



INTERNATIONAL DWARF SPORTS FEDERATION

World Dwarf Games. Rules:

International Dwarf Sports Federation©

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Peru	Spain
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Switzerland	Ghana
Zimbabwe	Denmark
Pakistan	Sweden
Bulgaria	

Note- new Countries will be added as an when they join IDSF.



Dear Country,

Thank you for showing an interest in attending or Hosting the World Dwarf Games.

We would love to hear from you if you think your country can host the 2029 World Dwarf Games, please contact us if that's you.

For each Country around the World, to be a member of IDSF a fee of £20 or equivalent is required, please contact IDSF to pay membership and be registered.

In this pack are the International Dwarf Sports Federations rules to Hosting a World Dwarf Games. As well as bringing a team to take part in the Games and the classification.

These rules were amended and ratified by the International Dwarf Sports Federation Board in May 2018.

A requirement of each Country Hosting the World Dwarf Games is that they add 10% to the entry fee of each Athlete and Spectator attending the WDG games. This should be shown on the entry forms sent out by the Host Country running the Games. At closing date of those games, the total of the percentage will be paid to IDSF in order to contribute to IDSF running efficiently.

We look forward too many World Dwarf Games in the future and many countries being part of IDSF.

By being part of the IDSF body we will help change perceptions of dwarfism in sport throughout the World.

Regards

Arthur Dean O.B.E

President IDSF and the IDSF Board.

FOREWORD

At one time the only involvement that dwarfs had in sport, especially in schools or colleges would be as a mascot or kit/water monitors. Participation in school for dwarfs is not equal with their average height friends; not being able to run as fast, reach as far or throw as far. This would have an adverse effect on the dwarf person, leading to exclusion, low self-esteem and no sense of achievement. This in many ways would be carried over into everyday life resulting in low aspirations in all walks of life.

It was realised that any participation in sport for dwarfs would need to be on an equal footing. Dwarf Sport was the way to go and the DAAA came into being, followed by DAAUK, IDSF now newly formed IDSF and associations in countries around the world. It then became very clear that the effect on the dwarf athlete was a positive one, leading to inclusion and a lifting of self-esteem as well as gaining a sense of achievement. Since those early days there have been many National, International and World Dwarf Games; countries in many parts of the World forming teams and associations to further the aims of Dwarf Sports.

This started to change lives, not only in sport but in everyday life. A positive change was becoming apparent in the person with dwarfism not only in their sport aspirations, but it flowed through to their future education and employment. Many dwarfs now take courses and careers in sport related professions, sports management, events management, sports teaching, training, coaching, physiotherapy and sports psychology; all of which educates the wider sector of society that people with dwarfism love their sport and can achieve. We now have many dwarfs from around the world reaching Paralympic levels and all because they were able to compete on that equal footing in sport.

I do not think this would have happened if it were not for that realisation in the beginning, to level the playing field for dwarfs in sport; all this achieved by a group of dwarf people, parents and professionals working together to make it happen.

These Rules for dwarf sport have been developed over many years. However, it does not stop here. This development will carry on for many more years to come; taking into account the experiences of many dwarf athletes from all around the world along with the professional expertise of the many friends we find and encourage to be involved.

I would like to thank all those people who have given of their time commitment and passion in making Dwarf Sports what it is today.

We come together as athletes of many different ages, to participate and compete in sport with each other in true sportsmanship and fair play, to gain a lifting of self-esteem, a sense of achievement and a feeling of self-worth.

Arthur Dean

President IDSF (International Dwarf Sports Federation)

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PART I: ATHLETES

1.1 DWARFISM. Persons with any type of dwarfism are eligible to compete in events that are sanctioned or approved by IDSF. Height for disproportionate dysplasia shall not exceed 5 feet 2 inches for males (157.5 cm), female's maximum height shall not exceed 5ft (152.4cm). Height for a proportionate dysplasia shall not exceed 5ft (152.4 cm) for males, female's maximum height shall not exceed 4ft 10ins (147.3cm). All athletes with proportionate short stature must prove their genetic condition at classification.

1.2 AGE AND SEX DIVISIONS. IDSF events are offered for both males and females in four age divisions. Mixed sex teams are offered in some sports, as noted in the rules for the selected sport. Competition hosts may request alternate age divisions at the time an IDSF sanction or approval is requested.

1.2.1 Futures division. Futures are children aged 6 years and younger.

1.2.2 Juniors division. Juniors are children aged 7-15 years of age. The competition host may establish additional sport-specific age groups within the junior division. Age groups of 7-9, 10-12, and 13-15 are recommended for individual sports such as swimming and track and field. Age groups of 7-11 and 12-15 are recommended for team sports such as basketball or soccer.

1.2.3 Open division. Athletes of any age may choose to compete in the open division

1.2.4 Masters division. Masters are adults aged 35 years and older.

1.3 AGE DETERMINING DATE. The age determining date is December 31 in the year of the competition (e.g., for a competition conducted in 2013, an athlete born on any date in 2001 would be considered as 12 years of age).

1.4 TEAM AFFILIATION

1.4.1 Team affiliation. At World Dwarf Games, an athlete's national team affiliation shall be her/his country's IDSF-recognized dwarf sport's governing body.

1.4.1.1 Country of residence/citizenship. At World Dwarf Games, an athlete must represent either her/his country of residence or her/his country of citizenship. Proof of residence shall consist of a passport, driver's license, or similar documentation. Proof of citizenship shall consist of citizenship papers or a birth certificate. IDSF reserves the right to require proof of residence or citizenship at the time of entry/registration for a sports competition or in the event of a protest involving an athlete's eligibility.

1.4.1.2 No IDSF-recognized dwarf sport governing body. If the athlete's country of residence or citizenship does not have an IDSF-recognized sport governing body, the athlete may petition the IDSF-designated host organization for the opportunity to compete.

1.4.2 Mixed-country teams in team sports events. If an athlete's country does not field a team in a team sport such as basketball or soccer, the athlete may request to play on a mixed-country team. In that case, the team affiliation for that sport shall indicate all the countries represented by the athletes on the team (e.g., Germany/France team or International if more than two countries are involved in one team).

1.5 NON-DISCRIMINATION. No person shall, on the grounds of disability, race, gender, nationality, ethnic origin, religion, philosophical or political opinion, marital status, or sexual orientation, be excluded from participation in, be denied the benefits of, or otherwise be subjected to discrimination at IDSF sanctioned or approved events.

PART 2: IDSF CLASSIFICATION SYSTEM

Each Country entering athletes in to the WDG, must have a recognized Classification Officer (i.e. Physio/doctor/sports scientist) with experience of taking accurate measurements, in line with the IDSF Classification procedure. Recognised Classification Officers should contact IDSF's Chief Classification Officer prior to collation of measurements to ensure accuracy and continuity of measurement techniques. The Classification Officer for each country must then submit accurate measurements for each athlete to the IDSF's Chief Classification Officer by the date requested by the Host Nation. Athlete entries cannot be accepted without verification of a Classification Officer, except in the following circumstances a) athletes that have a rare condition and there is uncertainty around class placement, b) athletes from countries without a Classification Officer. In this instance the representative of that Country must submit video evidence (see point ...) to the Chief Classification Officer. The IDSF panel of Classification Officers will then determine the athlete's eligibility to compete at the WDG and allocate to their Class. This will then avoid any unnecessary expense or travel should that athlete not be eligible to compete in the WDG and ensure all competing athletes will have been classified prior to competition. Athletes required to submit video evidence will also need to present themselves for classification verification on arrival at the WDG registration.

2.1 ATHLETE RESPONSIBILITIES. Prior to entering IDSF sanctioned or approved competitions, each athlete must report to their countries classifier to be accurately measured for classification. No entry will be accepted without classification being established.

2.1.1 Personal information. Each athlete must report name, date of birth, sex, country of residence/citizenship, type of dwarfism, and medical issues (e.g., past surgeries) that might affect classification.

2.1.2 Required measurements. Each athlete must submit the following body measurements (to the nearest half centimetre) regardless of the athlete's age or events entered. Instructions for conducting body size measurements are included in Appendix A of this rule book. These data will be used to determine competition classifications, and to help IDSF to improve the classification procedures for future competitions.

These measurements must be completed by the countries recognized Classification Officer i.e. Physio/Doctor/Sports Scientist.

- Standing height - floor to top of head
- Sitting height - bench height to top of head



- Arm span - fingertip to fingertip with fingertips at shoulder height

2.1.3 Video Evidence. The same process for collecting measurements should be followed as outlined in Appendix A. This process should be captured on video with the athlete in bear feet and wearing sports underwear or equivalent so that joints are clearly visible. The athlete must also complete the following activities:

- Sit to stand from box/stool used for sitting height measurement filmed from the side.
- Walking in a straight line for a distance of 5m and returning to start. Athlete should walk towards the camera and then away from the camera.
- Step up and down using the box/stool used for sitting height.
- Transition up from and down to the floor.
- Arm movements of:
 - Shoulder flexion from anatomical neutral to end of range.
 - Shoulder abduction from anatomical neutral to end of range.
 - Shoulder horizontal adduction from anatomical neutral to end of range.
 - Elbow flexion from anatomical neutral to end of range.
 - Elbow extension from full flexion to end of range.

Prior to video evidence being taken, reviewed and stored securely in order to comply with data protection rules, the athlete must sign the consent form.

2.2 CLASSIFICATION PROCEDURES FOR THE OPEN AND MASTERS DIVISIONS

2.2.1 Upper-body classification. Methods of determining upper body classification currently are being researched. Data for standing height, sitting height, sitting shoulder height, sitting vertical reach, arm span, half-arm span, and/or arm length will be used to determine upper body classification.

2.2.2 Lower-body classification. The lower-body classification ratio is calculated as standing height divided by sitting height.

2.2.3 Classification Categories

2.2.3.1 Class 1. This class typically includes athletes with achondroplasia, diastrophic dysplasia, spondyloepiphyseal dysplasia congenita (SEDC), and any athlete whose standing height is significantly shorter than the average height of the dwarf population for their diagnosis. Measurements for this class are:

Male Upper-Body (arm span) not exceeding	106cm
Female Upper-Body (arm span) not exceeding	97cm
Male Lower-Body (leg length) not exceeding	41cm
Female Lower-Body (leg length) not exceeding	39cm

2.2.3.2 Class 2. This class typically includes athletes with achondroplasia and cartilage hair hypoplasia (metaphyseal chondrodysplasia, McKusik type).

Measurements for this class are:

Male Upper-Body (arm span)	106.1cm – 130cm
Female Upper-Body (arm span)	97.1cm – 120cm
Male Lower-Body (leg length)	41.1cm – 53cm
Female Lower-Body (leg length)	39.1cm – 49.5cm



2.2.3.3 Class 3. This class typically includes athletes with achondroplasia, hypochondroplasia, SED tarda, cartilage hair hypoplasia, and most undiagnosed types of dwarfism. Measurements for this class are:

Male Upper-Body (arm span) over	130.1cm
Female Upper-Body (arm span) over	120.1cm
Male Lower-Body (leg length) over	53.1cm
Female Lower-Body (leg length) over	49.6cm

2.2.3.4. Class 4. This class is active only in team events identified as contact sports including football, basketball and hockey. Athletes with the following standing height measurements will be a Class 4 for the purpose of these sports:

Male standing height exceeding	152.4cm
Female standing height exceeding	147.3cm

Any athlete that falls into this category will follow the rules for each sport regarding class 4.

2.3 CLASSIFICATION PROCEDURES FOR THE JUNIORS DIVISION

2.3.1 Class 1. Class 1 will include persons with diastrophic dysplasia, primordial dwarfism, shorter pseudoachondroplasia, spondyloepiphyseal dysplasia congenita (SEDC), and Morquio syndrome.

2.3.2 Class 2. Class 2 will include persons with achondroplasia and taller persons with pseudoachondroplasia.

2.3.3 Class 3. Class 3 will include persons with hypochondroplasia, spondyloepiphyseal dysplasia tarda (SEDt), cartilage hair hypoplasia, and most undiagnosed types of dwarfism.

2.4 CLASSIFICATION PROCEDURES FOR THE FUTURES DIVISION. Classification will not be used in the Futures Division.

2.5 SPORT-SPECIFIC CLASSIFICATION. Classifications may be used in the Juniors, Open, and Masters Divisions per the provisions of the sport-specific rules in Parts 4 through 17 of this rule book. Classification does not apply to Futures events.

2.5.1 Boccia, swimming, and field events. The upper-body classification system applies to sports which emphasize upper body function, such as boccia, swimming, and field events.

2.5.2 Badminton, table tennis, and track events. The lower-body classification system applies to sports which emphasize lower-body function, such as badminton, table tennis, and track.

2.5.3 Powerlifting. Athletes are classified into weight categories as described in Part 10 of this rule book.

2.5.4 Other sports. IDSF classifications are not currently used in archery, Kurling, shooting, volleyball.

2.5.5 Team Sports Soccer, basketball and floor hockey will have restrictions placed upon class 4 Athletes (see each individual sport for details).

2.6 REVIEWS OF CLASSIFICATION STATUS. IDSF classification is carried out by each country's classification officer, an athlete's classification may be checked, or they may be reclassified in the following circumstances.

2.6.1 Random and for purpose measurements. The competition host has the right to conduct both random and for-purpose classification measurements at any IDSF sanctioned or approved competition.

2.6.2 Consideration of standing height and mobility limitations. The competition host has the right to reclassify an athlete if: (a) the athlete has mobility limitations beyond those typically associated with her/his form of dwarfism; or (b) standing height is significantly above or below the mean for diagnosis, sex, age group, or classification.

2.6.3 Classification protests. An athlete's classification status may be protested according to the protest procedures published in Part 3 of this rule book.

2.7 PERMANENCE OF ATHLETE CLASSIFICATIONS. All athletes classified by a recognised IDSF classifier who are over the age of 18 shall then have a permanent IDSF classification. It is an athlete's responsibility to report any significant changes that may affect their classification. (this would include any late growth spurt or medical intervention.)

Athletes must be reclassified:

(a) whenever the IDSF classification system is modified;

(b) when requested by the competition host, or IDSF because of changes in stature or body proportions or mobility.

Note: - A central database of permanent classification will be held by the IDSF Chief Classifier.

PART 3: ADMINISTRATIVE RULES OF COMPETITION

3.1 SANCTIONS AND APPROVALS

3.1.1 IDSF sanctions. IDSF sanctions are issued only for competitions that are restricted to dwarf athletes as described in Part 1 of this rule book, and only when the provisions of the IDSF rule book apply. Sanctions are issued in writing by the IDSF Board of Directors. The IDSF shall maintain a written record of all sanctions so issued.

3.1.2 IDSF approvals. IDSF approvals are issued for competitions that involve, but are not restricted to, dwarf athletes as described in Part 1 of this rule book. Approvals may only be issued when the technical rules for the sports offered are in substantial agreement with the provisions of the IDSF rule book. Approvals are issued in writing by the IDSF Board of Directors. The IDSF shall maintain a written record of all approvals so issued.

3.1.3 International Paralympic Committee (IPC) approvals. Competition hosts are encouraged to seek IPC approvals for sports on the Paralympic program in which dwarf athletes regularly compete (e.g. field, powerlifting, swimming, table tennis, Badminton). IPC rules prevail in sports where IPC approvals have been obtained.

3.1.4 Have a go or taster sessions. Only Athletes registered and entered in any specific sport by the closing date for entries, can compete and receive medals. There will be no have a go session offered by the Host Country as competitive events. But it is at the discretion of the Host as to whether they offer a taster sport on a day off from the WDG competition.

3.2 SPORTS

3.2.1 Sports offerings at World Dwarf Games. A minimum of 10 sports shall be offered at each World Dwarf Games. The six core sports of badminton, basketball, boccia, soccer, swimming, and track and field must be offered. Providing that the host country can accommodate the sport of shooting, it should be provided as a core sport. (note: DSAuk have offered to any host country the loan of their rifles and pistols to assist in the provision of shooting) The remaining sports may be selected from those described in the following table. Alternately, the competition host may introduce a new sport if the sport and proposed rules are first approved by IDSF.

3.2.2 Team Sports Player Point Allocation System. Each Athletes lower body classification shall equate to their player point status for team sports. (for example, a class 2 Athlete has a player point allocation of 2)
 All team sports shall have a maximum number of players point allocation on the field of play at any one time. This maximum player point allocation is calculated by multiplying by 2 the number of athletes on the field of play plus 1.
 Example – Soccer is played 8 versus 8 players, so the maximum score allowed on the field of play is $8 \times 2 + 1 = 17$ points
 The maximum number of players point allocation can be made up of any combination of class 1 to class 4 athletes. But must not exceed the maximum team point allocation at any time.

The Host Nation will provide a system to administer this point allocation system for all team sports.

IDSF require that all athlete's identification lanyards must display their team players points allocation as below, according to their classification.

Class 1 = 1 point

Class 2 = 2 points

Class 3 = 3 points

Class 4 = 4 points

3.2.3 Recommended age divisions. Recommended age groups for each sport are shown below.

Sports	Futures	Juniors	Open	Masters
Archery		X-older ages	X	
Badminton		X	X	
Basketball		X	X	
Boccia	X	X	X	
Floor Hockey	X	X	X	
Kurling	X	X		
Powerlifting		X-older ages	X	X
Shooting		X-older ages	X	
Soccer	X	X	X	
Swimming	X	X	X	X
Sports	Futures	Juniors	Open	Masters
Track and Field	X	X	X	X
Table Tennis		X	X	
Volleyball		X	X	

3.3 ATHLETE AND TEAM DELEGATION ENTRIES

3.3.1 Entry procedures. The competition host shall designate the entry procedures, entry forms/web sites, and entry deadline for athletes and team delegations.

3.3.2 Team delegation. A country's team delegation for an IDSF sanctioned or approved competition must include a chef de mission (national team leader). Coaches, sports medicine providers, and administrators, if any, are also considered to be members of the team delegation. Members of the delegation staff must be at least 18 years of age and must agree to the provisions of the IDSF Code of Conduct. The age determining date is December 31 of the year in which the competition is held.

3.3.3 Chef de mission. Each country at a World Dwarf Games shall designate one person as its chef de mission (national team leader). The chef de mission shall serve as the point-of-contact for the competition host with respect to participation by that country's dwarf sports national governing body. If the athlete's country does not have a dwarf sports national governing body, the athlete or designee may act as chef de mission.

3.3.4 Entry limits

3.3.4.1 Entries for individual/dual sports. The number of individual and relay events permitted for each athlete within an individual/dual sport is specified in the rules for that sport. At World Dwarf Games there is no limit to the number of athletes that a country may enter in an individual/dual sport.

3.3.4.2 Entries for team sports. At World Dwarf Games, each country shall be allowed to enter as many teams as desired into each team sport event (e.g., basketball, floor hockey, soccer, volleyball). Countries that enter more than one team within a division shall designate one team "Team A," the next "Team B," or by naming their individual teams. etc.

3.3.5 Changing entries. At World Dwarf Games, athletes/teams may not enter (add) additional events or sports after the stated entry deadline. The competition host shall determine procedures for scratching/withdrawing from entered events.

3.4 CHANGE OF PROGRAM. The competition host has authority to combine events, event formats, sex divisions, age groups, or classifications whenever fewer than four athletes are entered. At World Dwarf Games, such decisions shall be discussed at a meeting of chefs de mission for each participating country and head coaches for the sport in question before implementation.

3.5 CHECK-IN PROCEDURES. At World Dwarf Games, the competition host shall establish procedures for the general check-in of athletes and team delegations when they arrive at the location of the Games, as well as sport-specific check-in procedures prior to the scheduled competitions for each sport.

3.6 START LISTS AND COMPETITION RESULTS. At World Dwarf Games, the competition host shall provide each chef de mission with a minimum of three paper copies of documents such as initial/revised start lists and competition results. The competition host may determine whether these documents will also be available for sale, posted on a competition web site, and/or posted at the competition venue.

3.6.1 Start lists. Initial start lists describe all entries in an event. Revised start lists describe all entries in an event following a scratch/withdrawal deadline or the submission of final team rosters.

3.6.1.1 Event data. Start lists shall be organized by event. Event data must include the age, sex, and classification divisions that describe the event. Sport-specific information may include data such as (a) heats and lanes for swimming and track; (b) order of competitors for archery, field, powerlifting, and shooting; (c) pairings for badminton, boccia, Kurling, and table tennis; and (d) tournament pools/brackets for basketball, floor hockey, soccer, and volleyball.

3.6.1.2 Athlete data for individual/dual events. Data must include each athlete's name, year of birth, sex, classification (when used), and team/country.

3.6.1.3 Athlete data for team sports. Data must include the team/country name (e.g., France A) and a roster of all athletes on the team that shows each athlete's name, year of birth, sex, classification (when used), and country (for mixed-country teams).

3.6.1.4 Additional information. At World Dwarf Games, the competition host shall determine appropriate ways to share information such as competition timelines, presentation of awards, and a user-friendly summary of sport-specific emergency action plans.

3.6.2 Competition results. All of the following data are necessary for accurate maintenance of IDSF records.

3.6.2.1 Event data. Competition results shall be organized by event. Event data must include the age, sex, and classification divisions that describe the event.

3.6.2.2 Athlete data for individual/dual events. Data must include, in order of finish, each athlete's name, year of birth, sex, classification (when used), team/country, and final score/time. Results must include all competitors in an event, including those who were no shows or who were disqualified. Results for field events must also indicate the weight of the implement thrown. Results for powerlifting events must also indicate the athlete's body weight.

3.6.2.3 Athlete data for team sports. Data must include, in order of finish, the team/country name (e.g., France A), and final score/time. The results must also include a roster of all athletes on the team that includes each athlete's name, year of birth, sex, classification (when used), and country (for mixed-country teams).

3.6.3 Distribution of start lists and competition results for World Dwarf Games.

Initial start lists shall be posted on the World Dwarf Games web site at soon as they are available and shall also be available when teams/athletes check-in at the location of the games. Competition results shall be posted at games headquarters and on the World Dwarf Games web site as soon as possible, following the conclusion of each session of a sport. The minimum standard format for results shall be an Adobe.pdf computer file.

3.7 AWARDS. At World Dwarf Games, first, second, and third place medals shall be presented to the highest finishing individual athletes and/or teams from each event in each sport. The competition host has the option of presenting commemorative participation awards to athletes in selected age divisions (e.g., futures and juniors) or to all athletes.

3.8 UNIFORMS

3.8.1 Definition. The term *uniform* refers to apparel worn by an athlete and other members of a national team delegation.

3.8.2 Uniform for opening and closing ceremonies. For World Dwarf Games, each IDSF-recognized dwarf sport national governing body shall designate a uniform to be worn by its athletes and team delegation members. The uniform shall include the name and/or logo of the national dwarf sport governing body. Sponsorship images on uniforms are restricted to sponsors of the national dwarf sport governing body or its World Dwarf Games team. Such advertising images or words may not exceed 100 square centimetres per sponsor.

3.8.3 Uniform for competition and medal ceremonies. Uniform specifications are described in the rules for each sport. At World Dwarf Games, whenever practical, the



uniform shall include the name and/or logo of the athlete's national dwarf sport governing body.

3.9 CODE OF CONDUCT

3.9.1 IDSF Code of Conduct. The IDSF Code of Conduct, shown here and in Appendix B, shall apply at every IDSF sanctioned or approved sports competition. The following modifications are permitted, subject to IDSF approval: (a) the competition host may change the language slightly to make reference to a particular competition, e.g., the 2013 World Dwarf Games; and (b) the competition host may add additional provisions that are essential given local norms and culture.

