

Rules of EAA3D

EUROPEAN 3-D ARCHERY ASSOCIATION

TOURNAMENT RULES by 01 01 2010

1 GENERAL

1.1. INTRODUCTION

1.1.1. To oblige with the delivered request for a set of standardized rules at the Constituting Meeting of EAA3-D, the Board of Directors of EAA 3-D has prepared and approved following tournament rules.

1.1.2. Members (competitors and organizers) of EAA 3-D must act according to following rules, when organizing/participating (at) national/international 3-D tournaments.

2 TOURNAMENTS

2.1. EVENTS

2.1.1. EAA 3-D classifies following events:

3-D European Cup – two days tournament, set of 28 various 3D targets. Organizer of the final tournament must provide a final round (6 3-D targets). For shoot off situations, an extra target must be arranged (distance 35 – 45 m).

3-D Simple Round - single or several days duration event, any number of 3D targets as far as they are dividable by four.

3-D Biathlon - single day tournament, any number of 3-D targets as far as dividable by four, combined with cross-country skiing or with a running event.

Indoor Round - using 3-D targets, fixed or movable.

Other tournaments - using any number of 3-D targets.

Regardless the type of event (except the Indoor Round) all shooting grounds must be set in the natural environment, e.g. fields, hills, forest or water.

3 ORGANIZATION OF EUROPEAN AND REGIONAL TOURNAMENTS, THE EUROPEAN-CUP, INTERNATIONAL, NATIONAL AND OTHER COMPETITIONS

3.1. ORGANIZATION OF TOURNAMENTS

3.1.1. The goal of EAA 3-D is to reach a standardized organization level in the different member countries. For this reason the same type of 3-D targets should be used at the following events:

European Championship

Regional Tournaments (e.g.: Championship of Baltic Countries, Mediterranean Countries...)

European Cup

other international tournaments and Cups

3.1.2. The European 3-D Championship will be held every 2nd (odd) by a member country of EAA 3-D.

The decision for the member country, which will host the Championship, will be taken by the Board of Directors at the annual board meeting.

3.1.3. The organization of different tournaments of the annual European Cup is given to member countries of EAA 3-D (based on the decision made by the Board of Directors of EAA 3-D at the annual meeting).

3.1.4. National associations which try hard to maintain high level in organizing national / international events, according to the stated rules of EAA 3-D, should have the privilege to organize at least one international tournament a year.

EAA 3-D member-countries are allowed to organize their own national tournaments.

3.1.5. A request for the privilege to organize any international tournament for the upcoming year has to be submitted to the General Secretary of EAA 3-D no later than Nov-15th of the current year. The choice will be made by the Board of Directors and listed in the tournament schedule of EAA 3-D.

3.1.6. After getting the permission from EAA 3-D to organize any international tournament, the organizer has to pay a deposit on the bank account of the EAA3-D. The deposit covers the expenses of delegates, judges and other necessary reasons. (150 EU & end of January)

3.1.7. EAA 3-D member countries may organize an unlimited number of national tournaments. National associations may transfer the rights to organize these tournaments to their own clubs or they may organize the events themselves. All national tournaments have to be organized according to the stated and accepted rules to maintain the unique tournament standard of EAA 3-D.

3.1.8. EAA 3-D member countries have to submit their own calendar of national tournaments for the upcoming year to the Secretary of EAA 3-D at the end of current year. The schedules of individual member countries will be properly sorted and listed in the official EAA 3-D bulletin and on web site.

4 RULING AND SUPERVISION

4.1. JUDGES, DELEGATES

4.1.1. The presence of judges and delegates at tournaments is mandatory. They are to monitor the observance of the stated rules. Decisions of judges are final and all shooters are bound by them.

4.1.2. The EAA 3-D Committee of Judges assigns judges for European, regional and

international tournaments, as well as for European Cup tournaments. There must be at least one international and one national judge at each round of a EAA Cup tournament

4.1.3. The EAA 3-D Technical committee assigns the technical delegates for European, regional and international tournaments as well as for the European Cup. They are responsible for all questions regarding organization and supervision.

4.1.4. Judges and delegates are authorized to intervene and correct procedures of a tournament according to the stated rules of the EAA 3-D. Judges have to justify themselves to the EAA 3-D Committee of Judges, while delegates have to justify themselves to the EAA 3-D Technical Committee.

