

# IFBA Official Rulebook

## Team and Individual Events

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**I**nternational **F**ederation of **B**oomerang **A**ssociations

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## General Rules

These general rules apply to both the team championships and the individual championships.

### ***Boomerang Safety Guidelines***

- Boomerang need plenty of space for safe use. Throw boomerangs only in large open spaces where they have plenty of room to fly or bounce without danger of hitting anyone or anything.
- Throwers are responsible for the safety of everyone within the flight path of their boomerangs. Throwers should always keep their sight on their boomerangs during flight.
- If the thrower sees anyone in danger of being hit, he should give a prompt, clear, loud, verbal warning to the person in harm's way such as yelling, "HEADS".

#### **Safety during Practice**

- Any thrower who hits a person with a boomerang during its outward flight – and is clearly at fault – is disqualified from his next event, even if it is on another day.
- Any thrower who is warned by a tournament official or circle master to stop throwing dangerously on two separate occasions during the same day, or who hits someone after being warned once, is disqualified from warm-up, practice, and competition for the rest of the day.
- Exceptions:
  - The accident is clearly the fault of the victim.
  - The victim is in organized warm-up or practice (in the line for throwing) and is not paying attention to returning boomerangs and is hit as a result.

#### **Safety during competition**

- Make sure the circle judge has given the "circle clear" announcement before you throw.
- Do not enter another thrower's circle without checking to see if it is safe and telling the thrower that you are entering his circle.
- Throwers are responsible for moving range spotters, judges, spectators or anyone else before they throw to keep them out of danger. If any of these persons are hit, the thrower gains no score on this throw. Time will be allowed for people to move, but no re-throws are given if range spotters, etc. are hit on a throw.
- Exception: The accident is clearly the fault of the victim.

### ***Obligations of Contestants and Teams***

- By entering the competition, contestants and teams agree to accept the decisions of the tournament officials and circle masters.
- In timed events, it is the competitor's responsibility to be sure the timers are ready before he begins his turn. A thrower who throws before the timers are ready receives no score for that turn.
- In all events, it is the thrower's responsibility to be ready to throw when it becomes his turn. If he does not throw within the designated time allotted after the circle judge gives the "circle clear" announcement, he loses his turn.
- Contestants may not talk unnecessarily with the judge or scorekeeper during an event.
- When throwers/teams report to their circles, the names of the throwers are entered into the score sheets. If a thrower or team is not fully present to register with the circle master at the beginning of the event, the thrower (in individual-style events) or the team (in team-style events) will receive a 0 in that event.
- It is the responsibility of each thrower/team to know when it is his/their turn, and to be ready to throw upon the official's signal.
- When throwers/teams have registered at the beginning of the event, no changes may be made, except in the case of an injury substitution in team events.
- Warm-up and practice throws are allowed in designated areas at designated times.

- Warm-up [throws](#), [practice throws](#), and range checks are not allowed from or over a competition circle in which an event is in progress.
  - Contestants caught making such throw, are disqualified from their next event, even if it's on another day.
- **Foam boomerangs with range of less than 20 meters may be used by competitors between events, during general warmups, and while “on deck”.**
  - **During the event: Only throwers “on deck” may use foam warmup boomerangs. A designated warmup area will be assigned by the judging staff. The warm up area will be far enough away from the competition field that there will be no interference with the competitors.**
  - **During the event: Throwers who are not “on deck” may not throw any boomerangs (foam or otherwise). This includes throwers who are spotting, judging, timing, scoring, or on break.**

### **Stopwatch requirements**

- [Every thrower must have a working stopwatch that times to 1/100 of a second and has a lap timer.](#)
- [Stopwatches must be the hand-held type, not the wristwatch type.](#)
- [Have a stopwatch with you at all times!](#)
- [Throwers must have a stopwatch in order to register for the team and/or individual tournament.](#)
- [Use LAP button \(not the stop button\) on stopwatch at all times except when an injury occurs in individual endurances \(see endurance rules\)](#)

### **Rights of Contestants and Teams**

- Competitors may replace a boomerang at any time between flights during an event. The event must not be slowed by more than 15 seconds as a result, or the turn is lost.
- Only 1 boomerang ([1 pair of boomerangs for doubling](#)) may be used at any given time. If a thrower wants to change boomerangs, the one being replaced or a substantial part of it must be returned to the bull's-eye by the competitor before any more throws can be made.
- Any thrower may require removal of any object on the competition field before his turn, excluding previously specified field obstacles. Hitting any object that could have been removed is not interference and the score of this turn is 0, except when the turn consists of more than 1 throw, such as Fast Catch, Endurance, or Team Super Catch.
- Legal gloves may be used in any competition. [Legal Glove needs to be defined](#)

### **Responsibilities of Officials**

The tournament director, head [judge](#), [judging staff](#), circle master, and referee may compete in the tournament in which they are officials. If they do, they must have designated alternates to perform their duties in any action or decision in which they are involved as competitors.

#### **Tournament director**

- Organizes and is generally responsible for a tournament.

#### **Tournament Officials**

- Provide adequate control of spectators.
- Prepare and distribute flyers to spectators. Flyers must include appropriate warnings and should include a program.
- Conduct a pre-tournament meeting to make announcements and review rules.
- Make a copy of current tournament rules available to all contestants for reference.

- Assist officials and judges as needed in resolving protests.
- Provide for field sanitation/toilet devices.
- Approve and publish results

### **Head Judges**

- Hold the captains meeting
- Acceptance of the field
- Time keeper of the schedule
- Start and stop warm-up period
- Assign team judges
- Prepare team events
- Responsible for checking the weather conditions and for making the call to pause an event.
- Final decision making
- Reviews rule book and evaluates changes on their feasibility

### **Officials/Judges /Referees**

- Responsible for fair conduct of the tournament.
- Appoint assistant judges to perform his duties when he cannot conduct events himself (as when multiple throwing stations are used or when 2 or more events are running simultaneously).
- Determine the score to be awarded for each throw in each event.
- Organize and collect data from stewards and timekeepers for scorekeepers.
- Judge interference and rules appropriately.
- Confer with tournament director and referee to resolve protests.
- Use whatever method seems fairest to determine how an occurrence should be scored including, but not limited to, information of witnesses to the occurrence.
- May require any throw to be repeated if he has doubt about the score for the throw.

### **Circle master**

- Makes sure the field is prepared for the event.
- Responsible for fair conduct of events at each circle included in the tournament. This includes interpreting the rules, organizing other officials and stewards, and recording scores.
- Watches for foot faults and decides on legal/valid catches.
- [In relay events](#), he determines whether the thrower has tagged the center circle.
- Announces when the turn begins and signals that the circle is clear.
- May be any thrower who is familiar with the rules and capable to keep the scores (understand the language).
- [If he has doubt about the score for the throw, the benefit of the doubt should always go to the thrower. The circle master may not force the thrower to repeat the throw just because the circle master is in doubt of the score.](#)

### **Scorekeeper**

- Appointed by judges to keep the scores.
- Duties may be performed by any person approved by head judge when necessary.
- Records all scores for the tournament.
- [If he has doubt about the score for the throw, the benefit of the doubt should always go to the thrower. The circle master may not force the thrower to repeat the throw just because the circle master is in doubt of the score.](#)

### **Steward (Range Steward, Timer)**

- Appointed by judges to assist in range determination, timing, determination of accuracy or catching points as requested.
- All competitors are to perform some steward duties when their turns to throw are not imminent.
- May be assigned before the start of an event/turn.

### **Score Analyst**

- Prepares score sheets.
- Rechecks calculations on score sheet.
- Determines official placing in each event.
- Compiles data to determine overall placing.
- Reviews rule book and evaluates changes on their feasibility.

## ***Tournament field and throwing assignments***

### **Field**

- The **tournament field** has to be **flat, level, well cut** and free of obstacles (trees, light posts, etc.).
- Obstacles have to be a least **10m away from the outermost range circle required for the event**.
- The circle markings have to be immovable and **highly** visible. All circle lines have to be continuous.
- The area of an event (e.g. Super catch) has to be marked properly.

### **Throwing order and **event seeding** for individual competition**

- The order of throwers may not disadvantage or advantage any thrower. The start setup is random whereas the groups shall have mixed nationalities.
  - Note: Make sure that enough experienced throwers are in the last group to run a circle.
- **After the first event, typically MTA, throwers will be seeded into groups and assigned to circles in the next event.**
  - **The groups (3-6 throwers) will be sorted so that there are equal numbers of high, middle, and low ranked groups on each circle.**
    - **Example: Consider a small tourney of 36 in which one of the events will use 3 circles. The groupings on the circle might look like this:**
      - **Circle 1: Throwers 1-4, 13-16, 25-28**
      - **Circle 2: Throwers 5-8, 17-20, 29-32**
      - **Circle 3: Throwers 9-12, 21-24, 33-36**
  - **A tool has been created for this that the scoring staff will utilize to post circle assignments prior to the tournament.**
    - **The groupings (rank numbers) will be posted before the tournament begins.**
    - **After each event, throwers will only need to find their overall rank on the score-sheet then look for that number on the circle assignment sheets for the next event.**

### **Throwing order team**

- **In tandem style events, pairs of throwers from the same team may not throw on the same or adjacent circles.**
  - **They should also be assigned to different time slots for the event.**
- Two teams may not compete against each other in **Thirty Meter Relay** two times during a team tournament.

## Officiating Responsibilities of Teams (Teams' Judging Members)

- At least 1 thrower from each team is required to officiate in each event. Each team's officiating assignments are posted in the same way as the team's circle assignments and throwing orders. Exceptions depend upon team size and can be approved by the head judges.
- Teams' throwing members may be required to judge, time, and/or spot range before and/or after their turn at the circles where they are competing.
  - Absence or not fulfilling the required actions may result in a yellow card.
- Designated team officials (teams' judging members) must be at their circles 5 minutes before the event starts and report to the circle master.

## Team's Throwing List and Team's Judging List

- Teams are required to submit the names of their 4 throwing members to the circle master after each event warm-up.
- Teams are required to submit at least 1 judging member's name for each event after warm-up of each event to the head judges. Exceptions depend upon team size and can be approved by the head judges.
- At the captains' meeting, each team will receive copies of the circle assignments and judging assignment for the tournament starts. These sheets will also be posted.
- It is each team's responsibility to be sure that their throwing members are at their assigned circles on time. If the teams' judging members list indicates that teams are to supply an official, this team member should be at his assigned duty on time as well. Absence may result in a personal penalty.
- Teams with only 5 members will still have to deliver a team's judging member.
- Teams with only 4 members might also be required to deliver a team's judging member and be forced to throw short-handed. This can be petitioned with the head judges, but the decision of the head judges will be final.

## Judging

- Judges may use any means available to determine how an occurrence should be judged, including help from witnesses that had a better vantage point than the judge.
- Circle master's decision can be protested (see Protests).
- Clear, obvious, or suspected rule violations should be brought to the immediate attention of the official required to make the call by any official who sees the violation. The official required to make the call will then make the call.

## Scoring Accuracy Points

- Use this chart to score accuracy points in the Accuracy and Australian Round events.

Scoring Location	Accuracy	Aussie Round
Inside the 2-meter circle	10	10
On 2-meter circle*	9	9
Between 2-meter and 4-meter circles	8	8
On 4-meter circle*	7	7
Between 4-meter and 6-meter circles	6	6
On 6-meter circle*	5	5
Between 6-meter and 8-meter circles	4	4
On 8-meter circle*	3	4
Between 8-meter and 10-meter circles	2	4
On 10-meter circle*	1	3
Between 10-meter and 20-meter circles	0	2
On 20-meter circle*	0	1

* also means one foot on each side of the circle	
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## **Relay Starts**

- Standing starts (running starts may not be used) are made from the team's gate on the starting line upon audible signal from an event official.
- After the event is started, no thrower may touch the area inside of the competition circle (including the line) until he is tagged. No part of the thrower's body may extend over the line while he is awaiting the tag.
- After he is tagged, he may enter the circle.

## **Timing**

- Method of timing:
  - Three primary timers plus a fourth backup timer are designated before each turn and all 4 will keep time.
  - If a timer feels that he did not start or stop his stopwatch at the appropriate moment on any turn he must disqualify his time.
  - If one or more of the primary timers are not within the limits designated below or he has disqualified his time, backup timer is used in place of the disregarded time.
  - Official times are determined using the following guideline:
    - When 3 stopwatches are used, the times are considered valid if the shortest and longest times are within 0.75 seconds of each other. The official time is the middle time.
    - If the longest and shortest times are more than 0.75 seconds apart, the 1 further from the middle time must be disregarded.
    - If the longest and shortest times are more than 0.75 seconds apart or if one of the official timers disqualifies himself because he knows he started or stopped his stopwatch at the wrong moment; then that time is disregarded. The time of the alternate is used in its place. If an alternate is not available, the official time is determined as if only 2 stopwatches were used.
      - 2 stopwatches (primary or alternate) which agree within 0.50 seconds are the minimum required to make a contestant's actual time official. The official time is the inferior of the 2 times. This occurs only if 2 stopwatches are used, or if 1 of 3, or 2 of 4, must be disregarded.
      - If only one stopwatch has what appears to be a valid time, this is the official time.  
Note: The thrower may not choose to re-throw as having only one stopwatch left is most likely the case in fast catch when having missed a catch. Giving a re-throw is seen to giving an advantage to the thrower to improve his score.
      - For team events where the overall time and lap times are recorded (e.g. team relay and MTA relay) the official timer is the one with the middle overall time. From this timer all lap times are taken if necessary.

