

# SOUTH CAROLINA ARCHERY ASSOCIATION OFFICIAL RULE BOOK

## New for 2017-

### **See Official Rules for more information.**

All 3D tournaments count toward the Regional Competitions. Upper Regional Competition requires 2 scores from each club (3 clubs= 6 scores). Lower Regional Competition requires 1 score from each club. (5 clubs=5 scores)

**For items not addressed in this book the SCAA/NFAA refers to the NFAA Constitution & By-laws**

## PURPOSE OF THE SCAA

The purpose of the SCAA shall be:

- A. To foster, expand and perpetuate the sport of archery and the good fellowship among all archers.
- B. To protect, improve and increase the hunting rights of bowhunters.
- C. To unify all archery groups, clubs and organizations in South Carolina into one Association.
- D. To sponsor and conduct archery tournaments in South Carolina that are governed by the rules and regulations as set by the SCAA board of directors that are equal and fair to all.
- E. To cooperate with the SC Department of Natural Resources to secure and improve bowhunting privileges.
- F. To promote and publicize archery activities in South Carolina including bowhunting, field and target archery.

## SCAA/NFAA MEMBERSHIP

- A. Applications for membership can be obtain from an SCAA/NFAA officer, Chartered Club, or by the NFAA website <https://nfaa.com/membership>.
- B. Adult membership shall be granted to any individual 18 years of age or older upon application and payment of regular fees and dues through the SCAA/NFAA.
- C. Junior Membership shall be granted to individuals under 18 years of age in the same manner as for the adult membership except a date of birth must accompany the individual's membership.
- D. Professional Membership: Archers who are NFAA members in good standing shall be eligible for membership, however, those archers under 18 shall be required to submit written permission from his/her parent or guardian. An NFAA form in triplicate shall be provided for Parent or Guardian signature.
- E. The SCAA/NFAA or a Chartered Club may suspend or revoke an individual's membership for actions deemed by the Board of Directors detrimental to the association or club(s).
  - a. Any actions by an individual or club that willfully violates the Constitution-Bylaws or game rules are subject to suspension or revoke of membership.
  - b. Failure to abide by or enforce the rules, regulations and policies of the SCAA/NFAA.
  - c. Reinstatement of Membership lost through expulsion or suspension shall be sustained upon approval by a 2/3 vote of the Board of Directors.
- F. A SCAA/NFAA membership allows an individual to,
  - a. Compete for all SCAA/NFAA or NFAA Championships and SC Shooter of the Year (SOY).

- b. Vote on matters submitted by the Board of Directors
  - c. Hold an office of the SCAA/NFAA.
  - d. Any discounts set forth by the SCAA/NFAA or Chartered Club.
- G. A NFAA/SCAA membership card must be presented at time of registration at all state championship tournaments for score to count toward championship.

### **STATE TOURNAMENTS**

There will be (7) tournaments that will make up the SCAA Shooter of the Year competition. All State Championship Tournaments will be a shotgun start, 9am and 1pm, Saturday and Sunday. Exceptions will be the Indoor, Vegas and the Final 3D Championship (one day shoot). Times will be posted on the website for these tournaments. All competitors must be a member of the SCAA/NFAA or participate in the guest class. In the event that a State tournament cannot be held on the assigned date, an alternate date will be set by the Board of Directors.

The Rules and Regulations governing tournaments 1 through 6 are as described in the current NFAA Constitution and Bylaws Handbook. ARTICLE II, ARTICLE III, ARTICLE IV, ARTICLE VI An abbreviated description of the below events can be found on the SCAA website.

- |   |   |
|---|---|
| 1. State Vegas Round Championship         | 2. State Indoor Round Championship        |
| 3. State 900 Target Round Championship    | 4. State Field Target Round Championship  |
| 5. State Hunter Target Round Championship | 6. State International Round Championship |
| 7. State 3D Championship                  |   |

The State 3-D tournament will follow the SCAA rules and regulations for a 3D tournament with the following changes:

### **SCAA State 3-D Championship**

1. The State 3-D Championship will be a one-day shotgun start tournament at 10:00 AM. A banquet and awards ceremony will follow the tournament.
2. State 3-D tournaments are to consist of twenty five (25) targets and 14s are for score.
3. All SCAA classes will be recognized except for Bowhunter B.
4. A competitor must be a current NFAA/SCAA member in advance to compete for any State Championship tournament in order to participate for a Championship or the SOY.