4.1.5. At any national tournament the national association can decide if there is the necessity to announce a meeting of judges/delegates.

5 AWARDS

5.1. TROPHIES AND MEDALS AT EUROPEAN AND REGIONAL TOURNAMENTS.

5.1.1. Organizers of European and regional tournaments have to do an award ceremony for the top 3 archers each class (medals) and also for the top 3 teams (trophies).

5.2. TROPHIES, MEDALS AND RECOGNITION AT INTERNATIONAL AND NATIONAL TOURNAMENTS.

5.2.1. Organizer of any tournament decides about the entry fee for the competitors and the type of award for the winners of the different classes. Invitations must contain information about entry fee and awards.

5.2.2. Special awards may be given to competitors. The decision depends upon the organizers. If there was a money shoot where the winner could receive more than Euro 1.100. -, the organizer has to get the permission from EAA 3-D (Board of Directors) in advance.

5.3. AWARDS GIVEN BY THE EAA 3-D

5.3.1. Special awards may be given to competitors by EAA 3-D for certain scores, reached during European Cup.

6 PARTICIPATION IN CHAMPIONSHIPS AND TOURNAMENTS

6.1. PARTICIPATION

6.1.1. All member archers of EAA 3-D holding a valid license are allowed to participate in any international EAA 3-D event.

6.1.2. International EAA 3-D tournaments are open events. Organizers may limit the number of participants.

6.2. GENERAL COMPETITION RULES

6.2.1. All competitors must register for any inter- / national tournament at least 14 days prior

to the date of competition (30 days before Championships). The organizer is not obliged to accept any applications after the deadline. The entry fee for applications made after the deadline will be increased by 50%.

6.2.2. Competitors have to be at the stake at least 30 minutes prior to the beginning of the tournament. Registered competitors being late may join the next group at target #1, if there are less than five people in this group. The shooter is not allowed to make up any missed targets, which will be scored as zero ("0").

6.2.3. As a courtesy to fellow competitors, there will be no talking to spectators, other groups or archers in the group while the group is shooting and any kind of disturbing noises.

6.2.4. Using cameras on a tournament range during competition is prohibited. Special exception may be made for press on duty wearing official press badges. Anyone who wants to take pictures or video of competitors, must get their permission first. Shooters participating in final rounds agree that photographs or video of them may be taken. Judges have the right to check the equipment and accessories before a tournament start. They may require alterations or changes in case equipment or accessories are not in accordance with the stated rules. Judges may check equipment or accessories at any time during the tournament to determine its suitability for competition. Any violation of the EAA 3-D rules will result in disqualification.

6.2.5. A shooter will receive a warning by judges in case of any rule violation. Warnings have to be recorded on the individual scorecards. Three warnings will result in immediately disqualification. A report will be filed with the Competition Committee immediately following the completion of the days competition for the Committee's review.

6.2.6. Scorecards must have room for the recording of warnings.

6.2.7. Littering the ground will not be tolerated. Anyone seen littering will be immediately disqualified from the tournament.

6.2.8. Alcohol is strictly forbidden for all archers before and during the competition.

Smoking is forbidden except the organizer prepares special smoking areas.

It is not allowed to use technical advices of any kind at the round.

It is not allowed to wear camo clothes at the upper part of the body during the tournament.

7 SHOOTING FIELD - RANGE

7.1. All targets (3-D animals) must be placed vertical to the horizon. They may be placed at an angle, no greater to promote damage to the target, or create glance-offs. The targets may be partly covered by branches, bushes or leaves but the entire 8, 10 & 11/12-ring scoring areas have to be visible from the stake.

All scoring zones may be shot at, unless otherwise indicated at the shooting stake

7.2. All 3-D targets will be set at unknown distances of 45m or less (5m minimum).

Maximum distance for BB, traditional shooters and cadets is 27 m (30 yards). There will be no stakes for the Mini's class, the guidance of these groups will choose the appropriate distances no further than the stakes for the traditional shooters.

7.3. Each stake and its corresponding 3-D target must bear the same number.

red stakes - maximum distance 45m

blue stakes - maximum distance 27m

A stop position (waiting place for oncoming group) must be marked at all international events.

7.4. All targets must be numbered in consequent order. The number plates measure at least 20x20 cm. Black numbers are to be painted on a yellow background. The plates by the targets must be clearly visible from the stake.

