

Competition Regulations and Rules

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Chapter 1. General Provisions

Article 1. Purpose

This event aims to transmit and to enrich traditional equestrian culture and manage the International Horseback Archery Competition.

Article 2. Definition

This competition of riding horses and shooting arrows simultaneously is held and promoted by the World Horseback Archery Federation (hereinafter referred to as 'Federation'), and is called the 'International Horseback Archery Competition.

Article 3. Application

These regulations and rules apply to the World Horseback Archery Competition. Any matters which are not mentioned here (including the interpretation of each word and scoring rules etc.) will be resolved through mutual discussions among the International Horseback Archery Federation Committee.

Chapter 2. Qualification for Entry

Article 4. Qualification for competitors

4.1. Each competitor shall undergo an assessment by the organizing committee then be registered. He/she shall be certified that he/she is able to participate in single shot, double shot, serial shot, Qabaq, Masahee, and Mogu .

4.2. Competitors are divided into the three classes of juniors (under 16 years old), adults (16 to 65 years old), and seniors (over 65 years old) according to their age.

Article 5. Qualification for competition horses

5.1. Horses must be registered in our Federation and certified that they can be entered in each event such as single shot, double shot, serial shot, Qabaq, Masahee, and Mogu.

5.2. Horses which are in the process of registering will not be permitted in the competition.

Article 6. Qualification for referees

Referees shall be certified that he/she can manage the competition smoothly after completing the appropriate courses and registration.

Chapter 3. Horseback Archery Competition

Article 7. Competition Events

7.1. Individual match

7.1.1. Single shot

The competitor shoots an arrow at 1 target within a measured time limit under Article 18.1.3. The competitor must canter or gallop without breaking pace along the track with 1 target the point of 90m of the track under Article 8.

7.1.2. Double shot

The competitor shoots 2 arrows at 2 targets which are set in a V shape (one facing forwards and the other backwards) within the measured time limit under Article 18.1.3. The competitor must canter or gallop without breaking pace along the 120m straight track. The first shot is forward at 60m, the second backward at 90m under Article 8.

7.1.3. Serial shot

In the 'type A' arena, the competitor shoots 5 arrows at 5 targets which are set at regular intervals within a measured time limit under Article 18.3.3. In the 'type B' arena, the competitor shoots 3 arrows at 3 targets within a measured time limit under Article 18.3.3. The competitor must canter or gallop without breaking pace along a 180m track. In the case of the 'type A' arena, the competitor must shoot at five targets at an interval of 30m which are located in a straight line, the first at 30m, the second 60m, the third 90m, the fourth 120m, and the fifth at 150m. The finishing line is 30m beyond the fifth target.

7.1.4. Qabaq

The competitor shoots a blunt flu flu arrow at the circular target which is placed at the top of a tall poll under Article 18.4.7.2. The competitor must canter or gallop without breaking pace along the track with 1 target at 60m along the track under Article 8.

7.1.5 Masahee

The competitor shoots a blunt arrow at 5 targets within a measured time limit under Article 18.5.2.6. The competitor must canter or gallop without breaking pace along a 180m track while shooting at five targets with an interval of 30m track under Article 8.

7.1.6. Mogu

A competition staff (hereinafter refer to as 'Mogu puller') rides ahead while pulling the Mogu ball and the competitors chase the Mogu ball in an attempt to shoot it with maximum 3 blunt arrows.

7.2. Team Match.

Team matches include the following events: single shot, double shot, serial shot, Qabaq, Masahee and Mogu. A team can be made of two or three competitors. Team matches shall follow the same rules as the individual matches.

7.3. Grand Prix Competition

The Grand Prix event will select the best horseback archer out of the year's Competition. A certain number of competitors with high scores in single shot, double shot, serial shot, Qabaq, Masahee, and Mogu will be selected and they will compete in the Grand Prix round.

Article 8. Arena

8.1. The arena shall be secured to have enough space around the target and make the serial shot can be carried out safely.

8.2. The 'type A' course is of 180m from the starting line to the finishing line. In case of the 'type B', it shall be 100m long.

8.3. The arena shall be either 'type A' or 'type B' depending on the local condition and available size.

8.4. The width of the track shall be 4m.

8.5. The minimum distance from the track to the target shall be 6m long.

Article 9. Competitors and Committee Members

Competitors and committee members shall be registered in the Federation as membership country or club and he/she can participate in all events. Trial competitors shall be registered by the Federation as well.

9.1. Obligation of a competitor

9.1.1. He/she shall not take any drugs prohibited by the WADA

9.1.2. The Federation can test for drug use when necessary. Anyone who refuses the test or is found to have used any prohibited drug will not receive any award and their registration shall be cancelled for the given year.

9.1.3. A competitor shall verify his/her order for the game and stand by. When called upon for the game, the competitor shall wear their gear and prepare for the game. The competitor shall not deviate from the arena unilaterally during the competition.

9.1.4. The Federation and the group in charge are not responsible for any injury or death that occurs during the competition in any way.

9.2. Obligation of the committee members.

9.2.1. The committee members shall be well aware of the rules and regulations

9.2.2. The committee members shall protect the competitors and cooperate to coordinate the competition.

9.2.3. The committee members shall not enter the track without permission of the referees.

Article 10. Horses

10.1. Competition horses shall be certified by the Federation that they can participate in each event such as single shot, double shot, serial shot, Qabaq, Masahee, and Mogu.