### **SCAA Shooter of the Year (SOY) Championship Rules and Information**

Competition will be governed as follows:

1. A competitor must compete in at least 4 of the State Target Tournaments and have a State 3D score to be eligible to compete for Shooter of the Year in his or her class for that year.
2. All state target scores will be prorated to a max score of 900. This balances all tournaments to be weighted equally. State Champion 3-D scores will be **not** be prorated to a total score of 900 points, but will be added to the sum of the prorated State Target Scores.
3. The four highest prorated target scores along with the State 3D score will count towards the SCAA Shooter of the Year totals.

5. SCAA 3D classes will be used for the Shooter of the Year competition. Bowhunter B is not a recognized class for Shooter of the Year.
6. A competitor must be a current NFAA/SCAA member to compete for any State Championship tournament and the SOY competition.
7. A competitor must compete in comparable classes, based on equipment, between NFAA and SCAA 3D classes. It is the competitor's responsibility to verify with state officials if there is a question about like classes.
8. Bowhunter Novice and Hunter Unlimited are target classes recognized by the SCAA, however competitors in these classes will not receive an NFAA award. If a competitor in these classes wishes to receive an NFAA award, they must shoot in a comparable NFAA class based on their equipment. Archers whose bows are equipped with fixed pins and a stabilizer of 12" inches or less can shoot Bowhunter Freestyle. Archers whose bows are equipped with moveable sights and a stabilizer longer than 12" can shoot in the Freestyle class.
9. A competitor may change SOY classes before the third state tournament. Shooter of the Year points will not be transferred to the new class.
10. If a shooter changes age classification, during a tournament season, they need to start off in that age groups class in order for all of the results to count towards 3D state championship and SOY. For example, cub is 11 yrs old and turns 12 before last Championship tournament, they should start the season in youth 12-14.
11. At State, Sectional or National Championship tournaments a separate guest class will be offered. If the guest class and its competitors are on the same course they must give way to the competitors participating for the Championship.
- 12. Bowhunter Novice Shooter of the Year and 3D Champion:** A competitor can win the 3D Championship, Regional or SOY only once in the Bowhunter Novice. He/she will be ineligible to compete for any Bowhunter Novice Championships.

## **GENERAL TOURNAMENT RULES**

### **CONDUCT**

- A. Un-sportsmanlike conduct at an event will not be tolerated. Any violation of conduct, rules or of the SCAA Constitution & Bylaws will be handled with the Board of Directors. Actions taken by the Board of Directors will be final.
- B. Verbal abuse or slander directed toward a Competitor, Tournament Official or guest while on club properties will result in immediate disqualification of the shooter from the Tournament. A report filed with the Board of Directors for further disciplinary action can be submitted.
- C. ALCOHOLIC BEVERAGES AND DRUGS ARE PROHIBITED.
- D. No shooter will be allowed to compete while under the influence of alcohol or any other controlled substance. The penalty is immediate disqualification and sanction of membership. Also local laws apply as to conduct with possible arrest.
- E. **Please help keep our ranges clean. Littering the grounds of any tournament will not be permitted.** Cigarette butts are the #1 littering item and a potential fire hazard.
- F. Competitors are responsible for their guests. Your guests are required to behave in such a manner as to allow competitors to compete in a professional environment. Any Competitor can ask for the removal of a guest from the range for misconduct or creating a disturbance.