7.5. Trails between targets must ensure safe and easy walking for all competitors and other people on the shooting ranges. Simple direction signs are to be arranged along the competition trails.

7.6. Suitable barriers shall be placed around the course, wherever necessary, to keep spectators at a safe distance while still giving them the best possible view of the competition. Only those persons having the proper accreditation shall be allowed on the course inside of the barriers.

7.7. Shooting ranges for international events must be ready at least the day before the tournament, so that judges and delegates of EAA 3-D can inspect, and organizers still has ample time for potential corrections.

7.8. Practicing field with known distances has to be provided for the competitors the day before the tournament and during the tournament. Six targets at distances: 20m, 25m, 30m, 35m, 40m, and 45m are considered a minimum.

7.9. At least one arrow speed measuring device (a chronograph) has to be provided, so that archers can check their arrow speed at any time.

7.10. Medical service must be provided at the shooting field during the whole duration of the competition.

7.11. Recommendation: Organizers of a tournament should provide at least two rest areas (food/water) and rest room facilities (e.g. portable toilet).

7.12. Final rounds will be held on special areas, so spectators and the press on duty will be able to watch the shoot-off.

7.13. Rules for the Finale Round

Distances will be selected according to the category.

7.13.1. The top 6 archers in each category after qualification are eligible for the finale round.

7.13.2. There are six 3-D targets to shoot. One additional target has to be prepared for shoot offs.

7.13.3. Each competitor must have six arrows with his/her initials on it.

7.13.4. Shooters in the final round have 3 minutes to judge the distance of all six targets. Shooters are allowed to write down personal notes. Any conversation about distances with other competitors and/or spectators is prohibited.

7.13.5. After these 3 minutes, the competitors have to go to their assigned stake. One Minute shooting time per target. Start and end of shooting time will be indicated by an acoustic signal.

7.13.6. Two judges (EAA events) and one person to pull out the arrows approach the targets. The judges will show the score by lifting a board (A4 format) indicating the certain score (0 / 5 / 8 / 10 / 12). This score will be written on the big scoreboard (200 x 160 cm), and must be kept for checking with scorecards. and the spokesman will inform spectators via microphone and his speech – scoring must be recorded.

7.13.7. Each competitor shoots at a clear target. (Except team finals, where all 4 shooters of the team shoot at the same target) All arrows have to be removed by the arrow puller before the next shooting occurs.

7.13.8. The big scoreboard (200 x 160cm) must indicate the name, the score value of the qualification round, the actual score and the current result for the competitors. The result of the competitor's final round is added to the result of competitor's qualification round.

7.13.9. Score zones in the finale round are:

0 / 5 / 8 / 10 plus 12 (centre ring of the 10)

7.13.10. Spectators should be able to see each target from every position in the stands.

7.13.11. All competitors of the final round have to stay in a certain area reserved at the final round field until all shooting is finished.

7.13.12. The final round is a part of the tournament. All archers qualified for the final round have to shoot the final round, otherwise they are disqualified. In such case, the amount of finalists will be filled up according the result list of the qualification round.

In case of severe weather conditions, the judges (Competition Committee) have to decide if there will be a final round or not. If there is no final round, the results of the qualification round are official and final.

7.14. Rules for the Team-Event on the European Championship

7.14.1. National Team 3 men, 1 lady or Junior (2 different categories) max. 1 Xbow.

7.14.2. National Mixed Team 4 shooters from the short distance 2 different categories.

7.14.3. The teams for the European Championship have to be nominated by the deadline of registration (Max 3 team national 3 team mixed)

After the 2.nd competition day the teammembers (shooters) must be nominatet per name plus

1 name (shooter) in backup. No change after the nomination.

7.14.4. The Team event will be held on the 4th day, 28 target every shooter individually mixed by nations. Team Final 6 target in the afternoon, the top 6 team after qualification are eligible for the final round. (Ranking = all points of the 4 national shooters count for the ranking) Shooting time in the final round is for all 4 shooters 1 min. side by side at the same target.

Team award in the evening of the TEAM day.

No archer may compete in more than one team at the tournament.