10.2. The competitor shall choose to ride one horse during the entire competition.

10.3. The competitor shall choose the horse for him/herself before the competition. If more than 3 competitors nominate the same horse, primarily one person will be selected by drawing straws. According to circumstances, a second rider may be chosen in the same way.

10.4. Once chosen, a competitor shall not change the horse. However, there are exceptions if the chosen horse becomes lame, is wounded, or dies during the competition.

10.5. A harness includes a set of bridles/reins, a patch, a saddle, a girth, and protection tape or fetlock boots on the horse's legs.

10.6. Any gear connecting stirrups is prohibited.

10.7. Competitors cannot use any type of spurs.

Article 11. Bows and Arrows

11.1. The bows and arrows which are used in the competition shall be Korean ones or other traditional or modern ones. Personal equipments such as bow, arrow, etc. can be borrowed from the Federation for a fee. However, we make it principle to prepare them personally.

11.2. All arrows must be put in an arrow case or a quiver when the competitor passes the starting line.

11.3. The competitors must not touch or knock their arrows until they have passed the starting line. However, junior competitors are permitted to touch or knock their arrow before they have passed the starting line. (European style events follow a separate rule).

11.4. An arrow case or a quiver must be attached to the waist (it may connect to the thigh or hip) or back.

Article 12. Targets

12.1. There are no limits to form, type, and material of the targets.

12.2. The targets shall be squares with a side of 90cm, and they shall be placed 60cm above the ground.

12.3. The targets shall be located at least 6m away from the center of track, left or right

12.4. Targets are divided into 4 circles. Bull's-eye scores 5 points, the second circle 4 points, the third 3 points, the fourth 2 points and the white background 1 point.

12.5. Through meeting with the Federation, material, form, height and distance of the targets can be regulated.

12.6. Location of Targets

12.6.1. Single shot

12.6.1.1. The 'type A' target shall be set 90m from the starting line for sideward shooting.

12.6.1.2. The 'type B' target shall be set 50m from the starting line for sideward shooting.

12.6.2. Double shot

12.6.2.1. 'Type A' : The 1st target shall be set 60m from the starting line for forward shooting and the 2nd at 90m for backward shooting. The two targets shall be set to insure the first is shot forward and the last backward.

12.6.2.2. 'Type B' : The 1st target shall be set 40m from the starting line for forward shooting and the 2nd shall be set 60m for backward shooting.

12.6.3. Serial shot

12.6.3.1 'Type A' : The 1st target shall be set 30m from the starting line, the 2nd at 60m, the 3rd at 90m, the 4th at 120m, and the 5th at 150m.

12.6.3.2 'Type B' : The 1st target shall be set 30m from the starting line, the 2nd at 60m, and the 3rd at 90m.

12.6.4. Qabaq

Place a hard, circular target with a diameter of 60cm at the top of a poll 8m high.

12.6.5. Masahee

Five targets shall be set in a regular interval from the starting line. The 1st target shall be set 30m from the starting line, the 2nd at 60m, the 3rd at 90m, the 4th at 120m, and the 5th at 150m.

12.6.6. Mogu

Mogu puller shall prepare and wait at the starting line with Mogu ball.

Article 13. Referees

13.1. Referees consist of four referee members. There are two assistant referees in charge of scores and lap time. The chief referee shall oversee the full frame of each event. The head referee shall check the above two assistant referees and the chief referee.

13.2. Before beginning the competition, the chief referee shall lift up a flag to signal that preparation has been completed.

13.3. The assistant referee who is in charge of scores shall check the scores after finishing the match.

13.4. The assistant referee who is in charge of the lap time shall check the lap time and record it.

13.5. The chief referee shall watch and make sure that the competitors can challenge safely from the starting line to the finishing line.

Article 14. Costumes

As long as the Federation approves it, there is no limit to costumes, whether it is traditional or reformed armor. The competitors and referees must wear the traditional costumes designated by Federation.

Article 15. Entrance

The competitor who is in the designated waiting place shall enter the track after the staff gives the signal for entrance.

Article 16. Disqualification and Rematch

16.1. If the competitor does not enter the track within 30 seconds after the signal of entrance, the competitor will be disqualified. In case of entering into the track before the signal of entrance, the competitor will be disqualified as well.

16.2. If the horse resists continuously for over 30 seconds after entering, the competitor will be disqualified.

16.3. If the horse runs out of the track during the match, the competitor will be disqualified.

16.4. If the competitor treats the horse harshly such as beating or lashing, drawing rein so hard to hurt it, etc, the competitor will be disqualified.

16.5. If the competitor falls off the horse during the match, the competitor will be disqualified.

16.6. If the competitor drops the bow during the match, the competitor will be disqualified.

Article 17. Starting and Ending of Rounds

17.1. Before starting each round the chief referee shall lift up a flag to signal that preparation has been completed.

17.2. The staff at the starting line shall lift up a flag to signal that competitor's preparation has been completed.

17.3. If both the chief referee and the staff's sign have been confirmed the event begins with a drummer's drumbeat.

17.4. The sign of ending the round shall be recognized by lifting up a flag.

Article 18. Scoring and Ranking

Competitors have two trials for each event.

Points will be deducted for every second by one decimal point for time over the limit, while extra points will be given for every second by one decimal point for time under the limit.

Scores from both trials will be summed up. The total sum of the event will be used for the ranking.

If a competitor shoots the line between circles of the target, he/she will receive the higher score. .

A competitor cannot make the second trial if he/she has been disqualified at the first trial of single shot, double shot, serial shot, and Masahee.