## **Legal throw**

- If there is no event specific rule, a throw is only legal when it was done from inside of the bull's-eye. No stepping on line.

## **Warm-up**

- There will be a 10-minute warm-up period before each event
  - Exception: 15 minutes for Super Catch, MTA100 and MTA Relay.



- The warm-up period begins soon after the previous event is finished, including any protests.
- A loud signal will alert the throwers of the beginning (such as one hoot) and end (such as two hoots) of warm-up.
- No competition-style boomerangs may be thrown after the signal marking the end of warm-up.
- After the warm-up period has ended, throwers and officials have 5 minutes to report to their circles.
- Warm-up throwing may take place on either the tournament fields or the designated practice area. **Throwers using the tournament field must avoid using the bull's-eyes. See events for exceptions.**
- For the Australian round and Accuracy events, warm-ups by the first group may only be made in ways and locations that other teams will be allowed to use to warm up.
- Example: if, after the event starts, other groups will not be allowed to have warm-up throws that fly into the 50-meter competition circle, then the first group may not have warm-up throws that fly into the competition circle
- **No throwing outside competition shall occur anywhere while an event is in progress accept the "on-deck" throwers using foam boomerangs in a designated area. The only throwing of any other boomerangs will be in active circles by throwers competing in their turns or in official warm-up before their turns.**
- Any thrower, who is illegally throwing after the end of warm-up or illegally during an event, is disqualified from the event for which he is warming up, or his next event (if he has already competed in the current event), even if it's on another day.

## ***Intentional Interference/Fouls***

### **During Team Championship**

- If interference appears to be intentional by a thrower during his turn in a **tandem**-style event, the thrower is disqualified from this event and gains no score.
- If interference appears to be intentional by a thrower during his turn in a team-style event, the thrower's team is disqualified from this event and gains no score (one for all and all for one).
- If interference appears to be intentional by a competitor other than the thrower during his turn, the interfering competitor is disqualified from this event if he is a team's throwing member and gains no score (score is cancelled in case the thrower has already thrown the event).
- If interference appears to be intentional by a competitor other than the thrower during his turn, the interfering competitor is disqualified from the next event even if it is on the next day if he is a team's judging member and the team has to throw short-handed.  
In a team event there are no personal penalties, because they have impact only on some teams depending on their number of throwers. See Penalties for how to score team events.

### **During Individual Championship**

- If interference appears to be intentional by a thrower during his turn, the thrower is disqualified from this event and gains no score.
- If interference appears to be intentional by a competitor other than the thrower during his turn, the interfering competitor is disqualified from this event.

### **Re-throws**

- Circle masters attempt to prevent re-throws from creating an unfair advantage or disadvantage for any team or thrower.
- Teams and throwers have the option of refusing the re-throw to keep the score earned during the round where the interference took place, unless the circle master determines that fairness requires a re-throw.
- If a re-throw is taken, the score of the re-throw counts. See event rules for when re-throws are performed.

- If no event specific rule when to perform the re-throw exists, the re-throws are made as soon as all competitors have finished the event on a given circle or a group of throwers have completed their round - after the protested act occurred.

### **Delay in Throwing**

- After the previous thrower's turn is scored, the circle master will tell him verbally (example: "Circle is clear") or by signal that it is his turn.
- This thrower then has 15 seconds to make his throw (30 seconds for doubling in windy conditions, see Trick Catch rules)
- He should be heading to the bull's-eye and know how he is going to throw as soon as the bull's-eye is clear.
- If he does not throw within 15 seconds, he loses his turn and receives a 0 for that turn.

### **Protests**

- Any protest must be reported to the circle master immediately. It will be dealt with at that time, if possible.
- Any act, occurrence, or judgment that causes an unfair advantage or disadvantage to any contestant or group of contestants may be protested. E.g. if rules are misinterpreted or wrong advice is given, the disadvantaged may protest. This may result in a re-throw of the event.
- No protest may be made more than 30 seconds after the protested act, occurrence, or judgment took place – unless event rules state differently.
- Incorrect scores don't have to be protested. If enough evidence is available, any scoring error will be corrected.
- Placing cannot be protested except for mathematical or logical errors.
- Protests must be resolved as quickly and fairly as possible, without disrupting the contest in progress more than necessary.
- Protests may be decided by the circle master or, if circle master's decision is protested, by the tournament officials (up to 3). **The tournament officials' decision is final.**
- Protests shall be resolved immediately, if possible, or in any case before the next event begins. If this is not possible, tournament officials or circle masters must tell the protester when to expect a decision and why there is a delay.
- If interference or confusion occurs during a thrower's round, but he is still able to continue, he must complete his round as well as possible, then file the protest within 30 seconds of the completion of his round.

### **Penalties**

- Throwers may be required to judge, time, and/or spot range, before and/or after their turn, at the circles where they are competing. Absence or not fulfilling the required actions may result in a yellow card.
- Any thrower, who is illegally throwing after the end of warm-up or illegally during an event, is disqualified from the event for which he is warming up, or his next event (if he has already competed in the current event), even if it's on another day.
- Penalties may be awarded by the circle masters in the following order:
  - Yellow card: (verbal) warning
  - Red card (after 2 yellow cards or 1 intentional interference): thrower will be disqualified in this event, if he is a competitor, or in his next event, if he is a non-competitor, even if the event is on another day.
- If it's a competitor, he's disqualified for the running event.

- If it's a non-competitor (either team member (not throwing the event) or a team's judging member) the result of the running event for his team is increased by 25% for team relay and all events where the smallest points/times/catches are best and decreased by 25% all other events.
- The resulting score from penalty is rounded to the nearest integer in case of points (0,5 is rounded to the worse result). In case of times (example team relay) the time is rounded to the next 0,01 secs accordingly. Example (139,005 sec is rounded to 139,00 secs for MTA or to 139,01 secs for Team Relay)
- Any person who is disqualified from an event may not represent his team as its designated judge for the event.
- If a circle master's decision upon a penalty against a thrower is protested by the thrower or its team, the decision will be forwarded to the tournament officials (up to 3). Tournament officials' decisions are final and cannot be protested.
- Tournament officials may also yellow-card, red-card, or even disqualify an individual or a whole team immediately (and without any prior card against the thrower or team), if a severe act occurs.
- Disqualification may be
  - For this event
  - For the next event, even if it's on another day
  - The whole day
  - The whole tournament
- The decision by the tournament officials is final and cannot be protested.
- If a red-carded thrower gets an additional red card he will be disqualified from the whole tournament (team or individual) and may not be replaced by an extra.
- **If a team with 5 members has a teammate who is red-carded or double red-carded the team will still be required to deliver a team's judging member forcing them to throw short-handed**

### ***Short-handed throwing***

- Teams with less than 4 throwing members may compete short-handed in all events except the relay events where the shortest time is rated as best score.
- In all other events a minimum of 2 throwers must compete for a team score whereas no thrower is allowed to throw twice in any event (e.g. Super Catch once MTA).

### ***Injury during team event***

- If the injury occurs during an event, the team is allowed to replay the event with a substitute.
- If the team decides not to replay, it receives the sum points of the other 3 plus any points obtained by the injured player before the injury occurred. This applies to Accuracy, Australian Round, Trick Catch, Super catch and MTA 100.
- In the case that an injury occurs during a relay event and the team decides not to replay, the score is either handled like a team throwing short-handed or is set to the catches/turns the team managed to do before the injury occurred.

### ***Award system***

#### **Individual world champion**

- The winner of the individual tournament becomes reigning world champion until the next championship will be held.
- The winner of an individual event becomes reigning world champion in the event he won until the event will be held on the next world championship.

- The best female thrower becomes reigning female world champion until the next championship will be held.
- The best participant under 18 years becomes reigning junior world champion until the next championship will be held.
- The best participant over 50 years becomes reigning senior world champion until the next championship will be held.

#### **Team world champion**

- For any team to become the world champions in the overall or in any event that team must have at least 4 throwers from the same nation. This team becomes reigning team world champion until the next world championship with at least 12 events will be held. It also takes the trophy to its home country.

#### ***Nationality***

- Any thrower who is a multinational citizen chooses the nation he wants to represent for his life. A multinational citizen is not allowed to switch from the initially chosen nation to another nation in the future. [Legal definition of domicile might apply here](#)
- Any thrower who changes citizenship is representing his new nation. He is not allowed to represent his former nation.

## Events

### ***Accuracy 100: Individual***

Points awarded; Best: most points

#### **Circles**

- Contested on circles with 20-meter radius range lines which also have 2-meter, 4-meter, 6-meter, 8-meter and 10-meter circles

#### **Required for score**

- 20-meter flight range.
- Boomerang must come to rest without touching or hitting anyone or anything except the ground.

#### **Scoring**

- Points scored according to where the boomerang came to rest.
- For scoring points, see "Scoring Accuracy Points" in the General rules section.
- Official score for each thrower is the total of 10 throws (5 turns of 2 throws).

#### **Round**

- The event includes 1 round of 5 turns for each thrower.
- During each turn, the thrower throws 2 times on his own (not in tandem).
- The thrower has 15 secs to make the first throw after the circle master announces, "circle clear".
- After his boomerang lands the score is recorded. Then the circle master will again announce, "circle clear", and the thrower will have 15 seconds to make the second throw to complete the turn.
- At the signal of the circle master, it becomes the next thrower's turn.
- Contestants throw in groups of 5, 4, or 3. Each thrower throws in rotation with the other throwers in the group, until all have completed their 5 turns. Then the next group begins its round.

#### **Warm-up**

- General warm-up for 10 minutes will be provided before start of the event.
- General warm-up throws shall be performed outside the 10-meter circle to preserve the lines.
- Individual warm-up for 3 minutes will be provided to each group before the start of the round.
- Individual warm-up throws may be performed inside the 10-meter circle for range checks.
- No practice throws after the warm-up is over.

#### **Officials per circle**

- May be competitors
- 1 circle master who watches for foot faults and tells the thrower when his turn begins by announcing, "circle is clear". At that moment he will start a timer to keep track of the 15-second throwing window. He will announce: "10 seconds remaining" then count down 5, 4, 3, 2, 1, stop.
- 1 center judge, who watches for foot faults and announces the score for each throw.
- 1 scorekeeper
- 3 range stewards

## **Accuracy 100: Team**

Points awarded; Best: most points; Tandem style event  
This team event follows the same rules as the individual event with the listed modifications:

### **Required for score**

- Boomerang must come to rest without touching anyone or anything except the ground or teammate's boomerang. (e.g. if a boomerang lands on top of the other one, both boomerangs score.)
- Two throwers from the same team throw in the same turn from the same bull's-eye.

### **Scoring**

- Each thrower on the teams is scored individually.
- The team score is the total of the 4 team members' scores.

### **Round**

- Individual warm-up for 3 minutes will be provided to each group before the start of the round.
- Four team members throw in two pairs.
- Contestants throw in groups of 2, 3, 4, or 5 pairs.
- Each group of pairs throws in rotation with the other pairs in the group, until all pairs have completed their 5 turns.

### **Time Limits**

- At the signal of the circle master ("circle clear"), it becomes the first thrower's turn for the team.
- The first thrower has 15 seconds to make the throw.
- The second thrower in a pair must throw within 3 seconds of the first thrower.
- If the circle master rules that more than 3 seconds have elapsed between throws, both throws are scored zero.
- This is the same for the first and second throw in the turn.

### **Officials per circle**

- May be competitors.
- 1 circle master who announces when the turn begins for each pair of throwers by announcing, "circle is clear". At that moment he will start a timer to keep track of the 15-second throwing window for the first thrower and the 3-second throwing window for the second thrower. He will announce: "10 seconds remaining" then count down "5, 4, 3, 2, 1, stop, 1, 2, stop".
- 2 center judges - 1 for each thrower, watch for foot faults and announce score for each throw.
- 1 scorekeeper.
- 3 range stewards per thrower. 6 total range stewards

## **Australian Round: Individual**

Points awarded; Best: most points

### **Circles**

- Contested on circles with 20-, 30-, 40-, and 50-meter radius range lines
- Standard Accuracy circles consisting of 2-meter bull's-eye, 4, 6, 8, and 10-meter circles

### **Aussie Round Rotation Rules:**

- All competitors in Aussie Round (individual and team) will follow a set rotation which will allow the event to run more smoothly. The rotation is as follows:
  - On deck \*
  - Compete
  - Spot 30m
  - Spot 40m
  - Spot 50m
  - Break/wait until called to be "on deck" \*\*

\*Throwers should be back from break during this rotation and ready to compete when it is their turn.