G. Protests can be made in accordance with ARTICLE VIII. PAR 8, PROTESTS of the SCAA Constitution.

### **TOURNAMENT REGISTRATION SCORING and Other Rules**

- A. Each Competitor is responsible for completing any registration form(s) and that the information is correct in your classification. After the tournament begins, it will not be possible to make changes or additions. Compliance to shooting and equipment rules are required to compete.
- B. Shooting groups must have at least three shooters and no more than five shooters. Exceptions are allowed if permissible by the hosting club.
- C. Each archer will shoot their arrows with one foot touching the appropriate stake for their division and class in which they are registered. Handicap vehicles or equipment can be position in a way near the stake for the shooter to execute a safe shot.
- D. Scoring for 3D targets will be 14, 12, 10, 8, 5 and 0 in the respective scoring rings. Individual clubs may use or not use the 14 ring at their discretion for club shoots. When ASA 12's are in play and the target has an upper 12, the upper 12 may be "called". This will make the upper 12 for score as a 12 and eliminate the lower 12 from scoring. The lower 12 scoring area becomes part of the 10 ring. 10, 14 rings will be included as scoring opportunities for State Championship 3D shoots.
- E. Tournament scorecards:**
  1. Each shooter will receive two (2) score cards for each round. All information on each scorecard must be filled out and correct. Each group will designate two (2) members of their group to call scores and two (2) members to record the scores. (If the group has only three (3) shooters, the minimum per group, only one (1) will call arrows). Archers will draw for the shooting order in their respective groups and rotate the shooting order. (For club shoots a shooter may be given one (1) score card.)
  2. All arrows must remain in the target and should not be touched until all arrows are scored. The arrow shaft must touch any portion of the scoring ring, regardless of deformity of the scoring rings or angle of the arrow in the target to be scored the higher value. The status of any questionable arrows must be determined before removing any arrows from the target. If both score callers agree, the score called is final. If there is disagreement in the designated callers, a third caller from the group other than the archer whose arrow is in question will make the final call. If a questionable arrow exists in groups of three, the designated caller will make his call. If the archer whose arrow is in question does not agree or it is the caller's arrow, he may have one of the scores make the final call. In all cases the third call is final.
  3. Score callers will judge and score each arrow and call out the results to the scorekeepers. This will be recorded on the respective shooters scorecard. Running scores can be checked during the progression of the round to eliminate errors.
  4. Both completed scorecards must be totaled and signed as correct by the score keepers and the shooter and turned in at the assigned area. Failure to sign scorecard will result in a NO SCORE for that round. Each shooting group must turn in their scorecards together (except when a shooter is permitted to makeup targets due to equipment failure or other approved leave of emergency). Any individual or group that does not turn in their cards before leaving the range (taking cards with them) will receive a score of "X" for that day's score. "X" will be used instead of the number (0) on all cards, symbolizing "NO SCORE".
- F. Arrows passing through the face, but still in the target, will be pushed back and scored.
- G. Any arrows deflected by a foreign object or miss fired will be scored where it lies.
- H. Any arrow embedded in the nock of another arrow (generally known as a "Robin Hood") will be scored the same as the arrow it struck and skewered, even if it falls to the ground and not in said target. If the arrow contacts another arrow and continues past the target it is scored a miss.

- I. Tie scores for 1st, 2nd and 3rd will be a shoot off if 2 or more competitors for the place are present. If a shoot off can't be completed, the tie breaker will be the most 14's and 12's (combined), 10's, 8's and so forth for 3D. Most X's, highest scoring ring, next highest and so forth for target events.
- J. A witnessed bounce-out will be re-shot. If an arrow is shot at a target and is suspected by the archer or the group as a pass-through, proceed by letting the next archer in order shoot. Archers not standing at the stake should always observe where the arrow strikes the target for this reason. When all shooters of a group have completed shooting, one (1) "scorer" may proceed to the target to see if there was a pass-through or if the arrow is embedded in the target. If it is embedded in the target, he will request the group to come to the target, and observe pushing back the arrow to score. If the arrow has passed-through, then the "scorer" has to return to the group so the archer can shoot another arrow at the target to score. As soon as possible, tell Range officials which target you had a pass-through on, so it can be replaced or repaired.
- K. Arrows cannot be touched before scoring. If any shooter pulls arrows from a target before all arrows are officially recorded to the cards, that shooter automatically receives an "X" for said target.
- L. No shooter will glass the target while standing at the shooting stake **after** shooting their arrow. Shooters may glass the target prior to shooting, but still be reminded of the time factor restrictions. After assuming their position at the stake, 2 minutes are allowed to shoot one (1) arrow. The shooter will receive a verbal warning from the group or range official for the first offense. Second warning will be a five point (5) penalty from target score, but no less than an "X". Each subsequent offense will receive same (5) pt. penalty but no less than an "X".
- M. An arrow inadvertently dropped while transferring the arrow from the quiver to the bow in preparation of a shot or an arrow that falls or drops off the arrow rest to the ground may be recovered if within reach of the archer, (no assistance with any type of equipment) from the appropriate shooting stake. When a mechanical release is attached or fingers set-up is applied to the string and the arrow is propelled towards the target whether it is in reach or not it is a shot arrow.