18.1. Single shot

18.1.1 The target is divided into 4 circles. Bull's-eye scores 5 points, the second circle 4 points, the third 3 points, the forth 2 points and the white background 1 point.

18.1.2. The score is given only when the arrow goes through or hits the target. If the arrow rebounds from the target, the score cannot be given.

18.1.3. In case of 'type A', competitors shall finish shooting and pass the finishing line within 15 seconds(adults) or 18 seconds(junior and senior). In case of 'type B', the time limit is 10 seconds (adults) or 12 seconds (junior and senior).

18.1.4. 3 points will be deducted if the competitor drives the horse roughly.

18.1.5. The competitor cannot make the second trial if he/she has been disqualified at the first trial.

18.2. Double shot

18.2.1 The targets are divided into 4 circles. Bull's-eye scores 5 points, the second circle 4 points, the third 3 points, the forth 2 points and the white ground 1 point. 2 targets score will be summed up

18.2.2 See Article 18.1.2.

18.2.3. See Article 18.1.3.

18.2.4. See Article 18.1.4.

18.2.5. See Article 18.1.5.

18.3 Serial shot

18.3.1 The targets are divided into 4 circles. Bull's-eye scores 5 points, the second circle 4 points, the third 3 points, the fourth 2 points and the white ground 1 point. In 'type A', the scores of the 5 targets' will be summed up while in 'type B' the scores of 3 targets' scores will be summed up.

18.3.2 See Article 18.1.2.

18.3.3. The 'type A' competitor shall complete the shooting and pass the finishing line within 20 seconds (adults) or 25 and seconds (junior and senior). In case of 'type B', competitors shall complete the shooting and pass the finishing line within 10 seconds (adults) or 12 and seconds (junior and senior).

18.3.4. See Article 18.1.4.

18.3.5. In 'type A', if at least 3 arrows do not hit the targets, the competitor shall be disqualified. The same rule will be applied to 'type B' if at least 2 arrows do not hit the targets.

18.3.6. Competitor cannot make the second trial if he/she has been disqualified at the first trial.

18.3.7. Other rules are identical to single shot.

18.4. Qabaq

18.4.1. Qabaq is an event where the competitor rides the horse at a canter or gallop and shoots an arrow at the circular target which is placed at the top of a poll.

18.4.2. Match type

18.4.2.1 Individual match: One competitor rides a horse and shoots an arrow to hit the target at the top of the poll.

18.4.2.2. Team match: Each team consists of two people, whose scores are totaled.

18.4.3. Arena and position of the target.

18.4.3.1. Total length of track: 90m.

Position of the poll: 60m from the starting line.

Height: 8m above the ground.

18.4.3.2. Width of the track is 2~4m.

18.4.3.3. The target is located 1m from the track.

18.4.4. Referees and staff

18.4.4.1 The score judging referee is the chief referee.

18.4.4.2 The score recording referee is an assistant referee.

18.4.4.3 The referee that confirms the ways of shooting is an assistant referee.

18.4.4.4 The referee that gives the starting signal is an assistant referee.

18.4.4.5 Drummer.

18.4.4.6 Competition staff: assistants to help the game proceed smoothly.

18.4.5. Targets and arrows

18.4.5.1 Target: Place a hard, circular target with a diameter of 60cm at the top of a poll 8m high.

18.4.5.2 Blunt flu-flu arrow: Use an arrow that has a rubber covered head so that it does not harm competitors or the audience when the arrow falls to the ground.

18.4.6. Game procedure

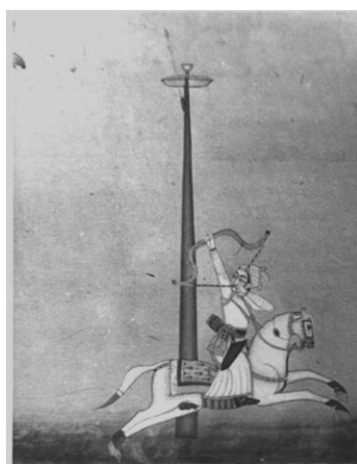
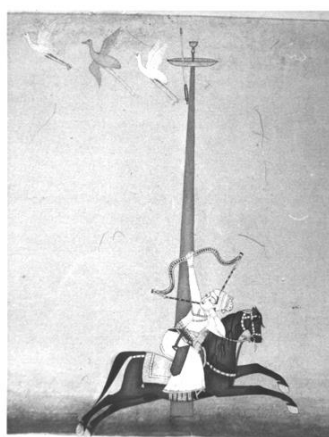
18.4.6.1 The competitor stands before the starting line and prepares for the game.

18.4.6.2 When the referee gives the starting signal by lifting up a flag, the drummer beats the drum to announce the start of the game.

18.4.6.3 When the drumbeat starts, the competitor starts to either canter or gallop and shoots an arrow at the target.

18.4.7. Scoring and marking

18.4.7.1. The scores are given according to the posture of competitor when she/he hits the circular target. The game shall be tried twice for each person and the two scores are summed up to decide the ranking. Five points are given when the arrow hits the target while the horse is within 5m of the poll and the competitor is twisting his/her upper body. Three points are given when the arrow hits the target backwards while the horse is outside 5m of the poll and competitor is twisting his/her upper body. One point is given when the arrow hits the target while the horse is outside 5m of the poll and the competitor's upper body is held upright.



Five points	Three points	one point
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18.4.7.2. In the 90m track, competitors shall complete the shooting and pass the finishing line within 10 seconds (adults) or 12 seconds (junior and senior). Points will be deducted for every second by one decimal point for time over the limit, while extra points will be given for every second by one decimal point for time under the limit.