\*\*Throwers on break are responsible for being back to the circle for the "on deck" rotation.

Note: if the AR circle only has 5 groupings, the 6th rotation (break/rest) will not be applicable.

### **Required for score**

- Legal catch or boomerang stops in the accuracy circle. See "**Location of Catch**" below.

### **Scoring**

- Score for each throw is the total of accuracy, catching, and distance points.
- Official score for each thrower is the total for the 5 throws.

### **Scoring Accuracy**

- The boomerang must cross the 30-meter circle to achieve accuracy and distance points. Any boomerang with a range of less than 30 meters can only be awarded catching points.
- Accuracy points scored according to where the boomerang was caught or came to rest after a legal throw of at least 30-meter flight range.
- For scoring points, see **Scoring Accuracy Points** in the General rules section.
- If the thrower catches in the accuracy circles, the location of the catch determines the score. See "**Location of Catch**" in this event.

### **Scoring Catching**

- 20-meter flight range to achieve catching points (in contrary to accuracy points min. range 30m).
- Legal catch is awarded 4 points no matter where it is caught. Catching points will not be based on accuracy or location of catch.

### **Scoring Distance**

Distance points are awarded only if accuracy or catching points are earned on the throw:

- 50 meters range or more: 6 points
- 40 meters range but less than 50 meters: 4 points
- 30 meters range but less than 40 meters: 2 points
- 20 meters range but less than 30 meters: 0 points

### **Scoring Points when Boomerang touches the ground during flight.**

- If the boomerang touches the ground after it is thrown and is then 'caught', this is not a considered a "legal catch" and only accuracy and distance points can be earned.
- However, if the boomerang does hit the ground, the thrower may stop/catch the boomerang within the accuracy circles to obtain accuracy points.

### **Scoring accuracy based on location of catch/drop**

- For accuracy points when the boomerang is caught:
  - If a competitor makes multiple contact of his boomerang in different scoring areas before obtaining control, he gets the lowest accuracy points of any scoring area in which he contacted the boomerang. For example; if the boomerang was first contacted in the 10, then bobbled into the 8, then finally caught in the 10 the thrower receives 8 accuracy points.
- For accuracy points when the boomerang is dropped:
  - If a competitor makes multiple contact of his boomerang in different scoring areas before dropping, he gets the lowest accuracy points of any scoring area in which he contacted the boomerang or where the boomerang came to rest. For example; if the boomerang was first contacted in the 10, then bobbled in the 8, then dropped into the 6, before bouncing into the 8 the thrower receives 6 accuracy points.
- If a contestant falls down after the catch is completed, location of his feet (or last contact of body-to-ground) before his fall determines his location.
- If he is touching the ground when the catch is made, accuracy points are based on the location of all points of contact with the ground.
- If a contestant is not touching the ground when the catch is made, accuracy points are based on the first single point of contact with the ground after the catch.

### **Round**

- The event includes 1 round of 5 turns for each thrower.
- Contestants throw in groups of 5, 4, or 3. Each thrower throws in rotation with the other throwers in the group, until all have completed their 5 turns.
- Then the next group begins its round.

### **Warm-up**

- General warm-up for 10 minutes will be provided before starting the event.
- General warm-up throws shall be performed outside the 10-meter circle to preserve the lines.
- Individual warm-up for 3 minutes will be provided to each group before the start of the round.
- Individual warm-up throws may be performed inside the 10-meter circle for range checks.
- No practice throws after the warm-up is over.

### **Officials per circle**

- May be competitors.
- 1 circle master who announces when the turn begins for each thrower by announcing, "circle is clear". At that moment he will start a timer to keep track of the 15-second throwing window. He will announce: "10 seconds remaining" then count down "5, 4, 3, 2, 1, stop".
- It can be the center judge.
- 1 center judge who watches for foot faults and announces the range, catch, and accuracy for each thrower. The center judge can also be the circle master.
- 1 scorekeeper.
- 1 range coordinator.
- 3 range stewards on each distance circle (30, 40, and 50m). Two range stewards can be moved to the 20-meter circle when needed.



## **Australian Round: Team**

Points awarded; Best: most points; Tandem Style Event

This team event follows the same rules as the individual event with the listed modifications:

### **Required for score**

- Boomerang must come to rest without touching anyone or anything except:
  - 1. the thrower (while catching)
  - 2. the ground or team mate's boomerang. For example; if the boomerangs collide in mid-air or one boomerang lands on top of the other.

### **Scoring**

- Each thrower on the teams is scored individually.
- Team **score is the total of the 4 team-member's individual scores.**

### **Round**

- Four team members throw in 2 pairs.
- Contestants throw in groups of 2, 3 or 4 pairs.
- Pairs in each group throw in rotation until all pairs have completed their 5 turns.
- Then the next group begins its round.

### **Time Limits**

- At the signal of the circle master, it becomes the first thrower's turn for the team.
- The thrower has 15 seconds to make the throw.
- The second thrower in a pair must throw within **5 seconds** of the first thrower.
- Example: if the first thrower throws in 10 seconds, the second thrower must throw in 15 seconds (within 5 seconds of the first thrower).
- If the circle master rules that more than 5 seconds have elapsed between throws, both throws are scored 0.

### **Interference**

- Any contact between teammates or their boomerangs is not considered interference.

### **Officials per circle**

- May be competitors.
- 1 circle master who announces when the turn begins for each pair of throwers by announcing, "circle is clear". At that moment he will start a timer to keep track of the 15-second throwing window for the first thrower as well as the 5 second throwing window for the second thrower. He will announce: "10 seconds remaining" then count down "5, 4, 3, 2, 1, stop".
- 2 center judges, 1 for each thrower, who watch for foot faults and announce range, catch, and accuracy for each thrower.
- 1 scorekeeper
- 1 range coordinator for each team
- At least 3 range stewards on each distance circle (30, 40, and 50m) for each thrower. At least 9 total range stewards per thrower. Two range stewards can be moved to the 20-meter circle when needed.

## **Endurance: Individual**

Catching event; Best: most catches

### **Circles**

- Contested on circles with 20-meter radius range lines and 2-meter bull's-eyes

### **Required for score**

- 20-meter flight range.
- Legal catches for all legal throws made before the end of the thrower's 5-minute round.
- 1 catch is scored for each legal catch.
  - If a legal catch is made but the boomerang is dropped in transition to the next throw, the catch is still scored.
- Only 1 boomerang may be used at a time. If thrower wants to change boomerangs, the 1 being replaced or a substantial part of it must be returned to the bull's-eye by the competitor before any more catches can be counted.

### **Scoring**

- The total number of legal catches is the thrower's score.

### **Round**

- The event includes one 5-minute round for each thrower.
- The round starts when the thrower releases his first throw **after the circle master has announced "circle clear"**.

### **Warm-up**

- General warm-up: 10 minutes (outside the bull's-eye circle)
- Individual warm-up: 1 minute before the start of the round (inside the bull's-eye circle)
- The timed warm-up starts as soon as the circle master signals that the circle is clear. The thrower may start his round before the allowed warm-up is over if he desires.
- No practice throws after the warm-up is over.

### **Re-throws**

- No re-throws unless it is impossible to obtain a fair score of the original round, or unless interference results in a delay during the round of the thrower involved as indicated below.
- The problem in the original round must be serious enough to stop the round.
- Simple interference, such as hitting a range steward, is not sufficient grounds for a re-throw.
- If interference occurs, the round must be continued as well as possible. A protest may be filed after the 5 minutes have elapsed.

### **Officials per circle**

- May be competitors.
- 1 circle master who announces when the turn begins for each thrower by announcing, "circle is clear". At that moment he will start a timer to keep track of the 15-second period in which the thrower must start his round. He will announce: "10 seconds remaining" then count down "5, 4, 3, 2, 1, stop". He also watches for **foot faults, and counts** catches out loud. He must count loud enough that the range stewards can hear him, so they can verify his count after each throw.
- 1 scorekeeper.
- 3 range stewards to check each throw for range.
- 2 timers: 1 timer to keep the overall time (five minutes) and 1 backup timer.
- The overall timer announces loudly "4 minutes remaining" then also "3 min, 2 min, 1 min, 30s, 15s, 10-1s, stop"

### **Injuries:**

- If an injury occurs, the circle master stops the round when he recognizes that the injury is serious. The timers stop the stopwatch with the "STOP" (not "LAP") function.
- The circle master announces that the round was stopped because of injury.

- When throwing resumes, the timers restart the stopwatch when the thrower goes to recover his boomerang from where it was when play stopped and resumes his round.

## **Endurance Relay: Team**

Catching event, Best: most catches, Team style Event

### **Circles**

- Contested on circles with 20-meter radius range lines and with 2-meter bull's-eye

### **Required for score**

- 20-meter flight range.
- Legal catches are counted for all legal throws made before the end of the thrower's one minute.
- 1 catch is scored for each legal catch.
- Each thrower in each team must keep both feet on the ground prior to start. See "**Relay Starts**" in General rules section.

### **Scoring**

- Every legal catch for each thrower is counted.
- Team score is the total of all 4 throwers' scores.

### **Round**

- One 5-minute round for each team. The round ends at the end of the 5 minutes.
- Each thrower has a 60-second turn. If time remains after all 4 throwers had their 60-second turns, then 1 thrower, but not the 4<sup>th</sup> thrower, may have a second turn until time is called.
- First thrower makes a standing start from his team's gate on the 20-meter line upon audible signal from the circle master, e.g. by counting down "3-2-1-GO"
- Each team member goes to the bull's-eye, makes as many legal throws as he can within 60 seconds from the start at the gate. The catches from all legal throws are counted.
- The thrower cannot stop his round (leave the bull's eye) before the end of the 60 seconds.
- After the timing judge announces that the 60 seconds are done, no more throws for that turn – the thrower must tag the bull's-eye after catching or recovering the last boomerang thrown. Then he tags his team's next thrower at his team's gate at the 20-meter line to start the next thrower's 60-second turn.
- The time allowed for the 5th thrower must be recorded. Options: record lapsed time as each thrower tagged or use lap timer on stopwatch.
- After the event is started, no thrower may touch the area inside of the 20-meter circle until he is tagged. After he is tagged, he makes a standing start.
- Only 1 boomerang may be used at any given time. If thrower wants to change boomerangs, the one being replaced or a substantial part of it must be returned to the bull's-eye by the competitor before any more throws can be made.

### **Warm-up**

- General warm-up: 10 minutes (outside the bull's-eye circle)
- Individual warm-up: 2 minutes for the team before the start of their round (inside the bull's-eye circle).
- No practice throws after the warm-up is over.

### **Re-throws**

No re-throws unless it is impossible to obtain a fair score of the original round, or unless interference results in a delay during the round of the thrower involved as indicated below.

- The problem in the original round must be serious enough to stop the round.
- Simple interference, such as hitting a range steward, is not considered as a sufficient reason for a re-throw.

- If interference occurs, the turn and the round must be continued as well as possible. A protest may be filed after the five minutes have elapsed.
- In case of re-throw, a complete turn is to be re-thrown.
- A re-throw may be awarded only to the thrower in whose turn the protested act occurred. This might be either one of the full 60 seconds turns or the less than 60 seconds turn of the last thrower.
- The full 5-minute turn will not be re-thrown in any case.

#### **Officials per circle**

- May be competitors.
- 1 circle master who starts the round by counting down "3-2-1-GO", watches for foot faults, counts catches out loud, and determines whether the thrower has tagged to the center
  - He must count loud enough so the range stewards can hear to verify the count after each throw.
- 1 official timer to time each thrower's time from the start of his turn (at the tag for all but first thrower) to the end of the 60 seconds. The official timer should count down the last five seconds of the first four turns.  
He should keep the time left for last turn (in case a protest occurs).
- 1 gate judge to ensure that all tags and the start and finish are legal
- 1 gate timer to keep the overall time (five minutes) and to count down the last five seconds of last turn.
- 1 scorekeeper
- 3 range stewards to check each throw for range.
- A backup for the 60-second timer and time left for last turn.
- A backup for the 5-minute timer.

#### **Notes:**

Teams have gates approximately downwind from the bull's-eye. Markers are placed on both sides of each gate. Each gate is approximately 3m wide **and approximately 4 meters apart.**

## **Fast Catch: Individual**

Timed event; Best: shortest time

### **Circles**

- Contested on circles with 20-meter radius range lines and 2-meter bull's-eyes

### **Required for score**

- 20-meter flight range.
- Legal catches.
- The time span for 5 legal catches (and a complete return to and touch of the bull's-eye if necessary) is timed.
  - If a legal catch is made but the boomerang is dropped in transition to the next throw, the catch is still scored.
- Only 1 boomerang may be used at any given time.
- If the thrower wants to change boomerangs, the one being replaced or a substantial part of it must be returned to the bull's-eye by the thrower before any more throws can be made.
- Time limit is 1 minute. If 5 legal catches are not made by the time limit has elapsed, the number of legal catches is the score. If the boomerang is in the air at 1 minute and then caught, the catch counts. If the catch is the 5th catch, the time is given as the score – the time of the catch is determined by when the thrower makes the 5th catch inside the bull's-eye or touches the bull's-eye if the 5th catch was made outside the bull's-eye.