IDSF Code of Conduct

Expected Behaviours:

1. I will support the goals of IDSF to develop, promote, and provide quality athletic opportunities for dwarf athletes of all ages and abilities.
2. I will treat athletes, coaches, officials, and sports administrators with courtesy and respect.
3. I will satisfy my responsibilities to the best of my ability:

Athletes. I will follow the rules and wear the appropriate uniform for my sport(s). I will arrive and check-in for my events on time. I will not use performance-enhancing drugs. I will not compete if I have an uncovered open wound or a contagious illness.

Chef de Mission and Coaches. I will assist the athletes from my team to perform to the best of their abilities and to follow the rules, policies, and procedures of the sports competition. I will disclose any potential conflict of interest.

Officials and Classifiers. I will enforce the sport and classification rules fairly and impartially. I will disclose any potential conflict of interest and shall not act in association with any national or vested interest.

Sports Administrators. I will make decisions with impartiality and in the best interest of the athletes and the sport(s). I will disclose any potential conflict of interest and shall not act in association with any national or vested interest.
4. I will respect the property of others whether personal or public.
5. I will not use alcohol at any sports competition venue or, when prohibited, at athlete housing facilities. I will refrain from use of tobacco products at sports competition venues.
6. I will not tolerate any form of abuse to athletes, especially to children. I understand that all forms of harassment including physical, mental, professional, social, sexual, or other abuse are prohibited. I understand that behaviours that are humiliating, intimidating, or insulting will not be tolerated.
7. I will not tolerate discrimination on the basis of disability, race, gender, nationality, ethnic origin, religion, philosophical or political opinion, marital status, or sexual orientation.
8. I will abide by all laws of the host city, state, and country.
9. I will immediately report any suspected violation of the IDSF Code of Conduct to the competition director, a member of the competition committee, or an IDSF representative.

Code of Conduct Violations:

1. Alleged infractions shall be considered by an IDSF Judicial Committee according to IDSF rules. Possible sanctions include, but are not limited to, a warning, a public reprimand, removal from one or more sports events, removal from an IDSF or competition position of authority/responsibility, suspension from participation in future IDSF sports competitions, and reparation.
2. Alleged infractions that violate the laws of the country or jurisdiction where the sports competition is held shall also be referred to the appropriate government authorities.

Agreement:

I have read the IDSF Code of Conduct and pledge to uphold the spirit of this Code which offers a general guide to my conduct at IDSF events. I recognize that this Code does not establish a complete set of rules



which prescribe every aspect of behaviour. I agree to follow the IDSF Code of Conduct while participating in [name of sports event or activity].

Name (print) _____ Signature _____ Date _____

A parent or guardian must co-sign for children under 18 years of age.

Parent (print) _____ Signature _____ Date _____

3.9.2 Applicability

3.9.2.1 IDSF sports administrators. The IDSF Code of Conduct must be signed by each IDSF sports administrator, whether elected or appointed, as a condition of service to the organization.

3.9.2.2 Participants at IDSF sports events. The IDSF Code of Conduct must be signed by each chef de mission, athlete, coach, official/classifier, and sports administrator as a condition of participation at an IDSF sanctioned or approved sports competition. If a person is under 18 years of age, a parent or guardian must co-sign the IDSF Code of Conduct.

3.9.3 Reporting a suspected violation. The person who reports a suspected violation is a *complainant*, and the person who allegedly violated the code of conduct is a *respondent*. Complainants should use the following guidelines when reporting a suspected violation of the IDSF Code of Conduct (note that protests involving the conduct of competition or related matters should follow the protest procedures in the next section of this rule book). IDSF will recognize the experience and resources of the complainant and understands that in the field of ethical conduct it can be difficult to precisely identify the nature of a violation or to obtain the evidence to prove the allegation.

IDSF regards suspected violations that may affect athlete safety and welfare, especially child safety and welfare, as particularly egregious. Such suspected violations shall be reported immediately regardless of the complainant's ability to follow all of the IDSF guidelines in this section. If the suspected violation is in conflict with the laws of the country or jurisdiction in which a competition is held, the complaint should be made directly and immediately to the appropriate government authorities (e.g., police).

3.9.3.1 Procedures. The complainant must report a suspected violation as promptly as possible to an IDSF official or competition director or their representatives.

3.9.3.2 Written form. Complaints shall be in written form, and whenever possible shall include: (a) the date, time, and place of violation; (b) the name of the person who violated the IDSF Code of Conduct; (c) identification of the code of conduct provision that was violated; (d) names of witnesses; (e) explanation

of the violation; and (f) a summary of any discussions with the person who violated the code of conduct.

3.9.3.3 Evidence. The complainant shall provide any and all evidence that is available to support the claim of a suspected code of conduct violation.

3.9.4 Resolution of complaints

3.9.4.1 Receipt of complaint. Complaints received by an IDSF official or competition director or representative shall be delivered to the chairperson of the IDSF Judicial Committee, who shall immediately provide written acknowledgement to the complainant.

3.9.4.2 Referral of complaint. Alleged infractions shall be referred to the IDSF Judicial Committee for resolution. If the alleged violation is in conflict with the laws of the country or jurisdiction in which a competition is held, IDSF shall also immediately refer the complaint to the appropriate government authorities (e.g., police).

3.9.4.3 Composition of the IDSF Judicial Committee. At IDSF sanctioned or approved sports competitions, the IDSF Judicial Committee shall be comprised of the president of IDSF, the president of the dwarf sports organization from the nation in which the competition is held, the competition director, or their designees. Each of these parties (the president of IDSF, the president of the dwarf sports organization from the nation in which the competition is held, and the competition director) shall each designate two alternate members of the IDSF Judicial Committee who shall serve if one of the primary committee members has a conflict of interest or if an appeal causes formation of a different IDSF Judicial Committee for a particular case. The IDSF president or her/his designee shall chair the committee.

3.9.4.4 Hearings and appeals

3.9.4.4.1 Assessment of complaint. The IDSF Judiciary Committee shall first determine if the complaint has merit. If yes, the committee shall proceed with a hearing. If no, the committee shall report the finding of "no merit" to the complainant.

3.9.4.4.2 Notification. The IDSF Judiciary Committee shall notify the complainant, respondent, and witnesses (as appropriate) that a hearing will be held about the complaint. The notice shall include the date, place, and time of the hearing, and shall request their participation. All parties shall be requested to confirm receipt of the notice.

3.9.4.4.3 Hearings. Hearing procedures shall be flexible. The general order of business shall be: (a) a reading of instructions about hearing procedures and of the complaint by the chair of the IDSF Judiciary Committee; (b) a statement from the complainant, including presentation of evidence in support of the complaint; (c) a statement from the respondent, including presentation of evidence that disconfirms the complaint; (d) continued discussion of the case moderated by the chair; (e) private deliberations by the IDSF Judiciary Committee; and (f) report of IDSF Judiciary Committee findings and verdict to the complainant and

respondent. Only invited parties may participate in hearings, except that the complainant and respondent are each entitled to be represented at the hearing by a single representative of their choice.

3.9.4.4.4 Possible sanctions. Possible sanctions include, but are not limited to, a warning, a public reprimand, removal from one or more sports events or related activities, removal from an IDSF or competition position of authority/responsibility, suspension from participation in future IDSF sports competitions, and reparation.

3.9.4.4.5 False Reporting. If the complainant is found guilty of deliberately and falsely accusing the respondent, the IDSF Judiciary Committee may consider sanctions against the complainant.

3.9.4.4.6 Appeals. Either the complainant or the respondent may choose to appeal the verdict of the IDSF Judiciary Committee. The above hearing procedures shall also apply to appeals, with the exception that new members shall be appointed to the IDSF Judiciary Committee.

3.9.4.4.7 Fees. There shall never be a fee related to reporting situations concerning athlete safety and welfare. The fee for submitting complaints or requesting appeals related to other provisions of the IDSF Code of Conduct is \$100 (cash US dollars), payable to IDSF. The fee shall be returned to the person making a complaint or appeal if the IDSF Judicial Committee rules in her/his favour and will be deposited in the IDSF treasury if the complaint is not successful or if the complaint is considered frivolous.

3.9.4.4.8 Timing of resolution. Where the alleged violation and associated complaint occur during a competition period (starting 10 days prior to the day of opening ceremonies and ending at midnight on the day of closing ceremonies), the complaint shall be heard within 24 hours of receipt by the IDSF Judiciary Committee.

3.9.4.5 Written record. All complaints, notices, records of hearings and appeals, and sanctions shall be recorded in writing and shall be submitted to the IDSF secretary to be entered into official IDSF records.

3.9.4.6 Confidentiality. Any person who is present during code of conduct hearings and appeals, including members of the IDSF Judicial Committee, shall be obliged to keep all information regarding a complaint confidential. This obligation of confidentiality will not prohibit IDSF from publishing the outcome of a hearing or appeal or from revealing such details that may be necessary to give a proper context and understanding of the decision reached.

3.10 PROTESTS

3.10.1 Definition. The term *protest* refers to a complaint related to actual sports competition. Topics of protests include but are not limited to: (a) athlete classification; (b) athlete eligibility, e.g., age, sex, country represented, satisfaction of qualifying performance standards, and number of events entered; and (c) the conduct of

competition, e.g., whether the competition was conducted according to the entry information and IDSF rules.

3.10.2 Submitting a Protest. The following guidelines should be used when submitting a protest (note that complaints about suspected violations of the IDSF Code of Conduct or related matters should follow the code of conduct procedures in the previous section of this rule book).

3.10.2.1 Reporting. Protests must be submitted by either the country's chef de mission or by the country's head coach for the sport. Protests shall be submitted to the competition director or head official for the sport in which the alleged problem occurred, or to the overall games director if the alleged problem occurred prior to the onset of competition.

3.10.2.2 Deadline. Protests must be submitted within 30 minutes following the official announcement of event results when the protest arises from the conduct of the competition. The competition director shall be responsible for ensuring that the time of announcement of results is recorded. Other protests must be submitted as soon as practical after discovery.

3.10.2.3 Fee. Protests must be accompanied by a \$100 protest fee (cash US dollars) payable to the competition host. The protest fee will be returned if the protest is upheld and will be deposited in the treasury of the competition host if the protest is not successful or if the protest is considered frivolous.

3.10.2.4 Written form. Protests shall be in written form using the IDSF Protest Form or reasonable facsimile, shown here and in Appendix C.



IDSF Protest Form

Date	Time	Sport/Activity
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Complainant

Name of person submitting protest:

Local contact information:

Position (e.g., athlete, coach, chef de mission):

Country represented:

Description of the incident/concern:

Citation of the rule or entry information provision that is in question:

Name and country of person who is the subject of the protest (if applicable):

Names of witnesses (if applicable):

For IDSF Use:

Protest Committee Members:

Name _____ Country

Name _____ Country

Name _____ Country

Time convened _____	Time Adjourned _____
Decision:	

3.10.2.5 Evidence. The complainant shall provide any and all evidence that is available to support the claim of a suspected code of conduct violation.

3.10.3 Resolution of protests

3.10.3.1 Protest Committee. Protest committees shall be convened on an ad hoc basis as needed to adjudicate submitted protests. The protest committee shall have three members including: (a) a representative from either IDSF or the competition host; (b) a technical expert for the sport in question (or a classification or eligibility expert); and (c) an athlete who is entered in the open division for that sport. Committee members and alternates shall be appointed for each sport prior to the onset of competition. The representative from IDSF/competition host shall chair the committee. Conflicts of interest should be disclosed (minimum requirement) and avoided if possible. At international competitions, whenever possible, different nations should be represented on protest committees.

3.10.3.2 Procedures. The Protest Committee shall be convened as soon as possible following submission of a protest. The agenda shall include: (a) a reading of the protest; (b) a review of the rule or entry information provision in question; (c) consideration of the evidence; (d) efforts to obtain additional evidence if deemed necessary; (e) a decision; and (f) notification of affected parties.

3.10.3.3 Athlete rights

3.10.3.3.1 Eligibility to compete. If a protest concerns an athlete's eligibility to compete, and the protest is not resolved prior to competition, the athlete shall be allowed to *compete under protest*. Following the competition, the Protest Committee shall determine whether the athlete's competition results should stand.

3.10.3.3.2 Classification. Should an athlete's classification be changed during a competition, the athlete's performances in the competition shall be deleted. The athlete will be allowed to compete in her/his new classification if that competition has not yet taken place. Should an athlete's classification be changed before competition starts, the athlete will be transferred to their new classification whenever possible.

3.10.3.4 Appeals. Decisions of the Protest Committee are final and may not be appealed.

3.10.3.5 Confidentiality. Members of the Protest Committee shall be obliged to keep all information regarding a protest confidential. This obligation of

confidentiality will not prohibit IDSF from publishing the outcome of protest deliberations or from revealing such details that may be necessary to give a proper context and understanding of the decision reached.

3.11 SAFETY PROVISIONS

3.11.1 Emergency action plans. The competition host shall develop an emergency action plan for each sports venue. The following topics should be considered when developing the emergency action plan:

- Common emergency situations in the sport, including common athlete injuries, safety hazards, and inclement weather situations.
- Available personnel resources and safety equipment, including first aid or sports medicine personnel, first aid or medical supplies, backboards, telephones, etc., and including the location of those resources within the facility or outdoor area.
- Procedures that will be used in the case of an athlete injury or other emergency, including evacuation procedures and routes for athletes, coaches, officials, and spectators.
- Chain of command for emergency situations. Specify the responsibilities of the competition director and safety personnel. Be certain that the emergency action plan is consistent with existing plans at the facility that will be used for competition.
- Contact information for emergency medical, police, and fire services. What are the emergency telephone numbers? What script should be used when making an emergency call?

Sample text for emergency call: Hello. My name is [give name]. I am calling from [name of facility]. We have an emergency [describe it]. We need police/fire/emergency medical personnel. The facility is located at [give address]. Come to the [describe entrance]. I will stay on the telephone until you ask me to hang up. If we are disconnected, you may call me at [give phone number].

- Plans for communicating the emergency action plan to the administrators, officials, and volunteers responsible for conducting the sport.

3.11.2 Medical clearance. Athletes must report current health status and disability characteristics as requested by IDSF and/or the competition host. Athletes with conditions such as atlantoaxial instability and osteogenesis imperfecta may be restricted from competition in certain events. Athletes with acute conditions such as open wounds or contagious illnesses may also be restricted from competition. Athletes wearing any form of plaster cast or brace/cast will not be allowed to compete in team sports.

3.11.3 Sports medicine providers. At World Dwarf Games, the competition host shall ensure that each sports event has sports medicine coverage during the pre-game warm-up, competition, and cool-down. The level of coverage (e.g., first aid provider, athletic trainer/physiotherapist, sports medicine physician) shall be appropriate for the sport and age/skill level of the athletes.



3.11.4 Adequate water and shade. The competition host shall provide safe drinking water at all sports venues. Shaded rest areas shall be provided for athletes at outdoor events when the weather is sunny.

3.12 DRUG TESTING. The Code of Conduct for the IDSF sanctioned and approved competitions prohibits the use of performance-enhancing substances. As such, any athlete who currently is under censure from the World Anti-Doping Agency (<http://www.wada-ama.org/>), the athlete's national anti-doping agency, the athlete's international sport governing body, or the athlete's national sport governing body shall be denied the right to compete in IDSF sanctioned or approved competitions. Drug testing is a possibility for athletes at IDSF sanctioned or approved competitions.

3.13 ADVERTISING AND SPONSORSHIP SIGNAGE. At World Dwarf Games, the content, appearance, size, and placement of advertising and sponsorship signage intended for posting at sports, housing, or other games venues must be approved by the IDSF-designated host organization. Signage that is in conflict with IDSF sponsors, World Dwarf Games sponsors, or policies of the host facility will not be approved.

PART 4: ARCHERY TECHNICAL RULES

4.1 ELIGIBILITY

4.1.1 Age divisions. Archery may be offered in the Junior B (12-15 years), Open (any age), and Masters (35 years and older) Divisions. Archers who choose to compete in the Open Division may not also compete in the Junior B or master's Divisions.

4.1.2 Sex divisions. Separate events shall be offered for male and female athletes.

4.1.3 Classifications. There are no IDSF classifications for archery.

4.2 EVENTS. Events include 18m crossbow, 9m recurve bow, and 18m recurve bow target archery.

4.3 RULES. IDSF archery rules have been adapted from FITA (International Archery Federation Rules (<http://archery.org>)).

4.3.1 Safety procedures

- Know and obey all range commands.
- Keep your arrows in your quiver until you are told to shoot.
- Always wear your arm guard and finger tab.
- Only use the arrows that have been approved for competition. Remember what they look like.
- Always keep your arrows pointed down or toward the target. Shoot only at your target.
- If you drop an arrow, leave it on the ground until you are told to get your arrows.
- Always walk at the archery range.

4.3.2 Archery range whistle commands

- Two blasts - "Archers to the shooting line."
- One blast - "Begin shooting."
- Three blasts - "Walk forward and get your arrows."
- Five or more blasts (series of blasts) - "STOP SHOOTING immediately and put your arrows in your quiver."

4.3.3 Archery range procedures

- Stand behind the waiting line until you hear 2 whistles or "Archers to the shooting line." Pick up your bow and straddle the shooting line.
- Keep your arrows in your quiver until you hear 1 whistle or "Begin shooting."
- After you have shot all of your arrows, step back from the shooting line, set your bow on the rack, and wait behind the waiting line.
- After everyone is done shooting and behind the waiting line, the Director of Shooting will blow the whistle 3 times. "Walk forward to get your arrows. Stop at the target line."

4.3.4 Procedures for pulling arrows

- Two archers at a time, from each target, may go forward from the target line to pull their arrows.
- Stand to the side of the target and make sure that no one is standing behind your arrows.
- Pull your arrows out one at a time and put them in your quiver.
- After you have pulled all of your arrows, return to the waiting line.

4.3.5 Archery rules

4.3.5.1 Number of shooters per lane. A maximum of two archers may be assigned to each shooting lane/target.

4.3.5.2 Shooting position. In World Dwarf Games competition, archers may choose either a standing or sitting position, and they may choose whether to use a bow support. Archers who choose a sitting position may use either chairs provided by the competition host or personal wheelchairs or scooters. Use of a sitting position or a bow support will be considered as disability accommodations for persons who are unable to shoot from a standing position and shall not require a separate competition division.

4.3.5.3 Time limit. The archer has a 2-minute time limit for shooting 3 arrows (one end). If an arrow is shot before or after the 2-minute time limit, it will be considered as part of that end, and the athlete will lose the highest scoring arrow of that end, which will be scored as a miss. The Director of Shooting will consider requests for time extensions that are related to equipment malfunctions, unexpected medical problems, or other unexpected problems.

4.3.5.4 Automatic timing equipment. Automatic timing equipment may be used if available.

4.3.6 Scoring

4.3.6.1 End of round. Scoring will take place after each end of 3 arrows.

4.3.6.2 Responsibilities. The two athletes assigned to the same shooting lane, or two athletes from adjacent lanes, shall share responsibility for scoring. The shooter shall call out the value for each arrow, and the second athlete shall check the value of the arrow. The Archery Judge or designee shall resolve any disagreements.

4.3.6.3 Scoring values. Arrows are scored according to the position of the shaft in the target face. Scoring values are 10 points for arrows that land in the centremost concentric "X" yellow circle, 9 points for arrows that land in the next yellow circle, etc. (8 red, 7 red, 6 light blue, 5 light blue, 4 black, 3 black, 2 white, 1 white). Thus, in each end an athlete can score a maximum of 30 points. If the shaft of an arrow touches two colours, or touches any dividing line between two scoring zones, the arrow will score the higher of the 2 zones involved. Scores shall be entered on individual scorecards.

4.3.6.4 Finish places. Finish places in the competition shall be determined by the highest cumulative score across 10 ends of 3 arrows each. The cumulative number of "X" scores shall be used as the tie-breaker criterion.

4.3.7 Code of Conduct for IDSF archery. The following provisions apply in addition to the IDSF Code of Conduct.

4.3.7.1 Respect for officials and their decisions. Archers and their coaches are expected and required to set a good example by showing respect for tournament officials and their decisions. Any objectionable language, gestures, facial expressions, actions or conduct directed or implied toward an official is subject to a 5-point penalty for that end *with or without warning* as determined by the Archery Judge.

4.3.7.2 Respect for safety procedures. Any archer, coach, or spectator who demonstrates wilful disregard of the safety procedures described in these rules shall be required by the Archery Judge or the facility staff to immediately leave the facility.

4.4 COMPETITION PROCEDURES

4.4.1 Practice opportunities. Players shall have a minimum of 10 minutes pre-event warm-up/practice on the competition archery range. The competition host shall determine the schedule and location of additional practice time opportunities.

4.4.2 Check-in procedures. The competition host shall determine check-in procedures. Archers who plan to use personally-owned archery equipment must present that equipment for inspection at check-in.

4.4.3 Safety briefing. Either the host facility or the tournament officials shall conduct a mandatory safety briefing prior to an archery tournament. Required topics include the safety procedures, archery range whistle commands, archery range procedures, procedures for pulling arrows, and instructions for safe use of archery equipment.

4.5 FACILITIES. Archery facility dimensions and layouts are based upon FITA rules (<http://archery.org>), modified for dwarf athletes.

4.5.1 Archery ranges. Archery events may be conducted at either indoor or outdoor ranges. The basic layout of the archery range is illustrated below.

4.5.1.1 Shooting lane dimensions. The distance from the shooting line to the target line is 18m for the crossbow event and either 9m or 18m for the recurve bow event. Shooting lanes shall be at least 80cm wide per athlete, with additional space allotted as needed for athletes who use bow supports or those who use wheelchairs.

4.5.1.2 Waiting line. A waiting line shall be marked 3m behind the shooting line.

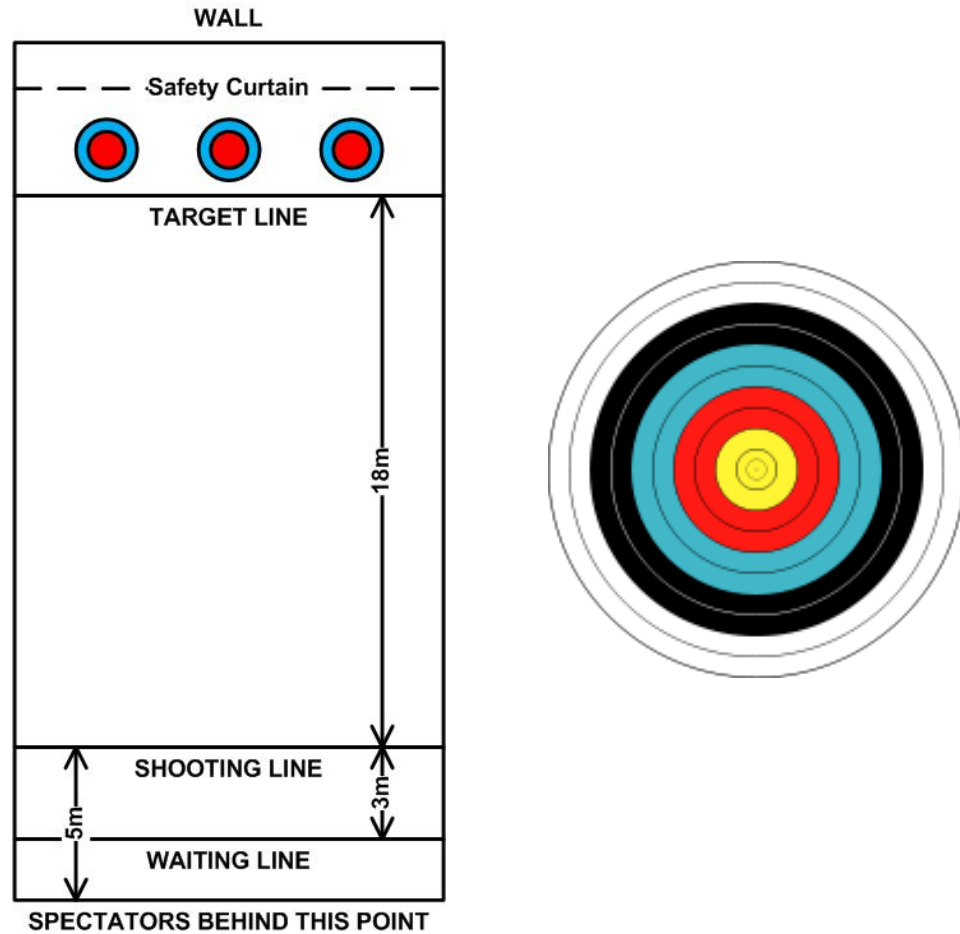
4.5.1.3 Shooting lane numbers. Shooting lanes shall be numbered just above the targets and also on the floor 1-2m in front of the shooting line.

