CalNASP Tournament Rules

I. Participation

A. NASP Schools: Every competitor must attend a school offering NASP lessons as part of the in-school curriculum.

B. Students in Grades 4-12th: Only students who are in grades 4-12 by the date of the tournament may participate.

C. Team Size: NASP archery teams must contain 16-24 students, at least 5 of which must be of the opposite gender. Teams with fewer than 16 students may participate in the tournament, but the team’s score will not be officially tallied. Archers from teams with fewer than 16 students may compete as individuals, and their scores will be officially tallied and entered in the individual standings.

D. Divisions:

- Elementary = Grades 4-6
- Middle School = Grades 7-8
- High School = Grades 9-12

E. Shooting Up: a student, who by grade is in a younger division (elementary or middle school), may shoot up for a team in an older division if that student is from the same school or same school district and both schools offer NASP as an in-school curriculum.

F. Single Gender or Small Schools: If the school is all male or female, opposite gender participants may come from other NASP schools in the same city, county, or school district. 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 (<150 students) in the same city, county, or district.

G. Qualifying Scores: Qualifying scores are not needed to register for the state tournament.

H. Registration: A school may register more than one team from a school. Separate teams must be designated and registered by the tournament registration deadline. Multiple teams from the same school must be differentiated by name.

II. Equipment

Only equipment specified for use in the National Archery in the Schools Program may be used in the tournament.

A. NASP Bows: Only the stock (original), unmodified Genesis TM bow may be used. Genesis Pro and Genesis Mini bows are prohibited.

1. Only thread knots or heat shrink nock locators (1 or 2) will be permitted. Brass nock locators are prohibited. Instructions for tying on a nock locator are available at www.nasparchery.com.
2. The bow must be sight and sight mark free. Camouflage bows may be used, but the face of the riser window must be covered to prevent camouflage lines serving as sight marks. Tape or paint placed to cover sight marks must remain in place throughout the competition. Any bow identified by a range official as having possible sight marks must either be replaced or have the sight marks properly covered. The tournament will not be delayed as such bows are corrected. Range officials will not cover sight marks. It is important that archers and coaches check every bow for compliance before their flight time.

3. The bow must be free of draw stops or stabilizers.

4. The bowstring and cables may be after-market but must be of the same approximate length as in the standard Genesis bow.

5. The cable guard, guard slide, wheel, cam, bearings, riser, and limbs must be original and unmodified.

6. An archer's bow may be personalized by painting, stickers, etc. as long as no sighting advantage is gained.

7. The arrow rest must be original and unmodified.

8. All bows must be on bow racks for range official inspection before shooting begins.

9. Once shooting begins no bows may be taken behind the waiting line, without range official direction or approval, until the flight concludes.

10. The bow’s draw weight must remain unchanged after the 1st non-practice arrow is shot at 10 meters.

11. Archers may bring their own NASP bows. Personal equipment must be inspected and approved by tournament official.

B. NASP Arrows: Only unmodified Easton aluminum 1820 arrows marked with the Genesis TM or NASP logo may be used.

1. Arrows must be the NASP standard with full-length 1820-size aluminum shafts.

2. Arrow nocks must be the NASP standard which is glued on a swaged end of the arrow shaft or the arrow may be the next generation NASP Genesis 1820 arrow by Easton with the original push-in G-nock and blue or gold aluminum shafts.

3. Arrow points must be the NASP standard; glue-in, cone shaped and weighing 60 grains.

4. Arrow vanes must be soft plastic, 2.8 inches long, no more than .5 inches in height, and attached to the shaft with a straight off-set of approximately 1.5 degrees. There may only be 3 vanes on the arrow.

5. Arrow vanes may be marked for archer identification purposes.

6. The arrow shaft may be marked, crested, or taped above the mid-point (towards the nock) for archer identification purposes.
7. **Arrow Supplies**: It is recommended that each team supply its own arrows. Personal arrows may be used but they must meet the standards outlined above. Arrows must not be laid upon the range floor.

**C. Accessories:**

1. Archers may wear finger tabs, tape, or gloves to protect draw-hand fingers.
2. Finger-protecting devices may be placed on the bowstring. 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. Archers may wear arm guards.
4. Finger or wrist slings are allowed but may not be attached to the bow by wire or brackets. Slings must be attached with a steel or plastic bolt or screw which must protrude one inch or less beyond the bow’s accessory hole.
5. Vibration dampeners on the bow limbs are allowed. Mechanical release aids are not allowed.

**Note**: Accommodations can be made for archers with disabilities at tournament official’s discretion. All bows, arrows, and accessories used by participants may be subjected to a thorough inspection by tournament officials. This inspection could include dismantling the bow. Anyone found using disallowed equipment or modifications will forfeit their awards and be disqualified from the rankings. Disqualification may affect their team’s rank.

**III. Competitive Format**

**A. Whistle Signals**: NASP whistle commands will be used to operate the range.

1. 5+ whistles for an emergency
2. 2 whistles to “get bow”
3. 1 whistle to “shoot”
4. 3 whistles to “go get arrows”

**B. Range Set-Up:**

1. Targets will be the standard NASP 80 cm FITA face with 10 scoring rings.
2. Target butts will be placed directly on the floor similar to the height of school butts.
3. Paper targets will be attached to the butts approximately 4 inches above the floor.
4. The target line will be 2 yards or meters from the target butts.
5. There will be 10- and 15-meter shooting lines.
6. The waiting line will be at least 4 yards or meters beyond the 15 meter shooting line.
7. Spectator seating will be placed as close as possible behind the waiting line.
8. A “Coaches Alley” will be delineated between the waiting line and spectators.