8 CLASS AND STYLE DEFINITIONS AND RULES

8.1. EQUIPMENT

8.1.1. 5 grains per pound or 330 FPS (shooters choice)

Shooter's arrows must weigh at least 5 grains per pound of shooting weight. Shooting weight is defined as a peak draw weight that is obtained within the maximum draw cycle. Shooter will be allowed 5 grains for scale differences. Equipment will be checked random.

The 5 grains per pound limit will not apply if the shooter's bow and arrow combination generates less than 330 FPS of arrow speed, measured by the official on-site chronographs, with a 3 percent margin for differences between chronographs. If the arrow speed is higher than 330 FPS, plus 3% (339,9 FPS), the shooter's equipment will be subject to the 5 grains per pound limitation. Arrows must be same in size, weight, length, fletching, nock and signed on the body. The fletching must not be of the same color.

When a shooter is asked to have his/her equipment checked he/she shall choose the method by which would like to have his/her equipment checked. They may choose one method only (not both).

The measure equipment of the official judge on the tournament is decisive for speed and weight.

8.1.2. Limb bolts

Once a shooter begins a course, their limb bolts may not be adjusted until after the equipment can be rechecked by judges at the completion of that course.

8.1.3. Sights and v-bars must not extend more than 12 inches from the nearest point of attachment at the bow

8.1.4. Range finding is prohibited. All distances must be judged by the naked eye. The use of "gapping techniques" which uses any of the shooter's equipment and/or body parts in determination of distance is also prohibited.

Drawing the bow back without any arrow and aiming at a target is prohibited.

No signs/marks (except of manufacturer's ones) on the inner side of the upper limb to judge distance or use as an aiming reference. The rule is obligatory for all categories and styles.

8.1.5. Binoculars and/or spotting scopes without any inappropriate marks are allowed but it has to be checked by the judges. Shooters may carry “target cards” reflecting a picture or rendering of specific targets being shot, but no marks or notations of any type may be made by the shooters on these cards.

No written memorandum is permitted, except for notes concerning the archer's normal sight settings (this includes any notes regarding angle of shot and estimating of distances, etc.)

8.2. EAA 3-D STYLES DEFINED

8.2.1. **Compound Unlimited**(CU)

must be shot from the red stake (max. 45m); Any compound bow with a moveable sight or scope. Any type of release aid, glove, finger tab or bare finger may be used. Any accessories stabilizers, overdraw, peep sight, bubble level, kissers button, add. a light for illumination of the pin may be used.

8.2.2. **Hunter 3D** (HU)

must be shot from the red stake (max. 45m); Any type of bow with or without sight; may be shot with release aid, finger tab, glove or bare fingers. If a sight is used, it will have no more than five fixed pins or crosshair style pins. . Stabilizers and v-bars must not extend more than 12 inches (30.5 cm) from the nearest point of the attachment of the bow. Overdraws (max. 2 inches), peep sight, lenses, bubble level, add. a light for illumination of the pin may be used.

8.2.4. **Compound Bare bow** (CB)

must be shot from the red stake (max. 45m); A compound bow with no sighting device. A rest and plunger are all that may reside within the window. There will be no marks on the bow or bowstring, which could be considered as sighting marks. There will not be any type of draw check on the bow or string. A 12 inches - stabilizer may be used but no peep sight and no overdraw. Any type of release aid, glove, finger tab or bare fingers may be used.

8.2.5. **Olympic** (OL) must be shot from the red stake (max. 45m)

Any type of recurve bow with a moveable sight, stabilizers, v-bar, kissers and pressure button and draw check device. Sights that utilize any lens with or without magnification are not allowed in this class. It must be shot with gloves, finger tab or bare fingers. (Equipment and shooting style according to the FITA rules)

8.2.6. **Traditional Recurve** (TR-RB) must be shot from the blue stake (max. 30yards),

it can be used any type of traditional recurve bow - no metal handle. No release aid, no sighting device, no stabilizers, no added weight. It must be shot with glove, finger tab or bare fingers. While shooting, the archer must touch the arrow with the index finger against the nock (no “string walking”). There will not be any type of draw check on the bow or string. No marks are allowed in the sight window on string, on the bow that could be used to judge distance, or as an aiming reference. Arrowrest like T300, Neet, Hoyt Hunter, Bear ore similar can be used.

Any kind of arrows are allowed. The arrows must be of the same materials and uniform length

and weight.