### **Scoring**

- Time from release of 1st throw to the moment when the timers stop – at or after thrower makes the 5th catch. If the thrower is:
  - Outside the bull's-eye when he makes his 5th catch, timers stop when he touches the bull's eye.
  - **The faster time of both turns is the thrower's score.**

### **Round**

- The event includes 2 turns for each thrower.
- Each turn must be in a different circle.
- One thrower throws at a time.
- Thrower is responsible for ensuring that the timers are ready before he starts his round.

### **Warm-up**

- General warm-up: 10 minutes (outside the bull's-eye circle)
- Individual warm-up: 1 minute before the start of the round (inside the bull's-eye circle)
- The timed warm-up starts as soon as the circle master signals that the circle is clear. The thrower may stop his warm-up before the allowed warm-up is over if he desires.
- No practice throws after the warm-up is over.

### **Re-throws**

- Re-throws (always a complete turn) are after the turns in the thrower's group at the circle where the protest occurred, before moving to the next circle if the first turn.

### **Officials per circle**

- May be competitors.
- 1 circle master, who tells the thrower when to start his round by announcing, "circle is clear". At that moment he will start a timer to keep track of the 15-second throwing window. He will announce: "10 seconds remaining" then count down "5, 4, 3, 2, 1, stop". The circle master also watches for foot faults, tells when the thrower has made the catch, counts catches out loud, and tells when the thrower has returned to the center. He must count loud enough that the range stewards can hear him, so they can verify his count after each throw.
- 4 timers: 3 official plus 1 backup timer. The backup timer is designated before the turn begins. Use lap timers on stopwatch. See "**Timing**" in the general rules section.
- 1 scorekeeper.
- 3 range stewards also verify whether catches are made or not made. They must be distributed approximately evenly around the full circle.

## **MTA 100 – Best 1 of 5: Individual**

Timed event; Best: longest time

### **Circles**

- Contested from within circles of 50-meter radius with legal catches allowed anywhere on the tournament field
- Approximately 10 throwers in a group and up to 6 groups per circle

### **Required for score**

- No minimum range requirement.
- Legal throw from anywhere within the 50-meter circle.
- Legal catch **anywhere on the predefined tournament field boundaries**.
  - Note: If contestant is not completely **within the field boundary**, he must be touching **the field boundary** or the area within it when he touches the boomerang during the catch until he completes the catch. If he is not touching the ground when he makes the catch, his first point of contact with the ground after the catch must be on or within the **field boundary**.

### **Scoring**

- Score is the thrower's longest time that ends with a legal catch **with a maximum possible time of 50s**
- No object may be used to knock the boomerang out of the air in order to make it fall in bounds.
- If a bird or bat knocks the boomerang out of the air, a re-throw will be given at the end of the round.

### **Round**

- The event includes 1 round of 5 turns for each thrower.
- Flight is timed from the moment of release until the boomerang is first touched. Time is recorded only if a legal catch is made. Each turn is completed by all throwers in the group in rotation before the next turn is started.

### **Warm-up**

- General warm-up: 15 minutes
- Individual warm-up: None.
- No out-of-turn throws after the warm-up is over.

### **Re-throws**

- Re-throws are made when everyone in the thrower's group has completed his last throw.

### **Officials per group**

- May be competitors
- 1 circle master who watches for foot faults
- 1 scorekeeper
- 3 timers for each throw plus one backup **timer who will be downwind to also check the location of the thrower at time of catch, making sure that he is within the field boundary.**
- 3 judges **downwind at the field boundary to determine that the catch was in bounds**

### **Event placing vs overall rank**

- **Maximum time of 50s will be used for overall ranking points. However, event placings and trophies will be awarded according to the actual time of flight.**

## **MTA 100 – Best 3 of 5: Individual**

This individual event follows the same rules as MTA Best 1 of 5: Individual with the listed modification:

### **Scoring**

- Official score for each thrower is the total time for the 3 longest times that end with a legal catch.
- Total time possible is 150s (50s x 3)

### **Event placing vs overall rank**

- **Maximum time of 150s will be used for overall ranking points. However, event placings and trophies will be awarded according to the actual total time of best 3 flights.**

## **MTA Relay: Timed Team Event**

Best: cumulative time of 4 laps.

### **Objective**

- Four team members throw MTA boomerangs in succession, each throw being executed before the previous boomerang is caught. The event consists of 4 timed laps. The first 3 laps begin at the release of each boomerang and ends with the release of the next boomerang. The final lap starts at the release of the 4th boomerang and ends at its catch or after 50 seconds after its throw. Maximum time for a lap is limited to 50 seconds. Therefore, the maximum achievable time is 200 seconds.

### **Circles**

- Contested within circles of 50-meter radius
- At most two teams competing at a time on one circle

### **Required for score**

- Legal throw:
  - All legal throws must be made **within the 50-meter radius circle**.
  - For throws 2, 3 and 4: the succeeding throw must be made before the previous thrower catches his boomerang and at the latest 50 seconds after the release of the previous boomerang.
  - For the first throw: The throw has to be made within 15 seconds of "circle is clear".
- Legal catch:
  - A catch made within the **field boundary** resulting from a legal throw.
- **Although legal catches are allowed anywhere on the defined field boundary that total time for the team will end with the last throw caught within the 50-meter radius circle. This is meant to encourage team strategy.**

### **Scoring**

- Score is the longest time of the four rounds.

### **Round**

- The event includes 4 turns for each team.
  - If two 50-meter circles are available, two turns will be done on one circle and the other two turns on the other circle.
- After a team finishes its turn the team members become catching judges.
- After the team has been catching judges they will become lap timers
- After a team has been lap timers the team members will be responsible for 60-second limit timing.

### **Turn**

- Four team members throw in succession.
  - The order of throwing has to be given to the score keeper at latest before each **turn**.
  - Once the team has committed itself to an order for the turn it is final and cannot be changed for that turn
    - However, the team can change its order for successive turns.
  - It is the responsibility of the team to communicate to the next thrower when he should throw his boomerang.
- The turn ends when:
  - a boomerang was not caught legally or was dropped (see above)
    - Score: Time from start to release of the last legally thrown boomerang.
      - 1<sup>st</sup> thrower: 0 seconds (e.g. 1<sup>st</sup> dropped)

- 2<sup>nd</sup> thrower: Start until release of 2<sup>nd</sup> boomerang (e.g. 1<sup>st</sup> caught, 2<sup>nd</sup> dropped)
  - 3<sup>rd</sup> thrower: Start until release of 3<sup>rd</sup> boomerang (e.g. 2<sup>nd</sup> caught, 3<sup>rd</sup> dropped)
  - 4<sup>th</sup> thrower: Start until release of 4<sup>th</sup> boomerang (e.g. 3<sup>rd</sup> caught, 4<sup>th</sup> dropped)
- a boomerang was not thrown legally (see above)
  - Score: time from start to release of the last legally thrown boomerang.
    - 1<sup>st</sup> thrower late: 0s
    - 2<sup>nd</sup> thrower late: 0s
    - 3<sup>rd</sup> thrower late: Start until release of 2<sup>nd</sup> boomerang
    - 4<sup>th</sup> thrower late: Start until release of 3<sup>rd</sup> boomerang
- all 4 boomerangs are legally thrown and caught
  - Score: time from start to catch of the fourth boomerang whereas the last lap is limited to 50 seconds.

### Time limits

- At the signal of the circle master, it becomes the first thrower's turn.
- The thrower has 15 seconds to make a legal throw.
- The 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> throwers have to make their throw:
  - before the previous thrower catches his boomerang
  - and, at latest, 50 seconds after the release of the previous boomerang.

### Warm-up

- General warm-up: 15 minutes
- Individual warm-up: none
- No out-of-turn throws after the general warm-up is over.

### Officials per circle

- 1 Throwing Judge (“circle master”) per group who:
  - assigns and instructs the judges and timers before each turn begins
  - starts the turn with “circle is clear”
  - watches for legal throws (supported by Master catching judge)
  - makes an audible signal on each release of the boomerang (such as one hoot)
  - knows the order of throwers to be able to watch them properly
- 1 Master catching judge (Throwing judge assistant)
  - Watches the catching judges
  - communicates the status of the active flight to the throwing judge
  - signals illegal catches/drops only (such as two hoots)
    - Note: There is NO audible signal from the judges on a legal catch. This is because the point of time of catching is not relevant for the timers which should be synchronized and supported with their job. And the signal might cause confusion as it is not clear which signal refers to which boomerang as the order of throwing might not be equal to the order of the catching. e.g. if the first throw looks like a crash, the second thrower throws and catches before the first one does because its boomerang stabilized.
- 4 timers on 60-second flight limits
  - One of the 4 will be designated to perform the audible count down if a boomerang exceeds 50 seconds in flight. (see below)



- Starts timers on the release of a boomerang (launched signaled by hoot) and monitors 50-second limit.
- Signal on release of the succeeding launch has to be within the time limit.
- In case there is no launch signal, announces “10 seconds remaining” then counts down “5, 4, 3, 2, 1, out”
- 4 catching judges (one for each thrower) who:
  - runs with his designated thrower
  - watches for a legal catch
  - Hand signals illegal catch or drop to the master catching judge.
- 4 timers: 3 official plus 1 backup timer
  - starts the stop watch on launch of the first boomerang
  - lap on the catch of the 4<sup>th</sup> boomerang or at least 60 seconds after the throw of the 4<sup>th</sup> boomerang
  - Provide the times to the score keeper to record them.
    - Note: at this time no individual records will count in the team style event as there is not adequate timers to account for the feat.
- Score keeper
  - Recording the throwing order before each throw
  - Recording lap times and overall times of each turn.
- Three line-judges per circle
  - Positioned downwind at the 50-meter line to help the catching judges determine legal catches.

**Note:** The team is free to move around the field as necessary during the round to adjust to changing wind conditions or to take advantage of good wind conditions. But note: it is the team’s responsibility that the throwing judge and the catching judges can follow their movements.

## ***Team Relay***

Timed event; Best: shortest time; Team Style Event

### **Circles**

- Contested on circles with 30-meter radius range lines and 4-meter bull's-eyes.
- 2 teams throw at a time in a circle. If there are an odd number of teams, an unofficial team of 4 will be provided to run against the last team.

### **Required for score**

- 30 meters flight range.
- Legal catch –or– recovering boomerang after second legal throw of 30 meters.
- Legal start. See “**Relay Starts**” in General rules section.

### **Scoring**

- Time ends when the last thrower finishes his second turn by crossing the 30-meter line through his team's gate.
- The time of the team's round is the team's score.
- Time limit is 5 minutes. If the team did not complete the round of 2 turns for each of the 4 throwers before the time limit has elapsed, the score is the number of legal catches made.
- If the second throw of the last thrower was done within the time limit the score is the time when the thrower crosses the 30-meter.

### **Round**

- The event includes 1 round of 2 turns in rotation for each of the 4 throwers.
- 2 teams start their round simultaneously in one circle.
- Audible signal from the 'official starter' starts the round, e.g. by counting down "3-2-1-GO"
- Each team member must go into the 4-meter circle (8-point accuracy circle) and make a legal throw. After catching the boomerang, the thrower must touch the 4-meter circle and then tag his team's next thrower. Tag must be made at the team's gate.
- Thrower waiting for tag must keep both feet on the ground behind the 30m circle prior to being touched by incoming team member. Running starts may not be used.
- After the event is started, no thrower may enter or touch the playing area inside of the 30-meter circle including the 30-meter line until he is tagged. After he is tagged, he may make a standing start.
- If a thrower fails to legally catch his boomerang after his first legal throw, he must return to the 4-meter circle and throw it again. Upon legally catching it - or recovering it after a second legal throw even if he does not catch - he may then return to tag the 4-meter circle and then tag the next team member.
- After each thrower finishes his second turn, he must remain outside the 40-meter line behind his team's gate. All non-throwing members of competing teams and non-officials must remain outside the 40-meter line at all times.
- Range will be checked on every throw. If any throw is short, it doesn't count as a legal throw and must be repeated.
- There is no limit on how many times the boomerang must be thrown to make range and therefore be a legal throw.
- Only 1 boomerang may be used at any given time. If thrower wants to change boomerangs, the 1 being replaced or a substantial part of it must be returned to the 4-meter circle by the competitor before any more catches can be counted.

### **Timing the Event**

- Officials record the time when each thrower tags his team's next thrower.

### **Warm-up**

- All throws: outside the 10-meter circle
- General warm-up: 10 minutes
- Individual warm-up: 3 minutes for the group before the start of their round.
- No practice throws after the warm-up is over.