18.4.7.3. 3 points will be deducted if the competitor drives the horse roughly.

18.5. Masahee

18.5.1. Masahee is an event where competitors shoot blunt arrows and knock targets down.

18.5.2. Game procedure

18.5.2.1. The competitors shoot arrows while cantering or galloping. Each team takes 2 rounds at quarter final, semi final, and final matches.

18.5.2.2. The competitors shoot blunt arrows and knock the targets down.

18.5.2.3. Scores of the speed of the horses and fallen targets from both rounds will be totaled. The method of time recording of horse speed is identical to that of double shot event.

18.5.2.4. Each team consists of 3 competitors. The team to knock down 5 targets first wins. If both teams fail to knock down the 5 targets, then the team with the most points wins.

18.5.2.5. Masahee is a team tournament event. Square 60cm targets (60cm x 60cm) are used up to quarterfinals. Square 40cm targets (40cm x 40cm) are used at semi finals, and square 20cm targets (20cm x 20cm) are used at the final match.

18.5.2.6. Competitors shall complete the shooting and pass the finishing line within 20 seconds (adults) or 25 seconds (junior and senior).

18.5.3. Arena and target facilities

18.5.3.1. The competition track shall be 180m straight from the starting line to the finishing line.

18.5.3.2. The width of the track shall be 4m and the minimum distance from the track to the target shall be 6m.

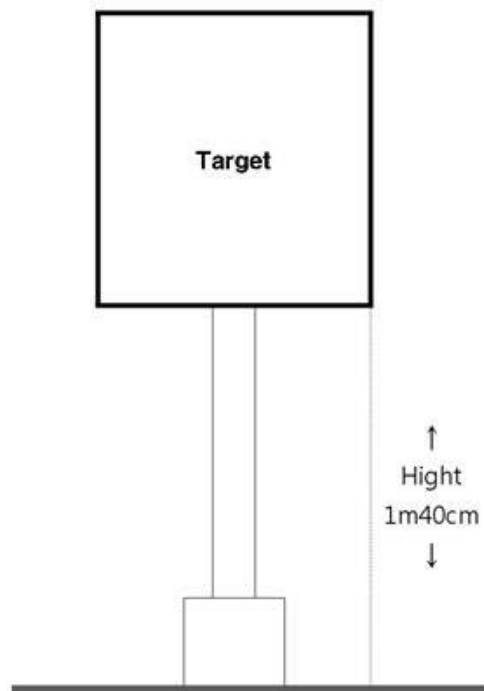
18.5.3.3. Five targets shall be set with regular intervals of 30m.

18.5.3.4. The symbol of the first round of targets, which are squares of 60cm (60cm x 60cm), is a wild boar face.

18.5.3.5. The symbol of the round of second targets, which are squares of 40cm, is a bear face.

18.5.3.6. The symbol of the third round of targets, which are squares of 20cm, is a tiger face.

18.5.3.7. Targets shall be placed 1m 40cm above the surface of the ground.



18.5.3.8. The intervals between each target is 30m.

18.5.3.9. The track is 180m long.

18.5.3.10. A blunt arrow shall be used.



First target



Second target



Third target

18.5.4. Referees and staff

18.4.4.1 The score judging referee is the chief referee.

18.4.4.2 The score recording referee is an assistant referee.

18.4.4.3 The referee that gives the starting signal is an assistant referee.

18.4.4.4 Drummer.

18.4.4.6 Competition staff: assistants to help the game proceed smoothly.

18.5.5. Game procedure

18.5.5.1 The competitor stands before the starting line and prepares for the game.

18.5.5.2 When the referee gives the starting signal by lifting up a flag, the drummer beats the drum to announce the start game.

18.5.5.3 When the drumbeat starts, the competitor starts to either canter or gallop and shoots at the targets.

18.5.6. Scoring and marking

18.5.6.1 Scores are given according to the number of targets knocked down.

18.5.6.2 The game shall be tried twice and the two scores are summed up to decide the winner.

18.5.6.3 If a team fails to knock down at least 3 targets, they are disqualified.

18.5.6.4 A competitor cannot make the second trial if he/she has been disqualified at first trial.

18.6. Mogu

18.6.1. The Mogu puller rides ahead while pulling the Mogu ball and the rest of the competitors chase it and try to shoot with maximum 3 blunt Mogu arrows.

18.6.2. Match type

18.6.2.1. According to the number of competitors, it can be a team competition.

18.6.2.2. With 1 competitor per team: 1 competitor chases the Mogu ball and attempt to hit it with painted blunt arrows.

18.6.2.3. With 2 competitors per team: 2 competitors chase the Mogu ball and attempt to hit it with painted blunt arrows.

18.6.2.4. With 3 competitors per team: 3 competitors chase the Mogu ball and attempt to hit it with painted blunt arrows.

18.6.2.5 With multiple competitors: multiple competitors chase the Mogu ball and attempt to hit it with painted blunt arrows.

18.6.2.6. The Arena

18.6.2.6.1. 150m track: The competitor to receive the most points with 2 arrows wins the game

18.6.2.6.2. 200m track: The competitor to receive the most points with 3 arrows wins the game

18.6.3. The number of competitors needed in Mogu event

18.6.3.1. Competitors

Competitors qualified to play Mogu

18.6.3.2. Mogu puller

A staff member that is qualified to pull the Mogu ball. The Mogu pullers may be selected from any participating country or team if qualified by the Federation.

