCR - 4.2.5 Service Team equipment will be stored in a secured location.

WCR - 4.2.6 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**, competitors 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 Competitor 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 Competitor Restriction

WCR - 5.4.1 Competitors with serious visual impairments are not permitted to compete in Wheelchair Rugby.

WCR - 5.5 Gloves

WCR - 5.5.1 A competitor 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 competitor disqualification.

APPENDIX A

AP-1 Tournament Format

AP - 1.1 Sitting Volleyball Tournament Format

AP - 1.1.1 Pool Play & Semi-Finals

- Match Format: Best of 2 out of 3
- Set 1 and 2 played to 21 points, set 3 played to 15 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
- Set 1 and 2 played to 25 points, set 3 played to 15 points (win by 2)
- Breaks: Three minutes between each set

AP - 1.1.3 Bench Size: 14 competitors allowed on the bench each match.

AP - 1.1.4 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 - 1.1.4 Timeouts:

- Each SVB Team may request a maximum of two 60-second timeouts per set for both pool play and medal rounds.

AP - 1.1.6 Competitor Substitutions: 12 competitor in-game substitutions per set.

AP - 1.2 Wheelchair Basketball Tournament Format

AP - 1.2.1 Pool Play & Semi-Finals

- Game Format:
 1. Four 8-minute quarters with a running clock
 2. 1-min intermission
 3. Stop clock for the final 2 minutes of the last quarter 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: One 60-second timeouts and Two 30-second timeouts per game
- Overtime:
 1. Two-minute overtime period
 2. If no winner is determined, the game proceeds to Golden Point Overtime: The first team to score a point wins.
 3. No additional timeouts are granted during Pool Play overtime.
- **Tournament Advancement – Tie Breaker Rules:** Once Pool Play is complete, teams

will be ranked by number of wins. If there are teams tied with number of wins, we will proceed to the following tie breakers:

1. **Head-to-Head (Win Record Between Tied Teams):** Win record between tied teams. For example, if **Team A** and **Team B** are tied based on overall wins but Team A won when they played during the tournament, **Team A** wins the tie break. When more than 2 participants are tied, they're ranked by the number of wins each one had against the others.
2. **Least Points Allowed:** The team with the **fewest total points allowed** is ranked higher, reflecting stronger defensive capabilities.
3. **Points Scored:** The total number of points a team scored throughout the tournament.

AP - 1.2.2 Medal Rounds: Gold and Bronze Medal Games

- Game Format: Four 10-minute quarters with a regulation clock with a 1-min intermission
- Halftime: 8 minutes
- Shot Clock: 30 seconds
- Timeouts: Two 60-second timeouts and three 30-second timeouts per game
- Overtime:
 1. Three-minute overtime period when regulation game ends in a tie
 2. If the game remains tied, overtime periods continue until a winner is determined.
 3. Only one additional timeout is added for each team regardless of the number of overtime periods.

AP - 1.2.3 Bench Size: 12 competitors allowed on the bench each match.

AP - 1.2.4 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 & Semi-Finals

- Game Format:
 1. Four 7-minute quarters with a running clock
 2. Stop clock for the final 2 minutes of the last period unless there is a 20-point or higher spread
- Clock Stops: For timeouts and equipment timeouts
- Halftime: 5 minutes
- Score Clock: 40 seconds
- Timeouts: Two 60-second timeouts and two 30-second timeouts per game
 1. Timeouts can only be called by a coach and not a player on the floor.
- Overtime:
 1. Two-minute overtime period

2. If no winner is determined, the game proceeds to Golden Point Overtime: The first team to score a point wins.
3. No additional timeouts are granted during Pool Play overtime.

- **Tournament Advancement – Tie Breaker Rules:** Once Pool Play is complete, teams will be ranked by number of wins. If there are teams tied with number of wins, we will proceed to the following tie breakers:
 1. **Head-to-Head (Win Record Between Tied Teams):** Win record between tied teams. For example, if **Team A** and **Team B** are tied based on overall wins but Team A won when they played during the tournament, **Team A** wins the tie break. When more than 2 participants are tied, they're ranked by the number of wins each one had against the others.
 2. **Least Points Allowed:** The team with the **fewest total points allowed** is ranked higher, reflecting stronger defensive capabilities.
 3. **Points Scored:** The total number of points a team scored throughout the tournament.

