



TRAP TEAM EVENT
MEN, WOMEN, MEN JUNIOR, WOMEN JUNIOR
QUALIFICATION and FINAL

Valid as of 01.01.2022

GENERAL RULES & PROCEDURES	
1. Discipline:	Trap
2. Type of Event:	Team: Three (3) athletes per Team (nation)
3. Name of Events	Trap Team Men Trap Team Men Junior Trap Team Women Trap Team Women Junior
4. Team Composition	<p>The Teams must be composed of three (3) members, of the same nation. All Team members should wear the same competition clothing with national colours and identification as per ISSF applicable Rules. In the Qualification stage the athletes, will wear the bib numbers of the individual competition.</p> <p>New bib numbers will be issued for the Final Stage (Medal Matches) after the Qualification ranking is established or any eventual shoot-offs, as per section 9 below.</p>
5. Team Entries	<p>In one Championship nations may enter a maximum of one Team in one Team event, as per ISSF General Regulations.</p> <p>Team members may be changed for other athletes registered in the Championship not later than the completion time of the first day of the individual competition.</p>
6. Competition Format	<p>The event will be conducted in two stages, as follows:</p> <p>a. QUALIFICATION STAGE</p> <ul style="list-style-type: none"> ➤ Composed of three (3) normal competition rounds of 25 targets each (3 rounds X 25 = 75 targets per athlete). ➤ Total targets per team 75X3 = 225 targets. <p>b. FINAL STAGE</p> <ul style="list-style-type: none"> ➤ Consisting of a Gold/Silver and a Bronze Medal Match.
7. Squads in Qualification	<p>The members of the Teams in the qualification stage will be squaded by draw, as per ISSF Shotgun Rules.</p> <p>No squad must contain more than one (1) athlete from the same national Team.</p>

<p>8. Ranking after Qualification & Procedure to Qualify in the Final Stage</p>	<p>a. After the end of the Qualification stage, the Teams will be ranked in descending order by the combined total results of the three (3) members of each Team (75X3=225 targets), as per ISSF Shotgun Rules 9.14.5.2 & 9.15.3.</p> <p>b. If two or more Teams are tied for any position from 1st to 4th place, their qualification ranking must be decided by a shoot-off as per section 12 below. In case of more than one shoot-off, lower position shoot-offs must be shot first, followed by higher position shoot offs.</p> <p>c. In case of tied scores, the ranking of 5th place and below, not decided by a shoot off, will be established as per ISSF Shotgun Rules 9.14.5.2 & 9.15.3.</p> <p>d. The top four (4) Teams will qualify to compete in the Final Stage (Medal Matches).</p> <p>e. Teams in places 1 and 2 will qualify for the Gold/Silver Medal Match, Teams in places 3 and 4 will qualify for the Bronze Medal Match.</p>																								
<p>9. Allocation of New bib Numbers after Qualification and any eventual Shoot-Offs</p>	<p>a. After the Qualification stage and any eventual shoot-offs, the four (4) Teams which will qualify for the Final Stage (Medal Matches) will be allocated new bib numbers on the basis of their final qualification ranking.</p> <p>b. The athletes of the Team in place 1 will receive bib numbers 1₁, 1₂ and 1₃. The athletes of the Team in place 2 will receive bib numbers 2₁, 2₂ and 2₃. The athletes of the Team in place 3 will receive bib numbers 3₁, 3₂ and 3₃ and the fourth Team will receive 4₁, 4₂ and 4₃. The bib numbers must bear also the IOC abbreviation of each national team.</p> <p>c. Example of the bib numbers of the Finalist Teams:</p> <table border="1" data-bbox="632 1420 1436 1478"> <tr> <td>USA</td><td>USA</td><td>USA</td><td>ITA</td><td>ITA</td><td>ITA</td><td>KOR</td><td>KOR</td><td>KOR</td><td>LUX</td><td>LUX</td><td>LUX</td> </tr> <tr> <td>1₁</td><td>1₂</td><td>1₃</td><td>2₁</td><td>2₂</td><td>2₃</td><td>3₁</td><td>3₂</td><td>3₃</td><td>4₁</td><td>4₂</td><td>4₃</td> </tr> </table>	USA	USA	USA	ITA	ITA	ITA	KOR	KOR	KOR	LUX	LUX	LUX	1 ₁	1 ₂	1 ₃	2 ₁	2 ₂	2 ₃	3 ₁	3 ₂	3 ₃	4 ₁	4 ₂	4 ₃
USA	USA	USA	ITA	ITA	ITA	KOR	KOR	KOR	LUX	LUX	LUX														
1 ₁	1 ₂	1 ₃	2 ₁	2 ₂	2 ₃	3 ₁	3 ₂	3 ₃	4 ₁	4 ₂	4 ₃														
<p>10. The Final Stage Medal Matches GOLD/SILVER & BRONZE</p>	<p>Competition Procedures</p> <p>a. The Bronze Medal Match will be shot first, followed by the Gold/Silver Medal Match, on the Finals range.</p> <p>b. The athletes or their representatives (coaches or team officials) of all Teams that qualify in the Final Stage (Medal Matches) must report for cartridge control, at the designated reporting area, at least thirty (30) minutes before the scheduled Starting Time of the Bronze Medal Match. At this time the Jury will distribute also the bib numbers.</p> <p>c. Each Team Coach will be responsible to designate the bib</p>																								