18.6.3. Referees and staff

18.6.3.1 The score judging referee is the chief referee.

18.6.3.2 The score recording referee is an assistant referee.

18.6.3.3. The referee that confirms the ways of shooting is an assistant referee.

18.6.3.4. The referee that gives the starting signal is an assistant referee.

18.6.3.5. Drummer.

18.6.3.6. Competition staff: assistants to help the game proceed smoothly.

18.6.4. Required equipment

18.6.4.1. Mogu ball: A 60cm diameter ball. The frame is made out of lean wood that is elastic (ex. Korean lespedeza tree) and the surface is wrapped with durable fabric.

18.6.4.2. Blunt Mogu arrows: Wrap the arrowhead with a cloth and stain it with paint so that the hit-mark can be shown when it hits Mogu ball.

18.6.4.3. Paint: Prepare paint so that the Mogu arrow can mark the Mogu ball when it hits the ball.

18.6.5. Game procedure

18.6.5.1. The Mogu puller gets ready at the starting line with the Mogu ball.

18.6.5.2. The competitors get ready at the waiting line.

18.6.5.3. When the referee gives the starting signal with the flag, the drummer beats the drum to announce the start of the game.

18.6.5.4. When the drum beats, the Mogu puller starts and is followed by the rest of the competitors chasing and trying to shoot Mogu ball.

18.6.5.5. When the Mogu puller arrives at the finishing line, the puller shall release the Mogu string and come back to the starting line safely.

18.6.6. Scores

When competitors hit the Mogu ball with arrows, graded scores are given according to the marked spots.

18.6.6.1. Full moon shaped hit: 5points

18.6.6.2. Half moon shaped hit: 3points

18.6.6.3. New moon shaped hit or just streak marks: 1point

18.7. Team match

18.7.1. The scoring rules for the team match are identical to the rules for the individual matches.

18.7.2. All scores of the participating competitors of the same team are totaled to be used for the ranking.

Article 19. Entry fee

19.1. The competitors shall pay the entry fee of each competition to the Federation.

19.2. The competitors shall pay the rental fee of the horses provided by the organizing committee for practice and competition.

Article 20. Awards

20.1. In each event, the first, the second and the third rankers are decided and awarded regardless of the number of the competitors.

20.2. When there are 3 or less competitors, excluding those who are disqualified, the prizes are given in order.

20.3. The prize winner is presented a certificate of commendation and medal (or trophy), and or can be granted a supplementary prize.

20.4. Course clearing time, horsemanship, and accuracy of the horseback archers participated in all events of the competition shall be evaluated overall to determine the champion and reserve champion, and both shall be awarded at the award ceremony.

Article 21. Prize Money

21.1. Prize money can be awarded as a supplementary prize.

21.2. Prize money is awarded to the competitor and his team.

21.3. The prize money shall be used for the development of traditional horse culture and its competition

Article 22. Measures for Absentees and Non-attending Horses

22.1. If the competitor and his horse that has been approved after applying participation cannot participate in the competition, if possible he/she shall submit the reason attached with a medical certificate or medical certificate by an authorized veterinarian to the referee committee an hour before the beginning of the competition and should obtain their approval.

22.2. When the absent competitor does not submit the above documents or be absent without justification, he/she and his/her horse shall not be allowed to participate in the present and the next competition.

Article 23. Measures for Absentees at the Opening Ceremony

If the competitor who has been decided the order after applying participation is absent at the opening ceremony without justification, his/her entry can be revoked under the referee's discretion.

Article 24. Measures for Absentees at the Closing Ceremony

If the competitor who participates in the competition is absent at the closing ceremony without the referee's permission, he/she can be given a warning card from the referee or be revoked the chance to participate in the next competition under the referees' discretion.

Article 25. Measures for Absentees at the Awarding Ceremony

If a winning competitor of an event is absent at the awarding ceremony without justification, his/her prize can be canceled under the referee's discretion.

Article 26. Measures for Disorder Acts

26.1. Disorder acts refer to "all behavior which can hurt the referee's authority and honor such as disobedience of the referees' decision by the competitor, family, or friends, use abusive language, loudly protesting unjustly, and obstructing the proceedings with insolent attitude or violence."

26.2. The above behavior will be measured as follows:

26.2.1. If the competitor performs disorder acts, his participation in all events shall be prohibited and the scores which he has already received shall be revoked.

26.2.2. If the competitor's family or friends act as such regardless of his/her intention, he/she can be measured as mentioned above.

26.2.3. The competitor related with disorder actions cannot participate in the competition of the present year and also the next year.

Article 27. Duties of Each Division and Subcommittee

Organizing committees can have subcommittees when deemed necessary.

27.1. Subcommittee of Referees

The Subcommittee of Referees consists of referees. The duties include determination of scoring, rematch, and disqualification in order to insure fair competition for the competitors.

27.2. Subcommittee of Scoring

The Subcommittee of Scoring records and ranks the competitors' in cooperation with the Subcommittee of Referees. It discloses scores and ranks at a certain place and delivers the result to the Subcommittee of Awards.

27.3. Subcommittee of Competition

The Subcommittee of Competition determines the order of the matches and displays it at a predetermined place. It also performs all duties related to commencing and completing the competition.

27.4. Subcommittee of Ceremony

The Subcommittee of Ceremony performs all duties related to welcoming and serving the members and guests of the competition.

27.5. Subcommittee of Awards

The Subcommittee of Awards performs duties related to awards including collecting the scores and rankings from the Subcommittee of Scoring and distributing awards (trophies, medals, certificates of awards, gifts, etc.)