4.5.1.4 Spectators. Spectators must remain at least 5m back from the shooting line, with actual spectator areas specified by the shooting facility operator.

4.5.2 Archery targets

4.5.2.1 Target dimensions. A 60cm diameter archery target shall be used for both crossbow and recurve bow competition. The centre of the target face shall be 130 cm above the floor. The target face shall be attached to a target butt large enough to ensure that arrows just missing the outermost edge of the scoring zone remain in the butt. Targets shall be numbered to correspond with shooting lane numbers.

4.5.2.2 Target point values. The point values associated with each concentric ring on the archery target are as follows. The smallest centre yellow-coloured ring (the "X" area) is valued at 10 points. Subsequent rings are valued at 9 yellow, 8 red, 7 red, 6 light blue, 5 light blue, 4 black, 3 black, 2 white, and 1 white.



4.6 EQUIPMENT

4.6.1 Crossbows and recurve bows. All archers shall use the crossbows and recurve bows specified by the competition host. The exact equipment specifications (e.g., bow dimensions, draw weight) shall be determined by the competition host with consideration given to the short limb length of dwarf athletes and the availability of equipment at the host facility. Athletes may use personally-owned archery equipment or they may borrow/rent archery equipment from the host facility. Personally-owned equipment must be presented for inspection at check-in to ensure that technical equipment requirements are satisfied. Most dwarf athletes can be accommodated with junior/child sized equipment.



Crossbow



Recurve bow

4.6.2 Bolts and arrows. Archers may only use the bolts (crossbow) or arrows (recurve bow) that have been approved for the competition. Arrow length for recurve bows shall match archery draw length as approved by the Director of Shooting or the Archery Judge.

4.6.3 Safety equipment. The use of finger tabs and arm guards is recommended.

4.6.4 Other equipment. Field glasses and similar optical devices may be used for spotting arrows. Other equipment such as aiming devices, stabilizers, and compensators is not allowed.

4.7 UNIFORMS. Players may dress in any comfortable clothing (e.g., t-shirt and shorts). Closed-toe shoes are required.

4.8 OFFICIALS

4.8.1 Minimum number of officials. Archery tournaments at IDSF events shall be officiated by a minimum of one Director of Shooting, one Archery Judge, and one Range Safety Officer. The competition host may assign archery assistants to help cock the bow in crossbow events.

4.8.2 Qualifications of officials. The Director of Shooting and the Archery Judge shall have FITA or similar certification.

4.8.3 Officials' uniforms. The Director of Shooting, Archery Judge, and Range Safety Officer shall wear either a uniform provided by the competition host or the customary uniform of the official's home country. The competition host may specify the uniform for archery assistants.

4.8.4 Officials briefings. A pre-competition briefing for officials shall include discussion of competition procedures, safety procedures, the facility emergency action plan, and information about dwarf athletes.

PART 5: BADMINTON TECHNICAL RULES

5.1 ELIGIBILITY

5.1.1 Age divisions. Badminton may be offered for the Junior A (7-11 years), Junior B (12-15 years), Open (any age), and Master's (35 years and older) Divisions. Players who choose to compete in the Open Division may not also compete in the Junior A, Junior B, or Masters Divisions.

5.1.2 Sex divisions. Separate singles competition shall be conducted for males and females. Doubles competition may be conducted for males, females, and mixed-sex teams.

5.1.3 Classifications

5.1.3.1 World Dwarf Games. The IDSF lower-body classification system shall be used in Open and Masters Division badminton events. The IDSF junior's division classification system shall be used in junior's division events. Refer to Part 2 of this rule book for further information.

5.1.3.2 Other IDSF sanctioned or approved competitions. Use of classifications at other IDSF sanctioned or approved events is at the discretion of the competition host.

5.1.3.3 PWF sanctioned or approved competitions. The Parabadminton World Federation (PWF) classification system may be substituted for the IDSF lower-body system when IDSF events are sanctioned or approved by PWF.

5.2 EVENTS. The following events may be offered in IDSF sanctioned or approved competitions. In the event of large numbers of entries in may not be possible to offer all the events below.

5.2.1 Provision of Doubles IDSF have decided to rotate mixed double and doubles every 4 years therefore making 2021 WDG male and female doubles. For 2025 there will be mixed doubles. Singles for male and female players will always be provided.

	Junior A 7-11 years	Junior B 12-15 years	Open Class any age	Masters 35 & older
Singles - males	X	X	X	X
Singles - females	X	X	X	X
Doubles - males	X	X	X	X
Doubles - females	X	X	X	X
Doubles - mixed	X	X	X	X

5.3 RULES. IDSF badminton competitions will be governed by Laws 1 through 17 of the Parabadminton World Federation rules (http://www.bwfbadminton.org/file_download.aspx?id=37390) with the following exceptions.

5.3.1 Racket. Junior-size badminton racquets may be used by competitors in the Junior A and Junior B divisions.

5.3.2 Serve. A sidearm serve shall be allowed because short stature and a long racket make the underhand serve difficult for the dwarf athlete.

5.4 COMPETITION PROCEDURES

5.4.1 Practice opportunities. Players shall have a minimum of 5 minutes pre-game warm-up on the competition court prior to the start of the game. The competition host shall determine the schedule and location of additional practice time opportunities.

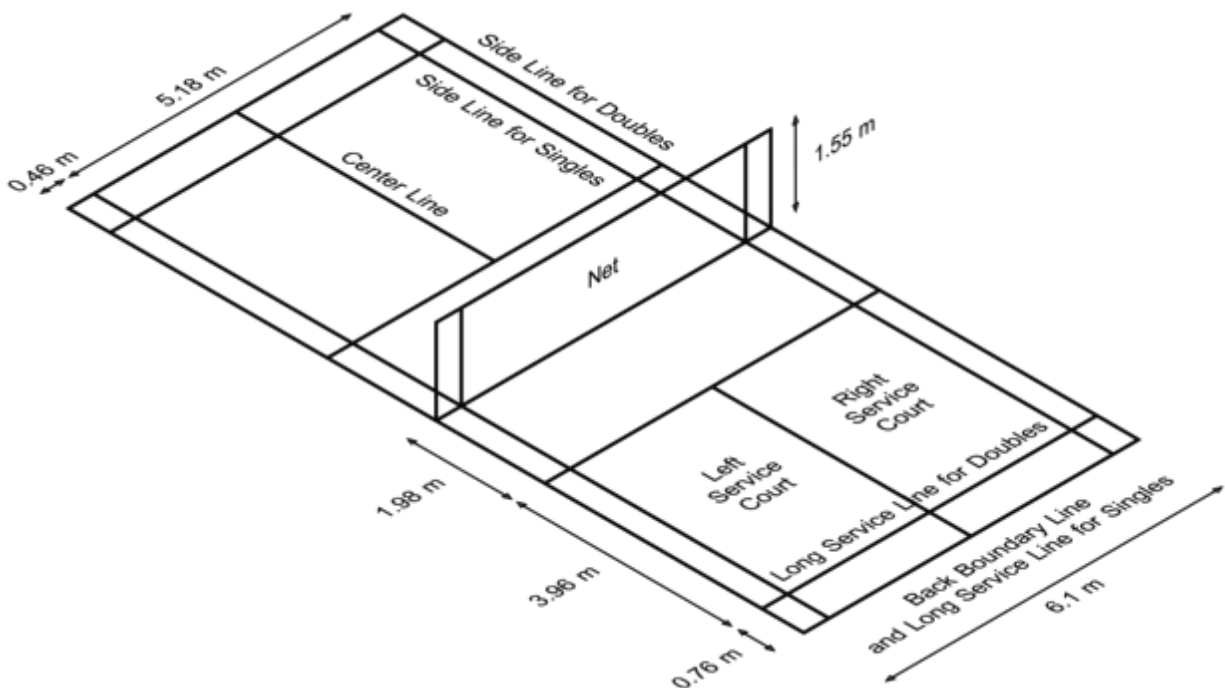
5.4.2 Entry limit. At World Dwarf Games, each country shall be allowed to enter as many individuals or doubles teams as desired into each division of the badminton tournament. Countries that enter more than one doubles team within a division shall designate one team "Team A," the next "Team B," etc.

5.4.3 Tournament format. The competition host shall determine the tournament format (e.g., pool play, bracket play).

5.4.4 Check-in procedures. The competition host shall determine check-in procedures.

5.4.5 Awards. At the discretion of the competition host, when sex and/or classification divisions are combined, separate awards may be presented to players in the different divisions (e.g., when Class 1 and Class 2 players compete in the same event, awards may be presented to the highest-ranking players in each class).

5.5 FACILITIES. Law 1 of the Parabadminton World Federation rules (http://www.bwfbadminton.org/file_download.aspx?id=37390) specifies the badminton court dimensions and net characteristics.



5.6 EQUIPMENT. Law 2 and Law 3 of the Parabadminton World Federation rules (http://www.bwfbadminton.org/file_download.aspx?id=37390) specify the shuttle used for badminton competition, and Law 4 specifies the racket. Junior-size badminton racquets may be used by competitors in the Junior A and Junior B divisions.

5.7 UNIFORMS. Male players shall wear a short-sleeved shirt and shorts. Female players shall wear a short-sleeved shirt/blouse and either shorts or skirt. In singles competition, a



player's clothing may be of any colour or combination of colours. In doubles competition, the two players on a team shall wear same-coloured clothing, or alternately, same-coloured pinnies/vests. At World Dwarf Games, players shall wear their country's team uniform whenever possible.

5.8 OFFICIALS

5.8.1 Minimum number. The minimum requirement for an IDSF badminton tournament is one referee per tournament and one umpire per match. The referee shall be in overall charge of the tournament. Each umpire shall be in charge of a match, the court, and its immediate surrounds. Service judges and line judges shall be used whenever practical.

5.8.2 Qualifications. The referee and umpire shall be certified by a national or international governing body for badminton. The service judges and line judges shall have experience at those positions.

5.8.3 Officials uniforms. The badminton officials shall wear either a uniform provided by the competition host or the customary uniform of the official's home country. Scoring table personnel and other assistants shall wear uniforms specified by the competition host.

PART 6: BASKETBALL TECHNICAL RULES

6.1 ELIGIBILITY

6.1.1 Age divisions. Basketball may be offered for the Junior A (7-11 years), Junior B (12-15 years), and Open (any age) Divisions. Players who choose to compete in the Open Division may not also compete in the Junior A or Junior B Division.

6.1.2 Gender. The competition host may determine whether separate competition divisions are held for males and females. When divisions by sex are not offered, team rosters may include any combination of all males, all females, or mixed-gender.

6.1.3 Classifications. Class 4 Athletes are only eligible to play in the first 2 quarters of any game. Class 1,2,3, Athletes are eligible throughout the game.

6.1.4 Team rosters.

6.1.4.1 Number of players. There shall be no fewer than 6 and no more than 12 players on a team. A team may not have alternates above the 12-player limit.

6.1.4.2 Submitting team rosters. The competition host shall establish a process and deadlines for submitting team rosters.

6.1.4.3 Mixed-country teams. At World Dwarf Games, athletes whose countries do not have enough players to field a complete team may request to play on a mixed-country team. The competition host shall facilitate the formation of mixed country-teams.

6.2 EVENTS. Basketball competition shall consist of 5-on-5 play.

6.3 RULES

6.3.1 FIBA rules. Rule One-The Game, Rule Two-Court and Equipment, Rule Three-Teams, Rule Four-Playing Regulations, Rule Five-Violations, Rule Six-Fouls, and Rule

Seven-General Provisions of the current edition of the International Basketball Federation (FIBA) *Official Basketball Rules* (<http://www.fiba.com>) shall apply with the following exceptions.

6.3.2 Exceptions

6.3.2.1 Court. If regulation-size FIBA courts are not available, a USA high school or collegiate basketball court with a rectangular key and a 19 ft-9 in 3-point line may be substituted. When possible, baskets with a goal height of 8 feet should be used for Junior A competition.

6.3.2.2 Basketball. An international size 6 (women's size) basketball, circumference 72.39 cm (28.5-29.0 in), weight 496-553 grams (18-20 oz), shall be used for Open Division basketball games. An international size 5 (junior size) basketball, circumference 69-70 cm (27.25-27.75 in), weight 470-500 grams (14-16 oz), shall be used for the Junior A and Junior B Divisions.

6.3.2.3 Pre-game warm-up. The duration of the pre-game warm-up period shall be a minimum of 10 minutes prior to the start of the game.

6.3.2.4 Playing time. A basketball game shall consist of four quarters of 8 minutes each for the Open Division, and four quarters of 6 minutes each for the Junior A and Junior B Divisions. The clock will be run continuously except for the last minute of the fourth quarter during which the clock will stop upon the official's whistle, indicating one or more of the following:

- A foul (personal or technical)
- A jump ball
- A floor violation
- An unusual delay
- A time-out or other emergency
- A regular time-out

6.3.2.5 Intermissions. There shall be a one-minute intermission after the first and third quarters, and a five-minute intermission at half-time after the second quarter.

6.3.2.6 Overtime. If the score is tied at the end of the fourth quarter, 2-minute overtime periods will be played until a winner is determined. There shall be a one-minute intermission before each overtime period. Each team shall be given one sixty-second time-out in addition to any carry-over time-outs. The overtime period will begin with a jump ball.

6.3.2.7 Point spread. If the point margin is 18 points or more in the fourth quarter, there shall be a continuous clock for the remainder of the game. In this case, the clock shall be stopped only for free throws and time outs.

6.3.2.8 Time limit under the basket. An offensive player may occupy the space in the key (paint) for a maximum of 5 seconds.

6.3.2.9 Advance into front court. A team has 10 seconds to advance the ball into front court. A new count will begin if stoppage of play has occurred before the ball is advanced past the centre line. Failure to advance into the front court

within this time frame will result in the offensive team turning possession over to the opposing team and play resuming at mid court.

6.3.2.10 Shot clock. A shot clock will not be used at World Dwarf Game events.

6.3.2.11 Jump ball. A jump ball will be used at the beginning of the first quarter and all overtime periods. Alternating possession will be used for the remainder of the game. Players cannot move onto or around the circle until the ball leaves the officials hand upon a jump ball.

6.3.2.12 Team control. Team control applies only during a live ball inbounds, thus, team control does not exist on a throw-in.

6.3.2.13 Throw-ins. During a front-court throw-in, the ball may be thrown anywhere on the court. At no time can the ball be thrown over the backboard on a throw-in.

6.3.2.14 Substitutions. During play, substitutes must always be beckoned in by an official. During a free throw, substitutions are allowed before the last attempt in the sequence or after the last free throw in the sequence if it was successful. Substitutions can also be made during a time-out.

6.3.2.15 Time-outs. Each team shall be entitled to two 60-second time-outs in the first half and three 60-second time-outs in the second half. Time-outs are granted at the request of any player or coach while in team control or during any dead ball situation. Time-outs may be granted during free throws. In addition to one time-out granted per overtime period, unused time-outs will carry-over to overtime period(s).

6.3.2.16 Foul shots. A maximum of 5 players can occupy the lane spaces. The first space on either side of the lane must be occupied by the defence. No player shall occupy the fourth space on either side of the lane. During a foul shot, violations by the offense team shall be called immediately. Violations by the defensive team will be ignored if the free throw is successful. When shooting a free throw, players will have 10 seconds to release the ball. The lane area cannot be entered until the ball leaves the shooters hands; the shooter cannot enter the lane until the ball has hit the ring. Should the shooter fail to hit the ring possession will automatically be given to the opposing (defending) team on the side line, in line with the free throw line.

6.3.2.17 Falling to floor. A travelling violation will occur if a player with the ball slides or falls to the floor.

6.3.2.18 Closely guarded. The closely guarded violation will be enacted when the player is in the front-court only.

6.3.2.19 Front court/back court status. Front court status is achieved once the player is no longer in contact with the back court and is in contact with the front court, unless during a dribble, when both feet must be in the front court. A player that is straddling the centreline, but is not dribbling, is considered to have back court status.

6.3.2.20 Penalty (bonus). A team will be granted 1+1 penalty foul shots upon their opponent's seventh team foul. Teams will be granted two penalty foul shots upon the commission of their opponent's tenth team foul.

6.3.2.21 Technical fouls. Technical fouls may be issued for both contact and non-contact violations during a dead ball and non-contact violations during a live ball. Opponents will be issued two foul shots, with play resuming at the point of interruption. *Intentional technical fouls* will be called upon contact by a player during a dead ball and will result in two foul shots by the opponent, with the ball put back into play at the division line. In the event of a *flagrant technical foul*, the violating player will be immediately ejected, and the opposing team will receive two foul shots. The ball will be placed at the division line to resume play. Technical fouls called on coaches or bench personnel will count towards the team foul count. The coach will lose his/her coaching box privilege if he/she commits a technical foul.

6.3.2.22 Unsportsmanlike/flagrant foul. In the event of an unsportsmanlike/flagrant foul, the opposing team will receive two or three foul shots (depending on location of violation). In the event of a made basket, the basket will be scored, and the team will receive two foul shots and possession. After completion of the foul shots, the throw-in will occur at the spot closest to the infraction.

6.3.2.23 Cancelled foul shot/field goal. In the event of a cancelled foul shot or field goal, the resulting throw-in will occur from the end line.

6.4 COMPETITION PROCEDURES

6.4.1 Practice opportunities. Players shall have a minimum of 10 minutes pre-game warm-up on the competition court prior to the start of the game. The competition host shall determine the schedule and location of additional practice time opportunities.

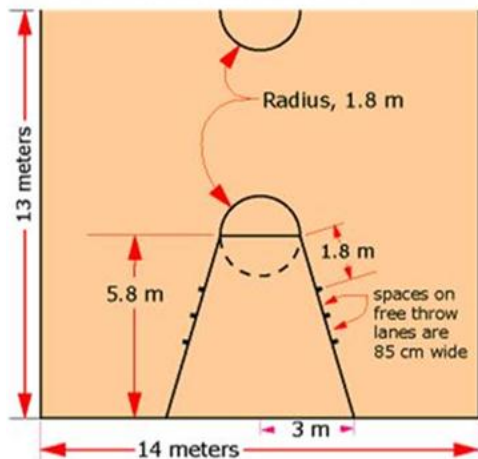
6.4.2 Entry limit. At World Dwarf Games, each country shall be allowed to enter as many teams as desired into each division of the basketball tournament. Countries that enter more than one team within a division shall designate one team "Team A," the next "Team B," etc.

6.4.3 Tournament format. The competition host shall determine the tournament format (e.g., pool play, bracket play).

6.4.4 Check-in procedures. The competition host shall determine check-in procedures.

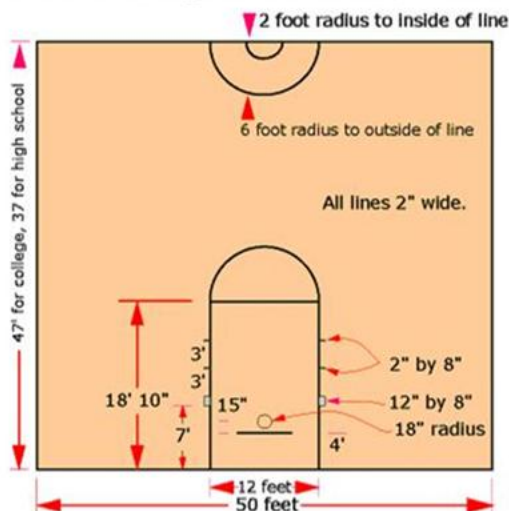
6.5 FACILITIES. As noted in Section 6.3 above, either FIBA, USA collegiate, or USA high school basketball courts may be used in IDSF basketball competitions.

Half of an FIBA Basketball Court



No midcourt line

Half of a U. S. Collegiate Basketball Court



6.6 EQUIPMENT. As noted in section 6.3 above, an international size 6 (women's size) basketball, circumference 72.39 cm (28.5-29.0 in), weight 496-553 grams (18-20 oz), shall be used for Open Division basketball games. An international size 5 (junior size) basketball, circumference 69-70 cm (27.25-27.75 in), weight 470-500 grams (14 to 16 oz), shall be used for the Junior A and Junior B Divisions.

6.7 UNIFORMS

6.7.1 Uniforms. Player uniforms will consist of a basketball jersey (or T-shirt), shorts, and athletic shoes. Teams are required to wear a consistent shirt colour amongst all players. Any shirts worn underneath the uniform must be the same colour as the uniform shirt. If the players on a single team are not consistent with the colours of their T-shirts, the players on the team will be asked to wear identically coloured pinnies/vests to be provided by the competition host.

6.7.2 Player numbers. Each player's shirt shall display a clearly visible unique number on both the front and back. Whenever possible, the player numbers shall be selected from 0-5, 10-15, 20-25, 30-35, 40-45, and 50-55, enabling officials to use their fingers to identify players.

6.8 OFFICIALS. Rule Eight (Officials, Table Officials, Commissioner: Duties and Powers) of the FIBA rules (<http://www.fiba.com>) shall serve as guidelines for officiating at IDSF basketball competitions.

6.8.1 Minimum number. Basketball games shall be officiated by a minimum of two certified game officials. In addition, there shall be a minimum of two people at the scorer's table, one to manage the clock and the possession arrow, and the other to record the score, fouls, time-outs in the score book throughout the game. A court marshal should be assigned to each court, with responsibility for ensuring that all games start on time and that all teams have checked-in promptly at the basketball check-in table.

6.8.2 Qualifications. The two game officials shall be certified by a national or international governing body for basketball. Whenever possible, they shall be independent of the host organization and of the players in the game. The scoring table personnel should be familiar with basketball rules, particularly clock procedures, possession arrow procedures, and foul bonus procedures.

6.8.3 Officials uniforms. The two game officials shall wear either a uniform provided by the competition host or the customary uniform of the official's home country. Scoring table personnel and the court marshal should wear uniforms specified by the competition host.

6.8.4 Officials briefings. At least 45 minutes prior to the start of the tournament, the tournament director shall meet with all officials for a rule briefing. The agenda shall include any rules that might be unique to dwarf basketball and the World Dwarf Games. The tournament director shall provide guidelines for how stringently to call the rules during the course of play. It is suggested that the rules be enforced tightly in the Open and Junior B Divisions so as to ensure safe play and minimize conflicts between players. In the Junior A division, participants are still developing their skills, so some leniency should be provided in the enforcement of the rules.

