



ACA TOURNAMENT GUIDELINES

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TABLE OF CONTENTS

General Guidelines	2
Definition of Divisions	2
Standard ACA Rules	4
Global Shooting Rules	4
Protests	5
Rules for Indoor Tournaments	6
NFAA 600 Tournament	6
NFAA 300 Tournament	6
NFAA Vegas Tournament	6
Shoot Rules for All of Indoor	7
Rules for Field	8
Rules for 3D	10

ACA TOURNAMENT GUIDELINES

Approved by the ACA Board of Directors, October 2023

GENERAL GUIDELINES:

- ☐ **ARCHER CLASSIFICATIONS:** All National Field Archer Association (NFAA) divisions and styles will be used for ACA tournaments. Additional classes for other styles of equipment or age groups may be offered at the discretion of the ACA Tournament Director and ACA Board of Directors.
- ☐ **COMPETITIVE ARCHERS:** All archers are required to be ACA and NFAA members. All competitors will be eligible for ACA awards.
- ☐ **TOURNAMENT REGISTRATION FEES:**
 - Applicable shooting fees will be posted and collected at the ACA online registration.
- ☐ A final list of all the competitors, their division, style, and score are to be made, with the top 3 finishers noted and awarded. Records will be maintained by the ACA State Office.
- ☐ State Records, Grand Champion, and Shooter of the Year statistics will be maintained and presented in each season. All state records will be compared with national records. All state shoots are sanctioned NFAA shoots.
- ☐ ACA will supply the awards, online registrations, and scorecards for all ACA State tournaments: Vegas, 300, Indoor 3D, 600, Field, and Outdoor 3D.
- ☐ At a minimum, the following NFAA divisions and styles will be recognized for all ACA state tournaments:
 - Ages: Cub, Youth, Young Adult, Adult, Senior, Silver Senior, Master Senior
 - Gender: Male and Female
 - Divisions: Bowhunter Freestyle (BHFS); Freestyle (FS); Barebow, to include NASP, (BB); Traditional, Recurve/Longbow, (TRAD)

DEFINITIONS OF DIVISIONS

- Barebow (BB): Archers shooting Barebow style will use bow, arrows, strings, and accessories free from any sights, marks or blemishes that may be used as a sighting aid. An adjustable arrow plate may be used

- provided it does not extend more than $\frac{1}{4}$ " above the arrow. The use of stabilizers shall be permitted. The rear stabilizer shall not touch any part of the body. One consistent nocking point only is permitted and may be held by one or two nock locators, which shall be snap on type, shrink tubing, thread or dental floss, tied or served on the serving. Nocking point locators shall not extend more than one half inch ($\frac{1}{2}$ ") above or below the arrow nock when at full draw. This is the NASP category as well.
- Freestyle (FS): Any type of sight and release aid may be used provided it is hand operated and supports the draw weight of the bow and is not attached to the bow other than the bowstring. In the case of physical disability of the arms or hands, a chew strap may be used in place of fingers or release aids. The rear stabilizer shall not touch any part of the body.
 - Bowhunter Freestyle (BHFS): A sight may include any number of reference points: **Note: a single pin movable sight is allowed but no lens is permitted. This allows any site to be moved for yardage and windage. A line running vertically from its top attachment in the pin guard to its bottom attachment in the pin guard would be legal. Release aids will be permitted. In the case of physical disability of the arms or hands, a chew strap may be used in place of fingers or release aids. One straight stabilizer, coupling device included if used, which cannot exceed 12 inches at any time, as measured from the back of the bow, V-bar, counterbalance and string dampeners may be used.
 - Traditional (TRAD): This style of shooting is for those who wish to compete with the Recurve or Longbow. No device of any kind, including arrow rest, that can be used for sighting will be used or attached to the archers' equipment. There shall be no device, mechanical or otherwise, in the sight window except the arrow rest, arrow plate or plunger button. No part of the arrow rest may extend more than $\frac{1}{4}$ inch above the arrow in the sight window.
 - Freestyle Limited Recurve (ORC): Any type of sight may be used, providing the sighting mechanism has no magnification. Levels, string peep sights, marks, ties or string attachments to the string and electronic devices are not allowed. A kisser button may be used. Release aids shall be limited to gloves, tabs and fingers. In the case of physical disability of the arms or hands, a chew strap may be used in place of fingers. shall mount directly to the riser without rods, extensions, angular mounting connection or shock-absorbing devices. This is the division for Olympic Recurve.

