



WSA Slingshot Competition Rules (Third Edition)

(The yellow area is the changed and added part)

I. Item settings and grouping:

1. Precise competition (men, women, men's youth group, women's youth group (under 18 years old));
2. Classic Competition (No division of male or female group);
3. Frameless Competition (No division of male or female group);
4. Rapid Shooting Competition (No division of male or female group);
5. All-round Competition (No division of male or female group);
6. Team Competition (Each WSA member can only send one team. The team consists of four people who can be either male or female competitors.)

II. General rules of competition

Classification Table of WSA Slingshot Competitions							
Category	A	B	C	D	E	F	
Item	Precision Competition		classic Competition	Rapid Shooting Competition	All-round Competition	Frameless Competition	Team Competition
Target distance	10 m	Preliminary contest	10 m	10 m	Participate in all competitions described in ABC to form the ranking in the all-around competition The results of semi-finals and finals described in A will not be counted in the all-around competition results	10 m	15 m
	15 m		15 m	15 m		15 m	
	15 m	Semifinals					
	15 m	Finals					
Rankings	The first place, the second place and the third place in the men's group		The first place, the second place and the third place	The first place, the second place and the third place	The first place, the second place and the third place	The first place, the second place and the third place	The first place, the second place and the third place
	The first place, the second place and the third place in the women's group						
	The first place, the second place and the third place in the male adolescent group						
	The first place, the second place and the third place in the female adolescent group						
Description	The same target system is used in ABCF, with target diameter of 8cm, 7cm, 6cm, 5cm and 4cm respectively.						
	A separate target system is used in C, with a target diameter of 8cm.						
	Athletes are free to participate in any competition described in ABCE, but they must enter all competitions in ABC before the entry to the all-round competition.						

1. Players are free to choose to sign up for any, multiple, or all of the precision, classic, frameless, and rapid-fire competitions;
2. The all-round competition must include participation in precision competitions, classic competitions and rapid-fire competitions.
3. Competitions organized by WSA, such as World Cup, International Invitational, International Championship, Intercontinental Cup (such as: European Cup) should all use this system.
4. The setting of the frameless competition should meet the requirements of the host country's laws on the safety of use. If there are no restrictions in the law, this category must be set. If the number of registrations for the frameless competition is less than 3, the category can be cancelled with the agreement of the WSA Competition Committee.



5. All WSA members should adopt this competition system when launching various slingshot leagues and competitions in their country. Depending on the size of the competition, some of the categories and groups may be deleted as appropriate, but precision competitions must be conducted.

6. The specific number of days to hold the competition can be determined according to the number of people in the competition.

III. Rules for competition equipment

1. General rules:

1.1 Projectile: Steel balls with a diameter of 6.35mm -9.5(within plus or minus 0.03mm in diameter)

1.2 Slingshot: The length of the slingshot cannot exceed 30cm, and the width of the slingshot cannot exceed 25cm. Slingshots must use rubber bands as kinetic energy. Slingshots must not use wrist rests, nor be equipped with infrared equipment or auxiliary lighting sights. No magnets should be installed in the leather pouch, and no mechanical release device should be used.

2. In addition to the above general rules, the following rules shall be followed:

2.1 The slingshots for precision and team competitions can use sights, can be used to fix the rubber band in any way, and can be any slingshot that conforms to the general rules, including frameless slingshots.

2.2.1 The slingshots for classic competitions material: wood. It can be a natural tree fork, or it can be made from other wood.

2.2.2 the classic slingshot shape requirements: the maximum inclination Angle should not exceed 10 degrees. Both the slingshot arm and the handle shall be cylindrical. The tops of the two arms of the slingshot shall be parallel and not inclined. The handle of the slingshot may be engraved with the manufacturer's LOGO, and may also be treated with anti-slip winding or pattern bump.

2.2.3 the classic slingshot can not use any sight, the slingshot arm can not have a bump mark or grading scale.

2.2.4 the type of classic slingshot rubber band: can use any shape of rubber band, such as: tubular, strip, square and so on.

2.2.5 The fixation of classic slingshot rubber band: it should be directly tied to the slingshot arm, and the rubber band can only be fixed by hand. The binding material can be thread, rubber band or tape.

2.3 The frameless competition can only consist of the entire rubber band and a leather pouch. Do not use any equipment, only use it with bare hands.

2.4 The slingshot in the fast shooting competition can be any slingshot that meets the general rules. Includes frameless slingshot.

IV. Competitive target system



1. The color of the background behind the target shall be black.
2. In precision competitions, classic competitions, Frameless classic competitions and team competitions, 5 targets are used. The distance between the bottom of the target and the vertical ground is 1.4m, and the horizontal distance between the targets is 10cm.
 - 2.1 The five targets are round and white, with the diameter from left to right, respectively
 - 8cm—— 2 points for knockdown;
 - 7cm——4 points for knockdown;
 - 6cm——6 points for knockdown;
 - 5cm——8 points for knockdown;
 - 4cm——10 points for knockdown;
 - 0 point for missing the target
3. In the rapid shooting competition, the 2-link Target adopted, in which the bottom of the target is 1.4m away from the vertical ground and the diameter is 8cm, 6 points will be obtained for knockdown.