6.8.4 Officiating equipment

6.8.4.1 Electronic equipment. Electronic scoreboards and scoring equipment are preferred.

6.8.4.2 Manual scoring equipment. If electronic equipment is not available, flip scoring boards will be used, and time will be kept using a stopwatch or other portable timing device located at the scorer's table. A possession arrow will be kept at the scorer's table on each court. A score book will be provided at each scorer's table for the game scorer to manually track points per team, fouls per player/team, timeouts taken/remaining and total score.

PART 7: BOCCIA TECHNICAL RULES

7.1 ELIGIBILITY

7.1.1 Age divisions. Boccia may be offered in the Futures (age 6 and younger), Junior A (7-11 years), Junior B (12-16 years), There would be no Masters. To encourage diverse competition anyone ages 16+ would be classed as in the Open. Players who are in the Open Division may not also compete in the Futures, Junior A, Junior B.

7.1.2 Sex divisions. Males and females compete in the same events.

7.1.3 Classifications

7.1.3.1 World Dwarf Games. The IDSF upper-body classification system shall be used in Open Boccia Division events. The IDSF junior's division classification system shall be used in junior's division events. Refer to Part 2 of this rule book for further information.

7.1.3.2 Other IDSF sanctioned or approved competitions. Use of classifications at other IDSF sanctioned or approved events is at the discretion of the competition host.

7.1.3.3 BISFED- Boccia Committee sanctioned or approved competitions.

The boccia classification system of Boccia International Sports Federation (BISFED) may be substituted for the IDSF upper-body system when IDSF events are sanctioned or approved by the BISFED Boccia Committee.

7.2 EVENTS

7.2.1 Event selection. The following events may be offered within each age division (Futures, Junior A/B, and Open) at IDSF boccia competitions. At World Dwarf Games, it is recommended that singles competition be offered for the Futures, Junior, and Open Divisions, and that either pairs or team competition be offered for the Open.

	Futures	Juniors A/B	Open
Singles	X	X	X
Pairs		X	X
Teams		X	X

7.2.2 Event formats. The competition host shall ensure that seated, and/or ramp events shall be offered. A seated boccia format must be offered at World Dwarf Games.

7.2.1 Seated Boccia only

7.2.2 Seated boccia. All athletes compete from a seated position.

7.2.3 Ramp boccia. Athletes who use scooters or wheelchairs use a ramp/assistive device to deliver the boccia ball.

7.3 RULES

7.3.1 BISFED rules. IDSF follows the BISFED - Sport Rules - Boccia (10th edition) established by BISFED.

7.3.2 Exceptions

7.3.2.1 Eligibility for play - BISFED Boccia Rule 3. Any dwarf athlete who is eligible to compete in IDSF sanctioned or approved competitions is eligible to participate in boccia.

7.3.2.2 Divisions of play – BISFED Boccia Rule 4

7.3.2.2.1 Age divisions. The IDSF age divisions specified in 7.1.1 shall apply to IDSF boccia competitions.

7.3.2.2.2 Gender divisions. There will be no separation within divisions by gender.

7.3.2.2.2 IDSF upper body classification system. The IDSF upper body classification system will apply to the division of play.

7.3.2.2.4 Seated, ramp, divisions. At the discretion of the competition host, three separate competition formats may be offered.

- **Seated/BISFED Division.** This division applies only to athletes who are wheelchair users and are eligible to compete under the BISFED Classification System meeting the BC4 criteria.



- **Ramp Division.** Athletes in this division must demonstrate an inability to grasp and release the ball as stated in the BISFED Classification System meeting the BC3 criteria.
- **Seated Division.** Athletes in IDSF Classifications 1, 2, and 3 may be combined for competition with results determined separately by classification.

7.3.2.3 Tournament format – BISFED Boccia Rule 5. At the discretion of the competition host, the tournament format will be determined by the number of athletes in each division.

7.3.2.3.1 5 or fewer athletes. If there are 5 or fewer athletes, a round robin tournament format will be used.

7.3.2.3.2 6 or more athletes. If there are 6 or more athletes in a division, a double elimination tournament will be used. However, if there are time constraints of running the tournament, the competition host may choose to conduct individual matches using 2 ends instead of 4 ends to ensure completion of the tournament within the tournament timeline. If the committee chooses to implement 2 ends per match, this format must be used throughout the entirety of the tournament.

7.3.2.4 Timing of matches – BISFED Boccia Rule 14. The use of timing equipment is optional at IDSF competitions. In previous boccia tournaments, the athletes have consistently used less time than what is allotted per Rule 14 of the BISFED rules. Thus, there is not a need to have a timer at each court.

7.3.2.5 Protest guidelines. IDSF protest procedures shall be used instead of BISFED protest guidelines.

7.4 COMPETITION PROCEDURES

7.4.1 Practice opportunities. Players shall have a minimum of 5 minutes pre-game warm-up on the competition court prior to the start of the game. The competition host shall determine the schedule and location of additional practice time opportunities.

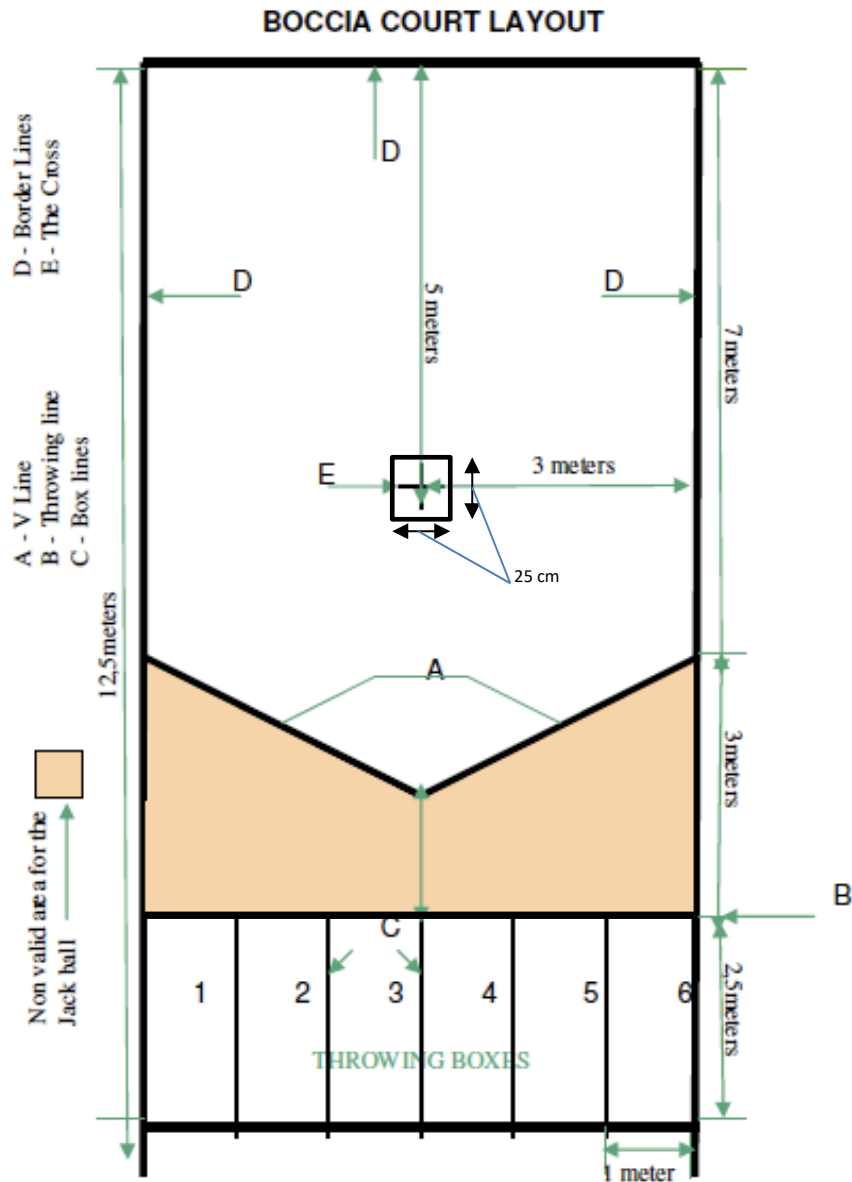
7.4.2 Entry limit. At World Dwarf Games, each country shall be allowed to enter as many pairs or teams as desired into each division of the boccia tournament. Countries that enter more than one team within a division shall designate one team “Team A,” the next “Team B,” etc.

7.4.3 Tournament format. The competition host shall determine the tournament format (e.g., pool play, bracket play).

7.4.4 Check-in procedures. The competition host shall determine check-in procedures.

7.4.5 Awards. At the discretion of the competition host, when classification divisions are combined, separate awards may be presented to players in the different divisions (e.g., when Class 1 and Class 2 players compete in the same event, awards may be presented to the highest-ranking players in each class).

7.5 FACILITIES. The dimensions of the boccia court are specified by the BISFED - Sport Rules - Boccia (10th edition). The boccia court must have a hard, smooth surface such as a gymnasium floor.



7.6 EQUIPMENT. The BISFED boccia rules specify the characteristics of the boccia balls used for competition, as well as the measuring device, scoreboard, timing equipment, dead ball container, and red/blue colour indicator. Those rules also specify the characteristics of seats and boccia ramps/assistive devices.

7.7 UNIFORMS. Players shall wear comfortable clothing. In singles competition, a player's clothing may be of any colour or combination of colours. In pairs or team competition, players shall wear same-coloured clothing, or alternately, same-coloured pinnies/vests. At World Dwarf Games, players shall wear their country's team uniform whenever possible.

7.8 OFFICIALS



7.8.1 Minimum number. There shall be one head referee for the overall boccia tournament, one match referee for each match, and one scorekeeper for each match. The head referee shall be in overall charge of the tournament. Each match referee shall be in charge of a match, the court, and its immediate surrounds. The scorekeeper shall maintain a record of points earned.

7.8.2 Qualifications. The head referee shall be certified by a national or international governing body for boccia. The match referees and scorekeepers shall have experience at those positions.

7.8.3 Officials uniforms. The boccia officials shall wear either a uniform provided by the competition host or the customary uniform of the official's home country. Scoring table personnel and other assistants shall wear uniforms specified by the competition host.

PART 8: FLOOR HOCKEY TECHNICAL RULES

8.1 ELIGIBILITY

8.1.1 Age divisions. Floor hockey may be offered in the Futures (age 6 years and younger), Junior A (7-11 years), Junior B (12-15 years), and Open (any age) Divisions.

8.1.2 Sex divisions. The competition host may determine whether separate competition divisions are held for males and females. When divisions by sex are not offered, team rosters may include any combination of all males, all females, or mixed-gender.

8.1.3 Classifications. Class 4 Athletes are only eligible to play in the first third of any game. Class 1,2,3, Athletes are eligible throughout the game.

8.1.4 Team rosters

8.1.4.1 Number of players. There shall be no fewer than 7 and no more than 14 players on a team roster, apart from the Futures Division where there shall be no fewer than 4 and no more than 7 players on a team roster. A team may not have alternates above the 14-player limit (7 player limit for Futures).

8.1.4.2 Submitting team rosters. The competition host shall establish a process and deadlines for submitting team rosters.

8.1.4.3 Mixed-country teams. At World Dwarf Games, athletes whose countries-do not have enough players to field a complete team may request to play on a mixed-country team. The competition host shall facilitate the formation of mixed country-teams.

8.2 EVENTS. Floor hockey competition for the Junior A, Junior B, and Open Divisions shall consist of 6-on-6 play with five field players and one goalkeeper on each team. Competition in the Futures Division shall consist of 3-on-3 play with no goalkeeper posit

8.3.1 Rules for Junior A, Junior B, and Open Division Games

8.3.1.1 The game

8.3.1.1.1 Duration. The game is played in three 10-minute periods, with a 2-minute break between periods. Each team allotted one 30-second time-out per period.

8.3.1.1.2 Face-off. The game is started with a face-off between a field player from each team taken at the centre circle. Face-offs restart the game after a goal or at the beginning of a period.

8.3.1.1.3 Moving the puck. The puck is handled using a stick with the following exceptions: (a) a player may kick the puck to himself/herself but not to another player or to the goal; and (b) the goalkeeper may stop the puck using the hands, feet, body, and/or stick. An offensive player must have both feet outside the crease to play the puck into the crease.

8.3.1.1.4 Goal. A goal is scored when an offensive player propels the puck into the goal.

8.3.1.1.5 Scoring. Each goal is valued at one point, except that a goal scored by a female player counts two points whenever males and females play on the same team. The team with the most goals at the end of the game wins.

8.3.1.1.6 Sudden death overtime. If there is a tie at the end of regulation play, a 10-minute "sudden-death" period is added. During the overtime, each team may have only four field players and one goalkeeper on the court. The first team to score in overtime wins the game, and the game stops without completing the entire 10-minute period.

8.3.1.2 Player positions and substitutions. Five field players and one goalkeeper from each team are on the floor at any one time, except during a penalty or overtime situation.

8.3.1.2.1 Field players. A team must always have at least two field players in the defensive zone and at least two field players in the offensive zone.

8.3.1.2.2 Goalkeeper. Goalkeepers are not allowed to leave the crease (defence or "D" area) or hold on to the puck for more than three seconds. These violations result in the opposing team gaining possession of the puck at the centre line.

8.3.1.2.3 Substitutions. Substitutions of field players are allowed at any time during the game. Players must enter and exit in the defensive end of the floor. An incoming player may not enter until the departing player has fully exited the court. Goalie substitutions may only occur during a timeout, during intermission, due to an injury, after a goal, or if an equipment change is necessary.



8.3.1.3 Roughing violations. The penalty for roughing violations is 1 minute in the penalty box for the offending player. The team shall play short-handed in their defensive zone when a player is serving a penalty because of a roughing violation. Roughing violations include:

- Hitting the opponent with a stick when there is no chance of hitting the puck
- Contacting an opponent with the stick above the waist (high-sticking)
- A field player making contact with the goalkeeper while the field player is in the crease (goalkeeper interference)
- Pushing, tripping, hooking, or blocking an opponent with the body (interference with an opponent)
- Deliberately holding, laying, or stepping on the puck while playing *defence* (deliberate delay of game)
- Deliberately kicking the puck into the crease or goal (if not the person to touch it next), or deliberately kicking the puck to another player on the player's own team, while playing *defence* (deliberate delay of game)

8.3.1.4 Misconduct violations. When a misconduct violation occurs, the opposing team gains possession of the puck at the half court line. Misconduct violations include:

- Any player other than the goalkeeper enters the crease
- Deliberately holding, laying, or stepping on the puck while playing *offense* (deliberate delay of game)
- Deliberately kicking the puck into the crease or goal (if not the person to touch it next), or deliberately kicking the puck to another player on the player's own team, while playing *offense* (deliberate delay of game)

8.3.1.5 Code of conduct

8.3.1.5.1 IDSF Code of Conduct. Players, coaches, assistant coaches, and other team personnel are expected to observe the IDSF Code of Conduct.

8.3.1.5.2 Unsportsmanlike conduct. The referee has authority to assign penalties for unsportsmanlike conduct, including disrespect for opponents or for game officials and their decisions. The penalty for players shall be 1 minute in the penalty box for the first offense, 2 minutes for the second offense, and ejection from the game for a subsequent offense. The penalty for coaches, assistant coaches, or other team personnel shall be either a warning or ejection from the gymnasium (depending upon severity of the unsportsmanlike behaviour) for the first offense, and ejection from the gymnasium for a subsequent offense.

8.3.2 Rules for Futures Division Games. The rules for Junior A, Junior B, and Open Division games shall apply with the following exceptions.

8.3.2.1 Duration. The game is played in three 6-minute periods, with a 2-minute break between periods. There is no provision for time-outs.

8.3.2.2 Player positions and substitutions

8.3.2.2.1 Field players. Three players from each team are on the court at any time. There is no requirement about the number of male and female players on a team or on the court. No player may enter the crease.

8.3.2.2.2 Goalkeeper. There is no goalkeeper in the Futures Division game.

8.3.2.2.3 Substitutions. Substitutions are allowed at any time during the game. Players may enter and exit from any position on the floor. An incoming player may not enter until the departing player has fully exited the court.

8.3.2.3 Coach participation. A coach from each team shall be on the court (not the side-lines) providing advice and support to the players.

8.3.2.4 Scoring. Scores are not kept in Futures Division games.

8.3.2.5 Roughing violations. There is no penalty box in the Futures Division game. The official shall explain the violation to the player, and the violation shall result in a turnover of possession. If the violation was deliberate, the official shall require the coach to substitute another player for the player who committed the offense.

8.3.2.6 Misconduct violations. The official shall explain the violation to the player, and the violation shall result in a turnover of possession.

8.4 COMPETITION PROCEDURES

8.4.1 Practice opportunities. Players shall have a minimum of 5 minutes pre-game warm-up on the competition court prior to the start of the game. The competition host shall determine the schedule and location of additional practice time opportunities.

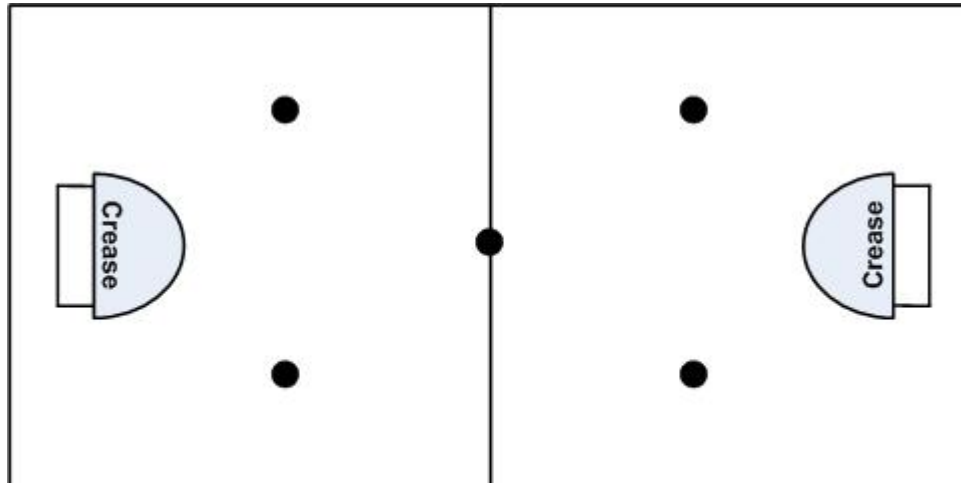
8.4.2 Entry limit. At World Dwarf Games, each country shall be allowed to enter as many teams as desired into each division of the floor hockey tournament. Countries that enter more than one team within a division shall designate one team "Team A," the next "Team B," etc.

8.4.3 Tournament format. The competition host shall determine the tournament format (e.g., pool play, bracket play).

8.4.4 Check-in procedures. The competition host shall determine check-in procedures.

8.5 FACILITIES

8.5.1 Floor hockey court. Floor hockey is played on an indoor hard surface such as a basketball court. Lines and spots shall be marked/taped on the floor in conformance with the following diagram and specifications.



Junior A/B and Open Court – 35 feet wide x 70 feet long
Futures Court – 25 feet wide x 50 feet long

8.5.1.1 Court dimensions. The court for Junior A, Junior B, and Open Division games shall be 35 feet wide by 70 feet long (about $\frac{3}{4}$ the length of a basketball court). The court for Futures Division games shall be 25 feet wide by 50 feet long (the width of a basketball court).

8.5.1.2 Goal. The goal shall be 6 feet wide, 4 feet high, and 20 inches deep. The back of the goal shall be positioned 4 feet inside the end of the court. The goal shall be centre with respect to the width of the court.

8.5.1.3 Crease. The crease, also known as the defence or "D" area, shall extend a radius of 6 feet from the centre of the mouth of the goal.

8.5.1.4 Half-court line. The length of the court shall be bisected by a half-court line.

8.5.1.4 Spots. Spots shall be 12 inches in diameter.

8.5.1.3.1 Junior A, Junior B, and Open Division court. The centre spot shall be centered with respect to the width and length of the court. The four face-off spots shall be placed 8.75 feet inside the side boundaries of the court and 20 feet inside the end boundaries of the court.

8.5.1.3.2 Futures Division court. The centre spot shall be centered with respect to the width and length of the court. The four face-off spots shall be placed 6.25 feet inside the side boundaries of the court and 13.75 feet inside the end boundaries of the court.

8.6 EQUIPMENT

8.6.1 Sticks. Players may choose to use a stick of any length (likely stick lengths are 36, 42, and 47 inches).

8.6.2 Pucks. Floor hockey pucks shall be 2.75 inches in diameter. Soft vinyl or plastic pucks are preferred.

8.7 UNIFORMS

8.7.1 Clothing. Players wear a t-shirt, either shorts or tracksuit pants, and athletic/tennis shoes. All players on the same team shall wear the same coloured shirt or same-coloured pinnies/vests. Player numbers shall be displayed on shirts or pinnies/vests. At World Dwarf Games, players shall wear their country's team uniform whenever possible.

8.7.2 Protective equipment

8.7.2.1 All players. Shin guards are required. Gloves and safety goggles are recommended.

8.7.2.2 Goalies. Goalies must wear a helmet with a face cage. Protective gloves and goalie pads (chest protector and leg pads) are recommended, but not required.

8.8 OFFICIALS. Requirements include one referee and one scorekeeper per court. Officials with experience of conducting floor hockey events should be used whenever possible. Officials shall wear either a uniform provided by the competition host or the customary uniform of the official's home country.

PART 9: KURLING TECHNICAL RULES

9.1 ELIGIBILITY

9.1.1 Age divisions. Kurling may be offered in the Futures (age 6 years and younger), Junior A (7-11 years), and Junior B (12-15 years) Divisions.

9.1.2 Sex divisions. Males and females typically compete in the same events; however, separate events may be contested for males and females at the discretion of the competition host.

9.1.3 Classifications. There are no IDSF classifications for Kurling.

9.2 EVENTS. Kurling is conducted as a singles competition. Two players vie in each game. Unlike curling which is played on an ice surface, Kurling is played on a hard surface such as a gym floor.

9.3 RULES

9.3.1 Playing the game

9.3.1.1 Coin toss. A coin toss is used to determine which player uses red stones and which player uses blue stones. The player using the red stones always goes first.

9.3.1.2 End. Players alternately deliver their stones until each player has delivered four stones. This is called an end. After the umpire has scored an end, the players retrieve their stones, and return to play the next end. Players may not step on the target when retrieving their stones.

9.3.1.3 Number of ends. Competition is played in one set of 3 ends. Each player delivers 4 stones per end, so 12 stones are played in total for each match.

9.3.2 Delivering the stone

9.3.2.1 Starting position. The player starts behind the base line.

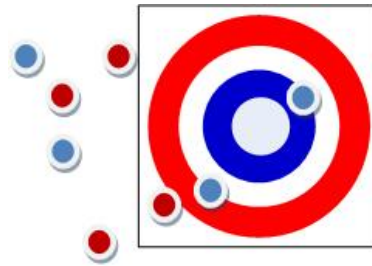
9.3.2.2 Play. The player may step into the hack box and may lean over the delivery line when delivering the stone, but both feet must stay behind the delivery line. Failure to do so is called a fault, and the stone is taken away, so it does not score.