### **Re-throws**

- Must be against the same team if at all possible.
- May only be called when intentional interference is made.
- Teams must complete the heat before bringing a claim of intentional interference to the center judge.
- The accumulated time prior to the tag of the interfered thrower is unchanged. The re-throw starts from a tag with the interfered thrower at a standing start.
- Timing for the re-throw starts from the time that the affected thrower was tagged. Timing is done either: just for the interfered lap or for the remainder of the complete round depending on the circle judge's discretion.
  - For example, if the interference caused a boomerang to break which was to be shared by another teammate. Judges decide which way causes the least advantage or disadvantage to any team.
- If center judge decides intentional interference was made, interfering team is disqualified, and a re-throw is granted. The re-throw must be against the same team even though disqualified.
- If the judges believe that interference could reasonably have been avoided by the team affected, a re-throw will not be granted.
- Unintentional contact between players is not considered interference. Play shall continue.
- Unintentional contact between boomerangs is not considered interference. Play shall continue as though the boomerangs did not touch.
- If an opponent completed its round and earned a valid time before the interference took place, its score stands. The opponent competes against the re-throwing team to make the conditions comparable.

### **Officials per circle**

- May be competitors.
- 2 circle masters, 1 for each team. They watch for foot faults in the 4-meter circle and signal visibly (each circle master has a flag in the team's color) and audibly if a throw was short, a catch was illegal, and when the thrower may return to the team's gate.
- 1 or 2 scorekeepers
- 1 starter
- 3 timers per team plus one alternate per team to record the start and each tag.
- 2 gate judges: 1 for each team. They who ensures that all tags and the start and finish are legal and watches for foot faults at the team's gate.
- Use lap timers on stopwatch.
- 3 range stewards per team (each has 1 flag in the team's color) on the 30-meter line.
- 1 timer for the five-minute limit or a lap timer for the team.

### **Notes:**

- Teams have gates approximately downwind from the bull's-eye. Markers are placed on each side of the gate approximately 3m apart.

- Gates of opposing teams must be separated by no less than 4m and no more than 10m.
- The 2 circle masters will be near the bull's-eye, 1 for each team.
- Each team's circle master must alert the thrower if his boomerang is short or if he has made a foot fault.
- If a judging error is made, the round will be reconstructed in the fairest manner possible, as determined by the tournament officials. If it is not possible to reconstruct the round fairly, the team or teams with the affected time or times will repeat their turn against the same team.

## Team Super Catch

Catching event; Best: most catches; Team Style Event

### Circles

- Contested on 1 set of 3 tally (fast catch) circles with a 20-meter radius range line and a 2-meter bull's eye plus the designated duration (MTA unlimited) field.
- The designated field for MTA shall be within the **field boundary** as defined by **the head judges and** tournament directors.
- The duration thrower will be able to travel anywhere on the designated field.
- If possible, 2 or more sets of tally circles are run independently to save time. For each set of circles: 1 duration thrower from each team throws from anywhere on the field, but only 1 team throws at a time.
- While one team competes, the next one prepares to throw. The next team must be ready to throw 45 seconds after the previous team began to throw (30 second expected flight + 15 seconds to throw). As soon as the flight of the duration boomerang has ended, and scores are recorded, 15 seconds begins (unless the flight was less than 30 seconds - then the 45-second rule applies).

### Required for score

#### *Duration thrower*

- 1 thrower throws a duration boomerang. Any type of boomerang may be used.
- Throw may take place anywhere on the competition field.
- Legal catch of duration boomerang anywhere on the competition field.
- **Maximum duration time of 50s is possible even if the boomerang is in the air longer, but a legal catch is still required**
- If the duration boomerang is not caught, the score **is zero for the round.**
- *Tally throwers*
- 3 throwers throw tally boomerangs from 3 separate bull's-eyes.
- Any type of boomerang may be used. 20-meter minimum range is required on every throw to make a legal catch.
  - If a legal catch is made but the boomerang is dropped in transition to the next throw, the catch is still scored.
- Tally throwers begin throwing when release of the duration boomerang is audibly signaled (such as one hoot). They must wait for the audible signal. A catch resulting from a throw made before the audible signal will not be counted.
- The tally throwers stop throwing at the audible signal (success: such as one hoot or failure: two hoots). The signal will occur when the duration boomerang is first touched during the catch **or at 50s from launch.**
  - **Each Duration boomerang must be timed so that the 50s maximum can be accounted for.**
  - **2 timers (1 official and 1 backup are needed)**
  - **The timers will give a count down from 40 to 50s so that the duration judge can make an audible signal (hoot) at 50s**
  - **No tally throws after the 50s hoot will count. However, a throw made before the hoot and caught after the hoot are consider good.**
- The audible signal will be heard at different times by people at different distances; therefore, it is the sole responsibility of the center judge to determine if the tally thrower released his final throw before or after the audible signal.

- Only 1 tally boomerang may be used at any given time. If thrower wants to change boomerangs, the 1 being replaced or a substantial part of it must be returned to the bull's-eye by the competitor before any more catches can be counted.

### **Scoring**

- If the duration boomerang is caught, the official score for the round is the total number of boomerangs caught by the 3 tally throwers plus 1 for the duration boomerang.
- If the duration boomerang is not caught, the official score for the turn is 0.
- A turn's score is recorded as the score for the person throwing the duration boomerang.
- Team score is the total of the scores recorded for each duration thrower's turn.

### **Round**

- 4 turns; each team member throws a duration boomerang once.
- In each turn, a different team member throws a duration boomerang.
- The same 4 team members participate in all 4 turns.
- Teams throw in rotation.
- If there are 2 sets of tally circles: after each team completes 2 turns on 1 set of tally circles, teams will switch sets of tally circles and complete their last 2 turns.

### **Warm-up**

- All throws: outside the 10-meter circle
- General warm-up: 15 minutes
- Individual warm-up: none.
- No practice throws after the warm-up is over for any of the throwers.

### **Re-throws**

- Any contact between teammates or their boomerangs is not considered interference.
- The duration boomerang is timed by at least 2 stopwatches. Time is recorded for use in a re-throw in case one is needed on one of the tally circles.
- All the same throwers must participate.
- The re-throw is performed at the end of the event.

### **Officials**

- May be competitors.
- One field director who directs which set of circles is throwing if there are two sets of circles.
- 1 duration director who lines up next 6 duration throwers next to him.
- Group travels together to spot where next duration thrower wants to throw.
- For each 1 of the sets of tally circles:
  - 3 circle masters (1 per tally circle) who watch for foot faults, tell when the thrower has made the catch, and count catches out loud. He must count loud enough that the range stewards can hear him, so they can verify his count after each throw.
  - 1 scorekeeper per set of 3 tally circles
  - 6 (at least) range stewards (At least 2 for each tally circle)
- 1 duration boomerang catching judge
- 2 duration boomerang timers
- One backup timer
- 1 starter

### **Notes:**

- If the duration boomerang goes off the competition field and therefore out of sight of the catch judge and can obviously not return, or if it climbs out of sight, the score for the round is 0.
- After the boomerang leaves the competition field, the thrower may not claim interference by anything or anyone.

- The round ends when the boomerang first touches anything or when the duration thrower touches the boomerang for the first time. If the thrower then legally catches the boomerang, the turn counts. Exception: the boomerang comes to a stop, such as stuck in a tree, and is then caught, score is 0. If the boomerang continues to fall after striking an object on the field and is caught, the catch counts.
- Tally boomerangs thrown before the duration boomerang is caught, are counted if a legal catch is then made.
- Any thrower who makes a throw out-of-turn after the official warm-up period has ended will receive a score of 0 for his next turn. If he is a tally thrower, only his score is 0; if the thrower is the next duration thrower, his team's score for the next round is 0

## Trick Catch/Doubling 100: Individual

Points awarded; Best: most points, Tandem style event

### Circles

- Contested on circles with 20-meter radius range lines and 2-meter bull's-eye

### Required for score

- 20-meter flight range.
- Legal catch(es) of types required in turn

### Scoring

- Throwers attempt 10 trick catches with boomerangs thrown singly.
- They then attempt 10 additional trick catches with 2 boomerangs thrown simultaneously as "doublers."
- If a thrower scores a perfect score of 100 points, he will continue to throw the same 15 throws in rotation. He will continue to throw until he fails to make a designated catch. He may throw alone if his throwing partner has failed to make a designated catch. In the doubling portion of the round, if he drops the first boomerang he attempts to catch, no points for a catch of the second boomerang of the doubling throw are given. His total score may accordingly be more than 100 points.
- The catches must be done in the following order, and are worth the indicated number of points:

#### Single Boomerang Sequence

Catch	Points
Left-hand clean	3
Right-hand clean	3
Behind-the-back	4
Under-the-leg	3
Eagle Catch	4
Hacky Catch	7
Tunnel (Both feet on the ground, under the leg)	5
One hand behind the back	7
One hand under the leg	6
Foot/leg Catch	8
<b>Sub-total for Single throws</b>	<b>50</b>

#### Doubling Sequence

Catch	Points	Total
Behind the back & Under the leg	3 + 4	7
Hacky Catch & Left-hand clean	7 + 3	10
Tunnel & Right-hand clean	5 + 3	8
One hand behind the back & One hand under the leg	7 + 6	13
Foot/leg Catch & Eagle Catch	8 + 4	12
<b>Sub-total for Double throws</b>		<b>50</b>

<b>Total for all Single and Double throws</b>	<b>100</b>
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### Round

- The event includes 1 round of 15 throws for each thrower.
- 2 throwers throw in rotation with each other. After the turn of the first thrower has been made, the second thrower is given a signal to start his turn. After he has finished his turn, a signal is given to first thrower to start with his next turn
- Both throwers will be given enough time to avoid interfering with each other.

### In Doubling:

- If one boomerang is short, both are considered short.
- The 2 required catches for each throw can be made in either order.
- The thrower may try to perform a catch a second time in 1 doubling throw. Example: If he missed the eagle catch on the insider, he can try the eagle catch on the outsider.



- In order to receive points for both catches, the thrower must catch and maintain control of the first catch while completing the second catch.
- If the first catch is not caught or control is not maintained, but the second one is caught, the second catch still counts but not the first.
- If the first catch is made, then not kept in the thrower's possession when the second catch is made, only the second catch counts.

#### Warm-up

- General warm-up: 10 minutes outside the 10-meter circle
- Individual warm-up: 2 minutes for each group before the start of their round. Can be from the bull's-eye. Timed warm-up starts as soon as the circle master signals that the circle is clear. The throwers may start their round before their allowed warm-up is over if they desire.
- No practice throws after the warm-up is over.

#### Re-throws

- Re-throws are made at the end of the round for the thrower's group.

#### Officials per circle

- May be competitors
- 1 circle master who tells the thrower when he may make each throw by announcing, "circle is clear". At that moment he will start a timer to keep track of the 15-second throwing window. He will announce: "10 seconds remaining" then count down "5, 4, 3, 2, 1, stop", The circle master also watches for foot faults and tells when the thrower has made the catch
- In windy conditions the head judges may allow for the throwers to have 30s in the doubling portion of the event. This should be announced by the head judges before the start of the event and apply to all throwers.
- 1 scorekeeper
- 3 range stewards also verify whether catches are made or not made. They must be distributed approximately evenly around the full circle.

#### Notes:

- Due to weather or other conditions, tournament officials may decide to drop the doubling sequence. This results in Trick Catch 100 in which throwers complete 2 rounds of Trick Catch.
  - Note that the sequence of catches is kept as defined above (first 10 catches follow the "Single Boomerang Sequence" and the second 10 catches follow the "Doubling Sequence" as printed on the score sheet (Meaning: 11<sup>th</sup> throw/catch is 2 handed behind the back and 12<sup>th</sup> throw/catch is handed under the leg).
  - If a thrower scores a perfect score of 100 points, he will continue to throw the same 10 throws in rotation. He will continue to throw until he fails to make a designated catch. He may throw alone if his throwing partner has failed to make a designated catch. His total score may accordingly be more than 100 points.

### **Trick Catch/Doubling 100: Team**

Points awarded; Best: most points; Tandem Style Event

This team event follows the same rules as the individual event with the listed modifications:  
2 throwers are from the same team.

#### Scoring

- Team score is the total of the 4 team-member's individual scores.

#### Interference

- Any contact between teammates or their boomerangs is not considered interference.
- Re-throws are made at the end of the round.

## Team Tapir Terror Relay: Timed Team Event

Best: fastest time

### Objective

- Four team members run a relay style race from the 20-meter circle into the 2-meter circle with each thrower executing varying tasks made up of a combination of Accuracy, Trick Catch, and Fast Catch. The objective is to accomplish all tasks in the shortest time possible or to accomplish as many of those tasks as possible within a 6-minute time limit.