STANDARD ACA COMPETITION RULES:

1. NFAA competition rules will apply for all of the ACA State Championship Tournaments.
 - a. May reference the NFAA Constitution and Bylaws manual for additional rules.
 - b. The shooting times listed for the tournament are to be considered the championship shoot time unless communicated adequately due to unforeseen changes.
 - c. Competitors will be flighted with competitors in like age and divisions when possible.
 - d. There will always be a Tournament Official or Line Judge at all ACA State Competitions.
 - e. The arrows in the target face may not be touched until that end is scored.
 - f. Under no circumstances are the cards to leave the “scoring area”, other than having a Tournament Official collecting them and turning them into the main registration table.
- A scorer’s table will be set up near the end of the shooting line in the “scoring area”. Here the scorecards will be turned in and collected by a Tournament Official when you are done competing. The scorecards must be filled out completely and signed by both the competitive shooter and a witness. Under no circumstances are the cards to leave the “scoring area”, other than having a Tournament Official collecting them and turning them into the main registration table.

GLOBAL SHOOTING RULES

1. Arrows must remain in the target until all arrows are scored, and the arrow shaft only has to touch the line to be scored in the area of the next higher value.
2. Off-ground skids or glances into the target shall be scored as a miss.
3. No archer shall advance to the target and then return to the stake and shoot.
4. 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.
5. Any archer who shoots an arrow at the 3D target, for any reason, in excess of the prescribed number shall lose their score for that target.
6. Any arrow deflected by a foreign object or misfired will be scored where it lies.
7. A dropped arrow may be re-shot. A dropped arrow is one which falls while being transferred from the quiver to be nocked on the string or in

- preparation for a shot or which falls from the string during a “controlled” letdown. Said dropped arrow cannot be past the “error” line or it is scored a miss.
8. Guests are not allowed on the competition range without permission of the tournament officials.
 9. There will be no practicing on the range nor will any participant be allowed on the range prior to the day’s competition unless the Tournament Official allows it.
 10. If equipment failure occurs during the act of shooting, the arrow shot, if it doesn’t strike the target in any scoring area, will be considered a zero. Rest of that end’s arrows do not need to be shot if equipment fails. Upon declaring equipment failure to his or her group, the shooter will have 45 minutes from the time the individual leaves the group for equipment replacement or repair. (For outdoor shoots, “travel time” to & from the group to range official, is not included in the 45-minute time limit). The Archer must report to a range official as soon as possible for verification of equipment failure, so as to proceed to replace or to begin repairs. Each shooter is limited to 1 repair or replacement of equipment per day in a tournament. There will be no restriction on the number of arrows shot for sighting during an equipment repair, which is included in the 45-minute time limit. Then, in the presence of the tournament official, be allowed to shoot the targets and arrows missed during the repair.
 11. During a 3D tournament or Field round, an archer will be allowed to search for lost arrows, provided it does not cause undue interruptions or delays in the normal flow of the tournament. (Two minutes is the rule of thumb for a reasonable search time.)
 12. If there is a dispute that cannot be settled at the target, or place of incident, and the range official is not available, mark the scorecard and the target number, and then consult a tournament official before you turn in your scorecard. This is not ideal, and every effort should be made to have a Tournament Official make the call at the time of the dispute.
 13. Running scores can be checked during the progression of the round to eliminate errors.

PROTESTS:

1. Any grievance or protest must be filed in writing with the Tournament Official within thirty minutes from the completion of that competitive round. This protest must include the names of all parties and witnesses involved with the said grievance. It is the responsibility of the person or persons filing the grievance to have this information written down and signed by all the parties involved. All participants must be available to be interviewed by the Tournament Director at the time of the filing.

2. ACA Tournament Director and ACA Board Officers reserve the right to:
 - a. Disqualify anyone for any reason deemed appropriate. (A written protest by a competitor is not necessary for a disqualification).
 - b. Change a posted score to reflect a “proper score.”
 - c. Be the final authority in all matters concerning the tournament.

RULES FOR INDOOR TOURNAMENTS

NFAA Indoor 600 Classic Round:

1. Standard Unit: Shall consist of 60 arrows, shot as three games, at a distance of 40, 50, 60 yards for Young Adult and older; 30,40,50 yards for Youth; and 10,20,30 yards for Cub. Each game shall consist of four ends of five arrows per end. A 92 cm target is used.
 - X=10, each end has a potential total of 20 points.
 - A time limit of 4 minutes per end will be used.

