

SOUTH CAROLINA ARCHERY ASSOCIATION OFFICIAL RULE BOOK

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

PURPOSE

- A. To provide a basic plan by which archery clubs may become affiliated with the South Carolina Archery Association (SCAA) and National Field Archery Association (NFAA)
- B. To foster, expand, promote and perpetuate the practice of 3D archery and field archery as the SCAA/NFAA may adopt and enforce uniform rules, regulations, procedures, conditions, and methods of playing such games.
- C. To conduct tournaments for its membership and the public in a manner to provide equality and fairness to all. To determine State championships in all archery games adopted by the SCAA/NFAA.
- D. To foster and perpetuate a spirit of good fellowship and sportsmanship among all archers.

MEMBERSHIP

SCAA/NFAA

- A. 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.
- B. Cub, Youth or Young Adult 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.
- C. 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.
- D. 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).
 - * Any actions by an individual or club that willfully violates the Constitution-Bylaws or game rules are subject to suspension or revoke of membership.
 - * Failure to abide by or enforce the rules, regulations and policies of the SCAA/NFAA.
 - * Reinstatement of Membership lost through expulsion or suspension shall be sustained upon approval by a 2/3 vote of the Board of Directors.
- E. A SCAA/NFAA membership allow an individual to,
 1. Compete for all SCAA/NFAA, NFAA Championships, SC Circuit Championships, and SC Shooter of the year (SOY).
 2. Vote on matters submitted by the Board of Directors.
 3. Hold an office of the SCAA/NFAA.
 4. Any discounts set forth by the SCAA/NFAA or Chartered Club.
- F. Applications for membership can be obtain from an SCAA/NFAA officer or Chartered Club.

SCAA State Championship

This is a one-time fee at the beginning of each year before the start of a Championship tournament for an individual who wants to compete for SC State championships or SOY. There is no recognition by the NFAA. Sign-up sheets are available at all Chartered Clubs. ***This is a shooters fee not a membership for the SCAA/NFAA.*** NFAA/SCAA members are waived of this fee and automatically entered in the circuit.

SCAA State Championship FEE

Families who are members of a SCAA Club	\$25.00*
Families who are not members of a SCAA Club	\$40.00*
Adults who are members of a SCAA Club	\$15.00*
Adults who are not members of a SCAA Club	\$25.00*
Young Adults who are members of a SCAA Club	\$5.00*
Young Adults who are not members of a SCAA Club	\$10.00*
Youth (regardless of SCAA club affiliation)	\$5.00*
Cubs and Peewees	free

*NOTE: Paid up NFAA/SCAA members are waived of this fee and automatically entered in the circuit. This fee is addition to registration fee.

Tournament fees

Maximum entry fee will be set by the Board of Directors with a 2/3 majority vote.

State Championship

Adults - \$15

Youth & Young Adult - \$5

Pee Wee and Cubs – Free

Max. Household Max. - \$35

Club Shoots:

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

SCAA/NFAA SHOOTING STYLES AND EQUIPMENT RULES.

Shooting styles and equipment not mention or need clarification can be viewed in the current NFAA Constitution & By-laws.

TOURNAMENT

There will be (8) 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 would be the Indoor, Vegas and the Final 3D Championship which is a one day shoot. Times will be posted in advance.

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

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. 3D Upper State leg or 3D Lower State leg
- *8. Final 3D Championship

State 3-D tournaments are to consist of twenty five (25) targets.

The Rules and Regulations governing State 3-D tournaments are described in the current NFAA Constitution and Bylaws Handbook with the following amendments, revisions, & changes:

***The following are the SCAA 3-D classes, restrictions, and maximum yardage:**

SCAA STYLE	DIVISION	AGE	RESTRICTIONS	CLASS	SCAA MAX
Open	Pro	18+	Shoot what you bring	M/F	50 yds (orange)
Open	Adult	18+	Shoot what you bring	M	50 yds (orange)
Open	Adult	18+	Shoot what you bring	F	40 yds (green)
Open	Senior	55+	Shoot what you bring	M/F	40 yds (green)
Open	Master Sr	65+	Shoot what you bring	M/F	40 yds (green)
Fixed Sight Rel.	Adult	18+	Note #6	M	50 yds (orange)
Fixed Sight Rel.	Adult	18+	Note #6	F	40 yds (green)
Hunter Unlimited	Adult	18+	Note #4	M/F	40 yds (green)
Limited (Fingers)	Adult	18+	Shoot what you bring	M	50 yds (orange)
Limited (Fingers)	Adult	18+	Shoot what you bring	F	40 yds (green)
Barebow	Adult	18+	Note #1	M/F	40 yds (green)
Traditional	Adult	18+	Note #2	M/F	25 yds (white)
Novice YA	Young Adult	15-17	Note #4	M/F	30 yds (yellow)
Open YA	Young Adult	15-17	Shoot what you bring	M/F	40 yds (green)
Open Junior	Youth	12-14	Shoot what you bring	M/F	30 yds (yellow)
Open Junior	Cub	9-11	Shoot what you bring	M/F	20 yds (blue)
Pee Wee	Pee Wee	< 8	Shoot what you bring	M/F	Note #3
Novice Bowhunter	Adult	ANY	note #4	M/F	30 yds(yellow)
NASP High School			note #5	M/F	25 yds (white)
NASP Middle School			note #5	M/F	20 yds (blue)

All classes will have separate Male and Female divisions.

- Note #1. Fingers; one anchor point; no sights.
- Note #2. 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.
- Note #3. 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
- Note #4. Any sight; no magnification; no stabilizer over 12" from riser.
- Note #5. Must shoot current prescribed NASP equipment.
- Note #6. Any Stabilizer, 5 pin max. fixed sight, no magnification.