8.2.7. Traditional Longbow (TR-LB)

must be shot from the blue stake (max. 30yards). It can be used any type of longbow defined as: a bow when strung the string touches only the nocks of the bow, no release aid, no sighting device, no stabilizers, and no added weight. Must be shot with glove, finger tab or bare fingers. While shooting, the archer must touch the arrow with the index finger against the nock (no “string walking”). There will not be any type of draw check on the bow or string. Not allowed any marks in the sight window, on the string, or on the bow that can be used as range finding or as an aiming reference.

Only wooden arrows are allowed. The arrows must be of the same materials and uniform length and weight.

8.2.9. Bare bow (BB)

must be shot from the blue stake (max. 30yards)

Equipment as in the FITA rules defined).

8.2.10. Crossbow (CRB)

must be shot from the red stake (max. 45m); It can be used any type of crossbow (recurve or compound) with pin / crosshair style sight or telescopic sight with or without magnification. Laser sights are prohibited. Crossbows must be loaded by hand (bow stringer allowed) and must have a safety button. It's prohibited to use the carrying sling for additional fixation.

Arrows: the shaft lengths must reach the front of limbs by loaded crossbow.

There is no modification allowed on the factory settings.

(CRB rules by 27.Nov.2004 meeting BOD)

8.2.11. Primitivbow and Horsebow (PB-HB)

The Primitive bow- made from one pc wood (packing of sinew is allowed) no arrowrest and any kind of window.

Horse bow is a symmetric recurved composite bow. The handle also symmetrical and it is at least 15 mm width can not have any kind of window. When the bow is strung the string also runs in the symmetric center of the

bow and has a length not more than 1.6 m. The bows can be shot with glove, finger tab or bare fingers. While shooting,

the archer must touch the arrow with one finger against the nock (no “string walking”). It is not allowed any type of draw check on the bow or string.

Only wooden arrows are allowed. The arrows must be of the same materials and uniform length and weight.

8.2.12 Bowhunter Compound

must be shot from the red stick; any kind of compound bow; no limits; One category for men, women, juniors, cadetts

8.2.13 Bowhunter

All other bows must be shot from the blue stick; no mimits;

One category for men, women, juniors, cadetts

8.3. EAA 3-D CLASSES DEFINED

8.3.1. The competitor is as old as on January 1st

8.3.2.

veterans: 51 years of age or older / men - women

senior: 21 – 50 years / men - women

juniors: 18 - 21 years / men - women

cadetts: 15 – 17 years / men - women

cadets 15 - 17 – all cadets are shooting from blue stake - maximum distance 27m

it is up to the shooter to choose a class of higher age

8.3.3. In case there is registered less than five competitors in any style, class and category. Judges together with organizer committee will attach them to similar group. It's right of organizer to give awards

8.3.4. Minimum age for competing an international EAA Tournament is 15 years; it is up to a national organizer to allow younger shooters at national tournaments.

9 SHOOTING RULES

9.1. Only one arrow per shooter per target will be shot from a stake. Any arrow, which is dropped and can be recovered while touching the stake may be re-nocked and re-shot.

The shooter is responsible for maintaining control of the arrow at all the times and it must not be intentionally released. Any arrow released accidentally or deliberately and not found in the scoring area of the target, is scored as a zero ("0").

9.2. There is only one stake per target and class. Only one archer can shoot from the stake at one time. A shooter must touch the stake with some part of his/her body while shooting.

Crossbow archers must be at the stake before they attempt to load the crossbows. Loading the crossbow and nocking the arrow, anywhere else than at the stake is prohibited and may bring immediate disqualification.

9.3. Groups must have at least three shooters and no more than five shooters. Each group will assign two scorekeepers. The first listed archer of each group is the leader of the group.

9.4. A group is not allowed to pass other groups except by an order from a judge. In this case, one group has to shoot, score and pull the arrows, while the other group is waiting.

9.5. As a courtesy to fellow competitors, archers have to wait for their turn in a certain distance (3m) from the shooter at the stake.

9.6. The shooters of each group will alternate being the first shooter at each subsequent stake, with their shooting order maintained throughout the round. Minis shoot last.

9.7. The first shooter will be allowed 90 seconds to shoot his/her arrow. The leader of the group decides when the first archer goes to the stake. Each remaining member of the group will be allocated 90 seconds to shoot. In consideration of time, no shooter may glass the target from the shooting stake after taking his/her shot.

