



# 2015 NASP® Regional & State Tournament

## Rules & Protocols

**New for 2015:** Except for inconsequential language edits, rule changes are in **red text**.

### **PARTICIPATION- All State Qualifying, Regional, and State Tournaments/Championships**

*To maximize the number of students who will discover their aptitude and interest for archery NASP® is an in-school program. Because of this 77% of NASP® students first shot archery while taking lessons at their school. NASP® emphasizes team participation in order to maximize the number of students who will participate and to promote positive social interaction among students and faculty.*

- 1.1. Every archer must attend a public, private, or home school offering NASP® curriculum during standard school hours.
  - 1.1.1. **After-school-only archery programs or clubs are ineligible.**
  - 1.1.2. **The school principal's name & telephone # will be provided during registration.**
  - 1.1.3. **NASP® may choose to contact the principal to confirm 1.1.**
- 1.2. A 'school' for the purposes of participation in NASP® tournaments is a building or set of buildings on the campus where students at that school attend.
  - 1.2.1. For instance, a high school may have 9th grade and 10th-12th grade students on the same campus but in different buildings. This is one school.
  - 1.2.2. In another school all students K-12, 6-12, etc. may be in the same building or buildings on the same campus. This is one school.
  - 1.2.3. If schools with similar names but at separate address such as the 'North Middle School and North Elementary School' even if in the same district, they are separate schools and may not mingle shooters on teams unless shooting up.
    - 1.2.3.1. Except: If elementary grades (4th & 5th) are not in the same school the schools where the two grades are found may combine students to form elementary teams. Example: this could be a school with K-4 and a school combining with a 5-8 or 5-12 school.
    - 1.2.3.2. Except: If middle school grades (6-8) are not in the same school the schools where the three grades are found may combine students to form middle school teams. Example: this could be a K-6 school combining with a 7-8 or 7-12 school.
    - 1.2.3.3. Except: If high school grades (9-12) are not in the same school the schools where the four grades are found may combine students to form high school teams. Example: this could be a school with 9-10 combining with an 11-12 school.
- 1.3. A student who no longer attends a NASP® school due to having moved, promoted, etc. is ineligible to participate in this tournament until/unless the student's new school joins NASP®.
- 1.4. A student who is home-schooled may only participate if the home school has enrolled in NASP® and provides NASP® archery lessons.
  - 1.4.1. EXCEPT: Some home-schooled students receive Physical Education from public or private schools.

- 1.4.1.1. If the home-schooled student receives NASP® lessons while attending classes at a NASP® public or private school that student may participate for the home school or the school where the archer receives NASP® classes **IF the schools agree.**
- 1.4.1.2. The home-schooled student is ineligible if archery lessons are after-school only.
- 1.5. Only students who are in grades 4-12 by the date of the tournament may participate.
  - 1.5.1. Except: A student in 3rd grade may participate if a letter from the Principal is provided to NASP® indicating the student can safely perform all NASP® tournament procedures with specific equipment. K-2 students are ineligible.
  - 1.5.2. A student at a NASP® school who has graduated early during the current school year may, at the discretion of the school Principal, participate.
- 1.6. NASP® archery teams must contain 12-24 students, at least 4 of which must be of the opposite gender.
- 1.7. If the school is single gender, the required opposite gender participants may come from other NASP® schools in the same city, county, or school district.
- 1.8. If the school contains fewer than 150 students (combination of grades 4-12) the team may be comprised of students from other participating NASP® schools in the same local system. **A school can only join with other schools until a threshold of 150 students (combination of grades 4-12) is met or exceeded.**
- 1.9. Competitive Divisions are Elementary: 4th-5th, Middle: 6th 7th & 8th, & High: 9-12 grades.
- 1.10. When building a team for the state or provincial tournament: A student, who by grade would be in a younger division (elementary or middle), may 'shoot up' for a team in an older division.
  - 1.10.1. To 'shoot up' the student must be from the same school or same local system and both schools offer NASP® as part of the school's curriculum.
  - 1.10.2. Unless 'shooting up', students may only shoot on a team at the NASP® school they attend.
  - 1.10.3. If a student shoots up for a higher division team that student will be competing for team rank in that older division.
  - 1.10.4. **If a student shoots up for a higher division team that student will still be competing for individual rank among students in his or her actual, younger division.**
  - 1.10.5. NASP® is a school program. If a school administration deems a student unsuited to represent the school, NASP® will abide by the decision. Ineligibility generally occurs when a student has been disciplined or for academic reasons.