9.3.2.3 Delivery technique. Players may deliver the stone from a standing, squatting, kneeling, sitting, or laying position. The stone may be propelled with the hands/arms or with a push stick. The stone must be in contact with the floor when it crosses the delivery line.

9.3.3 Scoring

9.3.3.1 Scoring. At the completion of each end, the player who has the most stones closest to the bull (centre of the target) wins, with each stone scoring 1 point until there is a stone of the other colour closer to the bull (like boccia). Stones do not have to land on the target to count as scoring stones. If opponents' stones are equidistant from the target, a tie shall be called for that end, with no points awarded.

Example: This end would score 2 points to blue, as the blue player has two stones closer to the bull than any red stone.



9.3.3.2 Winner. The winner of the game is the player who has the most points. The points for both players are recorded for use in a tie break at the end of the group stages.

9.3.3.3 Ties. If there is a tie after three ends, a tie break end is played.

9.3.3.4 Umpire decisions. Umpire decisions are final.

9.4 COMPETITION PROCEDURES

9.4.1 Practice opportunities. The competition host shall determine the schedule and location of warm-up and practice time opportunities.

9.4.2 Tournament format. The competition host shall determine the tournament format (e.g., pool play, bracket play).

9.4.3 Check-in procedures. The competition host shall determine check-in procedures.

9.5 FACILITIES

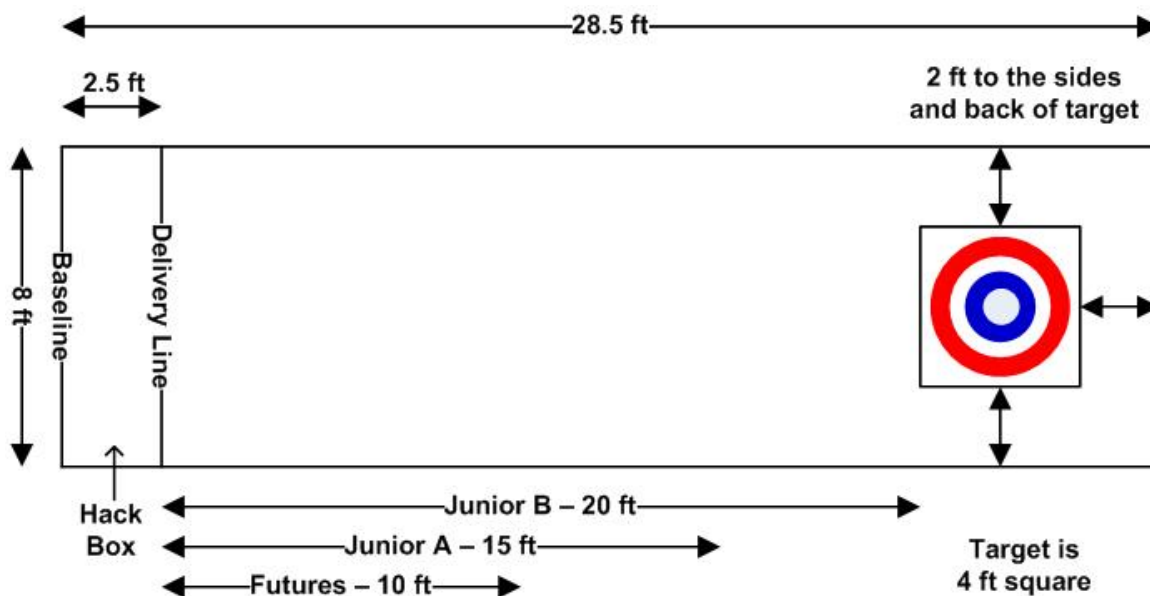
9.5.1 Kurling court. Kurling is played on a hard-smooth surface, such as a gymnasium floor.

9.5.1.1 Court dimensions. The Kurling court is 8 feet wide. The length varies by division, with 28.5 feet for the Junior B Division, 23.5 feet for the Junior A Division, and 18.5 feet for the Futures Division. These lines shall be marked with

floor tape. Stones that travel outside these boundaries are out-of-bounds and shall not be scored.

9.5.1.2 Target. The 4-foot square Kurling target, called a house target, shall be centered at the far end of the court, with 2 feet clearance between the sides and end of the court. The distance from the delivery line to the near edge of the house target shall be 10 feet for the Futures Division, 15 feet for the Junior A Division, and 20 feet for the Junior B Division.

9.5.1.3 Hack box. The area between the base line and delivery line is called a hack box. The hack box measures 8 feet by 2.5 feet.



9.6 EQUIPMENT

9.6.1 Kurling stones. Four red and four blue rubber Kurling stones. Other colours may be substituted. Kurling stones are discus-shaped (7" diameter x 3½" high). The stones have a handle on the top and three heavy ball-bearing rollers on the bottom.

9.6.2 Kurling house target. A vinyl Kurling house target is used. The target is four feet square.



Kurling stones



Kurling house target

9.7 UNIFORMS. Players wear a t-shirt, either shorts or tracksuit pants, and athletic shoes. Player numbers may be required at the discretion of the competition host.

9.8 OFFICIALS. Requirements include one umpire per court. Assignment of a scorekeeper to each court is optional. Officials who have experience conducting Kurling events should be used whenever possible. Officials shall wear either a uniform provided by the competition host or the customary uniform of the official's home country.

PART 10: POWERLIFTING TECHNICAL RULES

IDSF advises that the Host Country make sure that in the programme Weight Lifting Competitions are run early in the week and in a morning. It must be noted that anyone entering into the Weight Lifting Competitions must be able to provide evidence that they have taken part in power lifting before. The Host may want to consider a clinic beforehand showing athletes the correct way to lift.

10.1 ELIGIBILITY- It must be noted that anyone entering into the Weight Lifting Competition must provide evidence that they have lifted before and know how to lift correctly.

10.1.1 Age divisions. Powerlifting may be offered in the Junior (aged 14-15 years), Open (any age), and Masters (35 years and older) Divisions. Athletes who compete in the Open Division may not also compete in the Junior or the Masters Divisions. *Note:* IDSF observes the International Paralympic Committee (IPC) technical rules for powerlifting which specify that athletes must be at least 14 years of age.

10.1.2 Sex divisions. Separate events shall be contested for males and females.

10.1.3 Classifications. There are no IDSF classifications for powerlifting other than weight categories described in 10.2 below.

10.2 EVENTS. The only event is the individual bench press (no team competition). The following weight categories will be used.

Body Weight Categories - Males	Body Weight Categories - Females
Up to 40.00 kg.... up to 40.00 kg	Up to 36.00 kg.... up to 36.00 kg
Up to 44.00 kg.... from 40.01 kg to 44.00 kg	Up to 40.00 kg.... from 36.01 kg to 40.00 kg
Up to 48.00 kg.... from 44.01 kg to 48.00 kg	Up to 44.00 kg.... from 40.01 kg to 44.00 kg
Up to 52.00 kg.... from 48.01 kg to 52 kg	Up to 48.00 kg.... from 44.01 kg to 48.00 kg
Up to 56.00 kg.... from 52.01 kg to 56 kg	Up to 52.00 kg.... from 48.01 kg to 52 kg
Up to 60.00 kg.... from 56.01 kg to 60 kg	Up to 56.00 kg.... from 52.01 kg to 56 kg
Up to 67.50 kg.... from 60.01 kg to 67.50 kg	Up to 60.00 kg.... from 56.01 kg to 60 kg
Up to 75.00 kg.... from 67.51 kg to 75.00 kg	Up to 67.50 kg.... from 60.01 kg to 67.50 kg
Up to 82.50 kg.... from 75.01 kg to 82.50 kg	Up to 75.00 kg.... from 67.51 kg to 75.00 kg
Up to 90.00 kg.... from 82.51 kg to 90.00 kg	Up to 82.50 kg.... from 75.01 kg to 82.50 kg
Up to 100.00 kg.. from 90.01 kg to 100.00 kg	Over 82.5 kg..... from 82.51 kg and over
Over 100.00 kg... from 100.01 kg and over	

10.3 RULES

10.3.1 International Paralympic Committee (IPC) Powerlifting rules. Section 13 and all subparts of the IPC powerlifting rules apply to IDSF powerlifting competitions with the following exception. The IPC powerlifting rules are located at <http://www.ipc-powerlifting.org>.

10.3.1.1 Range of elbow extension. Lifters who cannot fully extend the arms because of an anatomical deformation of their elbows/arms, must report this fact at check-in. IDSF reserves the right for a powerlifting official or classifier to conduct a test of the athlete's range of elbow motion. An athlete's range of motion limitations must be reported to all officials who are responsible for judging the competition.

10.3.2 Results. The result of a lifter will be calculated on the best competition lift performed.

10.3.3 Records. IDSF powerlifting records may be established in accordance with IPC rule 8.1.

10.4 COMPETITION PROCEDURES

10.4.1 Entries. There are no limitations on the number of athletes from a single country who may be entered in a body weight category.

10.4.2 Warm-up and training areas. A warm-up area shall be available in close proximity to the competition platform/stage, starting at the time of check-in and continuing throughout the competition. The warm-up area shall be equipped with at least two benches and related equipment. It is recommended that a training area be available on the days prior to the competition, beginning on the day of opening ceremonies.

10.4.3 Pre-competition processes

10.4.3.1 Schedule. The competition host shall determine the schedule for athlete check-in, kit check, weigh-in, and athletes' presentation.

10.4.3.2 Check-in. Athletes must report their readiness to compete. Lifters who cannot fully extend the arms because of an anatomical deformation must report this fact at check-in (see 10.3.1.1 above).

10.4.3.3 Kit check. Athletes must present their competition kits for inspection before the start of weigh-in. The kit includes the lifting suit, t-shirt, shorts, and shoes), head-dress for females, bench straps, belt, bandages, wrist straps, and plasters. IPC rule 4.5 shall serve as a guideline, but not a requirement.

10.4.3.4 Weigh-in. IPC rule 4.6 shall apply to the weigh-in. Presentation of the IPC Powerlifting ID card and IPC Powerlifting athlete's record book will be required only when the competition is IPC sanctioned or approved.

10.4.3.5 Athletes presentation. IPC rule 4.7 shall serve as a guideline, but not a requirement, for the athlete's presentation.

10.4.4 Order of events. Competition will begin with the lowest body weight category and proceed to the highest category. Within a body weight category, men will lift first and then women.

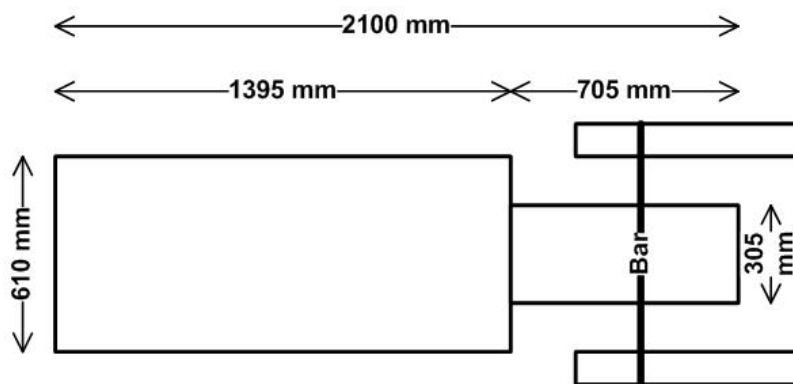
10.5 FACILITIES AND EQUIPMENT. IPC rule 12.6 and all subparts apply to IDSF powerlifting competitions with the following exceptions.

10.5.1 Field of play. The field of play may be a 4m x 4m powerlifting platform or a clearly visible and marked-out 4m x 4m area on the floor. Use of a stage is optional.

10.5.1.1 Platform requirements. Where used, the platform should measure 4m x 4m. The surface must be flat, firm, non-slip, and level. The platform must never exceed 50mm in height and must have a rounded or bevelled/ramped edge.

10.5.1.2 Stage. Where used, a stage should never be higher than 700mm, minimum of 10m deep x 10m wide and a maximum of 12m deep x 12m wide. Non-slip ramps shall be provided for entry/exit from the platform.

10.5.2 Bench. An IPC powerlifting bench (*para-bench*) is preferred. The height of the weight rack shall be set at a distance that dwarf athletes can reach from a supine position on the bench.



Dimensions of the IPC Powerlifting Bench

10.5.3 Weight discs. Color-coded weight discs in metric weight units are preferred. If discs in English weight units are used, the weight lifted in pounds shall be converted to weight in kilograms using this formula: pounds ÷ 2.2 = kilograms, with the result accurate to two decimal places.

10.5.4 Electronic officiating equipment. An electronic scoreboard, an electronic light system, and an electronic timing system are preferred officiating equipment, but these devices are not required.

10.6 UNIFORMS

10.6.1 Personal costume. The appropriate uniform is either (a) a one-piece lifting suit worn with a t-shirt underneath or (b) a t-shirt and shorts. Athletes must wear shoes. Jewellery is prohibited. IPC rules regarding personal costume do not apply.

10.6.2 Kit. IPC rules 12.10.6 (leg/bench straps), 12.10.7 (belt), 12.10.8 (bandages and wristbands), and 12.10.10 (plasters) apply to IDSF powerlifting competitions.

10.7 OFFICIALS. The minimum number of officials at an IDSF powerlifting competition shall be three referees, one timekeeper, one competition secretary, three spotters/loaders, and one announcer. IPC rule 2 and all subparts shall serve as guidelines, but not requirements, regarding officials and their responsibilities. Officials shall wear either a uniform provided by the competition host or the customary uniform of the official's home country

Part 11: SHOOTING TECHNICAL RULES

11.1 Note- Great Britain offered the loan to the Host Nation of pistols and rifles if needed.

11.1.1 Age divisions. Shooting may be offered in the Junior B (12-15 years), Open (any age), and Masters (35 years and older) Divisions. Shooters who choose to compete in the Open Division may not also compete in the Junior B or Masters Divisions.

11.1.2 Sex divisions. There will be separate male and female divisions in every age group provided.

11.1.3 Classifications. There are no IDSF classifications for shooting.

11.2 EVENTS. The only event is the individual 10-meter air pistol.

11.3 RULES. IDSF shooting rules and safety procedures have been adapted from ISSF (International Shooting Sport Federation) rules (<http://www.issf-sports.org/theissf/rules.ashx>) and from the United States National Rifle Association (<http://www.nra.org>).

11.3.1 Safe gun handling

- Always keep the gun pointed in a safe direction.
- Always keep your finger off the trigger until ready to shoot.
- Always keep the gun unloaded until ready to use.

11.3.2 Range safety rules

- Know your target and what is beyond; make sure the downrange area is unoccupied.
- Be sure the gun is safe to operate.
- Know how to use the gun.
- Use only the correct ammunition for your gun.
- Wear eye and ear protection as appropriate.
- Never use alcohol or drugs before or while shooting.
- Unattended guns should not be accessible to unauthorized persons.

11.3.3 Range commands

- "Take your position at the firing line." Shooters may move their equipment to the firing line.
- "Load." Shooters may remove the empty chamber indicator (ECI) and load their firearms.
- "Commence firing" or "Start." Shooters may begin or resume firing.
- "Ceasefire" or "Stop." Stop everything and await further instruction from the Range Safety Officer. The ceasefire command can be given by anyone observing an unsafe situation.
- "Make the line safe." All firearms shall be made safe and placed on the bench or floor. Once the firearm has been made safe, all shooters shall step back behind the ready line and await further instruction from the Range Safety Officer.

11.3.4 Preparation time. Shooters must be given 10 minutes before the competition starts to make their final preparations. During this time shooters may handle their guns, dry fire, care out holding and aiming exercises on the firing line providing there are no



personnel forward of the firing points. They may also fire shots at sighting targets during the preparation time.

11.3.5 Course of fire

11.3.5.1 Number of shooters per lane. One shooter shall be assigned to each shooting lane.

11.3.5.2 Shooting position. In IDSF competitions shooters may choose a standing or sitting position, a one-hand or two-hand grip, and whether to use equipment supports. Shooters who choose a sitting position may use either chairs provided by the competition host or personal wheelchairs or scooters. Use of a sitting position, two-hand grip, and equipment supports will be considered as disability accommodations for persons who are unable to shoot with a one-hand grip from a standing position and shall not require separate competition divisions.

11.3.5.3 Time limit. Competition will consist of 20 shots distributed 5 shots each at 4 targets. All shots must be completed within a 40-minute time period beginning at the "Commence Firing" command and ending with the "Ceasefire" command. One relay of shooters shall complete their shots before another relay of shooters begins competition. Automatic timing equipment may be used if available.

11.3.5.4 Shots on target

11.3.5.4.1 Recorded shots. Every shot fired after the "Commence Firing" command must be recorded for the competition.

11.3.5.4.2 Misses. Shots at the sighting target fired after the "Commence Firing" command must be scored as misses in the competition.

11.3.5.4.3 Early shots. Shots fired before the "Commence Firing" command incur a penalty of 2 points.

11.3.5.4.4 Late shots. Shots fired after the "Ceasefire" command are counted as misses, unless the Chief Range Officer has authorized extra time. If a late shot cannot be identified, such a shot must be nullified by deducting the highest value shot from the target.

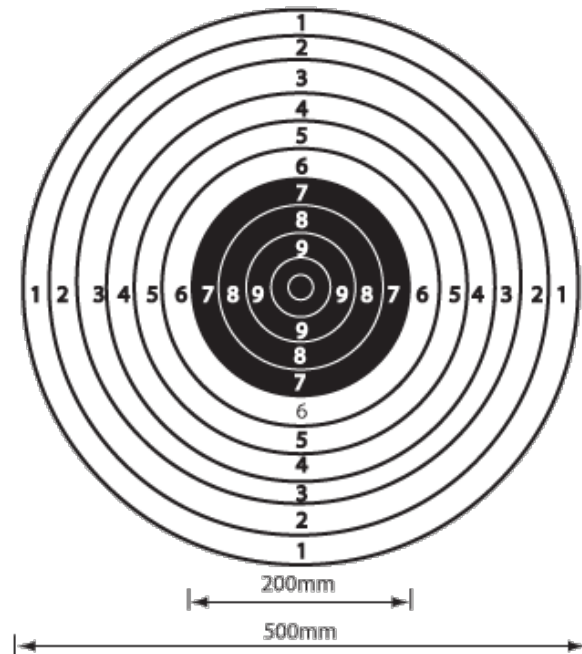
11.3.5.5 Loading the pistol. Pistols may only be loaded with one pellet at a time.

11.3.5.6 Warnings and penalties. A shooter may incur a warning or penalty for releasing the propelling charge during the preparation or shooting time, or if the pistol is loaded with more than one pellet. Questions about these concerns should be directed to the Range Officer.

11.3.5.7 Questions. Questions related to equipment malfunctions, unexpected medical problems, or other unexpected problems shall be directed to either the Range Safety Officer or the Tournament Director/Referee.

11.3.6 Scoring

11.3.6.1 Value of shots. 10m air pistol targets have 11 concentric rings. The point values associated with the outer 10 rings are 1, 2, 3, etc., from the outermost ring toward the centre. The two innermost rings are valued at 10 points. Shots that land in the centre ring, also called "X," are used to break ties.



11.3.6.2 Scoring. All bullet holes are scored according to the highest value of the target scoring zone or ring that is touched by that bullet hole. If any part of a scoring ring (demarcation line between the scoring zones) is touched by the bullet, the shot must be scored the higher value of the two scoring zones.

11.3.6.3 Responsibility for scoring. Tournament officials shall collect and score targets after each relay of shooters has completed their shots.

11.3.6.4 Finish places. Finish places will be determined by point totals. The cumulative number of shots in the centre "X" circle will be the tie-breaker.

11.4 COMPETITION PROCEDURES

11.4.1 Practice opportunities. Players shall have a minimum of 10 minutes pre-event warm-up/practice on the competition shooting lanes. The competition host shall determine the schedule and location of additional practice time opportunities.

11.4.2 Check-in procedures. The competition host shall determine check-in procedures. Shooters who plan to use personally-owned shooting equipment must present that equipment for inspection at check-in.

11.4.3 Safety briefing. Either the host facility or the tournament officials shall conduct a mandatory safety briefing prior to a shooting competition. Required topics include the safety procedures, range commands, and instructions for safe use of shooting equipment.

11.4.4 Awards. At the discretion of the competition host, when sex divisions are combined, separate awards may be presented to players in the different divisions (e.g., when males and females compete in the same event, awards may be presented to the highest-ranking male and highest-ranking female players).

11.5 FACILITIES

11.5.1 Firing ranges shall satisfy these criteria.

11.5.1.1 Firing points. The firing range shall have a minimum of 8 indoor firing points, with each firing point a minimum of 1m wide.

11.5.1.2 Shooting lane dimensions. The shooting distance must be measured from the firing line to the target face. The centre of the target shall be 1.4m above the floor.

11.5.1.3 Shooting lane numbers. Target frames or mechanisms must be marked with numbers corresponding to firing point numbers.

11.5.1.4 Officials. Enough space behind the firing points for officials to perform their duties.

11.5.1.5 Clocks. One or more clocks must be clearly visible to shooters and officials. Multiple clocks must be synchronized to show the same time.

11.5.1.6 Spectator area. Spectator areas must be located behind a suitable barrier at least 5m behind the firing line.

11.5.2 Sound-reducing devices such as ear muffs may be used.

11.5.3 Sound-producing devices such as mobile telephones, walkie-talkies, pagers, radios, music players, or similar devices are prohibited within the competition area. All mobile telephones etc. must be switched off.

11.5.4 Flash photography is prohibited until all competition is completed.

11.6 EQUIPMENT

11.6.1 Air pistols. Athletes shall use 10m air pistols.

11.6.1.1 Air pistol specifications. The exact equipment specifications (e.g., calibre, trigger weight) shall be determined by the competition host with consideration given to the hand size of dwarf athlete and the availability of air pistols at the host facility. Athletes shall be notified about air pistol specifications in the entry information provided for the competition.



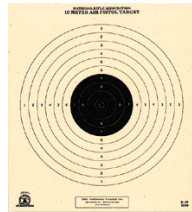
11.6.1.2 Personally-owned equipment. If personally-owned equipment is permitted, that equipment must be presented for inspection at check-in to ensure that technical equipment requirements are satisfied.

11.6.1.3 Unfair advantage. Any gun, device, equipment, accessory, etc., which may give a shooter an unfair advantage over others is prohibited.

11.6.2 Officiating equipment

11.6.2.1 Targets. 10-meter air pistol targets will be used. The competition target has four bulls-eyes on a single sheet. Sighter targets have a single bulls-eye.

11.6.2.2 Target changer. Although manually-operated target changing devices are acceptable, electronic target/scoring systems are preferred for IDSF shooting competitions.



Sighter Target



Competition Target

11.7 UNIFORMS. Players may dress in any comfortable clothing (e.g., t-shirt and shorts). Closed-toe shoes are required. Safety glasses are required.

11.8 OFFICIALS

11.8.1 Minimum number of officials. Shooting competitions at IDSF events shall be officiated by a minimum of one Range Safety Officer, one Tournament Director/Referee, and one Register Keeper. The competition host may assign shooting assistants to assist athletes as needed.

11.8.2 Qualifications of officials. The Range Safety Officer shall be certified by the national governing body for shooting in the nation where the competition is held. The Tournament Director/Referee and Register Keeper must have prior experience at those positions but are not required to have certification.

11.8.3 Officials' uniforms. Officials and shooting assistants shall wear either a uniform provided by the competition host or the customary uniform of the official's home country.