V. Target distance

1. For the preliminary contest of the precision competition: 10 m, 15m;
 - 1.1 For the Semifinals and finals of precision competition: 15m;
2. For the classic competition: 10m, 15m;
3. For the Frameless Competition: 10m, 15m;
4. For the rapid shooting competition: 10m;
5. For the team competition: 15m

VI. Competition time and scoring rules

1. General rules for the precision competition, classic competition, Frameless Competition and team competition;
 - 1.1 Each competitor shall shoot 5 times per round, and each round is limited to one pellet. The shooting shall be completed within 2 minutes and 30 seconds. Any target can be chosen to start the shooting, and it can be counted as a valid score only if the target is completely knocked down (and finally confirmed by the referee).
 - 1.2 It can be counted as a valid score only if the target is completely knocked down (and finally confirmed by the referee).
2. In the rapid shooting competition, there is no limit to the number of times of shooting, and only one pellet can be shot each time. The shooting shall be completed within 1 minute, and it can be counted as a valid score only if the target is completely knocked down (and finally confirmed by the referee).
3. To participate in all-round competitions, you must sign up for all competitions in precision competitions, classic competitions and fast shooting competitions. The



calculation method of the overall game results is as follows: the preliminary results of the precise game (excluding the scores of the semi-finals and finals), plus the total scores obtained in classic games and fast shooting.

4. For the team competition, it is the cumulative total score of 4 team members.

VII. Competition process

1. The competition will be held in two days and at six stages.

2. Day 1, Stage 1: Precision competition, classic competition and Frameless Competition, 2 rounds of 10-meter contest each;

2.1 Day 1, Stage 2: Rapid shooting competition, 1 round of 10-meter contest;

3. Day 2, Stage 3: Precision competition, classic competition and Frameless Competition, 2 rounds of 15-meter contest each;

3.1 Day 2, Stage 4: The semifinals of the precision competition, 1 round of 15-meter contest (The competitors with the top 30% of the preliminary results will enter the semi-finals)

3.2 Day 2, Stage 5: The finals of the precision competition, 7 rounds of 15-meter race (The competitors whose accumulative results rank the top 20 after taking the semi-finals will enter the finals). If the top 20 have the same result, those with higher scores in the semifinals will be preferred; If the results in the semifinals are the same, those with higher scores in the preliminary rounds will be preferred; If the results in the semifinals and the preliminary rounds are exactly the same, the finals will be held after the ranking is determined through PK. In the finals, the 11th to 20th places will be eliminated in the first round, the 9th and 10th places will be eliminated in the second round, the 7th and 8th places will be eliminated in the third round, the 5th and 6th places will be eliminated in the fourth round, the 4th place will be eliminated in the fifth round, the 3rd place will be eliminated in the sixth round, and the champion and the runner-up will be determined in the seventh round. If two competitors have the same result after the 7th round, it is required to continue the next round of competition until the winner is determined, and the results in the last round shall be recorded into the competition system.

3.3 Day 2, Stage 6: Team competition, 2 rounds of 15-meter contest. Each team shall make one team, which shall be composed of the top 4 competitors directly determined by the competition scoring system, the name list shall be published on the spot, and the personnel shall not be replaced. The cumulative score of the 4 competitors shall be the total score of the team. If the top three teams have the same score, those with much more high scores shall be preferred. In case of the exactly same results, the teams with the same result shall continue the next round of competition until the winner is determined, and the results in the last round shall be recorded into the competition system.

VIII. Other competition regulations



1. Entry to the competition must be accompanied by a uniform certificate issued for the competition;
2. It is required to practice in the designated area of the competition and comply with the relevant safety regulations;
3. It is required to strictly abide by the instructions of the competition, wait at the specified place and enter the competition. If the competitor fails to enter the competition on time, the result of this round will be counted as 0 point;
4. Athletes shall standardize their clothing, shall not wear unbuttoned or backless clothing, and shall not participate in the competition barefoot or wearing slippers
5. All competitions shall be completed in a standing position. If a disabled person needs to complete the competition in other positions, he/she shall obtain the approval of the WSA Competition Committee before he/she can enter for the competition.
6. The preparation time for each round is 1 minute. The competitor shall enter the track within the preparation time and place the pellets in the designated position according to the quantity requirements stipulated in the competition (except the rapid shooting competition);
7. The standing position of the competitor shall not exceed the prescribed track width, and the competitor shall stand outside the starting line, shall not step on or cross the line. If the competitor insists on doing so after being warned by the referee, the result of this round shall be counted as 0 point;
8. Only when the referee gives the start signal, can the competitor start shooting. For those who start shooting at will, the result of this round shall be counted as 0 point;
9. If the number of times of shooting by the competitor exceeds the quantity stipulated in the competition, the result of this round shall be counted as 0 point;
10. When the referee sends a stop signal, the competitor must stop firing and leave the playing field until the referee sends a withdrawal signal. After the referee sends a stop signal, if the player continues to shoot, the score for this round will be counted as 0 points.
11. If the slingshot device fails during the game, you can replace it with a spare device. On-site maintenance of the equipment can only be completed before the end signal of the round. No one may borrow any other person 's equipment on the playground, and may not transfer any equipment and accessories from the playground. For those who violate this rule, the score for this round is considered 0 points.
12. Those who do not respect the referee or disobey the referee will be disqualified.

IX. Rankings with reward

1. The first three places in the team competition
2. The first three places in the men's group of the precision competition;
3. The first three places in the women's group of the precision competition;
4. The first three places in the all-round competition;



5. The first three places in the classic competition;
6. The first three places in the Frameless competition;
7. The first three places in the rapid shooting competition;
8. The first three places in the male adolescent group of the precision competition;
9. The first three places in the female adolescent group of the precision competition;

X. Bonus plan

It depends on the funding of the event organizer.

XI. rules interpretation

1. The unfinished matters and the power of interpretation belong to the WSA Competition Committee.

WSA Competition Rules Committee

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