## **2. NASP® State Qualifying, Regional, and State Tournament Registration Protocols**

- 2.1. All points under #1-1.10.5 above apply unless otherwise stated below.
- 2.2. There is no minimum number of students from the regional tournament roster required for the state roster. Team size remains 12-24 students with at least 4 of the opposite gender.
- 2.3. Substitutes for the state roster may be students that did not participate in the regional tournament but they must be from the same school and in the same division or must meet the requirements for shooting up (see 1.10).
- 2.4. **Individuals that shot in certain divisions at their regional tournaments are no longer LOCKED into those divisions for the state tournament. But they still must shoot for the same school or school district/system.**
  - 2.4.1. **If they are shooting in their actual division (not shooting up) they must shoot for their NASP® school's team.**
  - 2.4.2. **If they are shooting up they may shoot for their school, if their school has higher division grades or they may shoot for a higher division school in their district or system if their school doesn't have those grades.**
  - 2.4.3. **Individuals may shoot in their actual division or shoot up in a higher division for state.**

- 2.4.3.1. If an individual shot in a higher division at the regional tournament the individual may shoot “down” in their actual division for state.
- 2.4.3.2. If an individual shot in their actual division at the regional tournament they may shoot up at state.
- 2.4.4. If a school sent multiple teams to the regional tournament they may recombine archers from these teams for state. **Not applicable to entire school districts/systems.**
- 2.5. A school may register as many teams as they want at the regional tournament. However, a school can register only one team per school/division for the state tournament.
- 2.6. Teams and individuals are invited to register to attend the state tournament according to the Tier schedule listed below. This tier strategy is designed to spread peak registration over multiple days and to provide priority access to the highest place and scoring teams and highest placing individuals.
- 2.7. Registration for the state tournament is as follows. When flights are full, registration closes. **Team scores can come from the regional tournament or any state qualifying tournament.**
  - 2.7.1. Tier 1: 1st place teams from each region by division
  - 2.7.2. Tier 1: 1<sup>st</sup>-5<sup>th</sup> place individuals from each region by division and gender
  - 2.7.3. Tier 1: Elementary School team scores greater than 2,899
  - 2.7.4. Tier 1: Middle School team scores greater than 3,199
  - 2.7.5. Tier 1: High School team scores greater than 3,299
  - 2.7.6. Tier 2: Elementary School team scores greater than 2,799
  - 2.7.7. Tier 2: Middle School team scores greater than 3,099
  - 2.7.8. Tier 2: High School team scores greater than 3,199
  - 2.7.9. Tier 3: Elementary School team scores greater than 2,649
  - 2.7.10. Tier 3: Middle School team scores greater than 2,999
  - 2.7.11. Tier 3: High School team scores greater than 3,099
  - 2.7.12. Tier 4: Elementary School team scores greater than 2,599
  - 2.7.13. Tier 4: Middle School team scores greater than 2,899
  - 2.7.14. Tier 4: High School team scores greater than 2,999
  - 2.7.15. Tier 5: Elementary School team scores greater than 2,499
  - 2.7.16. Tier 5: Middle School team scores greater than 2,799
  - 2.7.17. Tier 5: High School team scores greater than 2,899

**3. Equipment -- Only equipment specified for use in NASP® may be used in the tournament.**

*NASP® equipment has been selected to be as universal-fit as possible to make administration of the program most suitable for in-school teaching. The program would be too complicated if multiple bows, arrows, and accessories were allowed. Tournaments follow in-school program design.*

- 3.1. If after the 10-meter practice end begins an archer is found to be using disallowed equipment, the archer is subject to disqualification.
- 3.2. **Bows:** Only the stock (original) unmodified Genesis™ bow approved for NASP® may be used.
  - 3.2.1. All bows must be on bow racks for range official inspection before shooting begins.
  - 3.2.2. The Genesis Mini and Pro are not allowed for use in NASP®.
  - 3.2.3. A non-compliant bow must be removed from the competition by the Head Coach until it is restored to a compliant condition before competition begins or resumes.
  - 3.2.4. Only tied on or heat shrink nock locators may be used.
    - 3.2.4.1. There may be up to one nock locator above and below the arrow nock.
    - 3.2.4.2. If using two nock locators the gap between them must be  $\leq$  1-1.5 nock widths.
    - 3.2.4.3. Brass nock locators are prohibited.