9.8. Archers have to remain behind the shooting stake until the whole group finished the shooting.

9.9. All arrows must remain in the target until all arrows are scored. The status of any doubtful arrow must be determined before drawing any arrow from the target and no arrows may be touched until a judgment has been made.

9.10. For safety considerations and to insure a timely competition, no archer will go behind a target to look for a lost arrow or for any other reason except to retrieve an arrow, which is visible to the group.

9.11. If the equipment failure occurs during the act of shooting, the arrow will be scored as a shot. The shooter will have up to 15 minutes for repair. The group has to leave the stake and wait.

If the repair can't be done at the range the shooter will have up to 30 minutes for repair. The shooter has to contact a judge. Time will start at the moment the judge takes over the score cards. The group must wait. A shooter may change his/her bow one time in a tournament. Only one bow per shooter may be brought to the range. After the repair is done, the shooter will have two arrows for practicing on the target, which is already shot.

9.12. In the final rounds, no extra time shall be allowed for equipment failure, but the competitor with equipment failure may leave the shooting place to repair or replace the same and return to shoot any remaining arrow(s) if the time limit permits. In the team event other member(s) of the team may shoot in the meantime.

10 SCORING RULES

10.1. For all sanctioned EAA 3-D Shooting events, the scoring must be as follows:

11 – Small circle centered within the ten ring. Approximately 25% of the ten ring will be used. Arrow must at least touch the circle. This score would reflect 11 on the scorecard. If there is no ring on the target, it can't be count.

10 - Circle inside vital area. Arrow must at least touch the circle.

8 – Vital area other than the 10 point circle. Arrow must at least touch the vital area line.

5 – Remainder of the animal touching body colour.

0 - A hit in the horn or hoof not touching body colour, any other misses, or glance off.

Final round and shoot off only: **12** – Small circle cantered within the ten rings. Arrow must at least touch the circle.

10.1.1. Tie score is counting as follow : First =0(Hit count first)= 12(11) =10=8=5 this is only for the ranking.

10.2. The arrow shaft must touch any portion of the line to be scored for the higher value.

An arrow that is embedded into the nock end of an arrow that is embedded in the target will be scored the same as the embedded arrow. All arrows must remain in the target until all arrows are scored. Time for scoring is 150 seconds.

10.3. Shooters will get the official scorecards (2) for that day at the meeting before the beginning of each round. Double scoring is required.

10.4. All information on the scorecards must be accurate with all information completely and properly filled out.

10.5. At each target scoring will be done after the group finished the shooting. Each scorekeeper will maintain 1 card for each shooter and be responsible for recording each arrow.

10.6. Each shooter of a group has to call his/her score loud and clear.

10.7. Both score keepers must compare their recorded scores before the arrows are pulled. In case of mistakes, corrections have to be made immediately. The leader of the group has to sign the corrections.

10.8. In case there are disagreements about the score on both scorecards of a shooter at the end of the round; the lowest score will be valid.

10.9. To score, arrows must be stuck in the target, or witnessed pass troughs and BOUNCE OUTS are to be scored as agreed on by the majority of the group, or re-shot before shooters advance to the target. (EXPLANATION; All arrows must remain in the target until all arrows are scored. The status of any doubtful arrows must be determined before pulling any arrow from the target and such arrows may not be touched until the judgment has been made. Arrows pulled early are scored as a zero („0“).

10.10. The status of any doubtful arrow must be determined by the majority of votes of the group. Should the group be unable to reach an agreement (tie), a judge must be called.

10.11. At the completion of each course all scorecards must be legible, completed and signed. No changes may be made to a scorecard after the scorekeeper and shooter have signed the scorecard. The scorecards have to be turned in by the leader of the group immediately after the completion of the course.

10.12. Any person in violation of the above said rules can be disqualified from that event and may be suspended from membership. Any person suspended from membership will not be allowed to shoot any sanctioned EAA 3-D event that shooting year or as directed by the EAA 3-D board of directors. Anyone that is suspended from membership, and violates this rule, could be permanently suspended from EAA 3-D membership and all of its sanctioned events. Any shooter who disobeys shoot officials orders, will be disqualified from that event and may be suspended from membership.

Littering or improper disposal of trash will be considered as un-sportsmanlike