11.8.4 Officials briefings. A pre-competition briefing for officials shall include discussion of competition procedures, safety procedures, the facility emergency action plan, and information about dwarf athletes.

PART 12: SOCCER TECHNICAL RULES

12.1 ELIGIBILITY – Football size must be 4.

12.1.1 Age divisions. Soccer may be offered in the Futures (6 years and younger), Junior A (7-11 years), Junior B (12-15 years), Open (any age), and Masters (35 years and



older) Divisions. Players who choose to compete in the Open Division may not also compete in the Futures, Junior A, Junior B, or Masters Divisions.

12.1.2 Gender. The competition host may determine whether separate competition divisions are held for males and females. When divisions by sex are not offered, team rosters may include any combination of all males, all females, or mixed-gender.

12.1.3 Classifications. Class 4 Athletes are only eligible to play in the first half of any game. Class 1,2,3, Athletes are eligible throughout the game.

12.1.4 Team rosters

17.1.4.1 Number of players. There shall be no fewer than 9 and no more than 14 players on a team roster, with the exception of the Futures Division where there shall be no fewer than 4 and no more than 7 players on a team roster. A team may not have alternates above the 14-player limit (7 player limit for Futures).

17.1.4.2 Submitting team rosters. The competition host shall establish a process and deadlines for submitting team rosters.

17.1.4.3 Mixed-country teams. At World Dwarf Games, athletes whose countries-do not have enough players to field a complete team may request to play on a mixed-country team. The competition host shall facilitate the formation of mixed country-teams.

12.2 EVENTS. Soccer competition for the Junior A, Junior B, Open, and Masters Divisions and Ladies, shall consist of 8-on-8 play with 7 field players and 1 goalkeeper on the field at any one time. Soccer competition for the Futures Division shall consist of 3-on-3 play without a goalkeeper.

12.3 RULES

12.3.1 FIFA Rules. FIFA (Fédération Internationale de Football Association) rules (<http://www.fifa.com/worldfootball/lawsofthegame/index.html>) apply to IDSF soccer competitions with the following exceptions.

12.3.2 Safety law. The following safety rules shall be implemented in soccer games for all age divisions of dwarf athletes.

12.3.2.1 Headers. Players may not contact the ball with the head. If head contact occurs, whether intentional or inadvertent, the opposing team shall be awarded an **indirect free kick** at the point of the foul. FIFA indirect free kick rules apply inside the penalty box. Medical advisors for the Dwarf Athletic Association of America have recommended the no-header rule because of the prevalence of atlantoaxial instability amongst dwarf athletes, and the associated possibility of spinal cord injury.

12.3.2.2 Slide tackles. Slide tackling is not allowed. If a slide tackle occurs, the opposing team shall be awarded an indirect kick at the point of the foul. FIFA indirect free kick rules apply inside the penalty box. In addition, the referee may choose to issue a yellow or red card to the offending player. Medical advisors for the Dwarf Athletic Association of America have recommended the no slide-tackle rule because of the prevalence of hip, knee, and ankle joint problems amongst dwarf athletes.

12.3.3 Exceptions for Juniors, Open, and Masters Division soccer games. The following exceptions conform to the U.S. Youth Soccer Under 10 Playing Recommendations with a few modifications specific to dwarf athletes.

12.3.3.1 Law 1: Field of play. The soccer pitch shall be 45-60 yards in length and 35-45 yards in width. The centre circle shall have a radius of 8 yards. The goal shall be 6 feet high by 18 feet in width, or smaller. The goal area shall extend outward 5 yards from the inside of each goal post, and 5 yards into the field of play. The penalty area shall extend outward 10 yards from the inside of each goal post, and 10 yards into the field of play. The penalty mark shall be 8 yards from the centre of the goal mouth. Corner flag posts shall be used.

12.3.3.2 Law 2: Ball. A size 4 soccer ball that satisfies FIFA specifications shall be used.

12.3.3.3 Law 3: Number of players. A match is played by two teams, each consisting of not more than 8 players, 1 of whom is the goalkeeper. A match may not start if either team consists of fewer than 7 players. Substitutions are unlimited and may occur at any stoppage of play. When divisions by gender are not offered, both genders must always be represented on the field.

12.3.3.4 Law 4: Players' equipment. Conform to FIFA Law 4. If players do not have a team uniform, all players on the team shall wear numbered pinnies/vests of the same colour.

12.3.3.5 Law 5: Referee. Conform to FIFA Law 5. Rule infringements shall be explained to players.

12.3.3.6 Law 6: Assistant referees. Conform to FIFA Law 6.

12.3.3.7 Law 7: Duration of match. Conform to FIFA Law 7 with the exception of the match being divided into two equal halves of 25 minutes each. There shall be a half-time interval of 5 minutes.

12.3.3.8 Law 8: Start and restart of play. Conform to FIFA Law 8 with the exception of the opponents of the team taking the kick-off are at least 8 yards from the ball until it is in play and all kick-offs are indirect.

12.3.3.9 Law 9: Ball in and out of play. Conform to FIFA Law 9.

12.3.3.10 Law 10: Ladies Teams:- Ladies Teams, from different countries should be encouraged. If a country did not have enough ladies to play, then a rest of the World Ladies Team would be allowed to play.

12.3.3.11 Law 11: Offside. Conform to FIFA Law 11.

12.3.3.12 Law 12: Fouls and misconduct. Conform to FIFA Law 12. A player may not score directly on a punt.

12.3.3.13 Law 13: Free kicks. Conform to FIFA Law 13, with the exception that all opponents are at least 8 yards from the ball.

12.3.3.14 Law 14: Penalty kicks. Conform to FIFA Law 14 with the exception that the penalty mark is made 8 yards from the midpoint between the goalposts and equidistant to them.

12.3.3.15 Law 15: Pass/throw-in. Conform to FIFA Law 15, with the exception that players shall be allowed leniency in technique because of skill level or



dwarfism characteristics. Players must have two feet on the ground and may use either an underhand throw-in or a two-hand throw-in.

12.3.3.16 Law 16: Goal kick. Conform to FIFA Law 16.

12.3.3.17 Law 17: Corner kick. Conform to FIFA with the exception that opponents remain at least 8 yards from the ball until it is in play.

12.3.4 Exceptions for Futures Division soccer games. The following exceptions conform to the U.S. Youth Soccer Under 6 Playing Recommendations with a few modifications specific to dwarf athletes.

12.3.4.1 Law 1: Field of play. The soccer pitch shall be 20-30 yards in length and 15-25 yards in width. The centre circle shall have a radius of 4 yards. The goal shall be 4 feet high by 6 feet in width, or smaller. The soccer pitch shall not be marked with a goal area, penalty area, or penalty mark. Corners shall be marked with either flag posts or cones.

12.3.4.2 Law 2: Ball. A size 3 soccer ball that satisfies FIFA specifications shall be used.

12.3.4.3 Law 3: Number of players. A match is played by two teams, each consisting of 3 players (there is no goalkeeper in the Futures Division). A match may not start if either team consists of fewer than 2 players. Substitutions are unlimited and may occur at any stoppage of play. A coach from each team shall be on the soccer pitch (not the side-lines) providing advice and support to the players.

12.3.4.4 Law 4: Players' equipment. Conform to FIFA Law 4. If players do not have a team uniform, all players on the team shall wear numbered pinnies/vests of the same colour.

12.3.4.5 Law 5: Referee. The coaches from both teams referee the game. Rule infringements shall be explained to players. "Do-overs" are recommended to help players learn the game.

12.3.4.6 Law 6: Assistant referees. FIFA Law 6 does not apply to Futures games.

12.3.4.7 Law 7: Duration of match. Conform to FIFA Law 7 with the exception of the match being divided into four equal quarters of 5 minutes each. There shall be a water break after the first and third quarters, and a half-time interval of 5 minutes after the second quarter.

12.3.4.8 Law 8: Start and restart of play. Conform to FIFA Law 8.

12.3.4.9 Law 9: Ball in and out of play. Conform to FIFA Law 9.

12.3.4.10 Law 10: Goal scored. Conform to FIFA Law 10.

12.3.4.11 Law 11: Offside. No offside.

12.3.4.12 Law 12: Fouls and misconduct. No cautions or send-offs shall be made. Instead, if a child (or on-field coach) is too rambunctious, the game official will ask the coach to make a substitution.

12.3.4.13 Law 13: Free kicks. All free kicks shall be direct. It is recommended that opponents be in their own half of the field or at least 4 yards from the ball, whichever is a larger distance, until the ball is in play.



12.3.4.14 Law 14: Penalty kicks. Penalty kicks are not awarded in Futures Division games.

12.3.4.15 Law 15: Pass/throw-in. Conform to FIFA Law 15, with the exception that players shall be allowed leniency in technique because of skill level or dwarfism characteristics. Players may use an underhand throw-in, a two-hand throw-in, or a kick-in.

12.3.4.16 Law 16: Goal kick. The player shall be allowed to take the goal kick from anywhere along the goal line over which the ball travelled, with the ball placed 2-3 yards into the field of play. Defending players must stand at least 4 yards away until the ball is in play.

12.3.4.17 Law 17: Corner kick. Conform to FIFA Law 17 with the exception that opponents remain at least 4 yards from the ball until it is in play.

12.3.4.18 Law 18: Game score. No score is recorded for the game.

12.3.5 Code of Conduct

12.3.5.1 IDSF Code of Conduct. Players, coaches, assistant coaches, and other team personnel are expected to observe the IDSF Code of Conduct.

12.3.5.2 FIFA Laws. The referee has authority to assign penalties (e.g., yellow card, red card, expulsion, suspension) to players, coaches, assistant coaches, and other team personnel who commit fouls or misconduct or who otherwise show disrespect for opponents or for game officials and their decisions. Disrespect shall include, but not be limited to, objectionable language or expressions directed or implied toward opponents or officials.

12.4 COMPETITION PROCEDURES

12.4.1 Practice opportunities. Players shall have a minimum of 5 minutes pre-game warm-up on the competition field prior to the start of the game. The competition host shall determine the schedule and location of additional practice time opportunities.

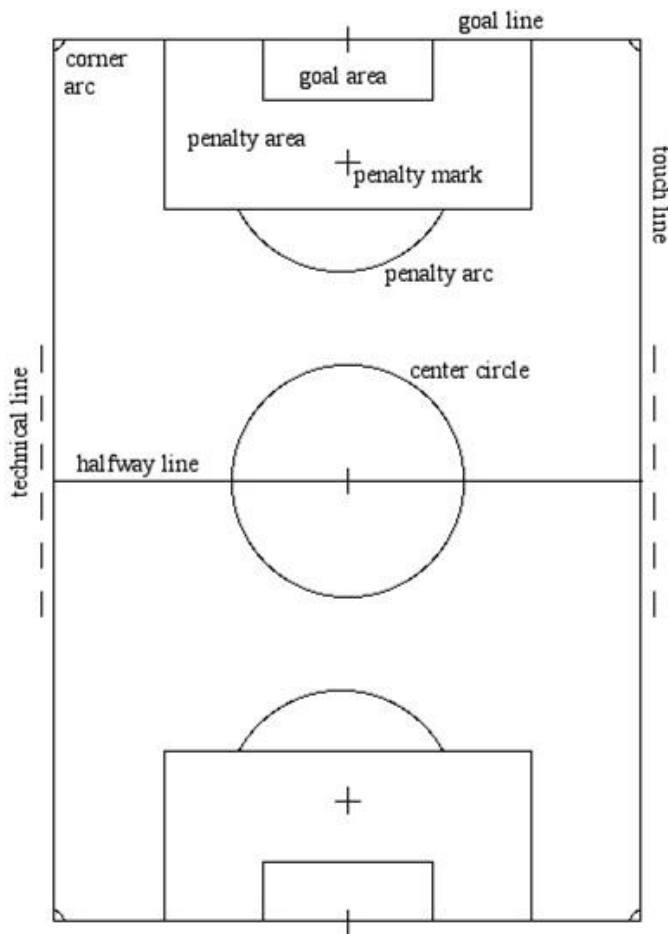
12.4.2 Entry limit. At World Dwarf Games, each country shall be allowed to enter as many teams as desired into each division of the soccer tournament. Countries that enter more than one team within a division shall designate one team "Team A," the next "Team B," etc.

12.4.3 Tournament format. The competition host shall determine the tournament format (e.g., pool play, bracket play).

12.4.4 Check-in procedures. The competition host shall determine check-in procedures.

12.5 FACILITIES

12.5.1 Soccer pitch dimensions (also see sections 12.3.3.1 and 12.3.4.1 above)



Soccer Pitch for Junior A/B, Open, and Masters Games

Touch line = 45-60 yards

Goal line = 35-40 yards

Circle/penalty arc radius = 8 yards

Goal width = 18 ft or smaller

Goal height = 6 ft or smaller

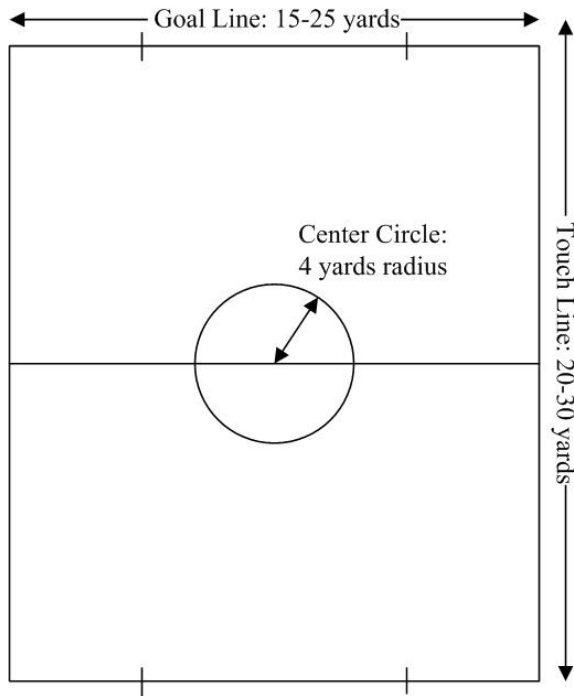
Corner arc = 3 ft

Penalty area = 10 yards out from the inside of each goal post and extending 10 yards into the field of play

Goal area = 5 yards out from the inside of each goal post and extending 5 yards into the field of play

Penalty spot from mid-goal = 8 yards

Flag posts, not less than 5 ft high, shall be placed at each corner of the field. Flag posts on either end of the halfway line are optional.



Soccer Pitch for Futures Games

Touch line = 20-30 yards

Goal line = 15-25 yards

Circle/penalty arc radius = 4 yards

Goal width = 6 ft or smaller

Goal height = 4 ft or smaller

Corner arc = 3 ft

Penalty area = not used

Goal area = not used

Penalty spot from mid-goal = not used

Flag posts/cones at each corner of field

12.6 EQUIPMENT. A size 4 soccer ball shall be used for Junior A/B, Open, and Masters Division games. A size 3 soccer ball shall be used for Futures Division games. Also see sections 12.3.3.1 and 12.3.4.1 above.

12.7 UNIFORMS. FIFA Law 4: Players' Equipment shall apply to IDSF competitions. If players do not have a team uniform, all players on the team shall wear numbered pinnies/vests of the same colour.

12.8 OFFICIALS. FIFA Law 5: The Referee and FIFA Law 6: The Assistant Referee) of the FIFA rules shall serve as guidelines for officiating at IDSF soccer competitions.

12.8.1 Minimum number. Junior A/B, Open, and Masters Division soccer games require a minimum of one referee, two assistant referees, and one scorekeeper. Futures Division Games require one referee.

12.8.2 Qualifications. For Junior A/B, Open, and Masters Division soccer games, the referee and assistant referees shall be certified by a national or international governing body for soccer. For Futures Division soccer games, the referee shall be a person with experience officiating soccer games. The scoring table personnel should be familiar with soccer rules. Whenever possible, officials shall be independent of the host organization and of the players in the game.

6.8.3 Officials uniforms. The referees shall wear either a uniform provided by the competition host or the customary uniform of the official's home country. Scoring table personnel should wear uniforms specified by the competition host.

PART 13: SWIMMING TECHNICAL RULES

13.1 ELIGIBILITY

13.1.1 Age divisions. Swimming may be offered in the Futures (6 years and younger), Junior (three subdivisions of 7-9, 10-12, and 13-15 years), Open (any age), and Masters (35 years and older) Divisions. Swimmers who choose to compete in the Open Division may not compete in the same event (e.g., 50m freestyle) in another age division.

13.1.2 Sex divisions. Separate events shall be held for males and females in all individual events. The competition host shall determine whether separate relay events shall be held for males and females, or whether to offer mixed relays consisting of two males and two females.

13.1.3 Classifications

13.1.3.1 World Dwarf Games. The IDSF upper-body classification system shall be used in Open and Masters Division swimming events. The IDSF junior's division classification system shall be used in junior's division events. Refer to Part 2 of this rule book for further information.

13.1.3.2 Other IDSF sanctioned or approved competitions. Use of classifications at other IDSF sanctioned or approved events is at the discretion of the competition host.

13.1.3.3 IPC sanctioned or approved competitions. The International Paralympic Committee (IPC) classification system may be substituted for the IDSF upper-body system when IDSF events are sanctioned or approved by IPC.

13.2 EVENTS. Any of the events listed below may be offered at IDSF sanctioned or approved meets. Events labelled "WDG" must be offered at the World Dwarf Games. Events labelled "X" may be offered at the discretion of the competition host. Events marked with an asterisk (*) are offered at Paralympic Games for swimmers with S6, SB6, and SM6 IPC classification

13.2.1 Individual events. Note that the 12.5m distance for futures events is not absolute. Consider races at short distances across the width of the pool or from the middle of a pool lane to the end of the pool. Also note that events may be offered in yards rather than meters when a 25-yard pool is used.

	Futures 6 & younger	Juniors 7-9	Juniors 10-12	Juniors 13-15	Open Class 1, 2, 3	Masters 35 & older
12.5m (width)flotation	WDG	WDG	WDG	WDG		
12.5m freestyle	WDG					
25m freestyle	WDG	WDG	WDG	WDG	X	WDG
50m freestyle					WDG*	
100m freestyle					WDG*	
200m freestyle					X	



400m freestyle					X*	
25m backstroke		WDG	WDG	WDG		WDG
50m backstroke					WDG	
100m backstroke					WDG*	
25m breaststroke		WDG	WDG	WDG		WDG
50m breaststroke					WDG	
100m breaststroke					WDG*	
25m butterfly		WDG	WDG	WDG		WDG
50m butterfly					WDG*	
100m butterfly					X	
100m individual medley		WDG	WDG	WDG	X	
200m individual medley					WDG*	

13.2.2 Relay events. Note that the 4 x 25m relays may be offered only if there is a minimum water depth of 2 meters (6.6 feet) at both ends of the pool or if swimmers use an in-water start where water depth is insufficient.

	Futures 6 & younger	Juniors (all ages and all classes)	Open (all classes)	Masters
4 x 25m freestyle relay		X		
4 x 50m freestyle relay		X	WDG	
4 x 50m medley relay			X	

13.3 RULES

13.3.1 Starts, strokes, and turns. Federation Internationale de Natation (FINA) rules SW4 - *Start*, SW5 - *Freestyle*, SW6 - *Backstroke*, SW7 - *Breaststroke*, SW8 - *Butterfly*, SW9 - *Medley Swimming*, and SW10 - *The Race* shall be observed with the exceptions noted in 13.3.2 below. The FINA rules are available online at <http://www.fina.org>.

13.3.2 Exceptions

13.3.2.1 Atlantoaxial instability. Swimmers with atlantoaxial instability shall not perform the forward start and shall not compete in butterfly or individual medley events.

13.3.2.2 Forward start. In any event that uses a forward start, swimmers may choose to start from a standing, kneeling, or sitting position on the starting block or pool deck. Swimmers may also choose to start in the water with at least one hand in contact with the end wall of the pool.



13.3.2.3 Backstroke start. In any event that uses a backstroke start, swimmers may choose to use the starting block grips, the swimming pool gutter, or other placement of both hands on the end wall of the pool.

13.3.2.4 Water depth. The forward start (diving) is not permitted if the depth at the starting end of the pool for an individual event or relay leg is less than 2 meters (6.6 feet). If the water depth is insufficient, swimmers shall start in the water with at least one hand in contact with the end wall of the pool.

13.3.2.5 Flotation devices. Flotation vests or flotation swimsuits may be used only in the designated futures and juniors' individual events and in the juniors 4 x 25m freestyle relay. The competition host shall specify whether swimmers must provide their own flotation equipment, e.g., vests, arm floats, kickboards.

13.3.2.6 Relays. The competition host shall determine whether separate relay events shall be held for males and females, or whether to offer mixed relays consisting of two males and two females. Junior Division relay teams may be comprised of swimmers from any of the age sub-divisions (7-9, 10-12, 13-15 years) and any classification (Class 1, 2, or 3). Open Division relay teams may be comprised of swimmers from any classification (Class 1, 2, or 3).

13.4 COMPETITION PROCEDURES

13.4.1 Warm-up/practice opportunities. The competition pool shall be available for warm-up at least 30 minutes prior to each session of competition. The competition host shall determine the schedule and location of additional practice time opportunities.

13.4.2 Entry limit. Each swimmer may compete in a maximum of four individual events and one relay event each day.

13.4.3 Check-in procedures. The competition host shall determine check-in procedures.

13.4.5 Competition format. The order of events shall be specified in the swimming meet information provided to athletes in advance of the entry deadline. Male and female swimmers from different age groups and different classifications may be combined in heats for efficiency; however, their results shall be kept separately for awards purposes. If swimmers are required to provide best times when entering the swimming competition, slow-to-fast timed finals seeding shall be used.

13.4.6 Awards. At the discretion of the competition host, when sex and/or classification divisions are combined, separate awards may be presented to swimmers in the different divisions (e.g., when Class 1 and Class 2 players compete in the same event, awards may be presented to the highest-ranking swimmers in each class).

13.4.7 Timing accuracy. The acceptable standard of timing accuracy for World Dwarf Games championship meet records or International Dwarf Athletic Federation swimming records shall be any one of the following: (a) electronic timing; (b) the middle time from three stopwatches; or (c) the average time from two stopwatches.

13.4.8 Lifeguards. There shall be at least one lifeguard for each swimming pool in use (e.g., competition pool and warm-up pool). The lifeguard shall have no duties other than lifeguarding. Lifeguards must be certified by a recognized agency within the host country.



13.5 FACILITIES. The swimming pool shall be either 25 meters or 25 yards in length, with a minimum of 6 competition lanes (preferably 8 competition lanes). A 25-meter pool is preferred for World Dwarf Games competitions.

13.6 EQUIPMENT. The swimming pool shall be equipped with starting platforms, lane lines, and backstroke flags. Automatic timing equipment shall be used whenever possible. A back-up timing system consisting of either buttons or stopwatches or both shall be used. FINA (<http://www.fina.org>) equipment standards should be used as guidelines.

13.7 UNIFORMS. Swimwear shall include only a swimsuit, cap, and goggles. Ear plugs and nose clips may be used if desired. All swimsuits shall be made from textile materials. For males the swimsuit shall not extend above the navel nor below the knees. For females the swimsuit shall not cover the neck, extend past the shoulder, nor extend below the knee. Swimmers who choose high-tech swimsuits shall wear FINA-approved swimwear (go to <http://www.fina.org> and then search for "FINA Approved Swimwear").