27.6. Subcommittee of Competition Horses

The Subcommittee of Competition Horses performs duties related to regulating competition horses.

27.7. Subcommittee of Medical Emergency

The Subcommittee of Medical Emergency performs all duties related to medical issues. They let medical staff and vehicles in arena in case of any medical emergencies

27.8. Subcommittee of Facilities

The Subcommittee of Facilities performs duties related to the installation and disassembly of any equipments and facilities.

27.9. Subcommittee of Disputes

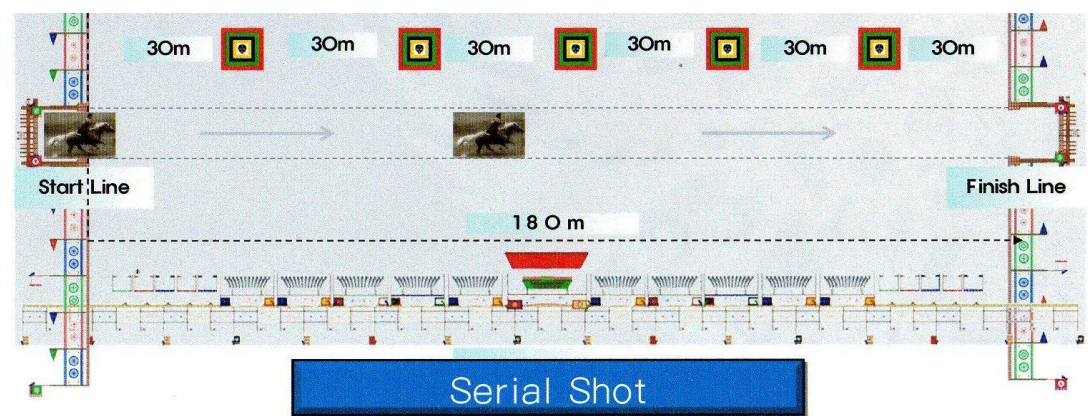
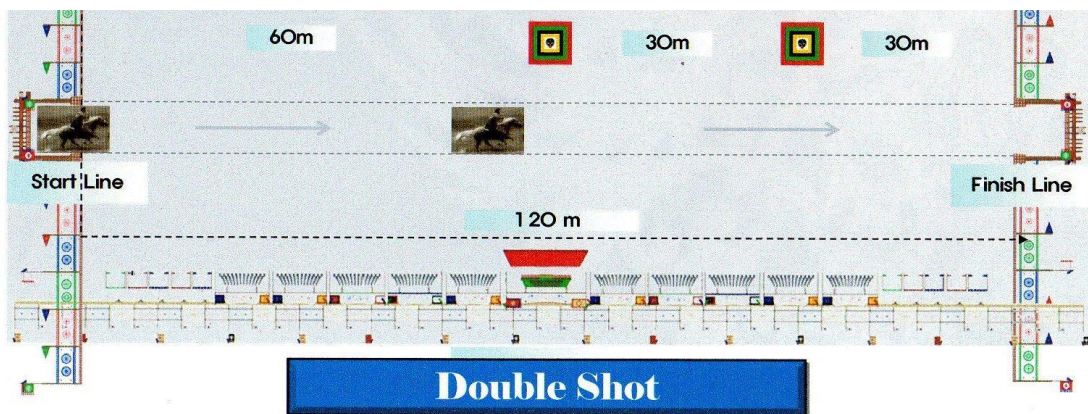
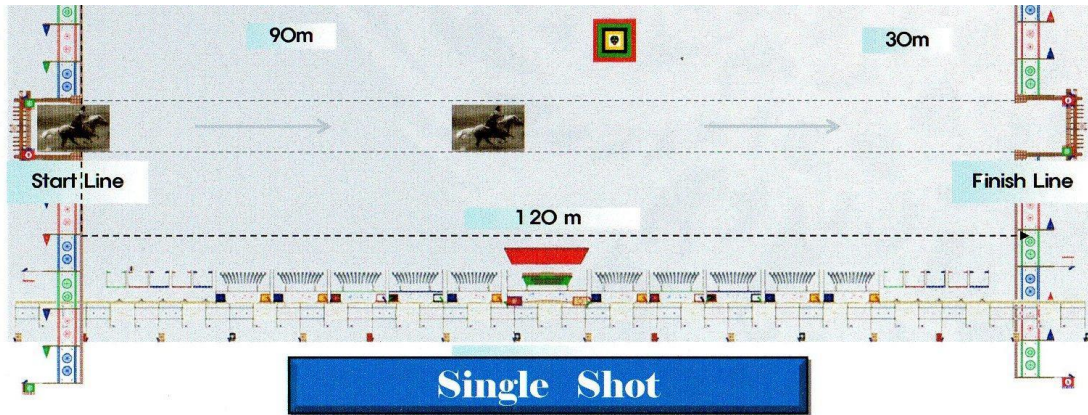
The Subcommittee of Disputes comprises of the chief of Subcommittee of Referees, referee for the game at issue, and the chief of the Subcommittee of Competition and resolves any disputes issued by competitors and coaches.

27.9.1. Once an objection has been filed in a proper form, the subcommittee shall pause the game and resolve the dispute at hand.

27.10. Subcommittee of Rewards and Penalties

The Subcommittee of Rewards and Penalties consists of the chiefs of all subcommittees and determines and evaluates the issues regarding rewards and penalties. The agreement requires the consent of two thirds of the members of the Subcommittee of Rewards and Penalties.