RULES: 3D AND TARGET

- A. 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. 14 rings will be included as scoring opportunities for State Championship 3D shoots.
- B. Un-sportsmanlike conduct on the ranges or tournament grounds 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.
- C. 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.
- D. ALCOHOLIC BEVERAGES AND DRUGS ARE PROHIBITED.
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. Littering the grounds of any tournament will not be permitted. Cigarette butts are the #1 littering item and a potential fire hazard. **Please help keep our ranges clean.**
- 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 mis-conduct or creating a disturbance.
- G. Range finders are not allowed on an unmarked yardage Tournament range during tournament days. 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. The host club may allow range finder in mark yardage tournament.
- H. At State, Sectional or National Championship tournaments a separate guest class will be allowed. If the guest class and its competitors are on the same course they must give way to the Competitors participating for the Championship.
- I. 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.
- J. Championship tournaments 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.
 - 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 callers 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".
- K.** Arrows passing through the face, but still in the target, will be pushed back and scored.
- L.** Any arrows deflected by a foreign object or miss fired will be scored where it lies.
- M.** 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. 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. 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.
- N.** Arrows are scored as they are in the target. No moving of one to score another arrow is allowed. 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.
- O.** 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".
- P.** 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.

- Q.** 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.
- R.** 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 binos or scopes and can be used to calculate yardage they must be removed from play and deemed inappropriate. User can be subject to disqualification.
- S.** 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.
- T.** The SCAA has adopted the 280 ft. per second rule with a 3% margin of error (288.9 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. In a Championship tournament or leg of a Championship tournament it is mandatory that each competitor shoot one arrow threw the chronograph and document that speed by the hosting club on the scorecard before the tournament starts. If the speed of that arrow is over 288fps the competitor can make adjustments to correct the speed and reshoot an arrow to be documented on scorecard. This is the only time adjustments are allowed. At any time during or when turning in scorecards a competitor may be asked to shoot an arrow threw the chronograph. If the arrow exceeds 280fps, **3 arrows** will be shot and averaged for the official speed. A speed which exceeds 288.9 ft. per sec. will result in immediate disqualification of that round score with no exceptions.
- U.** The SCAA/ NFAA maximum draw-weight of a bow shall not exceed eighty pounds (80)lbs.
- V.** 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. Unless it is brought to the attention on the hosting club range official before the 1st arrow of the tournament is shot to correct the yardage it will be shot as is. There-fore, range and shoot all targets as you see them.
- W.** Participants will be assigned in minimum groups of three shooters per target or group.
- X.** 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.
- Y.** Protests can be made in accordance with ARTICLE VI. PAR 9, PROTESTS.
- Z.** There will be five shooting stakes:

50 yards max (orange),

40 yards max (green),

30 yard max (yellow),

25 yards max (white),

20 yards max (blue).

AA. Bowhunter stakes are to be placed in the shooting lane to give a clear line of sight to the target scoring areas.

BB. In the event that a State tournament cannot be held on the prescribed date, an alternate date will be set by the Board of Directors.

SCAA State 3-D Champion

The State 3-D Champion Competition will be governed as follows:

1. A competitor must compete in at least one of the first two state 3D tournaments (upper state or lower state) plus the final state 3D tournament.
2. The highest score from the Upper state or Lower State plus the Final will determine the State 3D Champion.
3. State Champion 3-D scores will be prorated to a total score of 900 points for each event to apply towards Shooter of the Year.
4. A competitor must pay the SCAA Championship Fee in advance to any State Championship tournament in order to participate for SOY. (Fee is waived if already a current member of the SCAA/NFAA).
5. If a shooter changes age classification, (example cub is 11 yrs old and turns 12 before last Championship tournament, they should start the season in youth 12-14) 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.

SCAA Shooter of the Year (SOY)

Competition will be governed as follows:

1. A competitor must compete in at least 4 of the State Target Tournaments and have a qualifying State 3D score to be eligible to compete for Shooter of the Year in his or her class for that year.
2. The total 3D Championship score plus the top four target scores will count towards the SCAA Shooter of the Year totals.
3. All scores will be prorated to a max score of 900.
4. A competitor must pay the SCAA Championship Fee in advance to any State Championship tournament in order to participate for SOY. (Fee is waived if already a current member of the SCAA/NFAA).
5. A competitor must compete in comparable classes. It is the competitor's responsibility to verify with state officials if there is a question about like classes.

See chart below:

Freestyle.....to....Open

Freestyle Bowhunter...to...Fixed Sight Release

Freestyle Limited...to...Limited...to...Bowhunter Freestyle Limited

6. A competitor may change classes during the year, but Shooter of the Year points

will not be transferred to the new class if it is not comparable.

7. If a shooter changes age classification, (example cub is 11 yrs old and turns 12 before last Championship tournament, they should start the season in youth 12-14) 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.

Bowhunter Novice Shooter of the Year:

Special Rules Regarding Shooters Competing for Bowhunter Novice

1. Since the NFAA has no Bowhunter Novice class, shooters competing in the State Target tournaments will shoot in the class based on their equipment.
2. The shooter must inform the tournament director that their scores need to be carried over to the Bowhunter Novice SOY tally and not the tally of the NFAA class they shot in that tournament.
3. Novice Bowhunter: a competitor can win the SCAA/NFAA and /or SC State, 3D Championship, SOY and a State Target Championship only ONCE.
4. Starting the follow year he/she will not be eligible to compete for any Bowhunter Novice Championships.
5. The competitor may still participate in the Bowhunter Novice class at the local club level.