- 3.2.4.4. Instructions for tying on a nock locator are available at [www.nasparchery.com](http://www.nasparchery.com).
- 3.2.5. The bow must be sight and sight-mark free.
- 3.2.6. **Tape or paint to cover sight marks will be applied to the face of the sight window at a point starting at the top of the bow's grip and running at least 6 " up the face of the sight window towards the top limb.**
  - 3.2.6.1. Camouflage bows may be used, but the face of the sight window must be covered to prevent camouflage lines serving as sight marks.
  - 3.2.6.2. **The inside of the sight window must be kept free of any raised edges.**
  - 3.2.6.3. Tape or paint used to cover sight marks must remain throughout the competition.
    - 3.2.6.3.1. Archers and coaches should comply with this rule before their flight time.
    - 3.2.6.3.2. **If sight marks are discovered the archer will be asked to have this performed.**
  - 3.2.6.4. The bow must be free of draw stops or stabilizers.
  - 3.2.6.5. The bowstring and cables may be 'after-market' but of the same approximate length.
  - 3.2.6.6. The standard cable guard, grip, slide, wheel, cam, bearings, riser, and limbs must be original and unmodified.
  - 3.2.6.7. A bow may be personalized by painting, stickers, et cetera, but be without sight-marks.
  - 3.2.6.8. The arrow rest must be original and unmodified. The rest arm sleeve may be original, absent, or replaced with heat shrink tubing similar to the original rest arm sleeve.
  - 3.2.6.9. Except for malfunction, bows must remain downrange of the waiting line once shooting begins.
  - 3.2.6.10. The bow's draw weight must remain unchanged throughout the flight after the 1st scored arrow is shot at 10 meters.
  - 3.2.6.11. Except for major malfunction the same bow must be used throughout the competition.
- 3.2.7. **Loaner Bows:** Archers are encouraged to bring their own NASP® bows. A few 'loaner' bows will be available in case of equipment failures.
- 3.3. **Arrows:** Only the original unmodified Easton aluminum 1820 arrows approved for NASP® may be used. Tournament officials will provide 5 NASP® arrows (and replacements as needed) in each archer's floor quiver.
  - 3.3.1. If the archer provides personal arrows they must be official, unmodified NASP® arrows.
  - 3.3.2. If personal arrows are used, a readily accessible supply of replacements must be on hand.
  - 3.3.3. Arrow nocks may be the NASP® glue-on or push-in nock or both.
  - 3.3.4. Arrow points must be the NASP® standard; glue-in, cone shaped and weighing 60 grains.
  - 3.3.5. Arrow vanes must be 3 soft plastic, 2.5-3.0" long and no more than .4-.6" in height and attached to the shaft with a straight off set of approximately 1.5 degrees.
    - 3.3.5.1. **NEW: New Archery Products (NAP), the maker of the Genesis bow arrow rest, has developed a replacement vane system for NASP®. This system will be permitted in NASP® schools and tournaments. It meets our dimension specifications outlined in 2.2.5 above. It is called "NASP® SPEEDFLETCH (patents: 7,955,2901 & 6,142,896). This vane system will have the NASP® logo marking the index vane.**
  - 3.3.6. Personal arrows **must** have vanes marked for identification. The arrow shaft may be marked, crested, or taped above the mid-point (towards the nock) for identification.
- 3.4. **Accessories: Very few accessories are allowed in NASP®**
  - 3.4.1. Archers may wear finger tabs, tape, or gloves to protect draw-hand fingers.
  - 3.4.2. 'No-glove' finger-protection devices may be placed on the bowstring but these must be without locator buttons or discs.
  - 3.4.3. Heat shrink tubing may be placed on the bowstring to reduce finger strain but the tubing must cover the entire center serving above and below the nock locator(s).
  - 3.4.4. Archers may wear arm guards and chest protectors.