13.8 OFFICIALS

13.8.1 Minimum number. The minimum number of officials shall be one referee, one starter, two stroke-and-turn judges, two timers per lane, one announcer, and a sufficient number of administrative personnel to conduct the meet. The referee and starter may double as stroke-and-turn judges.

13.8.2 Qualifications. The referee, starter, and stroke-and-turn judges must be certified by a national governing body for swimming within the host country or by FINA.

13.8.3 Uniforms. Officials shall wear either a uniform provided by the competition host or the customary uniform of the official's home country.

PART 14: TABLE TENNIS TECHNICAL RULES

14.1 ELIGIBILITY

14.1.1 Age divisions. Table tennis may be offered for the Junior A (7-11 years), Junior B (12-15 years), Open (any age), and Master's (35 years and older) age divisions. Players who choose to compete in the Open Division may not compete in the same event (e.g., singles) in another age division.

14.1.2 Sex divisions. Separate singles competition may be conducted for males and females. Doubles competition may be conducted for males, females, and/or mixed-sex teams.

14.1.3 Classifications

14.1.3.1 World Dwarf Games. The IDSF lower-body classification system shall be used in Open and master's Division table tennis events. The IDSF junior's division classification system shall be used in junior's division events. Refer to Part 2 of this rule book for further information.

14.1.3.2 Other IDSF sanctioned or approved competitions. Use of classifications at other IDSF sanctioned or approved events is at the discretion of the competition host.

14.1.3.3 ITF sanctioned or approved competitions. The International Table Tennis Federation (ITTF) Para Table Tennis classification system may be substituted for the IDSF lower-body system when IDSF events are sanctioned or approved by ITTF.

14.2 EVENTS

14.2.1 Event selection. The following table tennis events may be offered in IDSF sanctioned or approved competitions. Sex divisions and/or classification divisions may be combined whenever there are fewer than four competitors in an event (e.g., combine males and females, combine riser and regular divisions, etc.). When sex and/or classification divisions are combined, separate awards may be presented to players in the different divisions (e.g., when males and females compete in the same event, awards may be presented to the highest-ranking male and to the highest-ranking female players).

	Junior A 7-11 years	Junior B 12-15 years	Open Class any age	Masters 35 & older
Singles	X	X	X	X
Doubles			X	X

14.2.2 Event formats. The competition host shall determine whether separate standing, riser, and wheelchair events shall be offered.

14.2.2.1 Standing. Athletes compete from a standing position on the floor.

14.2.2.2 Riser. Athletes use risers to better reach the table.

14.2.2.3 Wheelchair. Athletes use wheelchairs while playing.

14.3 RULES

14.3.1 ITTF rules. The Laws of Table Tennis (Part 2) from the International Table Tennis Federation Handbook (http://www.ittf.com/ittf_handbook/ittf_hb.html) will apply with the following exceptions.

14.3.2 Exceptions

14.3.2.1 Serve. A let shall be called if in service the ball: (a) leaves the table by either of the receiver's side lines (on one or more bounces); (b) on bouncing on the receiver's side returns in the direction of the net; or (c) comes to rest on the receiver's side of the playing surface. However, if the receiver strikes the ball before it crosses a side-line or takes a second bounce on his/her side of the playing surface, the service shall be considered good and no let shall be called.

14.3.2.2 Table Risers- Any Athlete will not be allowed to use a riser if when stood on the riser, their hip is above the top surface of the Table Tennis Table. Either an adjustable-height table or risers may be used to accommodate athletes who are unable to reach the table. Risers, when used, must be approximately 2-3m wide, 2-3m long, and 12-18 inches high. The top surface of the riser shall be of non-slippery material.



14.3.2.3 Spotters. An average-height adult shall serve as a spotter for each player who uses a riser. The spotter's responsibility is to prevent the player from falling off the riser.

14.4 COMPETITION PROCEDURES

14.4.1 Practice opportunities. Players shall have a minimum of two minutes pre-match warm-up on the competition court prior to the start of each match. The competition host shall determine the schedule and location of additional practice time opportunities.

14.4.2 Entry limit. At World Dwarf Games, each country shall be allowed to enter as many individuals or doubles teams as desired into each division of the table tennis tournament. Countries that enter more than one doubles team within a division shall designate one team "Team A," the next "Team B," etc.

14.4.3 Tournament format. The competition host shall determine the tournament format (e.g., pool play, bracket play).

14.4.4 Check-in procedures. The competition host shall determine check-in procedures.

14.4.5 Awards. At the discretion of the competition host, when sex and/or classification divisions are combined, separate awards may be presented to players in the different divisions (e.g., when males and females compete in the same event, awards may be presented to the highest-ranking male and highest-ranking female players).

14.5 FACILITIES

14.5.1 Table and net. Required characteristics of the table and net assembly are specified in Rules 2.01 and 2.02 respectively of the International Table Tennis Federation Handbook (http://www.ittf.com/ittf_handbook/ittf_hb.html). Table height may be adjusted per rule 14.3.2.2.

14.5.2 Playing area. The playing area shall be rectangular and not less than 10m long, 5m wide, and 5m high. The playing area shall be enclosed by surrounds about 75cm high, all the same dark background colour, separating it from adjacent playing areas and from spectators.

14.6 EQUIPMENT. Required characteristics for the ball and racket are specified in Rules 2.03 and 2.04 respectively of the International Table Tennis Federation Handbook (http://www.ittf.com/ittf_handbook/ittf_hb.html). Players may use personal equipment that is in compliance with these rules.

14.7 UNIFORMS. Player uniforms consist of a short-sleeved or sleeveless shirt, shorts or skirt, socks, and playing shoes. Alternately players may choose to wear a one-part sports outfit. The main colour of the clothing shall be different than the colour of the ball in use (usual ball colours are white and orange).

14.8 OFFICIALS

14.8.1 Minimum number. The minimum number of officials shall be one referee for the overall competition and one umpire for each match.

14.8.2 Qualifications. The referee must be certified by an international or national governing body for table tennis. The umpire must have prior experience officiating table tennis matches.

14.8.3 Uniforms. The referee and umpire shall wear either a uniform provided by the competition host or the customary uniform of the official's home country.

PART 15: TRACK & FIELD TECHNICAL RULES: TRACK EVENTS

15.1 ELIGIBILITY

15.1.1 Age divisions. Track events may be offered in the Futures (6 years and younger), Junior (three subdivisions of 7-9, 10-12, and 13-15 years), Open (any age), and Masters (35 years and older) Divisions. Athletes who choose to compete in the Open Division may not compete in the same event (e.g., 60m run) in another age division.

15.1.2 Sex divisions. Separate events shall be held for males and females in all individual events. The competition host shall determine whether separate relay events shall be held for males and females, or whether to offer mixed relays consisting of two males and two females.

15.1.3 Classifications

15.1.3.1 World Dwarf Games. The IDSF lower-body classification system shall be used in Open and Masters Division events. The IDSF junior's division classification system shall be used in junior's division events. Refer to Part 2 of this rule book for further information.

15.1.3.2 Other IDSF sanctioned or approved competitions. Use of classifications at other IDSF sanctioned or approved events is at the discretion of the competition host.

15.1.3.3 IPC sanctioned or approved competitions. The International Paralympic Committee (IPC) classification system may be substituted for the IDSF upper-body system when IDSF events are sanctioned or approved by IPC.

15.2 EVENTS. The following events may be offered at IDSF sanctioned or approved meets.

15.2.1 Individual events

	Futures 6 & younger	Juniors 7-9	Juniors 10-12	Juniors 13-15	Open	Masters 35 & older
Wheelchair slalom	X	X	X	X	X	X
15m run	X					
20m run	X	X				
40m run		X	X			
60m run			X	X	X	X

100m run				X	X	X
200m run					X	X

15.2.2 Relay events

	Futures 6 & younger	Juniors 7-9	Juniors 10-12	Juniors 13-15	Open	Masters 35 & older
4 x 100m relay					WDG	X
4 x 60m shuttle relay				WDG		X
4 x 40m shuttle relay			WDG			
4 x 20m shuttle relay	WDG					

15.3 RULES

15.3.1 IPC rules. The conduct of IDSF individual and relay track events shall comply with International Paralympic Committee (IPC) Athletics Rule 17/The Start, Rule 18/The Race, Rule 19/The Finish, Rule 20/Timing and Photo Finish, Rule 22/Ties, and Rule 23/Relay Races. The IPC athletics rules are posted at http://ipc-athletics.paralympic.org/export/sites/ipc_sports_athletics/Downloads/2011_2012_IPC_Athletics_Rules_Regulations_updated_Jan_2012.pdf

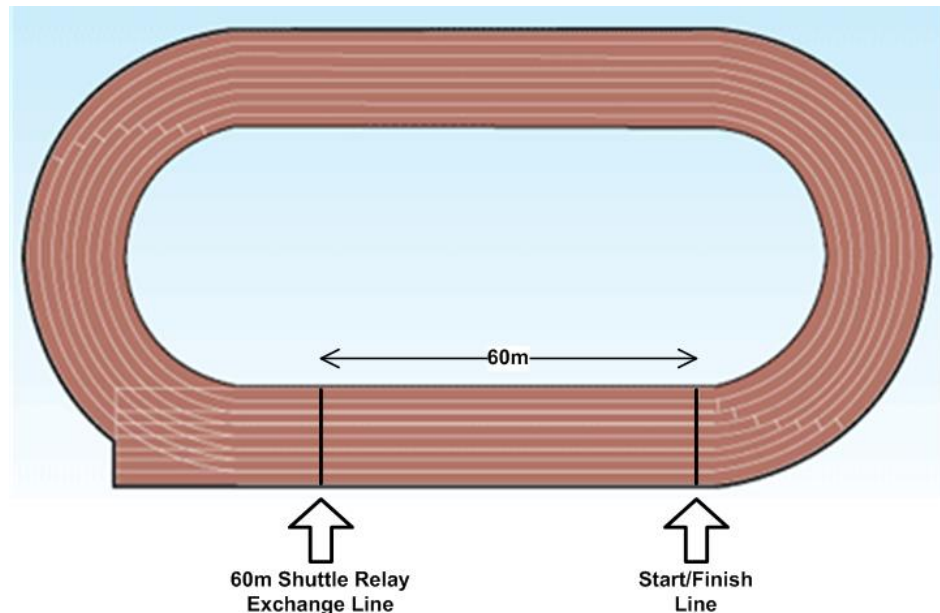
15.3.1 Exceptions

15.3.1.1 Short-distance track events. The IPC rules specified in 15.3.1 apply to the 15m, 20m, 40m, and 60m events.

15.3.1.2 Wheelchair/scooter slalom races. BISFED wheelchair slalom rules (http://www.cpisra.org.za/files/manual10_9p/CPISRA_Sports_Manual_10th_Edition_Release_009_27_October_2010_Section_B_Sports_Rules_Wheelchair_Slalom.pdf) will apply. The only classification to be offered is D1/dependent upon a power wheelchair or scooter.

15.3.1.3 Shuttle relay

15.3.1.3.1 Track markings. A 60m straight-away section of the track is used, with the start/finish line of the track serving as the start/finish line for the shuttle relay. A 60m exchange line is marked on the track as shown. Corresponding markings are made for a 40m or 20m shuttle relay course.



5.3.1.3.2 Starting positions. Teams consist of four individual runners. Each team is assigned to two adjacent lanes of the track. Team A is assigned to Lanes 1 and 2; Team B is assigned to Lanes 3 and 4; Team C to Lanes 5 and 6 and Team D to Lanes 7 and 8. The first and third runners begin their relay legs in their lanes at the start/finish line of the track. The second and fourth runners begin their relay legs at the 60m/40m/20m shuttle relay exchange line in the adjacent lanes.

15.3.1.3.3 Shuttle relay. The first runner from each team begins at the start/finish line and runs past the 60m/40m/20m. After the first runner crosses the 60m/40m/20m mark, the second runner from that team runs towards the start/finish line, etc. Runners may use starting blocks during all exchanges. Second, third, and fourth runners may not start their relay legs until the previous teammate has broken the designated plane of the exchange zone.

15.3.1.3.4 Relay team members. The competition host shall determine whether separate relay events shall be held for males and females, or whether to offer mixed-sex relays consisting of any combination of males and females. Relay team members may be comprised of runners from any classification (Class 1, 2, or 3).

15.4 COMPETITION PROCEDURES

15.4.1 Warm-up/practice opportunities. The track shall be available for warm-up at least 10 minutes prior to each session of competition. The competition host shall determine the schedule and location of additional practice time opportunities.

15.4.2 Entry limit. Athletes may enter a maximum of three individual events and one relay event per day.

15.4.3 Check-in procedures. The competition host shall determine check-in procedures.

15.4.4 Competition format. The order of events shall be specified in the information provided to athletes in advance of the entry deadline. Male and female athletes from different age groups and different classifications may be combined in heats for efficiency; however, their results shall be kept separately for awards purposes. When heats are combined in this manner, athletes from the same age group or classification shall be assigned to adjacent lanes.

15.4.5 Awards. At the discretion of the competition host, when sex and/or classification divisions are combined, separate awards may be presented to athletes in the different divisions (e.g., when Class 1 and Class 2 athletes compete in the same event, awards may be presented to the highest-ranking athletes in each class).

15.4.6 Measurement accuracy. A Fully Automatic Timing (FAT) system is preferred for all IDSF sanctioned or approved competitions and is required for World Dwarf Games track events. A backup timing system such as stopwatches should also be used when a FAT system is in place. Times shall be measured to the nearest hundredth of a second.

15.5 FACILITIES. Rule 15/Track Measurements from the IPC Athletics Rules (http://ipc-athletics.paralympic.org/export/sites/ipc_sports_athletics/Downloads/2011_2012_IPC_Athletics_Rules_Regulations_updated_Jan_2012.pdf) shall apply.

15.6 EQUIPMENT

15.6.1 Starting blocks. The meet host shall provide starting blocks for athletes who wish to use them, or athletes may bring their own starting blocks. The construction of starting blocks shall conform to Rule 16/Starting Blocks from the IPC Athletics Rules (http://ipc-athletics.paralympic.org/export/sites/ipc_sports_athletics/Downloads/2011_2012_IPC_Athletics_Rules_Regulations_updated_Jan_2012.pdf).

15.6.2 Relay batons. Per IPC Athletics Rules: "The baton shall be a smooth hollow tube, circular in section, made of wood, metal or any other rigid material in one piece, the length of which shall be 28 to 30cm. The circumference shall be 12 to 13cm and it shall not weigh less than 50g. It should be coloured so as to be easily visible during the race."

15.7 UNIFORMS. International Paralympic Committee athletics rules (<http://ipc-athletics.paralympic.org>) regarding uniforms (Rule 6 - Clothing, Shoes, and Athlete Bibs) shall apply to IDSF track event competitions.

15.8 OFFICIALS

15.8.1 Minimum number. There shall be one referee, one starter, one head finish judge, a head time to operate the FAT system, and a sufficient number of administrative assistants to handle tasks such as announcing and processing of results. The referee shall: (a) instruct athletes and officials about the rules and procedures for the track events; (b) resolve disputes related to starts, races, and finishes; (c) check and approve/sign all final results. The starter shall have control of the athletes on their marks, start the track races, and supervise any starter's assistants or recalls who have been assigned to officiate. The chief finish judge shall determine the order in which the athletes have finished.



15.8.2 Qualifications. The referee, starter, and chief finish judge shall be certified by an international or national governing body for athletics. The minimum standard for other officials is prior experience at their positions; however, it is recommended that the other officials be certified by an international or national governing body for athletics.

15.8.3 Uniforms. Officials shall wear either a uniform provided by the competition host or the customary uniform of the official's home country.

PART 16: TRACK & FIELD TECHNICAL RULES: FIELD EVENTS

16.1 ELIGIBILITY

16.1.1 Age divisions. Field events may be offered in the Futures (6 years and younger), Junior (three subdivisions of 7-9, 10-12, and 13-15 years), Open (any age), and Masters (35 years and older) Divisions. Athletes who choose to compete in the Open Division may not compete in the same event (e.g., shot put) in another age division.

16.1.2 Sex divisions. Separate events shall be held for males and females in all field events.

16.1.3 Classifications

16.1.3.1 World Dwarf Games. The IDSF upper-body classification system shall be used in Open and Masters Division field events. The IDSF junior's division classification system shall be used in junior's division events. Refer to Part 2 of this rule book for further information.

16.1.3.2 Other IDSF sanctioned or approved competitions. Use of classifications at other IDSF sanctioned or approved events is at the discretion of the competition host.

16.1.3.3 IPC sanctioned or approved competitions. The International Paralympic Committee (IPC) classification system may be substituted for the IDSF upper-body system when IDSF events are sanctioned or approved by IPC.

16.2 EVENTS. The following events may be offered at IDSF sanctioned or approved meets.

	Futures 6 & younger	Juniors 7-9	Juniors 10-12	Juniors 13-15	Open Class 1, 2, 3	Masters 35 & older
Flippy Flyer Throw	X					
Frisbee Throw	X	X	X			
Tennis Ball Throw	X	X				
Softball Throw or Cricket Ball Throw		X	X			

	Futures 6 & younger	Juniors 7-9	Juniors 10-12	Juniors 13-15	Open Class 1, 2, 3	Masters 35 & older
Discus			X	X	X	X
Javelin			X	X	X	X
Shot Put			X	X	X	X

16.3 RULES

16.3.1 Flippy flyer, frisbee, tennis ball, softball, and cricket ball throw

16.3.1.1 Number of throws. Each competitor shall have three throwing attempts. The furthest legal throw shall be the athlete's result.

16.3.1.2 Starting position. The athlete shall stand with feet completely inside the circle. If the athlete is a wheelchair user, a sitting position may be used where no part of the athlete or wheelchair is on or outside the circle. Mobility devices such as canes or walkers may be used for balance if the athlete generally relies upon those mobility devices for activities of daily living.

16.3.1.3 Throwing technique. The athlete shall throw the implement with one hand. No run-ups are allowed.

16.3.1.4 Legal throws. The athlete must remain standing (or sitting) with feet completely inside the circle. The frisbee/ball must land between the two white sector lines marked on the field. If the athlete steps on or outside the circle, or if the frisbee/ball lands outside the sector lines, the throw will not be measured and a "no throw" shall be recorded.

16.3.1.5 Measurement. The throwing distance shall be measured to the nearest centimetre from the front of the throwing circle to the point where the frisbee/ball landed.

16.3.1.6 Referee's decision. The referee's decision is final.

16.3.2 Discus, javelin, and shot put. Section 4 of the current International Paralympic Committee rules pertaining to the discus throw, javelin throw, and shot put (<http://ipc-athletics.paralympic.org/>) shall be observed.

16.4 COMPETITION PROCEDURES

16.4.1 Warm-up/practice opportunities. The throwing event area shall be available for warm-up at least 30 minutes prior to each session of competition. The competition host shall determine the schedule and location of additional practice time opportunities.

16.4.2 Check-in procedures. The competition host shall determine check-in procedures.

16.4.3 Competition format

16.4.4.1 Divisions. The order of events shall be specified in the information provided to athletes in advance of the entry deadline. Male and female athletes from different age groups and different classifications may be combined in

flights for efficiency; however, their results shall be kept separately for awards purposes.

16.4.4.2 Flights. One flight consists of each competitor in a division/event having one opportunity to throw. All athletes assigned to a flight shall complete one throw before the next round begins. The order of competitors within a flight shall be determined by random draw.

16.4.4.3 Number of throws. When competition is divided into preliminary and championship flights, all athletes shall have three throws in the preliminary flight, after which the top eight competitors shall have an additional three throws in the championship flight.

16.4.4.4 Throwing procedures

- The official shall record attendance at the beginning of the competition.
- The official shall indicate the throwing order to all the athletes and shall announce after each throw the next two athletes.
- An athlete shall have 2 minutes to complete a throw after her/his name has been called.
- Athletes must wait for the signal from the official before entering the throwing area.
- Athletes must respect health and safety when other athletes are throwing.
- Noise must be kept to a minimum and mobile device switched off or set on silent mode.

16.4.4 Results

16.4.5.1 Measurement accuracy. Measurement shall be to the nearest centimetre and shall be rounded down to the next lower gradation. Steel measuring tapes shall be properly calibrated according to manufacturer's specifications.

16.4.5.2 Place finishes. Place finishes shall be determined by the distances of the athletes' longest legal throws. The winner of an event shall be the athlete with the longest legal throw. Athletes' second longest legal throws will be compared in the event of a tie.

16.4.5.3 Results according to IDSF and IPC classifications. If field events are sanctioned or approved by the International Paralympic Committee (IPC), the meet host shall prepare two sets of results based upon the same performances, one based upon athletes IDSF upper body classifications and one based upon IPC field classifications.

16.4.5 Awards. At the discretion of the competition host, when sex and/or classification divisions are combined, separate awards may be presented to athletes in the different divisions (e.g., when Class 1 and Class 2 players compete in the same event, awards may be presented to the highest-ranking players in each class).

16.5 FACILITIES

16.5.1 Flippy flyer, frisbee, tennis ball, softball, cricket ball, and shot-put events. A shot-put ring with the dimensions specified by International Paralympic Committee

rules (<http://ipc-athletics.paralympic.org/>) shall be used as the throwing circle for tennis ball, softball, cricket ball, and shot-put events. Sector lines shall be clearly visible.

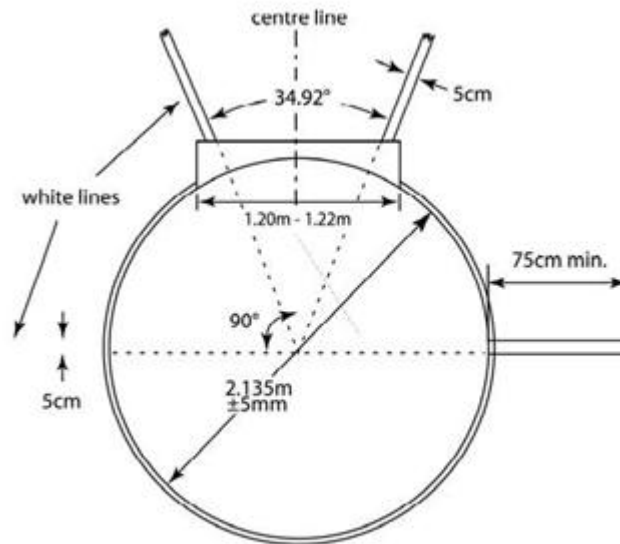


Figure 8 – Layout of Shot Put circle

16.5.2 Discus. A discus ring with the dimensions specified by International Paralympic Committee rules (<http://ipc-athletics.paralympic.org/>) shall be used as the throwing circle for the discus event. Sector lines shall be clearly visible.

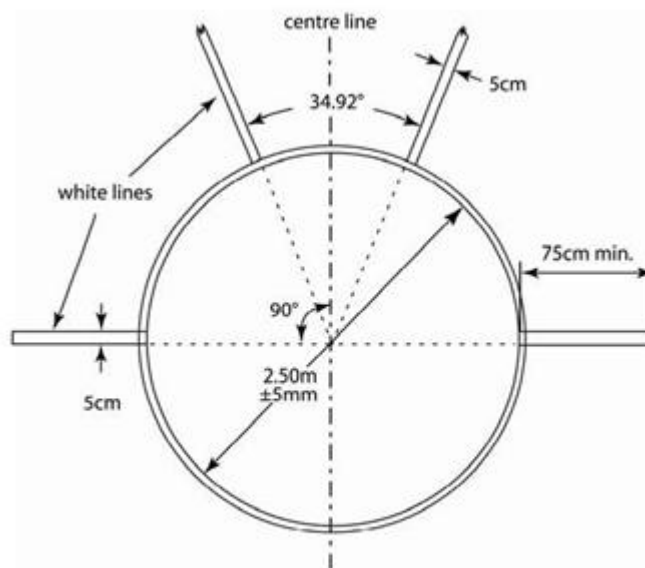


Figure 9 – Layout of Discus circle

16.5.3 Javelin. A javelin runway with the dimensions specified by International Paralympic Committee rules (<http://ipc-athletics.paralympic.org/>) shall be used as the performing area for the javelin event. Sector lines shall be clearly visible.