	<p>numbers to each of his Team members.</p> <p>d. The athletes participating in the Bronze Medal Match must report to the Finals Range at least fifteen (15) minutes before the Starting Time of the Match.</p> <p>e. The athletes participating in the Gold/Silver Medal Match must report at the Finals Range at the start time of the Bronze Medal Match.</p> <p>f. The Jury must complete cartridge control and equipment checks during the reporting periods.</p> <p>g. A one-point (1) penalty will be deducted from the score of the first hit target of the first Team athlete, if a Team's cartridges are not presented for cartridge control or if any of the Team members do not report at the stipulated times.</p>
<p>11. Number of Targets in the Final Stage (Medal Matches)</p>	<p>a. In the Medal Matches each member of the two Teams will shoot, up to five (5) series of five (5) targets in each series. During each series, each Team will shoot fifteen (15) targets (5 targets X 3 athletes = 15 targets). Maximum twenty-five (25) targets each athlete (25X3=75 targets each Team).</p> <p>b. During each series, the sequence of the fifteen (15) targets of each Team, will be composed of one (1) left, one (1) right and one (1) center target from each station.</p> <p>c. The target shot by each member of each Team, from each station, during one series, will be random (left, right or center).</p> <p>d. In the 1st series the athletes of the Team with the higher-ranking position (lower bib number) will occupy shooting stations 1, 2 and 3 in bib number order. The athletes of the 2nd Team will occupy shooting stations 4, 5 and 6 in bib number order.</p> <p>e. The shooting sequence (which Team will shoot first) will alternate between the two Teams after each series of the 5 targets (example: in the 2nd series the 2nd Team will occupy stations 1, 2 and 3 and the 1st Team stations 4,5 & 6 and so on).</p> <p>f. After each series of 5 targets the Team with the highest number of hit targets out of the total score of 15 targets (3 athletes X5 targets = 15), will receive 2 points and the other Team 0 points. If the results are equal, then each Team will receive 1 point. The points of each series will be carried forward to the next series.</p> <p>g. The scores (number of hit targets), however, of each series will not be carried forward to the next series. The scores in each series will start from zero.</p>

	<ul style="list-style-type: none"> h. The first Team to win six (6) points, will be the winner of the Match. i. If at the end of the 5th series the two Teams have the same number of points 5:5, then, the winner will be decided by a shoot-off, as per sections 13 & 14 below. j. Only one (1) shot is permitted at each target (see ISSF Rules). k. An athlete must take his/her position, close the gun and call for the target within twelve (12) seconds after the previous athlete has fired at a regular target and has opened the gun and the result is registered, or after the Referee has given the command "START". l. Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees.
<p>12. Shoot- off Procedures after Qualification</p>	<ul style="list-style-type: none"> a. The starting positions of the Teams in the shoot-offs, after Qualification, will be decided by the interim Qualification ranking of each Team (highest ranking Team to shoot first). Each Team Coach must designate the shooting order of the three members of his Team (who will shoot first, second and third). b. In case of a tie with perfect scores or a tie with the same scores that cannot be broken by the team count back rule, the shooting order of the Teams in the shoot-offs shall be determined by draw. c. Test fire and observation of targets (left & right from all 5 stations) before shooting will be allowed, according to ISSF Shotgun Rules.
<p>13. Shoot - off Procedures after Medal Matches</p>	<ul style="list-style-type: none"> a. The starting positions in the shoot-offs after Medal Matches will be decided by the bib number of each Team (the Team with the lowest bib number will shoot first). The members of each Team will shoot in bib number order. b. In the shoot-offs after Medal Matches, there will be no test firing and no targets will be observed by the athletes before shooting.
<p>14. Shoot-off target shooting sequences& Procedures</p>	<ul style="list-style-type: none"> a. Shoot-off shooting sequence: Station 1 left target, Station 2 right target, Station 3 left target, Station 4 right target, Station 5 left target, then Station 1 again this time shooting at a right target and so on; b. The members of each tied Team will participate in the shoot-off, in sequence, one by one, in the designated order of the Coach (in the case of shoot-offs after qualification) or in bib number order (in case of shoot-