- 3.4.5. **Archers may wear eye patches or glasses.**
- 3.4.6. Finger or wrist slings are allowed. Wrist slings may be attached using the bolt that comes with the strap. The bolt must be made of steel or plastic and must only protrude one inch or less beyond the bow's accessory hole.
- 3.4.7. Mechanical release aids are prohibited except as pre-approved solutions for physically challenged archers.
- 3.4.8. Vibration dampening devices may not be placed on any part of the bow. Note: Although previously allowed in NASP® they must be removed from bows used in the program and its tournaments. They are an unwarranted expense unaffordable for some schools and students.
- 3.5. At official discretion, any bow, arrow, or accessory may be subjected to inspection, including dismantling and weighing. Anyone found using disallowed equipment or modifications will forfeit awards and be disqualified. Disqualification may affect their team's rank.

#### 4. **Competitive Format**

*NASP® competitions are designed to be extensions of the in-school curriculum. Tournaments emphasize safety, sportsmanship, and indoor application.*

##### 4.1. **Range Set-Up**

- 4.1.1. Target butts will be placed directly on the floor similar to the height of school butts.
- 4.1.2. Targets faces (paper) will be NASP® 80 cm FITA face with 10 scoring rings.
- 4.1.3. Target faces will be attached to the butts approximately 4-6 inches above the floor.
- 4.1.4. The target line will be approximately 2 yards or meters from the target butts.
- 4.1.5. There will be 10 meter (32' 10') and 15 meter (49' 2') shooting lines.
- 4.1.6. The waiting line will be at least 4-5 yards or meters beyond the 15 meter shooting line.
- 4.1.7. A 'Coach's Alley' will be delineated between the waiting line and spectators.
  - 4.1.7.1. **Only two coaches from each team may be in the coach's alley.**
  - 4.1.7.2. **Coaches in the alley must wear credentials provided at registration (wrist strap, etc.)**
  - 4.1.7.3. **For teams, at least one coach must be immediately available and located with his or her team while the team is shooting in case issues must be resolved. Coaches must display positive sportsmanship while in this alley.**
- 4.1.8. Spectator seating will be placed as close as possible behind the waiting line.
- 4.1.9. Shooting lines will support 5 foot wide shooting lanes accommodating 2 archers per lane.
  - 4.1.9.1. **The shooter's label will indicate with "Left" or "Right" which half of the 5' wide shooting lane each archer is assigned.**
    - 4.1.9.1.1. **Crowding across the middle of the lane is considered unsportsmanlike conduct.**
  - 4.1.9.2. Shooters occupying a lane will be from different schools where possible.
  - 4.1.9.3. Solo shooters will be combined where possible to promote integrity.
- 4.2. **Whistle Signals: NASP® whistle commands will be used to operate the range.**
  - 4.2.1. 5+ whistles for an emergency
  - 4.2.2. 2 whistles to 'get bow'
  - 4.2.3. 1 whistle to 'shoot'
  - 4.2.4. 3 whistles to 'go get arrows'
- 4.3. **Arrow Handling and Movement About the Range: NASP® safety rules must be followed.**
  - 4.3.1. Archers must walk when moving about the range.
  - 4.3.2. Archers must have one foot on each side of the shooting line with 'bows on toes' before shooting begins.
  - 4.3.3. The tournament-provided arrow quiver must be placed ON the shooting line in FRONT of the archer.

- 4.3.4. Shooter and quiver must remain in their half of the assigned lane when on the shooting line.
- 4.3.5. While both archers may approach the target when scoring, only one archer may remain at the targets when arrows are pulled. The other archer must be safely behind the target line while arrows are being pulled from the target.
- 4.3.6. Archers must remain standing on their feet and **off their knees when pulling arrows.**
- 4.3.7. Arrow points must be covered with one hand and shafts grasped below the vanes with the other hand when walking with arrows.