C. Order of Shooting:
1. Each shooting lane will have an "A" and a "B" shooter assigned per shooting flight if necessary.
2. Each archer will shoot two practice 5-arrow ends (10 arrows) at 10 meters and then shoot three 5-arrow scoring ends (15 arrows) at 10 meters.
3. Each archer will shoot one practice 5-arrow end (5 arrows) at 15 meters and then shoot three 5-arrow scoring ends (15 arrows) at 15 meters.
4. Archers will have 3 minutes to shoot each 5-arrow end. An alert will be provided 30 seconds from the conclusion of each end. For tournament management purposes, no time clock will be in view of the archers.
5. If an arrow is shot after the allotted time limit, the archer’s highest scoring arrow will be disqualified. Any arrow not shot before the allotted time limit will be counted as a zero.

D. Dress Code:
It is NASP’s desire that its tournaments continue to be an extension of the educational experience enjoyed by its participants. It is important that students remain safe and comfortable.

Therefore:
1. All student archers must wear close-toed shoes. (Bare feet and sandals are disallowed.)
2. All coaches should make sure their student archers adhere to their school's dress code at the tournament.
3. Behavior considered disruptive, unsafe, or otherwise inappropriate at the event may result in expulsion from the tournament and/or the tournament site.

E. Range Safety:
1. All NASP safety rules and protocol will be observed.
2. Archers must have one foot on each side of the shooting line with "bows on toes" before shooting begins.
3. The arrow quiver must be placed ON the shooting line in FRONT of the archer.
4. If an archer drops an arrow, he or she must leave the arrow on the floor and raise their hand. A range official will supply the archer with an additional arrow.
5. Archers must walk when moving about the range.
6. Archers must remain standing when at the targets scoring and pulling arrows.
7. 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.
8. Archers must pull only their arrows, one at a time
9. Archers must cover points with one hand and grasp the shaft below the vanes with the other when carrying arrows.
10. The archer must pre-draw, draw, and aim in a manner to prevent the arrow from being pointed above the backstop curtain.

F. Scoring:
1. All arrows must be scored before any arrow or the target’s face is touched. Any archer touching the target face or an arrow before all arrows have been scored will lose the score of his/her highest scoring arrow for that end.
2. Beginning in the center of the target, scoring rings are 10, 9, 8, 7, 6, 5, 4, 3, 2 & 1. An arrow touching the line is awarded the higher ring value. An arrow that isn’t in a scoring ring is awarded O points. The X ring in the center of the 10 scoring ring is scored only as a 10. (X counts are not tabulated).
3. The highest possible individual score is 300 points.
4. An arrow that bounces off the target, bounces out of the target, or is dropped on the floor may be shot again as instructed by range officials. Extra time will be given to shoot bounce-outs and dropped arrows.
5. If an arrow strikes another arrow already in the target and deflects, not sticking in the target, this arrow is a bounce-out.
6. If an arrow strikes another arrow already in the target and deflects and does stick in the target, the second arrow must be scored wherever it sticks.
7. If an arrow strikes another arrow already in the target and sticks in the arrow, both arrows get the same score.
8. An arrow that reaches the target line in the air or by sliding on the floor without hitting the target is considered a shot rather than a dropped or a bounce-out arrow and will be scored zero points.
9. Scorecards used in this tournament will be official NASP bubble-type scorecards.
10. After shooting, both archers will walk to the target in their lane:
   a. One archer will call the scores from the arrows he or she shot while the other archer records the scores.
   b. Archers will then reverse roles with the other calling the arrows he or she shot while the other bubbles.
11. If archers cannot agree on an arrow’s score, a range official must be asked to make the final decision.
12. Each scorecard must be signed by the “A” and “B” archer at the conclusion of scoring.
13. Range officials will gather signed scorecards at the target at the conclusion of each flight.
14. Scorecards must remain next to the target. Disqualification may occur if an archer takes the scorecard behind the shooting line.

15. Only student archers and tournament officials will be allowed downrange of the waiting line.

16. Team scores are the summation of the team’s highest 12 individual scores with at least 4 of the opposite gender.

Awards:
Awards will be given to the top three teams and the top three individual shooters in each division.

Top Individual Shooter Award: A new Special Edition Genesis bow will be awarded to the individual high scoring boy and girl, courtesy of Brennan Industries. If the archer or the archer’s parents decline the awarded bow, the bow will be donated to the archer’s CalNASP School.

Qualifying Scores for the NASP National Tournament

Please see the National Tournament Rules at: www.archeryintheschools.org

Support is available:
Contact the State Coordinator at: 916.322.8933 or ljohnsto@dfg.ca.gov with questions regarding the CalNASP State Virtual Tournament.

Supplies Needed: Official Scorecard and paper targets (paper targets are optional but suggested). Please contact Morrell Target Company for paper targets: (479) 632-5929.