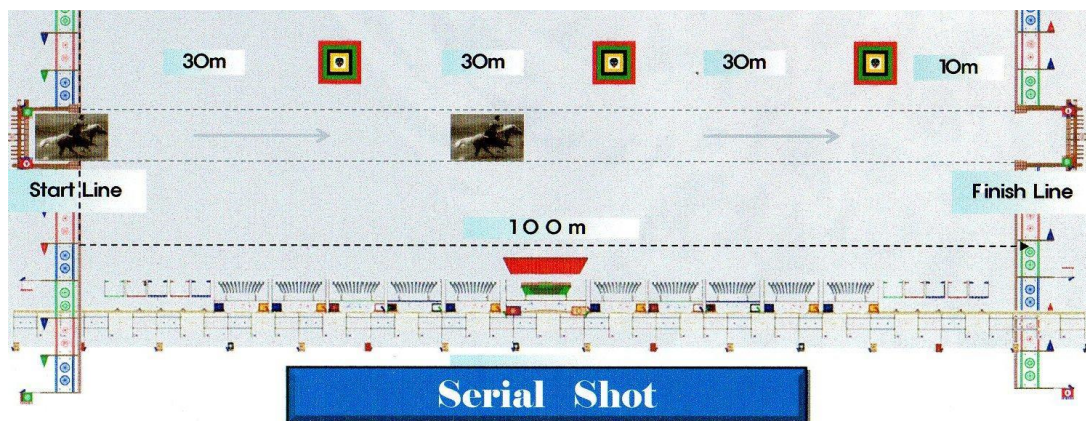
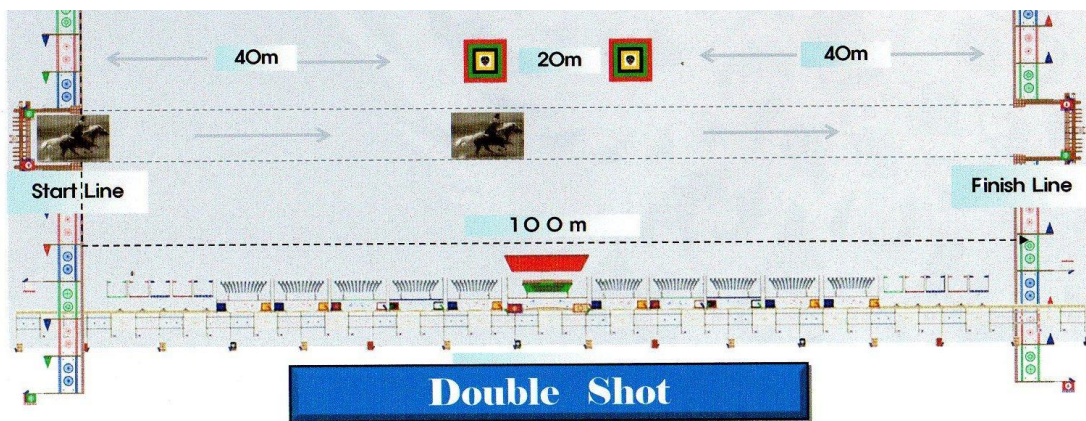
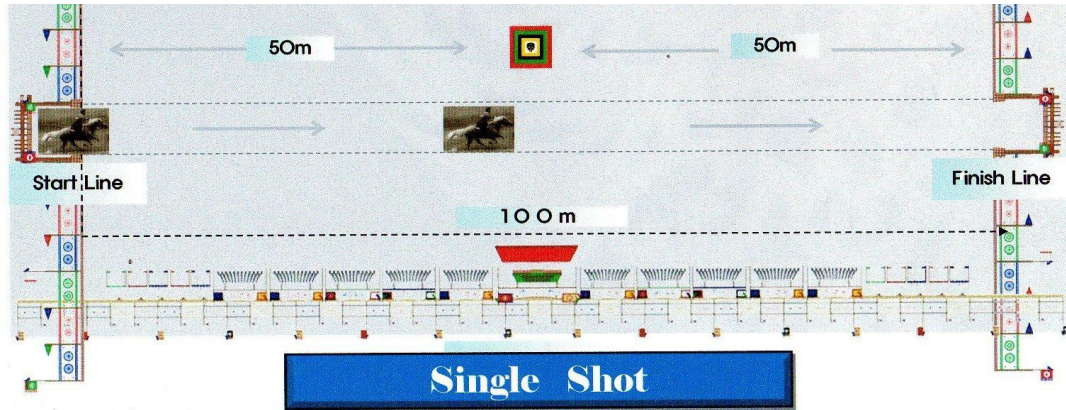
- A 경기장 도표
- Type A arena



경기장 Type "A"