## **EQUIPMENT**

- N. **EQUIPMENT FAILURE:** An archer declaring equipment failure, verified by the group may leave the range to report the equipment failure to a tournament official. Upon reporting to an official, the archer will have forty-five minutes (45) to make necessary repairs or replacement and re-sight the repaired equipment. The archer will then rejoin the original group and continue shooting the remaining targets. All targets missed will be shot under make up rules with a scorekeeper and witness. Any equipment failure that results in an arrow being released toward a target will be scored as it lies; a missed target may not be re-shot. Each archer is limited to one (1) equipment failure per tournament. If a second equipment failure occurs, the archer will remain with his or her group to act as a scorer or scorekeeper.
- O. Binoculars and spotting scopes will be allowed. They may be checked at random tournament officials or individuals in your shooting group. You may ask to check theirs as well. If any marks are on the binoculars or scopes and can be used to calculate yardage they must be removed from play and deemed inappropriate. User can be subject to disqualification.
- P. Range finders are only allowed if shooting a known distance class. Distances ranged from a range finder cannot be discussed during the competition, particularly to anyone that will or are competing in an unknown class. This applies to Competitors and guest. Range Officials not competing in or who has completed the Tournament may range a target for maximum yardage disputes only.

- Q. An archer may not hold any equipment in line with the target for use as a range finder, and after an archer has set his/her sight, may not let down and re-set the sight.
- R. The SCAA has a 300 ft. per second rule with a 3% variance for chronographs (309 ft) as measured by the official on-site chronographs. Each competitor understands and agrees that they may be required to shoot the designated tournament on-site chronographs. If the speed of that arrow is over 309 fps the competitor can make adjustments to correct the speed and reshoot an arrow to be documented on scorecard. The only time adjustments are allowed is before the start of the tournament. At any time during or when turning in scorecards a competitor may be asked to shoot an arrow through the chronograph. If the arrow exceeds 300 fps, **3 arrows** will be shot and averaged for the official speed. A speed which exceeds 309 ft. per sec. will result in immediate disqualification of that round score with no exceptions.
- S. The SCAA/ NFAA maximum draw-weight of a bow shall not exceed eighty pounds (80)lbs.

**Tournament Distances:**

There will be five shooting stakes set with these color and maximum yards:

50 yds      40 yds      30 yds      25 yds      20 yds  
(orange)    (green)      (yellow)    (white)     (blue)

- A. The maximum yardages are listed in the SCAA division chart. Each club will do their best to adhere to the maximum yardages for each class. At times targets may be inadvertently set out to far. If a target is over maximum, the first archer must notify the hosting club prior to shooting, otherwise it must remain for all archers for the duration of the tournament.
- B. Bowhunter stakes are to be placed in the shooting lane to give a clear line of sight to the target scoring areas.

**Tournament Fees** -Clubs may set their own entry fee, but is not to exceed the above fees.

Adults - \$15                  Youth/Young Adult - \$5                  Pee Wee/Cubs – Free  
Family Max. - \$35                  Open Pro (Money Payback)- \$20

**Awards**

- A. Individual clubs determine the type of awards that will be given at their tournaments.
- B. The following chart details how many awards should be given based on the number of competitors in each class.
- C. A Money Award is awarded in the Open Pro class. The amount of award for this class is based on 50% of the collected entry fees. The following chart details how much to award for each place.

TROPHY AWARDS	
# Archers in Class	Number of Places Awarded
1-4 Archers	1 <sup>st</sup> Place
5-8 Archers	1 <sup>st</sup> & 2 <sup>nd</sup> Places
9-12 Archers	1 <sup>st</sup> , 2 <sup>nd</sup> & 3 <sup>rd</sup> Places

Payback Schedule for Open Pro/Money Class			
# Archers in Class	First	Second	Third
1-3 Archers	100%		
4-6 Archers	70%	30%	
7 or more Archers	60%	25%	15%

## SCAA 3D SHOOTING STYLES & EQUIPMENT RULES

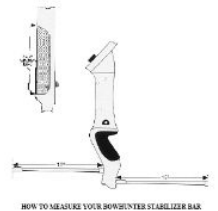
**\*The following are the SCAA 3-D classes, restrictions, and maximum yardage. Arrow speed is restricted to 300 fps (+3%) for all classes with the exception of Known 40 Outlaw.**