#### 4.4. Order of Shooting

- 4.4.1. The archer must **nock**, pre-draw, draw and aim in a manner keeping the arrow pointed safely towards the target, below the top of the backstop curtain, and away from the floor at all times.
- 4.4.2. Archers will shoot one practice end of 5 arrows and 3 scoring ends of 5 arrows at 10 meters.
- 4.4.3. Archers will shoot one practice end of 5 arrows and 3 scoring ends of 5 arrows at 15 meters.
- 4.4.4. Archers will have 2 minutes to shoot each 5-arrow end.
- 4.4.5. Dropped arrows will be left on the floor and replaced by a range official.
- 4.4.6. An arrow that bounces off the target may be shot again as instructed by range officials.
- 4.4.7. An arrow that reaches the target line without hitting the target is considered a shot rather than a dropped or bounced-out arrow and will be scored zero points.
- 4.4.8. **If an archer is unable to safely use the equipment and follow range protocols that archer may be removed from the competition.**
- 4.4.9. **If the archer's draw weight and draw length aren't sufficient to perform on par with other archers in the tournament the archer may be removed. Generally this is indicated by arrows that repeatedly fail to reach the target and/or stick in the target butt.**
- 4.4.10. After shooting the last arrow the archer **must immediately leave the shooting line**, rack the bow, and return behind the waiting line. **This is NASP®-specific range management protocol.**

### 5. Scoring:

- 5.1. All arrows should be scored before any arrow or the target's face is touched.
  - 5.1.1. **Moving the target face to affect an arrow's score is a violation of 5.1.**
  - 5.1.2. **Moving or pushing an arrow into the target face to affect an arrow's score violates 5.1.**
- 5.2. Beginning in the center of the target, scoring rings are 10, 9, 8, 7, 6, 5, 4, 3, 2, & 1.
  - 5.2.1. An arrow touching a scoring ring line is awarded the higher point value.
  - 5.2.2. An arrow outside all scoring rings is awarded '0' points.
  - 5.2.3. The 'X' ring in the center of the 10 is simply scored as a 10.
  - 5.2.4. An arrow that 'robin-hoods' another arrow receives the value of the arrow in the target.
  - 5.2.5. An arrow that skips off the floor and imbeds in the target is scored where it sticks.
  - 5.2.6. An arrow that skips off the floor and bounces off the target is treated as a bounce out.
- 5.3. Scannable (bubble-type) scorecards will be used. Archers should practice with this type of scorecard before coming to the tournament. [CLICK HERE](#) for a practice score card.
- 5.4. **Scoring:** Both archers should walk to the target in their lane to score their arrows.
  - 5.4.1. Only archers and tournament officials will be allowed downrange of the waiting line.
  - 5.4.2. Both archers' scorecards will be on the same score board.
    - 5.4.2.1. One archer will stop at the Target Line while the other archer approaches the target.
    - 5.4.2.2. The archer at the target calls out the score of his or her own arrows while the archer behind the Target Line records (bubbles) the score in pencil. **Arrows remain in the target.**
    - 5.4.2.3. Archers will then reverse roles, the other calling his or her own arrows while the other archer bubbles. **Arrows remain in the target.**

- 5.4.2.4. If archers cannot agree on an arrow's score, a range official must be asked for the final decision.
- 5.4.2.5. After both archers are satisfied that arrow values have been accurately recorded, they may then approach the target, one archer at a time, and pull their arrows. Recorded scores are considered final at this point. The waiting archer must remain safely behind the Target Line.
- 5.4.2.6. Only range officials may have erasers at the targets. If the archer needs a score erased the official will perform the task. The lane official will document such action on the back of the scorecard.
- 5.4.2.7. At the conclusion of the flight both archers must sign the scorecard.
- 5.4.2.8. Range officials will gather signed scorecards after each flight at the target.
- 5.4.2.9. Disqualification may occur if an archer takes the scorecard up-range of the 10 meter shooting line or to the coach or other unofficial person(s).
- 5.4.2.10. If an archer observes another recording a false score a range official **must** be alerted.
- 5.4.2.11. Summation of the team's highest 12 individual scores, with at least 4 of both genders will comprise the team score.