### Rules:

- There will be a 2-minute warm-up in the circles before the round.
- The 4 laps consist of:
  - First lap: completion of 50 points of accuracy
  - Second lap: attempt to make the first 5 trick catches [left hand clean, right hand clean, behind the back, under the leg, eagle] then; after those catches, if any were dropped, the thrower **must make up 5pts each drop. The thrower can choose to make the catch (worth 5points) or to throw for accuracy points. All points made, whether from accuracy or 5pts for the trick catch are cumulative. (One 10-pt accuracy throw cancels two trick catches). The thrower is free to switch back and forth between trick catch attempts and accuracy points but must announces his intentions to the circle judges on each throw.**
  - Third lap: attempt to make the last 5 trick catches [hacky, tunnel, 1 hand behind the back, 1 hand under the leg, and foot catch] then; after those catches, if any were dropped, the thrower must make up **must make up 5pts each drop. The thrower can choose to make the catch (worth 5points) or to throw for accuracy points. All points made, whether from accuracy or 5pts for the trick catch are cumulative. (One 10-pt accuracy throw cancels two trick catches). The thrower is free to switch back and forth between trick catch attempts and accuracy points but must announces his intentions to the circle judges on each throw.**
  - Fourth lap: completion of 1 round of fast catch
- Touching the boomerang results in 0 accuracy points (whereas a thrower in the accuracy portion may stop or catch his boomerang instead of waiting for it to land outside the accuracy points)
- Runners will begin from behind a gate (approximately 3m wide marked by cones) placed on the 20-meter line downwind from the bullseye.
  - Each lap will follow rules for tagging in the general rules.
- All throws must be made from inside the 2-meter bullseye and must pass the 20-meter line.
- In case a boomerang has short range, the throw has to be repeated.
- After the runner has completed his lap, he must tag the bullseye before tagging the next runner or crossing the finish line in case it is the 4<sup>th</sup> runner.

### Timing

- There will be 4 lap timers: 3 official timers and 1 designated backup timer.
  - The round will start with a count down from the Gate Judge of “3, 2, 1, GO”!
  - At the announcement of “GO” the 4 timers will begin their stop watches and use the lap function on each tag then stop their watches when the fourth runner crosses the gate after the completion of his round.
- There will be 1 additional overall timer to keep track of the 6-minute limit
  - The overall timer will announce when the team has 1 minute remaining then announce “30, 15, 10, 5, 4, 3, 2, 1, stop”

### Officials

- There will be 3 judges (Gate, Center, and Assistant Center judges), 6 range stewards, 4 timers and a score keeper:
  - The Gate Judge stands outside of the 20-meter line and gives the countdown to start the event. In addition, he watches for legal tags and starts.
  - The Center Judge watches for foot faults, calls out accuracy points, declares that catches were valid or invalid. The Center Judge can ask the opinion of the Assistant Center Judge if the Center Judge feels that the assistant has a better view of the catch or accuracy points.
  - The Assistant Center Judge also watches for foot faults, accuracy points, and good catches but is only called on by the Center Judge as pointed out above. However, his main job is to call out the trick catches before the throw and to keep track of the dropped catches. Then, if the thrower chooses to re-attempt the dropped catches, to call out those catches or the needed accuracy point total.
  - The Score Keeper writes down the final time of a successful round or the time equivalent of an incomplete round based on the chart in the "scoring" section below. In addition, the score keeper will write down the lap times.
  - The range stewards perform the range check.
  - 4 timers: 3 official plus 1 backup timer. The backup timer is designated before the turn begins. Use lap timers on stopwatch. See "**Timing**" in the general rules section.

### Scoring accuracy points and trick catches

- The Center Judge (or Assistant CJ) is solely responsible for determining the accuracy values and his decision is final. However; since this is a fast-paced event, determining the value of accuracy points might sometimes be difficult.
  - In the case that a boomerang lands very close to a line, but not clearly touching the line, the CJ should give the benefit of the doubt to the thrower and award the higher value.
  - If the thrower does not like a decision that the CJ has made, he may ask the CJ to check more closely but the time will not stop. The thrower must determine if it is worth the time or not to ask the CJ to take a closer look.
- The Center Judge (or Assistant CJ) is solely responsible for determining whether trick catches were successfully executed or not and **his word is final**. However; like in accuracy, in the case of a difficult decision about the validity of a trick catch, the benefit of the doubt should go to the thrower and he should be awarded 5 points for the trick catch.

### Re-throws

- Re-throws are made analogue to the rules of team relay.

### Scoring the time if the event was not completed within the 6-minute limit (360s):

Lap	score completed	Result
Lap 1 (Accuracy)	0-50	Achieved total points with max. of 50
Lap 2 (Trick Catch 1)	Number of trick catches or compensation completed	
	1	51 points
	2	52 points
	3	53 points
	4	54 points
Lap 3 (Trick Catch 2)	5	55 points
	Number of trick catches or compensation completed	
	1	56 points
	2	57 points
	3	58 points
Lap 4 (Fast Catch)	4	59 points
	5	60 points
	fast catches completed	
	1	61 points

2  
3  
4  
5

62 points  
63 points  
64 points  
Time in seconds

## **Long Distance**

Distance event

Best: greatest distance

### **Circles**

- Contested on circles of 2-meter radius (which also have bull's-eyes)
- Field: at least 300m times 300m

### **Required for score**

- At least 50-meter flight range. The 50-meter minimum may be waived for new throwers or juveniles.
- Legal throw from inside of the 2-meter bull's-eye and behind (down-wind) the 40-meter baseline
- The baseline is a movable straight line (made out of a rope) that has its middle on the center point. The bull's-eye is cut in half by the baseline. The end of the baseline is marked with a post on each side. The baseline is usually perpendicular to the wind direction. The thrower may have the line adjusted to the wind direction before each throw. Only if a severe wind shift disables a correct throwing direction, also the center of the line may be displaced. Decision by discussion or vote (more than half of the throwers of the throwing group). The new center position is determined by discussion by the throwing group with the final decision of the tournament director.
- For the throw to be valid, at least one foot of the thrower has to be on the ground inside the center half circle at the moment of release of the boomerang. The thrower may not cross the baseline at any time as long as the boomerang is in the air.
- Boomerang must cross the baseline upon return either directly or indirectly (from behind) without being touched or hitting anything or anyone.
- For a throw to be invalidated by a pole judge ("outside") the boomerang must be clearly outside, i.e. if the pole judge believes the boomerang **MIGHT** have touched the imaginary line extending vertically upwards from the pole then the throw is considered a valid score.
- Likewise, if the line judge believes the boomerang touches the plane extending upward from the throwing line the throw is a valid score. To be invalid, it must clearly have **NOT** touched or crossed the plane. Also, a boomerang that hits the throwing line on return without touching the ground in front of the line but does not cross the line is a valid score.
- No catch needed.

### **Scoring**

- Score is the longest distance travelled outward among his throws that return to or over the baseline.
- The distance is measured in full meters only - no centimeters – and from the center point to the point in its flight farthest from the center point.
- When two laser range finders are used, if there is a discrepancy, the score is averaged upwards. Examples: Range-finder 1, 100m, range-finder 2, 99m = 100m score. R1, 100m, R2 97m = 99m score.
- Ties are eliminated using second highest score.
- To win or place in the LD tournament (or event) a thrower must participate fully in the entire event. The exception being when a thrower is injured severely enough that they must leave the field to seek medical attention. Participating fully means throwing in at least one round and spotting and/or judging in all further rounds at the discretion of the Head Judge. Simple attendance does not qualify as participation; no thrower may "sit out" on the side-lines and win or place in the event or tournament. However, it is possible for a thrower to win or place without throwing in all rounds as long as he participates fully, as described above, in the entire event to the satisfaction of the Head Judge.
- A thrower may call no measure to save time if a valid scoring throw is thought to be well below previous scores, but it is suggested that all valid scores be measured in the event of a tie.

## Round

- The event includes not more than 20 throws a day and may be divided in an arbitrary number of rounds by the organizer, for example 2 x 5 or 2 x 6 throws.
- At the signal of the circle master it becomes the next thrower's turn. He has 15 seconds to make his throw.
- Placement of range spotters and orientation of throwing line is the thrower's responsibility.
- Concerns are directed to Line judge (circle master) who will make adjustments.
- Contestants throw in groups of 5, 4, or 3. Each thrower throws in rotation with the other throwers in the group, until all throwers have completed their defined turns. Then the next group begins its round.
- If time allows, more than the initially scheduled rounds can be made.

## Warm-up

- No practice throws once the warm-up is over.
- Warm-up will be organized by the officials.

## Re-throws

- Re-throws are made immediately after the protested act occurred.

## Officials per circle

- May be competitors.
- One circle master who watches for foot faults and measures the distance from the range coordinator to the center point.
- Two baseline judges to check whether the boomerang crosses the baseline upon return.
- One scorekeeper/flag operator (may be the circle master) who uses large red and green flags to advise range stewards of conditions at the throwing line, as well as using a walkie-talkie. The green flag is raised when the Circle Master calls "The line is hot" to alert all on the field that a boomerang is about to be thrown. The Circle Master should call this on the walkie-talkie. When the circle master sees that the field is prepared (Range Stewards are standing, and people are paying attention) the Circle Master advises the thrower "The circle is clear." Immediately upon the throw, the flag operator lowers the green flag quickly to alert all that the boomerang is in the air. Then on return of the boomerang, the red flag is waved if it is not a score and the green flag is waved if it is a score. This information should also be communicated on walkie-talkies.
- One range coordinator
- About twelve (but at least six) range stewards to follow the flight of the boomerang with their eyes and extended arms. They direct the range coordinator to the point of greatest distance.

## Notes:

### 1. Long Distance Safety Rules

- Make sure spectators are at a sufficiently safe distance!
- Long Distance is the most dangerous boomerang event of all. Although the boomerangs that are used nowadays are considerably lighter than they used to be, they are still very dangerous, maybe even more so. Serious injury may result if you are careless, because of:
  - thin material and sharp air foils
  - high speed and rotation rate
  - low return trajectory
- the boomerang sometimes cannot be seen very well (paint your boomerangs in bright colors)
- Even in a group of experienced boomerang throwers there should be:
- no simultaneous throwing of Long Distance boomerangs. Not even with short range boomerangs.
- only one Long Distance boomerang in the air at a time! The other throwers follow the boomerang with their eyes and warn if necessary.

- no more throwing when a boomerang is lost, and throwers are trying to find it. Everybody should help with searching before throwing continues.
- Spotters MUST stand during throw. Sitting on a stool or the ground is permitted between throws.

## **2. How to tell where the point of return is:**

There are a number of range stewards on the field to determine the point of return (furthest point of the boomerang's flight path). You have to be aware that if the boomerang is more or less flying over you, it is difficult for you to judge where the projected path on the ground actually is. Only by spotting from a distance off to the side are you able to determine the apex of the flight path accurately. Therefore, we suggest placing a row of range stewards to the left and right of the expected throwing corridor with a 20-meter distance between the range stewards within one row. You can also align the two rows in a staggered manner to get a better coverage. The range stewards should be spread such that all throws, including the shortest and furthest ones, can be precisely spotted. Send the furthest range steward sufficiently far out, as there may always be "lucky" throws. One of the range coordinator's duties is to ensure that the range stewards are distributed correctly. Don't use more range stewards than necessary to fulfill the task, because with too many range stewards on the field they tend to walk about and have chats! Six range stewards plus one range coordinator is the minimum. Twelve should be enough in all cases.

### **Here's what you have to do as a range steward:**

Follow the boomerang on its way out with your extended arm and stop when you think it reached its furthest point. Then project that point down onto the ground by lowering your arm vertically. Fix the point on the ground with your eyes and direct the range coordinator to that point. At least one other range steward will do the same, so the range coordinator will have to position himself such that the closest 2 - 4 range stewards are happy with the result. The final decision about the furthest point is made by the range coordinator. Often, there is a little conversation about the furthest point, but that's the interesting part of spotting: talk until there is an agreement! The range stewards that could not see the apex of the flight path perfectly should not interfere! The maximum distance of the boomerang is now defined as the distance from the range coordinator to the center of the throwing circle. If you have a Laser Rangefinder (e.g. a Bushnell) you can measure the distance immediately, otherwise you have to place a marker in the ground and measure the distance at the end of the round with a steel tape. We estimate the accuracy of the measurement with this spotting method is 2m in the best case, 5m on average, and worse if the range stewards are not placed very well or if they are not paying attention. It is actually helpful to distribute thin wooden sticks (about 2m long) to the range stewards, with the help of which it is much easier to follow the flying boomerang to its furthest point and then drop them to the ground.