<u>SCAA STYLE</u>	<u>RESTRICTIONS</u>	<u>SCAA MAX</u>
Open Pro/Money Class	Note #6	50 yds (orange)
Open	Note #6	50 yds (orange)
Known 50	Note #6, #5	50 yds (orange)
Known 40 Outlaw	Note #6, #5, #8	40 yds (green)
Women's Open	Note #6, Women	40 yds (green)
Senior Open	Note #6, (age 50-64 yrs old)	40 yds (green)
Super Senior Open	Note #6, (age 65+ yrs old)	40 yds (green)
Women's Known	Note #6, #5, Women	40 yds (green)
Hunter Unlimited	Note #3	40 yds (green)
Young Adult Boys Open	Note #6, Age 15-17, boys	40 yds (green)
Young Adult Girls Open	Note #6, Age 15-17, girls	40 yds (green)
Bowhunter Novice	Note #3, Note #9	30 yds(yellow)
Women's Bowhunter	Note #3, Note # 9, Women	30 yds(yellow)
Bowhunter B	Note #3, #7	30 yds(yellow)
Youth	Note #6, Age 12-14	30 yds (yellow)
Traditional	Note #1	25 yds (white)
NASP High School	Note #4	20 yds (blue)
NASP Middle School	Note #4	20 yds (blue)
Cub	Note #6, Age 9-11	20 yds (blue)
PeeWee/NASP Elem	Note #6(PeeWee), 4 (NASP), 2	Parents Discretion

Note #1. Recurve or longbow; fingers and one anchor point only; no device of any kind, including arrow rest, that can be used for sighting to be attached to bow; no clicker or drawchecks; no string sighting aids or levels are allowed; One straight stabilizer, coupling device and weights included, if used, which cannot exceed 12" at any time as measured from the back of the bow

Note #2. Pee Wee competitors must be accompanied by an adult and may walk up to whatever distance that feels comfortable to them. Pee wee shoots at club stakes for NFAA field events. A competitor in this division must be less than 8 years old unless shooting NASP equipment at the Elementary School level.

Note #3. Rear moveable or Fixed sight; no magnification; total length of each stabilizer cannot exceed 12 inches as measured from the point of contact with the riser including weights and quick disconnects. See diagram.



Note #4. Must shoot current approved NASP equipment.

Note #5. Competitors must use their own range-finding device. No yardages may be said in presence of someone shooting unknown distances.

Note #6. Any sight, magnification, stabilizer, or release

Note #7. For archers that have not shot at or above 250 (25 targets) or 300 (30 targets).

Note #8. No speed restriction.

Note #9. A competitor can win the 3D Championship, Regional OR SOY only once in the Bowhunter Novice.

He/she will be ineligible to compete in any of these competitions in the Bowhunter Novice class.



## CLASS DESCRIPTIONS FOR NFAA SANCTIONED TOURNAMENTS

\*The following are the SCAA/NFAA classes and restrictions for the state spot tournaments. For a more detailed description see NFAA Constitution and By-Laws, Article II, pg. 28-35.

<https://www.nfaausa.com/documents>

<u>Age Divisions for each Style</u>			
Adult	18+ years old	Young Adult	15-17 years old
Senior	50< years old	Youth	12-14 years old
Silver Senior	60< years old	Cub	9-11 years old
Master Senior	70< years old	Pee Wee	>8 years old

### Shooting Style & Equipment Rules:

- A. **Freestyle Championship**-Professional; Any sight, magnification, stabilizer, release.
- B. **Freestyle**- Any sight, magnification, stabilizer, release.
- C. **Freestyle Limited**- Any sight, magnification, stabilizer, release. Release aids shall be limited to gloves, tabs and fingers.
- D. **Freestyle Bowhunter**-Fixed pin sight, maximum 12" stabilizer, no magnification
- E. **Hunter Unlimited\***-Rear-adjustable or fixed sight; no magnification; total length of each stabilizer cannot exceed 12 inches as measured from the point of contact with the riser including weights and quick disconnects. See diagram. SCAA recognized only.
- F. **Barebow**- no sights. Fingers; one anchor point;
- G. **Competitive Bowhunter**-no sights, one anchor point, index finger has to touch the nock
- H. **Novice Bowhunter\***-Rear moveable or fixed sight; no magnification; total length of each stabilizer cannot exceed 12 inches as measured from the point of contact with the riser including weights and quick disconnects. See diagram. SCAA recognized only.
- I. **Freestyle Limited Bowhunter**-Release aids shall be limited to gloves, tabs and fingers.
- J. **Freestyle Limited Recurve**-Recurve or longbow; Any sights; no magnification; no peep; Release aids shall be limited to gloves, tabs and fingers.
- K. **Traditional**-Recurve or longbow; fingers and one anchor point only; no device of any kind, including arrow rest, that can be used for sighting to be attached to bow; no clicker or drawchecks; no string sighting aids or levels are allowed. Stabilizer cannot exceed 12 inches.
- L. **Longbow**-Same as Traditional, Longbow, wooden arrows, no stabilizers
- M. **NASP**-Must shoot current approved NASP equipment.
- N. **GUEST**-All participants that are not members of the SCAA/NFAA. Shoot what you bring.