## 6. Ties will be broken

### 6.1. Individual Ties

- 6.1.1. First by the computer by comparing total score, then # of 10's, 9's, 8's, and so on.
- 6.1.2. If necessary a shoot-off will take place prior to the awards ceremony. KEEP YOUR BOW NEAR BY! Archers absent for tie breaking will be awarded the lower rank
- 6.1.3. Tied individuals will shoot a 5-arrow warm-up end at 15 meters.
  - 6.1.3.1. Then a 5-arrow end competitive end at 15 meters.
  - 6.1.3.2. If the tie persists, a single arrow shot from 15 meters, closest to the middle of the target's center will break the tie.

### 6.2. Team Ties

- 6.2.1. Tied **teams** will select one male and one female archer from their teams.
  - 6.2.1.1. These two archers from each team will shoot a 5-arrow warm-up end at 15 meters and then a 5-arrow scoring end at 15 meters.
    - 6.2.1.1.1. Combined scores of both boy and girl team members will be compared to break the tie.
    - 6.2.1.1.2. If the tie persists both the boy and girl from each team will shoot a single arrow at the same target. The arrow closest to the center of the target will win the tie.

## 7. Scholarship Shoot-Off

- 7.1. The top 5 male and top 5 female shooters present at the awards ceremony will participate.
- 7.2. Each will shoot a practice end of 5 arrows at 15 meters.
- 7.3. Each will shoot a 5-arrow scoring end at 15 meters.
- 7.4. Scholarship award levels will be based upon the order of elimination among these contestants.

## 8. Awards

- 8.1. One team trophy will be awarded to the 1st, 2nd, and 3rd place teams in each of 3 divisions.
- 8.2. Each 1st thru 3rd place teams' members + up to 6 coaches will also receive a medal.
- 8.3. Students in 3rd grade will be included in the elementary division for individual awards.
- 8.4. Plaques, and medals will be awarded to 1st - 5th place individual boys & girls in the elementary, middle & high school divisions.
- 8.5. Individual boy and girl champions in each division will be awarded a Genesis Bow.

- 8.6. Tournament Overall and Runner-Up Champion boys and girls will also be recognized.
- 8.7. Additional prizes may be awarded teams and individuals as they are available.

9. **Dress Code NASP® tournaments are an extension of the educational experience**

- 9.1. It is important that students remain safe and comfortable. Therefore, all student archers must wear close-toed shoes. (Bare feet and sandals are disallowed)
- 9.2. All coaches should make sure their student archers adhere to their school's dress code at the tournament except for the total ban of open-toed shoes above in 6.1.
- 9.3. Use of personal music playing devices, ear buds and headphones are prohibited on the range.
- 9.4. **Ear plugs to block distractions are permitted as long as the archer remains able to hear and follow range commands.**
- 9.5. Behavior considered disruptive, unsafe, offensive, or otherwise inappropriate may result in disqualification and or expulsion of the archer, coach, and observers.

10. **Protest Procedure**

- 10.1. A committee will be designated to receive and resolve official protests.
- 10.2. Coaches may visit the Coaches Review Room following the conclusion of each flight.
- 10.3. Only the officially registered coach of the team or individual may register a protest.
- 10.4. A protest must be received by the committee within 30 minutes following flight conclusion.
- 10.5. Protests may concern an archer or team score or equipment compliance.
- 10.6. Video or other photographic evidence regarding the protest will not be considered.
- 10.7. Rule clarification or suggestions may be provided by going to "Contact" at:  
[www.archeryintheschools.org](http://www.archeryintheschools.org)

11. **Sportsmanship:** Archers, coaches, volunteers, and spectators are expected to respect others. Acts of unsportsmanlike conduct will result in disqualification and or removal from the event.

- 11.1. These are a few examples of unsportsmanlike conduct:
  - 11.1.1. **Purposefully disturbing another archer with excessive touching or talking**
  - 11.1.2. **Failure to follow lane official direction**
  - 11.1.3. **Physical or verbal abuse of any person at the event**
  - 11.1.4. **Using disallowed equipment**
  - 11.1.5. **Attempts to cheat**