➤ B 경기장 도표

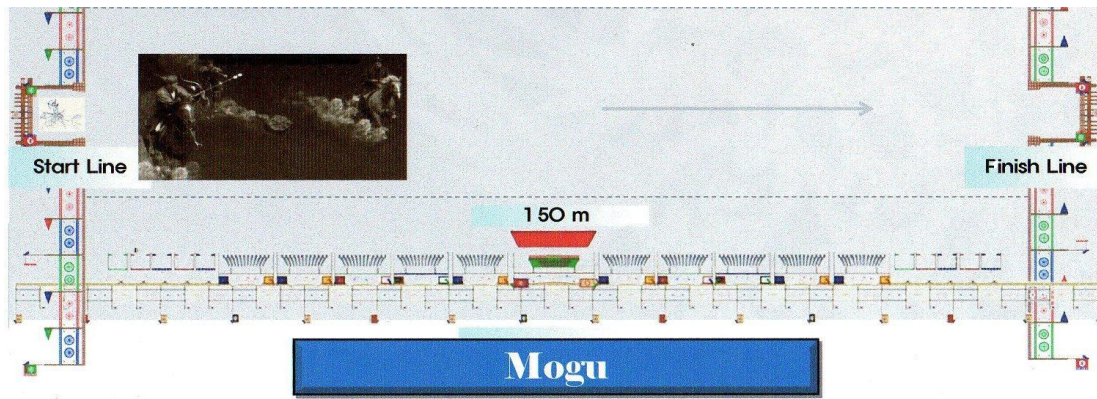
➤ Type B arena



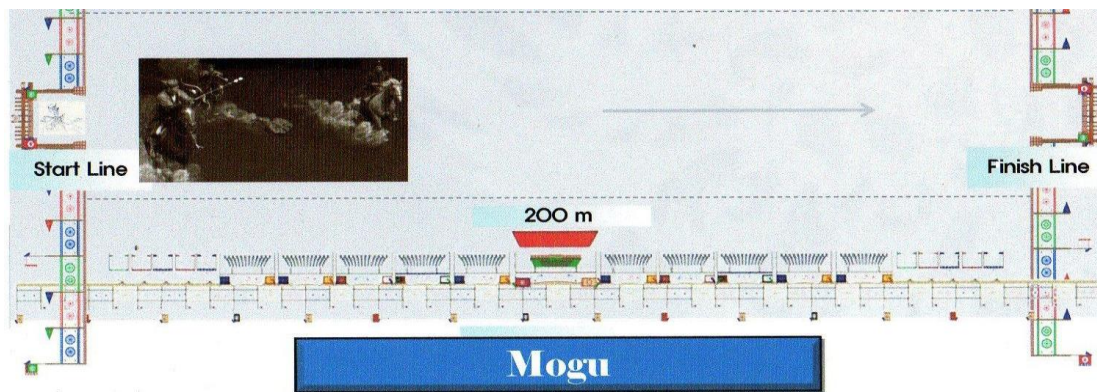
경기장 Type "B"

➤ 모구 경기 구장도

➤ Mogu arena



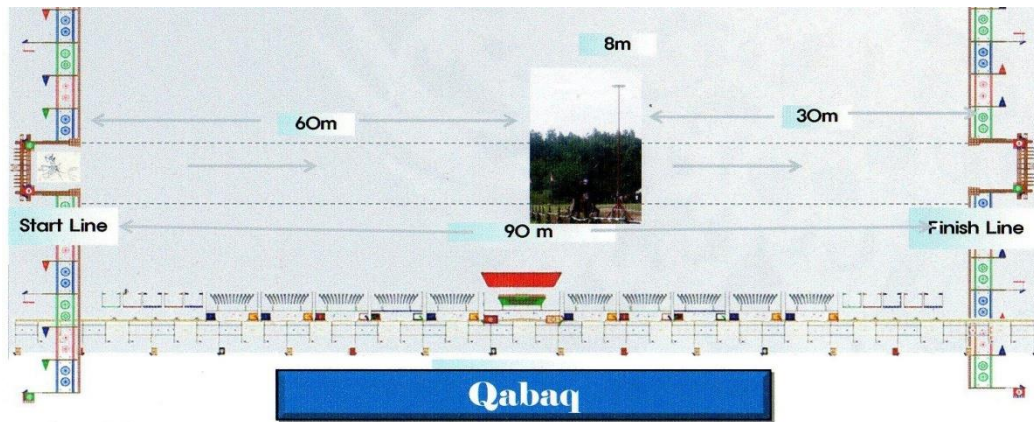
Type-A(150m 경기장)



Type-B(200m 경기장)

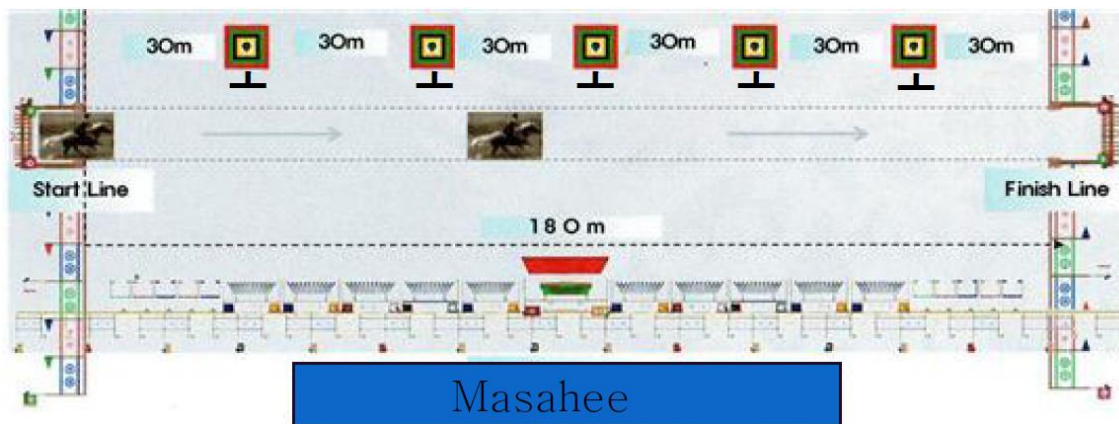
➤ 콰바크 경기장 도표

➤ Qabaq arena



Qabaq

➤ 마사희 경기장 도표



➤ Masahee arena