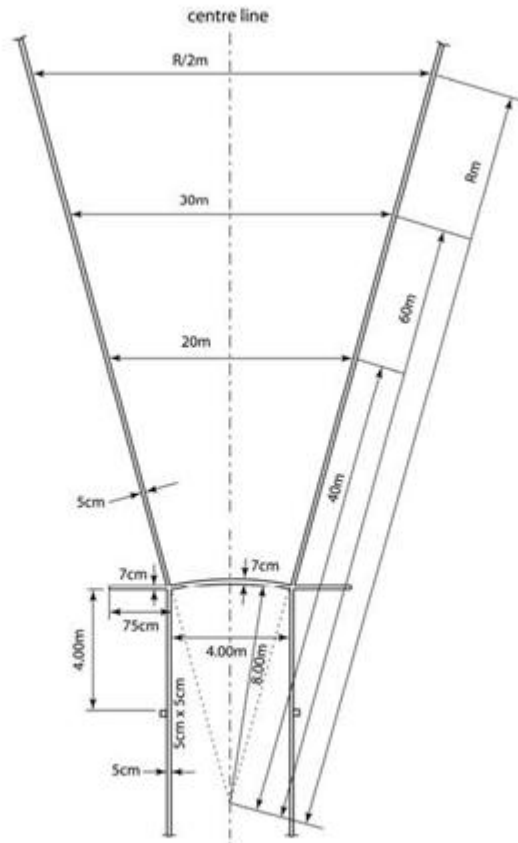


Figure 10 – Javelin Throw runway and landing sector (not to scale)

16.5.4 Wind socks. One or more wind socks shall be placed in an appropriate position for discus and javelin events.

16.6 EQUIPMENT

16.6.1 Flippy flyer. A flippy flyer is a fabric disc 8 inches (20.3 cm) in diameter.

16.6.2 Frisbee disc. The disc shall be 5.11 ounces (145 gr) in weight, and 9.5 inches (24.1 cm) in diameter. This size disc is recommended for ultimate frisbee play in youth leagues.

16.6.3 Tennis ball, softball, and cricket ball specifications

	Circumference	Weight	Other
Tennis ball	2.500-2.625 in 6.4-6.7 cm	2.00-2.06 oz 57.7-58.5 gr	Bound 53-58 inches when dropped 100 inches to concrete
Softball	10.875-11.125 in 29.4-30.0 cm	5.875-6.126 oz 166.5-173.6 gr	
Cricket ball	8.82-9.02 in 22.4-22.9 cm	5.50-5.75 oz 156-163 gr	Leather cover

16.6.4 Discus, javelin, and shot put. The weights of throwing implements for the Juniors 13-15 and Open Divisions are from the International Paralympic Committee rules for field events (see Appendix, <http://ipc-athletics.paralympic.org/>). The weights of the throwing implements for Juniors 10-12 are based upon past practice in dwarf sports competitions.

	Discus		Javelin		Shot Put	
	Males	Females	Males	Females	Males	Females
Juniors 10-12	500 gr	500 gr	270 gr	270 gr	2.72 kg	2.00 kg
Juniors 13-15	1.00 kg	750 gr	400 gr	400 gr	3.00 kg	2.00 kg
Open	1.00 kg	750 gr	600 gr	400 gr	4.00 kg	3.00 kg
Masters	1.00 kg	750 gr	600 gr	400 gr	4.00 kg	3.00 kg

16.7 UNIFORMS. International Paralympic Committee athletics rules (<http://ipc-athletics.paralympic.org>) regarding uniforms (Rule 6 - Clothing, Shoes, and Athlete Bibs) shall apply to IDSF field event competitions.

16.8 OFFICIALS

16.8.1 IPC sanctioned or approved competition. International Paralympic Committee athletics rules shall apply to the officiating of field events whenever the competition is IPC sanctioned or approved, including the number, qualifications, and responsibilities of officials and classifiers.

16.8.2 IDSF competitions

16.8.2.1 Minimum number. There shall be one referee, two event assistants at the circle, and two event assistants in the field. The referee shall direct the competition, review the rules with athletes and event assistants, and adjudicate any disagreements amongst the event assistants. The two event assistants at the circle shall be located on opposite sides of the circle, and shall be watch for fouls and inspect implements for the legal mark placed at weigh-in. One of the event assistants in the field shall pull the tape through the centre of the circle, and the other shall read the tape and record the measurement.

16.8.2.2 Qualifications. The referee shall be certified as a field official by an international or national governing body for athletics. The minimum standard for event assistants is prior experience at their positions; however, it is recommended that the event assistants be certified as a field official by an international or national governing body for athletics.

16.8.3.3 Uniforms. Officials shall wear either a uniform provided by the competition host or the customary uniform of the official's home country.

PART 17: VOLLEYBALL TECHNICAL RULES

17.1 ELIGIBILITY

17.1.1 Age divisions. Volleyball may be offered in the Junior A (7-11 years), Junior B (12-15 years), and Open (any age) divisions. Players who choose to compete in the Open Division may not also compete in the Junior A or Junior B Division.

17.1.2 Gender. The competition host may determine whether separate competition divisions are held for males and females. When divisions by sex are not offered, team rosters may include any combination of all males, all females, or mixed-gender.

17.1.3 Classifications. There are no IDSF classifications for volleyball.

17.1.4 Team rosters

17.1.4.1 Number of players. There shall be no fewer than 7 and no more than 12 players on a team. A team may not have alternates above the 12-player limit. One of the players, other than the libero, shall be the team captain.

17.1.4.2 Submitting team rosters. The competition host shall establish a process and deadlines for submitting team rosters. The team captain and libero players must be designated on the team roster.

17.1.4.3 Mixed-country teams. At World Dwarf Games, athletes whose countries do not have enough players to field a complete team may request to play on a mixed-country team. The competition host shall facilitate the formation of mixed country-teams.

17.2 EVENTS. Volleyball competition shall consist of 6-on-6 play.

17.3 RULES

17.3.1 World ParaVolley rules. Standing volleyball rules <http://www.volleyballadvisors.com/official-volleyball-rules.html> shall apply with the following exceptions.

17.3.2 Exceptions

17.3.2.1 Playing court dimensions. The playing court shall measure 13.4m in length (badminton court length) by 9m in width, with a centre line dividing the playing area into two equal courts measuring 6.7m in length by 9m in width.

17.3.2.2 Net height. Net height shall be 6 feet (1.83m).

17.3.2.3 Volleyball. For Junior A and Junior B Division games, a lightweight volleyball (198-227g) of standard circumference and inside pressure shall be used.

17.3.2.4 Match. A set is won by the team which first scores 25 points with a minimum lead of two points, except that the deciding 3rd set is won by the team which first scores 15 points with a minimum lead of two points. A match is won by the team that wins two sets.

17.3.2.5 Team captains. For Junior A and Junior B Division games, the head coach or assistant coach shall supervise the team captain to fulfil the team captain responsibilities.

17.4 COMPETITION PROCEDURES

17.4.1 Practice opportunities. Players shall have a minimum of 10 minutes pre-game warm-up on the competition court prior to the start of the game. The competition host shall determine the schedule and location of additional practice time opportunities.

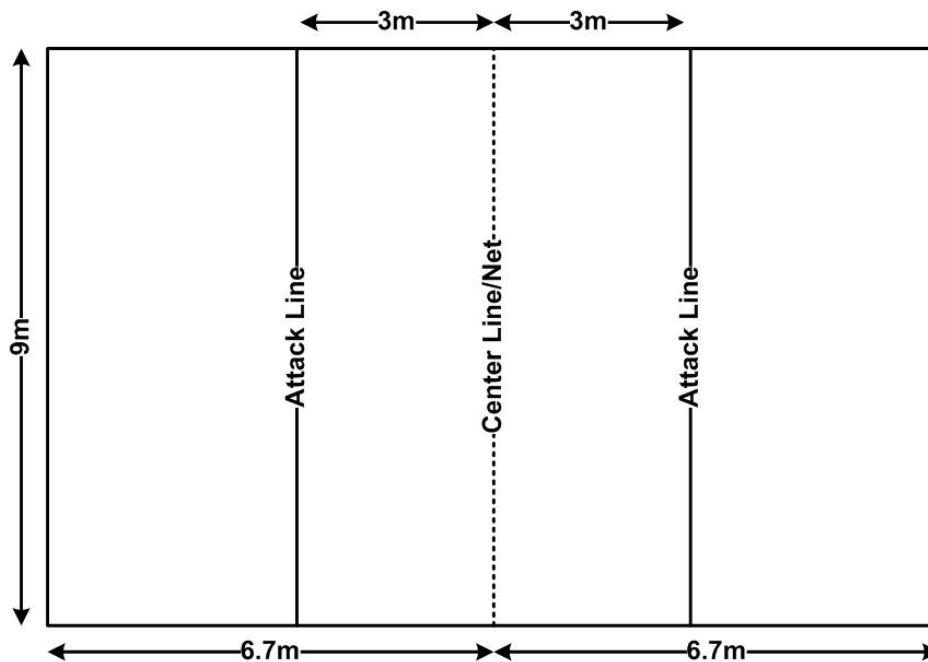
17.4.2 Entry limit. At World Dwarf Games, each country shall be allowed to enter as many teams as desired into each division of the volleyball tournament. Countries that enter more than one doubles team within a division shall designate one team "Team A," the next "Team B," etc.

17.4.3 Tournament format. The competition host shall determine the tournament format (e.g., pool play, bracket play).

17.4.4 Check-in procedures. The competition host shall determine check-in procedures.

17.4.5 Substitution A maximum of 6 subs per set, every sub can go in and out the game once in a set.

17.5 FACILITIES. As noted in Section 17.3 above, the playing court shall measure 13.4m in length (badminton court length) by 9m in width, with a centre line dividing the playing area into two equal courts measuring 6.7m in length by 9m in width.



17.6 EQUIPMENT. For Open Division games, a standard volleyball with circumference of 65-67 cm, weight of 260-280 g, and inside pressure of 0.30 to 0.325 kg/cm² (4.26 to 4.61 psi) shall be used. For Junior A and Junior B Division games, a lightweight volleyball (198 to 227g) of standard circumference and inside pressure shall be used.

17.7 UNIFORMS. Player uniforms will consist of a jersey (or T-shirt), shorts (or long pants), socks, and athletic shoes. Each player's shirt shall display a clearly visible unique number on both the front and back, with numbers ranging from 1 to 18. The team captain must have on

his/her jersey a stripe of 8 cm x 2 cm underlining the number on the chest. Teams are required to wear a consistent shirt colour amongst all players. If the players on a single team are not consistent with the colours of their T-shirts, the players on the team will be asked to wear identically coloured pinnies/vests to be provided by the competition host.

17.8 OFFICIALS. Section II (The Referees, Their Responsibilities and Official Hand Signals) of the WOVD rules (<http://www.wovd.info/Docs/Rules/Standing%20Volleyball%20Rules%202011-2012final.pdf>) shall serve as guidelines for officiating at IDSF volleyball competitions.

17.8.1 Minimum number. Volleyball games shall be officiated by a minimum of one referee, two-line judges, and a scorer.

17.8.2 Qualifications. The referee shall be certified by a national or international governing body for volleyball. Whenever possible, the referee shall be independent of the host organization and of the players in the game. The line judges and scorer should have prior experience at those positions.

17.8.3 Officials uniforms. The referee and line judges shall wear either a uniform provided by the competition host or the customary uniform of the official's home country. The scorer should wear a uniform specified by the competition host.

PART 18: AMENDMENTS TO THE IDSF RULE BOOK

Written proposals for rule additions, changes, or deletions should be submitted to IDSF for consideration.



APPENDIX A IDSF ATHLETE CLASSIFICATION FORM

Athlete's Name: _____

Date of Birth: Month _____ Day _____ Year _____

Gender (circle): Male₀₁ Female₀₂

Athlete's Country: _____

Medical Issues that may affect classification: _____

Type of Dwarfism (check):




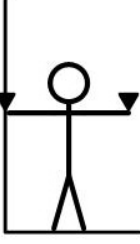
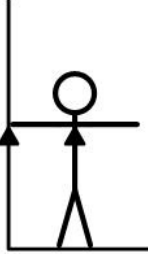
- ₀₁ Achondroplasia
- ₀₂ Cartilage hair hypoplasia
- ₀₃ Diastrophic dysplasia
- ₀₄ Hypoachondroplasia
- ₀₅ Morquio
- ₀₆ OI - Osteogenesis imperfecta
- ₀₇ Primordial dwarfism
- ₀₈ Pseudoachondroplasia
- ₀₉ SEDc - Spondyloepipheseal dysplasia congenita
- ₁₀ SEDt - Spondyloepipheseal dysplasia tarda
- Other (specify): _____

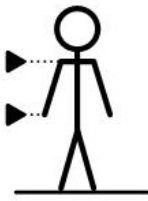
MEASUREMENTS

INSTRUCTIONS:

- Measurements must be conducted by an Classification officer That person should be at eye-level for each measurement.
- Measure to the nearest half centimetre. Measurements must be reported using the metric system.
- The data that you submit will help the International Dwarf Sports Federation to refine the classification system. Thank you for your cooperation.

<p>STANDING HEIGHT</p> <p>_____ . _____ cm</p>		<p>Instructions:</p> <ol style="list-style-type: none"> 1. Bare feet. No shoes or stockings. 2. Stand tall with back to the wall, head erect, shoulders back, and feet together. 3. Place a book or carpenter's square (something with a right angle) with one side against the wall and another side atop the head. 4. Mark the wall at the point corresponding to the top of the head. 5. Measure from the floor to the wall marking.
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<p>SITTING HEIGHT</p> <p>_____ . _____ cm</p>		<p>Instructions:</p> <ol style="list-style-type: none"> 1. Place a bench or stool with a flat, level sitting surface against a wall. 2. Mark the height of the bench or stool on the wall. 3. Sit tall on the bench with back to the wall, head erect, and shoulders back. 4. Place a book or carpenter's square (something with a right angle) with one side against the wall and another side atop the head. 5. Mark the wall at the point corresponding to the top of the head. 6. Measure between the two markings.
<p>SHOULDER HEIGHT</p> <p>_____ . _____ cm right side</p> <p>_____ . _____ cm left side</p>		<p>Instructions:</p> <ol style="list-style-type: none"> 1. Place a bench or stool with a flat, level sitting surface against a wall. 2. Mark the height of the bench or stool on the wall. 3. Sit tall on the bench with back to the wall, head erect, and shoulders back. 4. Place a book or carpenter's square (something with a right angle) with one side against the wall and another side atop the bony end of one of the athlete's shoulders. 5. Mark the wall at the point corresponding to the top of the shoulder. 6. Measure between the two markings.
<p>SITTING VERTICAL REACH</p> <p>_____ . _____ cm right arm</p> <p>_____ . _____ cm left arm</p>		<p>Instructions:</p> <ol style="list-style-type: none"> 1. Place a bench or stool with a flat, level sitting surface against a wall. 2. Mark the height of the bench or stool on the wall. 3. Sit tall on the bench with back to the wall, head erect, and shoulders back, and both arms raised as far as possible over the same side shoulder. 4. Place a book or carpenter's square (something with a right angle) with one side against the wall and another side atop the fingertip with the highest reach. 5. Mark the wall at the point corresponding to the top of the fingertip. 6. Measure between the two markings. 7. Repeat for the other arm.
<p>ARM SPAN</p> <p>_____ . _____ cm</p>		<p>Instructions:</p> <ol style="list-style-type: none"> 1. Wear a thin, sleeveless shirt. 2. Stand in a corner of the room, with back to one wall, feet about shoulder width apart, and the fingertips of one hand touching a perpendicular side wall. 3. Stand tall with head erect, shoulders back, both arms raised to a horizontal position, hands at same level as shoulders, and thumbs up. 4. Reach as far as possible from the fingertips of the right hand to the fingertips of the left hand. 5. Mark the farthest reach on the back wall. 6. Measure between the side wall and the farthest reach marking.
<p>HALF ARM SPAN</p> <p>_____ . _____ cm right arm</p> <p>_____ . _____ cm left arm</p>		<p>Instructions:</p> <ol style="list-style-type: none"> 1. Wear a thin, sleeveless shirt. 2. Stand in a corner of the room, with back to one wall, feet about shoulder width apart, and the fingertips of one hand touching a perpendicular side wall. 3. Stand tall with head erect, shoulders back, both arms raised to a horizontal position, hands at same level as shoulders, and thumbs up. 4. Reach as far as possible from the fingertips of the right hand to the fingertips of the left hand. 5. Mark the farthest reach on the back wall. 6. Measure from the side wall to the sternal notch (the dent at the top of the breastbone). 7. Repeat for the other arm.

<p>ARM LENGTH</p> <p>_____ cm right arm</p> <p>_____ cm left arm</p>		<p>Instructions:</p> <ol style="list-style-type: none"> 1. Wear a thin, sleeveless shirt. 2. Stand with arm a few centimetres/inches away from the body torso. 3. Straighten the arm as far as possible. 4. Both the athlete and the person doing the measurement should feel around to find the bony tip of the shoulder (the acromion process). Make a small mark on the skin at that point. 5. Measure from the mark to the tip of the longest finger. 6. Repeat for the other arm.
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APPENDIX B

IDSF CODE OF CONDUCT

Expected Behaviours:

1. I will support the goals of IDSF to develop, promote, and provide quality athletic opportunities for dwarf athletes of all ages and abilities.
2. I will treat athletes, coaches, officials, and sports administrators with courtesy and respect.
3. I will satisfy my responsibilities to the best of my ability:

Athletes. I will follow the rules and wear the appropriate uniform for my sport(s). I will arrive and check-in for my events on time. I will not use performance-enhancing drugs. I will not compete if I have an uncovered open wound or a contagious illness.

Chef de Mission and Coaches. I will assist the athletes from my team to perform to the best of their abilities and to follow the rules, policies, and procedures of the sports competition. I will disclose any potential conflict of interest.

Officials and Classifiers. I will enforce the sport and classification rules fairly and impartially. I will disclose any potential conflict of interest and shall not act in association with any national or vested interest.

Sports Administrators. I will make decisions with impartiality and in the best interest of the athletes and the sport(s). I will disclose any potential conflict of interest and shall not act in association with any national or vested interest.

4. I will respect the property of others whether personal or public.
5. I will not use alcohol at any sports competition venue or, when prohibited, at athlete housing facilities. I will refrain from use of tobacco products at sports competition venues.
6. I will not tolerate any form of abuse to athletes, especially to children. I understand that all forms of harassment including physical, mental, professional, social, sexual, or other abuse are prohibited. I understand that behaviours that are humiliating, intimidating, or insulting will not be tolerated.
7. I will not tolerate discrimination based on disability, race, gender, nationality, ethnic origin, religion, philosophical or political opinion, marital status, or sexual orientation.
8. I will abide by all laws of the host city, state, and country.



9. I will immediately report any suspected violation of the IDSF Code of Conduct to the competition director, a member of the competition committee, or an IDSF representative.

Code of Conduct Violations:

1. Alleged infractions shall be considered by an IDSF Judicial Committee according to IDSF rules. Possible sanctions include, but are not limited to, a warning, a public reprimand, removal from one or more sports events, removal from an IDSF or competition position of authority/responsibility, suspension from participation in future IDSF sports competitions, and reparation.
2. Alleged infractions that violate the laws of the country or jurisdiction where the sports competition is held shall also be referred to the appropriate government authorities.

Agreement:

I have read the IDSF Code of Conduct and pledge to uphold the spirit of this Code which offers a general guide to my conduct at IDSF events. I recognize that this Code does not establish a complete set of rules which prescribe every aspect of behaviour. I agree to follow the IDSF Code of Conduct while participating in [*name of sports event or activity*].

Name (print) _____ Signature _____ Date _____

A parent or guardian must co-sign for children under 18 years of age.

Parent (print) _____ Signature _____ Date _____



APPENDIX C IDSF PROTEST FORM

Date _____ **Time** _____ **Sport/Activity** _____

Complainant:

Name of person submitting protest: _____

Local contact information: _____

Position (e.g., athlete, coach, chef de mission): _____

Country represented: _____

Description of the incident/concern:

Citation of the rule or entry information provision that is in question:

Name and country of person who is the subject of the protest (if applicable):

Names of witnesses (if applicable):

For IDSF Use:

Protest Committee Members:

Name _____ Country _____

Name _____ Country _____

Name _____ Country _____

Time convened _____ Time Adjourned _____

Decision:

APPENDIX D

WORLD DWARF GAMES HISTORY

Year	Location	Host	Number of Countries	Number of Athletes
1993	Chicago, Illinois, USA	DAAA, Dwarf Athletic Association of America	10	165
1997	Peterborough, England	DAAUK, Dwarf Athletic Association United Kingdom	6	83
2001	Toronto, Ontario, Canada	LPC, Little People of Canada	8	250
2005	Rambouillet, France	France Nano Sports, L'association Nationale des Sportifs de Petite Taille	14	136
2009	Belfast, Northern Ireland	DAANI, Dwarf Athletic Association Northern Ireland	12	250
2013	East Lansing, Michigan, USA	DAAA, Dwarf Athletic Association of America	17	395
2017	Guelph, Canada	Canadian WDG Committee	17	450



INTERNATIONAL DWARF SPORTS FEDERATION

Liability Waiver

In consideration of being allowed participating in any way in the World Dwarf Games 2021 athletics/sports programs and related events and activities, **I the undersigned: Acknowledge and fully understand that I will be engaging in activities that involve risk of serious injury, including permanent disability and death, and severe social and economic losses which might result not only from my own actions, inactions or negligence but the actions, inactions or negligence of others, the rules of play, or the condition of the premises or of any equipment used.** Further, I have fully considered and understand the risks that I could be physically injured as I prepare for, participate in and travel to and from the programmes and events of the World Dwarf Games 2021. I assume these risks. Further, I know of no reason why my participation in this programme or its events should be exceptionally or unusually hazardous to my health. I assume ALL the foregoing risks and accept personal responsibility for the damages following such injury, permanent disability or death. I agree to release, waive, discharge and indemnify the **INTERNATIONAL DWARF SPORTS FEDERATION** and the **WORLD DWARF GAMES HOSTS 2021**, any affiliates, their respective administrators, directors, agents, coaches and other employees, participants, sponsors and volunteers from any and all liability to themselves, their heirs, and administrators for any injuries, including death, damages, losses or expenses howsoever caused, including losses or damages caused by the negligence or fault of the **INTERNATIONAL DWARF SPORTS FEDERATION** and the **WORLD DWARF GAMES HOSTS 2021**.

THE UNDERSIGNED HAVE READ THE ABOVE WAIVER AND REALISE AND UNDERSTAND THAT THEY HAVE GIVEN UP SUBSTANTIAL RIGHTS BY SIGNING THIS FORM AND SIGN IT VOLUNTARILY.

Signature:

Please Print Name:Date
(or guardian if under 18 years)