	<p>off after the Medal Match), The shooting order of the members of each Team will remain the same throughout the shoot-off.</p> <p>c. The member of the first tied Team designated to shoot first followed by the members of the other tied Team(s) designated to shoot first, must line up behind station 1 and shoot in the shoot-off shooting sequence (left target). If the tie(s) is(are) not broken, the same procedure will continue on station 2 (right target) with the second designated member of each tied Team shooting. If still the tie is not broken, then the procedure will continue on station 3 (left target) with the third designated member of each tied Team shooting. This procedure will continue with the members of each tied Team shooting in alternate order on successive stations (1, 2, 3, 4, 5 and so on) until the tie(s) is(are) broken.</p> <p>d. Only one (1) shot is permitted at each target.</p> <p>e. Shoot-off preparation time limits: 12 seconds</p> <p>f. Preparation time limits must be monitored by an electronic timing device that must be managed by a Referee selected from among the appointed Referees</p>
15. Coaching	<p>a. During the Qualification and the Final (Medal Matches) non-verbal Coaching is allowed (as per ISSF Shotgun Rules).</p> <p>b. During the Medal Match, Coaches may call one (1) Coaching Time-out for a maximum duration of one (1) minute when it is the turn of that Team's athlete(s) to fire during which the Coach may approach and speak to his/her athlete(s), on the shooting station. The other Coaches may, during this time, approach and speak to their athletes also. The Jury Member in charge must control the time.</p> <p>c. The Jury-Member-in-Charge must control the time.</p> <p>d. The Announcer may make commentary during the breaks.</p>
16. Malfunctions	<p>Malfunctions during Qualification</p> <p>a. Malfunctions in the Qualification stage will be decided according to ISSF Shotgun Rules 9.12. Note: During Qualification, if a team withdraws from the competition due to a disabled shotgun of one of its athletes, its final ranking will be determined by the total number of targets hit until the time when the withdrawal took place.</p> <p>Malfunctions during the Medal Matches</p> <p>a. If the Referee decides that a disabled shotgun, or the malfunctioning of the shotgun or ammunition, is not the</p>

	<p>fault of the athlete, the athlete must be given not more than three (3) minutes in which to repair the shotgun or obtain another approved shotgun, or replace his ammunition. If this cannot be done within three (3) minutes, the athlete (Team) must withdraw.</p> <p>b. After the malfunction is corrected, the Medal Match must continue. If the athlete (Team) withdraws then the second Team must be declared as the winner.</p> <p>c. A Team is allowed a maximum of two (2) malfunctions during a Medal Match, including any shoot-offs, whether or not there was an attempt to correct the malfunction.</p> <p>d. Any regular target(s) on which any further malfunction occurs will be declared “LOST” whether or not the athlete attempted to fire.</p>
17. Protests	<p>Protests during Qualification</p> <p>a. Protests during the Qualification stage will be decided according to ISSF Shotgun Rules 9.17.</p> <p>Protests during Medal Matches</p> <p>a. If an athlete disagrees with a Referee’s decision regarding “HIT,” “LOST,” “NO TARGET” or “IRREGULAR” target(s), he/she must act immediately before the next athlete fires, by raising an arm and saying “PROTEST.”</p> <p>b. The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision. No protest will be accepted after the next athlete fires.</p> <p>c. Any other protest by the athlete or coach will be decided by the Finals Protest Jury immediately. The decision of the Finals Protest Jury is final and cannot be appealed.</p> <p>d. If a protest in a Final for any matter other than Referee decisions on “HIT,” “LOST,” “NO TARGET” or “IRREGULAR” targets is lost, a penalty of two (2) points must apply to the last two (2) “HIT” targets, of the athlete (Team).</p> <p>e. The current ISSF VAR Rules (9.18.4) will apply also.</p>
18. Presentation of Medallists	The Gold and Silver Medallists will be joined on the Field of Play by the Bronze Medallists and line up, as in the Individual Finals, for official photographs and announcements.
19. Commentating	During the Final Stage (Medal Matches), commentating (not more than 1 minute) will take place after shooting is completed in each series of 5 targets.
20. Special Equipment & and Finals Officials	Details can be found in section 9.18 of the ISSF Shotgun Rules.
21. Finals Production, Music & Spectator Activity	During the Final (Medal Matches), music must be played and spectators will be encouraged to support and cheer for their

	<p>favorite Teams. The Technical Delegate must approve the music program.</p> <p>Enthusiastic audience support is encouraged and is recommended during the Medal Matches.</p>
22. Type of Clay Targets	Normal for Qualification and flash targets for the Final (Medal Matches). The Final (Medal Matches) must be conducted on the Finals Range.
23. Irregular or disputed cases	Any irregular or disputed cases or rulings not covered in these rules, will be decided by the Jury on the basis of the ISSF General Technical Rules and ISSF Shotgun Rules or any other relevant ISSF Rules.