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:
 1. Three-minute overtime period when regulation game ends in a tie
 2. If the game remains tied, overtime periods continue until a winner is determined.
 3. Only one additional timeout is added for each team regardless of the number of overtime periods.

AP - 1.3.3 Bench Size: 12 competitors allowed on the bench each match.

AP - 1.3.4 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 - 1.4 Field Competition Format

AP - 1.4.1 Throws: SEATED and STANDING competitors will throw the discus, shot put and/or club for three (3) official attempts.

AP–2 Equipment Packing List

AP - 2.1 General Equipment Overview

- AP - 2.1.1** Each Service Team is responsible for ensuring their competitors 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 competitors 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 competitors 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 - 2.1.6** Service Teams must reference each **Sport Rules** to ensure proper equipment for Visually Impaired competitors, 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 competitor needs.

AP - 2.2 Archery

- AP - 2.2.1** Each Service Team is responsible for ensuring their competitors 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 competitors
 - 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 competitors 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 competitors have or are provided with the following Field equipment, as needed:

- Implements
- Gloves: For SEATED competitor's non-throwing hand (optional)
- Chalk or grip powder: To be provided by Warrior Games Operations, but competitors may elect to use their own substance should it be approved.
- Specialized throwing chairs

AP - 2.5 Indoor Rowing

AP - 2.5.1 Service Teams may bring their own Indoor Rowing adaptive equipment or they may reach out to the Warrior Games Sport Director for specific requirements including the following:

- Adaptive seats with associated mounting hardware and restraint straps
- Single-hand grip
- Active hands gripping aid

AP - 2.6 Pickleball

AP - 2.6.1 Each Service Team is responsible for ensuring their competitors have or are provided with the following Pickleball equipment, as needed:

- Paddles
- Wheelchairs

AP - 2.7 Powerlifting

AP - 2.7.1 Each Service Team is responsible for ensuring their competitors have or are provided with the following Powerlifting equipment, as needed:

- Weightlifting belts
- Leg straps
- Wrist wraps
- Chalk (no liquid chalk allowed)

AP - 2.8 Precision Air

AP - 2.8.1 Each Service Team is responsible for ensuring their competitors have or are provided with the following Precision Air equipment, as needed:

- Air rifles and air pistols
- Cylinders
- Air adapters

- Pellets: Enough for practice and competition
- Precision Air stands
- Spring stands
- Pistol loading blocks
- Rifle slings
- Air rifle fore-end hand stops
- Custom Precision Air tables and chairs (optional)

AP - 2.8.2 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 - 2.9 Sitting Volleyball (SVB)

AP - 2.9.1 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 - 2.10 Swimming

AP - 2.10.1 Each Service Team is responsible for ensuring their competitors have or are provided with the following Swimming equipment, as needed:

- Blackout swim goggles (for VI competitors)
- Tapper (Provided by Warrior Games operations/optional)
- Ostomy support belt (if applicable)
- Rash guards
- Towels

AP - 2.11 Track

AP - 2.11.1 Each Service Team is responsible for ensuring their competitors have or are provided with the following Track equipment, as needed:

- Racing wheelchairs
- Strapping materials
- Wheelchair racing gloves
- Starting blocks
- Racing helmets

AP - 2.12 Wheelchair Basketball (WCB)

AP - 2.12.1 Each Service Team is responsible for ensuring their competitors 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 - 2.12.2 Service Teams are not required to bring practice or game balls.

AP - 2.13 Wheelchair Rugby (WCR)

AP - 2.13.1 Each Service Team is responsible for ensuring their competitors 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 - 2.13.2 Service Teams are not required to bring practice or game balls.

AP-3 Registration Timeline

AP - 3.1 Timeline

The registration timeline considers the 2026 Service Team Trials and is as follows:

- March 11 – Competitor Selection, Sport Selection & Classification Documentation Deadline.
- March 11 - April 22 – Service Team Leads to make updates in WorkApps to their sport selections, as needed.
- March 25 – Friends and Family registration + Hero Miles Deadline.
- April 1 – Competitor Bio & Headshot Deadline
- April 22 – Sport Event Selection & Sport Selection is Locked.
- May 8 – Staff Registration Deadline.
- May 20 – Data Validation Meetings Deadline.
- May 22 – Team Sports Roster Deadline.
- May 22 – Seed Times Deadline.

PROTEST FORM

OFFICIAL SPORT PROTEST FORM

IAW the 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 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: _____