## Glossary of Terms

Term	Definition
Body trap	The boomerang may be trapped against the thrower (thrower's body) for any catch for which a clean catch is not required. [see Catch, legal]
Boomerang	<p>Number of arms is unrestricted. To be a boomerang, a stick must tend to return as a result of gyroscopic precession caused by asymmetric lift. The lift is created as a result of a throw that gives the object rotation and linear motion.</p> <p>Holes: No limit on number and size but cannot be used to aid in catching.</p> <p>Slots: No limit on number and size but cannot be used to aid in catching.</p> <p>Flaps: No limit on number and size but cannot be used to aid in catching.</p> <p>Adhesive: Nothing allowed which could aid catching.</p> <p>Materials: Any non-metal material. Metal may be embedded or taped on but may not have exposed sharp edges.</p> <p>Other: No launching, propulsion, or catching aids may be incorporated into the boomerang.</p> <p>If a thrower wants to change boomerangs during a timed event, including Super Catch, the one being replaced or a substantial part of it must be returned to the bull's-eye by the competitor before any more valid throws can be made.</p>
Bull's-eye circle	Area inside the 2-meter radius circle from which throws are made (4-meter radius for the event Team Relay). The marked line is outside of the bull's-eye. If a thrower touches the line during the throw - before the boomerang is released - no points are scored for the throw or catch. This area is designated 10 points in Accuracy and Australian Round.
Captain, team	Person designated by a team to represent the team when vote or action is required. Each team may send an alternate representative to meetings, but each team has only one vote on any issue that requires a vote of team captains. A person can be captain of only one team.
Catch, behind-the-back	Legal catch during which the boomerang passes behind the competitor's back or the catching hand is behind the competitor's back and withdraws the boomerang. (Catches on the side are allowed if the catching hand crosses behind the thrower's back and withdraws the boomerang from behind the thrower's back.)
Catch, broken boomerang	A legal catch of any part of a broken boomerang is considered a legal catch if all other requirements are met.
Catch, clean	Before the boomerang is caught, "popping", "bobbling" and touching is allowed only with the hand/hands/foot/feet required to do the catch. The catching hand reaches from the fingertips until before the elbow begins. The elbow is not part of the catching hand. The catching feet reach from the tips of the toes until before the knees begin. The knees are not part of the catching feet. Only during a catch under the leg or behind the back, all parts of the body except the non-catching hand, the feet and head (safety reasons) may be touched by the boomerang before the catch. A boomerang therefore may touch the throwers shoulder before a legal catch under the leg.
Catch, eagle	One-hand clean catch during which the catching hand approaches the boomerang from the top of the boomerang. The boomerang must be caught upon first contact, no bobbling.



- Catch, foot/leg Legal catch during which the boomerang is caught with the feet or lower leg. The boomerang may not touch any part of the thrower's knees, or anywhere above his knees. (The competitor's feet may touch the ground during the catch.)
- Catch, hackey Legal catch after the boomerang has been returned into the air after striking the foot or lower leg. Boomerang may not touch any part of the thrower's knees or anywhere above his knees during the hacky portion of the catch. Either or both feet or lower legs may be used. The thrower attempts to kick or 'hacky' the boomerang off the foot or lower leg, and then catch it prior to ground contact. After the boomerang has been kicked, it may be caught with any legal catch.
- Catch, legal Act of stopping and obtaining full control of a flying boomerang after a legal throw provided the boomerang has not touched the ground during the flight or catch and provided its range is sufficient. Full control must be obtained before the boomerang is allowed to touch the ground. The boomerang may be trapped against the thrower on any catch for which a clean catch is not specified. A boomerang may be "popped" or "bobbled" but must not be allowed to touch the ground. Anything that protrudes beyond the planes of the top or bottom surfaces of the boomerang may not be used to assist in catching. Holes, whether open or closed, may also not be used to assist in catching. In any case, the boomerang must be trapped with at least 2 fingers of the same hand, both hands or both feet. Simply sticking a finger, hand or foot through e.g. a hole is not a catch. No devices, mechanized or otherwise, may be used to aid in catching a boomerang.
- Catch, one hand clean Legal catch with the additional requirement that during the catch the boomerang may not touch the competitor except on the hand or forearm of the specified side (left or right). The boomerang may not touch the thrower's elbow.
- Catch, one-hand behind-the-back One-hand clean catch that satisfies the requirements of behind-the-back catch. Exception: the boomerang may touch the back or buttocks or back of the legs during the catch but trapping the boomerang (either flat or on edge) against any part of the body to obtain control, is not allowed. If the boomerang is withdrawn after control is obtained it may touch the body - even forcibly - as long as control is maintained. If control is lost, it must be regained by the catching hand without trapping.
- Catch, two-feet-on-ground under-the-leg (Tunnel) Legal catch in which the boomerang passes under a leg while both feet remain in contact with the ground. Lower legs or knees may touch the ground. If at the moment of catch, the thrower's catching hand/arm is under a leg, but the boomerang has not yet passed under the leg, the boomerang must be withdrawn under the leg to complete the catch. Control by the catching hand must be maintained until the catch/withdrawal is completed.
- Catch, Two-hand clean Legal catch using both hands. The boomerang may not touch any part of the body except the hands/forearms. It may not touch the thrower's elbows.
- Catch, under-the-leg Legal catch in which the boomerang passes under a leg. If, at the moment of catch, the thrower's catching hand/arm is under a leg, but the boomerang has not yet passed under the leg, the boomerang must be withdrawn under the leg to complete the catch. Control by the catching hand must be maintained until the catch/withdrawal is completed.
- Catch, under-the-leg, one-handed One-hand clean catch that satisfies all the requirements of under-the-leg catch. Exception: the boomerang may touch the leg, body, or buttocks during the catch, but trapping the boomerang (either flat or on edge) against the leg or body to obtain control is not allowed. When the boomerang is withdrawn, after control is obtained, it may touch the body - even forcibly - as long as control is maintained. If control is lost, it must be regained by the catching hand without trapping.

Catch, Unofficial	Catch which does not meet all the requirements of a legal catch. Not counted as a catch.
Catching Aid	Any characteristic of a boomerang, hand, or other object that provides a catching advantage and is therefore prohibited. Some examples are: a) Chemical or mechanical (Velcro) adhesives applied to the boomerang, the thrower, or his clothing b) Any extension to the thrower's hand, arm, leg, etc. c) Any item used to intercept a boomerang.
Center point	Point at center of bull's-eye from which the radius of all accuracy and range circles are measured.
Circle Master	Makes sure the field is prepared for the event. Person responsible for fair conduct of events at each circle included in the tournament. This includes interpreting the rules, organizing other officials and stewards, and recording scores.
Competition field	Area where tournament is to be held. Limits to be specified before the start of the contest. a) Area specifically reserved for the boomerang competition and specifically authorized for use prior to the start of the event. Parking and spectator areas, adjacent in-use sports fields, streets, and any other areas designated as off limits, before the start of the competition, are not part of the competition field. Adjacent land is not considered to be part of the competition field. b) Competition circles' area on which an event is held. Made up of a series of concentric circles ranging from 2m to 10 m radius (every 2 m for accuracy) and 20 m to 50 m radius (every 10 m for range of flight).
Countdown	Verbal announcement by circle master or official person to a thrower that indicates the 15 seconds the thrower has to make his throw. Countdown should be made like this: "15" - "10" - "5" - "4" - "3" - "2" - "1" - "Out!" If the thrower fails to throw in time, the turn is scored 0. The circle master may begin the 15-second countdown when the circle is clear, and the next competitor enters the 8-points circle. No competitor should delay entering the 8-point circle or the circle master can begin the 15 seconds before the competitor enters the 8-point circle.
Disqualified from competition	Disqualified throwers may not throw, coach, or act as his teams' designated judge for an event. He is to remain off the competition field for the duration of the disqualification.
Duration Boomerang	The MTA in Team Super Catch. Any boomerang may be used as duration (MTA) boomerang.
Flight range	see Range of Flight
Foot fault	Occurs when during his throw, the thrower's foot touches the line that defines the bull's-eye for the event. The thrower's foot touches the line of the bull's-eye before or while releasing his boomerang. The throwing movement has to stop clearly without a foot touching the line of the bull's-eye before the thrower leaves the 2-meter circle to perform a catch. In Long Distance the thrower may at no time touch or cross the line of the 2-meter circle and the 40-meter baseline.

Gate	Start/finish area on the 20-meter or 30-meter line in a relay event. The start, finish, and all tags must take place within a team's gate.
Ground	As used in the legal catch definition, point where the Earth or its coverings is firm enough to noticeably affect the linear or rotational motion of a boomerang in flight or during a catch.
He/His	Reference to the male gender, includes the female gender.
Head judges	Group of 2-3 people taking final decisions during the tournament and organizing the team events (e.g. Preparing the material for the event, assigning the judges).
Individual Warm-up	After the general warm-up and before the turn of each competitor there may be Individual Warm-up. According to the different events, "Individual" means thrower (e.g. in Fast Catch), pair of throwers (e.g. Trick Catch/Doubling), group of throwers (e.g. in Individual Accuracy 100) or group of pairs of throwers (e.g. in Team Australian Round). Individual Warm-up time is defined in the event rules. The timed warm-up starts as soon as the circle master signals the circle is clear. The thrower may start his round before his allowed warm-up is over if he desires – provided he has announced that his warm-up is over, and he has been given "circle is clear" or "timers are ready" as appropriate.
Interference	Situation in which the flight of a boomerang is altered by contact with another person's boomerang in flight, a person, animal, or pre-designated obstruction. Interference occurs if a boomerang is caught or deflected by someone other than its thrower. Interference can be called if a thrower is prevented from getting to his boomerang for a catch by a person or animal.  Interference may not be called if the boomerang hits the ground before the alleged interference. Re-throw policy is defined in each event's rules. Any contact between teammates or their boomerangs is not considered interference.
Judge	Person responsible for fair conduct of the events included in the tournament. This includes interpreting the rules, organizing other officials and stewards, and recording of scores. The judge may be the circle master, the head judge, or an event judge designated by the tournament director or head judge. A judge may have more than one task at a time as long as he can perform these tasks properly.
Meter circles	Lines marked the specified distance from the center point on the field.
Non-catch	Failure to make a legal catch. Includes unofficial catches and catches made after a throw or flight which did not meet the requirements of the event. Not counted as a catch.
Official	e.g. tournament director, head judge, circle master, or the referee or person designated to officiate in an event. Officials may be competitors or non-competitors. An official may have more than one task at a time as long as he can perform these tasks properly.
Officiating Assignments	Duties an individual has to perform when designated by the tournament director, head judge, circle master or the referee or other person to officiate in an event. Officials may be competitors or non-competitors.
Point of contact	Area of the body which touches the ground. For example, the entire bottom of a foot or the tip of a toe could be one point - whatever is touching the ground. Two feet on the ground is one point.

Range of flight	Outermost meter circle over which the boomerang flies in outward flight (towards the wind) - between when it is thrown from the bull's-eye and when it returns toward the thrower.
Range Steward	Judge who is in charge of checking the distance of a flight of a boomerang. One of the range stewards may be or act as a range coordinator who is the only one who may yell "short", if a boomerang fails to cross the minimum distance. He should be specified before the round - typically the last in the row of the spotters. The yell "short" should be uttered before the catch.
Re-throw	Throw taken to obtain a new score instead of the score lost due to interference and/or protest on a throw during a previous turn. May also be ordered by judge if original throw could not be properly scored. Re-throws are conducted and scored to ensure the fairness of the official scores. The score of the re-throw substitutes the previous score (in case it existed). On when a re-throw will be conducted, see rules for each event and General Rules > Timing.
Red card	Second penalty or intentional interference assessed to team or individual. Results in disqualification. See Penalties in General Rules.
Round	A sequence in an event in which each thrower (all throwers) has an opportunity to have a specified number of turns. Turns may be in rotation with throwers from other teams, consecutively, or simultaneously per event rules.
Short-Handed Throwing	A team throws short-handed when it uses less than 4 throwing members. This may be because of a penalty.
Stopwatch	Every thrower and judge must have a working stopwatch that times to 1/100 of a second and has a lap timer. Stopwatches must be the hand-held type, not the wristwatch type. Stopwatches are required to register for the team tournament and for the individual tournament. Use lap timers on stopwatch at all times. Devices having a stopwatch only as an additional function and not as primary function, such as mobile phones, are not allowed.
Tally Boomerang	The Fast Catch in Team Super Catch. Any boomerang may be used as tally (Fast Catch) boomerang.
Tandem Throwing	2 throwers throw simultaneously within a specified time period. The second thrower in a pair must throw within a specified time period of the first thrower. If the circle master rules that more than the specified time period has elapsed between throws, both throws are scored 0.
Tag	Touch of one thrower, whose turn is ending, to his teammate, whose turn is starting, in a relay event. The thrower whose turn is starting must have both feet on the ground within the gate area and outside the designated line (20 meter or 30 meter) until he is tagged. At the moment he is tagged, his turn begins, and he may start running (standing start). Contact must be made between the hands of the thrower finishing his turn and the thrower starting his turn. This contact must take place outside the range line at the gate (behind the team's starting line).
Throw, legal	Throw of a boomerang from inside the bull's-eye or other designated area that satisfies any range requirements of the event.

Throw on command	Boomerangs must be thrown upon verbal command of event judge. Release may take place at any time from the moment the command is made until two seconds after. If delay is longer, thrower loses his turn. For an event in which the throw does not have to be on command, see Countdown.
Tournament Director	Person who organizes and is generally responsible for a tournament (see also General Rules > Responsibilities of Officials)
Tournament Officials	See Official
Trap	See Body Trap
Tunnel catch	See Catch, two-feet-on-ground under-the-leg (Tunnel)
Turn	Thrower's opportunity to perform in an event. The sequence of turns for each competitor is set in all events before the start of the tournament. A turn begins when the previous thrower's turn has been scored or any time thereafter when the event judge indicates that officials are ready. The thrower must make his throw within 15 seconds of the start of his turn unless otherwise advertised or announced before the start of the tournament. Extensions may be allowed by judges if done fairly and consistently.
Unscored Round	Round in which an official score could not be recorded because of interference, or because the judge could not properly score the round. May result in a re-throw. If no re-throw is made (for example, due to an injury), the judges determine the score so that no thrower receives an advantage or disadvantage.
Warm-up	There is general warm-up in designated areas on the competition field before the start of each event. Warm-up time is defined in the event rules.
Yellow card	First level penalty assessed to team or individual. See Penalties in General Rules.

## Organizing the Tournament

Topics in this section are part of a *Tournament Handbook* (not yet written) that contains information for tournament directors, organizers, and teams. This information is needed for running the tournament but is not needed in the rule book for the field events. However, there is information available online about "How to run a boomerang world cup" [http://www.ifbaonline.org/wp-content/uploads/WBC\\_BehindTheScene\\_v04.pdf](http://www.ifbaonline.org/wp-content/uploads/WBC_BehindTheScene_v04.pdf)

### **Establishing the Order of Throwing**

- The order of throwing must be determined before throwers arrive at the tournament.
- Charts will be made for each team test day and for each individual test day.
- Copies of these lists will be given to throwers before the first event and to team captains before the captains' meeting.
- These sheets are to be posted.
- Any possible problems should be brought to the tournament officials' attention before the tournament starts. Tournament directors can set a deadline for requesting changes.

### **Announcements**

- Before the start of the first event all throwers will be told the following as soon as possible:
  - Names of tournament officials, judges, referees, and safety officers, and alternates.
  - Order in which competitors throw. Order must be arbitrary. It must be set and announced for all events before the first event begins.
  - General rules and ground rules that pertain to all events.
  - These announcements can be made at the captains' meeting.

### **Organization of Events**

- For the start of each tournament day, check the time table.
- Before the competition begins, the order of the events of each day is posted at the tournament web-site and on the field.
- Throwing orders, circle assignments, and officiating assignments are available before each event and are announced or posted on the field.
- Have a stopwatch with you at all times! (see Stopwatches)

#### **Team Events: Scheduling**

- There will be 3-4 team match days plus a weather day, if needed, during the days of the championships.  
Competitive events are thrown at most three days in a row to minimize risk of injuries raising.
- Team style events are prioritized (Super Catch, Relay and Endurance Relay)
- Each of the events should be contested at least 2 times with a goal of 3 times.

#### **Individual Events**

- There will be 2 individual match days during the days of the championships.

### **Team makeup for WBC**

The WBC should host a mixture of teams through all throwing countries:

- Nationals Teams (Depending on max team contingent 1-3 per nation)
- International Women Team (Depending on max team contingent 1-2 women teams)

- Veteran's Team: made up of seniors (50 or 55 to be determined) who did not qualify for the national team or who are from a non-member nation.
- International mixed teams (Depending on max team contingent 1-2 teams)  
Made up of throwers from IFBA member or non-member nations which qualify for the WBC but do not have a national team to throw in.
- Note: Only national teams are invited directly by the organization committee. The multi-national teams have to contact the organization proactive.

### ***Use of Extras for Team Events***

- Teams may have 5 or 6 throwing members (4 team members throwing and 1 judging during an event).
- Veteran's teams and the team with the tournament director can have more throwers.
- Teams with less than 6 throwers may add extras with the permission of the tournament officials. Extras should not bring team size to more than 6. All extras must be approved by the tournament officials before each event.
- Extras may compete for only 1 team during the team tournament.
- In case of emergency or injury which brings a team to a size of 3 competitors or less, the tournament officials can approve the use of extras at that point. If a team member can re-join the team later, the team member replaces the extra that replaced him originally.

### ***Placing Points for the World Championships***

- Official tournament size is the number of
  - Team cup: Teams registered at the start of the first event. There is no minimum number of teams.
  - Individual cup: Throwers registered at the start of the first event. There is no minimum number of throwers.
- Scoring at the tournament is done according to the rules of the events.
- Scores are ranked and placing points are awarded in each event.

#### **Placing points in Each Event**

- 1st place = 1 placing point, 2nd place = 2 placing points, 3rd place = 3 placing points, last place = n placing points (number of teams or individuals entered)
- Example
  - Team: If there are 20 teams, the 1st place team in an event receives 1 placing point. 2nd place receives 2 placing points, 3rd receives 3 placing points, last receives 20 placing points.
  - Individual: If there are 100 individuals, the 1st place individual in an event receives 1 point, 2nd place receives 2 points, last receives 100 points.
- Ascending placement system: Maximum placing points in an event equal the total number of teams or throwers in event.
- No additional points are given for winning an event.
- Tied teams or individuals split the placing points of the places they would have taken if they had not tied.
  - Example: If 3 teams tie for 2nd place, they would divide up the placing points for 2nd, 3rd, and 4th places. The next team would receive placing points for 5th place.
- Non-scores, failure to compete, or any team/thrower disqualified in an event or overall will receive n placing points (the worst placing points possible) in this event or overall.

- Number of competing teams/throwers (n) will remain the same as if none were disqualified. Placing points for disqualified teams/throwers are not treated as if there were a tie. Disqualified teams/throwers are awarded points equal to the official tournament size (last place placing points).
  - Example (50 competitors and 2 disqualified): 1st place = 1 placing point, last place but not disqualified = n - 2 placing points (50 – 2 = 48 placing points), 2 disqualified throwers n points (50 placing points) per thrower.
- Disqualified teams/individuals receive maximum placing points for the event. They cannot win the tournament. If no other teams/individuals are disqualified, they will place last in the tournament, no matter how good their other scores were.
- The team/individual that accumulates the least placing points in a test match is the winner of the match. Lowest placing points over 1 match is best; highest placing points over 1 match is last.
- The World Team Champion is the team which accumulates the least placing points from all days. Lowest placing points overall is best, highest placing points overall is last.
- The World Individual Champion is the individual who accumulates the least placing points from all days. Lowest placing points overall is best, highest placing points overall is last.

#### **Rank and Relative scoring systems:**

- The current Rank Based Scoring System will be the official scoring system of WBC 2018
- The Relative Scoring System (RSS) will be used for comparison purposes only in conjunction with the RBS
  - Scores of both system will be posted side by side after each event.

### **Cancellation of Events**

- Before the beginning of the tournament, the Tournament Director will publish the order in which events would be cancelled each day due to time reasons.
- Advertised tournaments/events are held on schedule, regardless of weather or other occurrences unless officials decide to take a break at the scheduled starting time to cancel or postpone it.
- In case of heavy rain, heavy wind, or other hazardous conditions, tournament officials will decide whether to continue with the event or take a break and wait for the condition to lighten up.

This is the weather conditions in which a competition should be cancelled, postponed, or recessed.

- Maximum temperature 38C / 100.5F
- All events: maximum average winds speed of 6 m/s (21.6 km/h, 13.4 mph) \*
- Doubling: max average wind speed of 5 m/s (18.0 km/h, 11.1 mph) \*

\*Wind speed will be measured at 2 meters above ground on the playing field and monitored continuously over 10-minute intervals

- In the case of light rain, the contest will go on.
- If lightning is visible from the field and appears to be coming closer, tournament officials will take a break and wait for the storm to pass over.
- If the officials decide to take a break (in case of rain, lightning, etc.), they must to do so between rounds of the event if possible. The rest of the event must be contested on the same day or the event will be considered cancelled and scoring for the event will be one of the following:
- If the event has rounds (such as Australian Round with each team up more than once), then the scores for the number of rounds that all teams have completed will be the event scores. Example: If every team had two throwers complete Australian Round but some teams had three throwers complete the event, the scores for the first two throwers are the team scores for the event. Any rounds not begun at the time of the interruption may be completed when the contest resumes, and the scores will be included in the official team score.
- If the event is contested once by each team (such as Team Endurance) and every team has not completed their round, then no score will be recorded for the event.



- When and if the tournament can restart later in the day and too much time has been lost to continue the paused event, the next event on the schedule or according to the time schedule will be contested.

### ***Rescheduling Events in Team Championships***

- The goal of the tournament organizers is to complete all events during the team tournament on the scheduled days. If weather or other problems reduce the total events to less than the scheduled number, a champion will still be declared. The following guidelines determine the rescheduling of events if events are rained out.
- If first or second day is completely rained out, then the day will be contested on the rain day, using the same order of events as previously published: If the first day is rained out, the scheduled events for the second day shall be conducted for the second day and the scheduled events for the first day shall be conducted for the rain day. If the second day is rained out, the scheduled events for the second day shall be conducted for the rain day.
- If both days are rained out, scheduled events for the 1st day are conducted on the rain day.

### ***Rescheduling Events in Individual Championships***

- The goal of the tournament organizers is to complete all events during the individual championships on the scheduled days. If weather or other problems reduce the total events to less than the scheduled number, a champion will still be declared. The following guidelines determine the rescheduling of events if a day is rained out.
- The Individual Championships are approved even if it continues to rain to the second day.
- If the first day of the Individual Championships is cancelled for any reason, the scheduled events for the second day shall be conducted for the second day.
- However, the tournament director may decide before the beginning of the tournament that the second day might be run with a revised schedule to test a variety of skills. This revised schedule can contain events from either day. The tournament director will set the revised schedule before the beginning of the tournament. A suggestion: Australian Round, Trick Catch/Doubling 100 (or just Doubling 50), Fast Catch, MTA 100.
- If the second day is cancelled due to the bad weather, then the placing shall be determined by the first day scores or at the end of the rain day, if one.

# Rules on Recording World Records

*This section does not belong in the Rule Book for Events. It probably belongs on the IFBA web site and in the Tournament Handbook.*

## Records

- Records will only be established within each competitor's turn during the Individual World Championships and the individual-style events during the Team World Championships.

## IFBA Recognition

The IFBA will recognize a world record only, if:

- The event is contained in the most current IFBA rulebook or a traditional event with commonly accepted rules (example: Most Consecutive Catches).
- The record was achieved in an event that was contested no more than once in a day –or- The record was achieved in first attempt of an event that was contested more than once in a day.
- In any case, IFBA **may** (not must) vote to accept or not accept a world record.
- At the moment these events are listed:
- Accuracy 100 (5 sets of 2 throws)
- Accuracy 50 (5 sets of 1 throw)
- Fast Catch (2 rounds)
- MTA 100 (3, 4, or 5 throws)
- MTA unlimited (3, 4, or 5 throws) (may be the out-of-bounds score from a MTA 100 event)
- MTA3+ (the sum of the best three scores of five throws)
- Australian Round (max. 100 points from 5 sets of 1 throw)
- Trick Catch/Doubling 100 (Christchurch System)
- Endurance (most catches from a 5-minute period)
- Long Distance (best score from one or two rounds of 5 sets of 1 throw)/ (best score from a maximum of 20 throws a day)
- Juggling (most catches in a row until one of the two boomerangs is not caught) (the first two throws must have the 20m minimum).
- Most Consecutive Catches (most catches in a row until the boomerang is not caught, 20m pre-qualification needed, but not checked on every throw)

## Conditions for Reporting Records

- These records must be achieved during a tournament recognized by an IFBA country member. Most likely, all IFBA country members will only recognize or not recognize a tournament within their territory. In other cases - Long Distance tournament in the Sahara - the IFBA Directive Committee will decide.
- Every country may ask to add an event to the IFBA record list (an entry in the IFBA rulebook is needed then) proposing it in the general meeting.
- The IFBA Directive Committee has arranged all needed changes to the rule book and/or record list until the next general meeting at the latest.
- If a competitor achieves a perfect score in:
  - Accuracy 100 (5 sets of 2 throws), he continues to throw in sets of 2 throws until at least one or both throws is not a perfect 10 (ex: 9 and 10). The total score would be 109.
  - Accuracy 50 (5 sets of 1 throw), he continues to throw in sets of 1 throw until one throw is not a perfect 10 (ex: 9). The total score would be 59.
  - Australian Round (max. 100 points from 5 sets of 1 throw), he continues to throw in sets of 1 throw until one throw is not a perfect 20 (ex: 19). The total score would be 119.

- Trick Catch/Doubling 100 (Christchurch System), he continues to throw in sets of 1 throw (in doubling: 1 throw with two boomerangs) until one throw (in doubling: 1 throw with two boomerangs) is not a caught. The total score is 100 plus all the points of the catches made (in doubling: If the first boomerang is caught and the second is dropped, the points for the catch are given, but the thrower has to stop. If the first boomerang is dropped and the second is caught, no points for the catch are given and the thrower has to stop).