NFAA Indoor 300:

2. Targets: The target shall be 40 cm.
 - The Tournament Director may allow the archer to use the Five Spot Target or Single Spot.
 - The scoring is 5, 4, 3, 2, 1 from the spot out.
 - A time limit of 4 minutes per end will be used.
 - When using the NFAA Indoor Five Spot Target:
 - An archer may shoot the 5 spot target in any order and shoot as many arrows into any spot as the archer desires, not to exceed the prescribed number of arrows per end.
 - Scoring shall be five points for the combined four cm. X-ring and 8 cm. white ring and four points for the combined twelve cm. and sixteen cm. blue rings

NFAA Vegas

3. Targets: The target shall be 40 cm.
 - The Tournament Director may allow the archer to use the Three Spot or Single Spot Target.
 - The scoring is 10, 9, 8, 7, etc. from the X spot outward.
 - A time limit of 2 minutes per end will be used.
 - An archer may shoot the 3-spot target in any order. Unlike non-championship rounds at The Vegas Shoot were an archer can shoot as many arrows into any spot as the archer desires, not to exceed the prescribed number of arrows per end, at the ACA State Tournaments all divisions are considered

“championship” rounds and will use those rules. Therefore, at ACA State Vegas, if an archer shoots more than one arrow in a single spot, the second arrow is considered a miss.

SHOOTING RULES ALL OF INDOOR

1. Half way through the scoring portion on the Indoor Round, archers shooting bottom targets will move their target face to the top, and archers shooting top targets will move their target face to the bottom.
2. An archer must straddle the shooting line or distance marker. A disabled archer shooting from a chair or wheelchair will place the chair legs or wheels straddling the shooting line or distance marker.
3. The time limit shall be four minutes per end for NFAA 300 and 600 and two minutes per end for NFAA Vegas.
4. The method of breaking ties will be shoot offs directed by the tournament official run using championship rules.
5. In the event of equipment failure, the archer will have fifteen minutes repair time without holding up the tournament. One practice end will be allowed. The archer shall be allowed to shoot any arrows he or she did not shoot during the fifteen minutes repair time, after the final end.
6. Two ends of practice will be allowed at all ACA Indoor Shoots.
7. Shooting positions will provide sufficient area to enable two archers to safely shoot simultaneously at one target butt.
5. Scoring:
 - X-rings shall be counted and used as tie breakers and will be considered part of the official score for year end. Score totals that are tied will be settled by shoot off for the state championship title.
 - Archer shall record X's and numeric values of each arrow in each scoring box before touching or drawing any arrows from the target. No archer may touch the target face before all arrows are scored
 - An arrow cutting two rings shall be scored in the ring of greater value. Scoring is determined by, the position of the shaft. In all NFAA Rounds, an arrow shaft need only touch the line to be counted in the area of next higher value.
 - In the event the scoring ring has become distorted due to torn or missing paper, the scorer shall visually reconstruct the natural arc of the scoring ring to determine the value of the arrow(s) and/or call a Tournament Official to call the arrow value.
 - A Tournament Official can direct a competitor to change his/her target face at any time within competition if too much paper has been shot out of the target face.
 - Witnessed bounce outs or arrows passing completely through the target will be re-shot.

- Hits on the wrong target will be scored as misses.
- When an arrow is dropped while the archer is in the act of shooting, he/she may shoot another arrow in place of the dropped arrow if any portion of the dropped arrow is within ten feet of the shooting line.
- If an archer shoots more than the prescribed number of arrows in an end, the excess arrow or arrows of higher value will not be scored. A penalty of one scoring ring (1 point and 1 X if applicable) will be assessed for each arrow shot over the prescribed number of arrows.
- If an archer shoots less than the prescribed number of arrows in one end he/she may shoot his/her remaining arrows if the omission is discovered before the end is officially completed; otherwise, they shall be scored as misses.
- The target group, which generally consists of four archers, will select a score caller, two scorekeepers, and a target captain/observer. The target captain/observer shall be the judge of disputed arrows on his/her target. If the call is still in questions, a line judge call will be final.
- A tournament official's call is final. See page 3 for protests.

RULES FOR FIELD STATE TOURNAMENT

Field Rounds:

- Standard Unit: A standard unit shall consist of 14 targets. Twice around the unit makes a round or two such units make a round. Cubs only shoot a single unit.
- At the following distances four arrows shall be shot from the same stake:
 - 15, 20, 25, 30 yards at a 35 cm. target
 - 40, 45, 50 yards at a 50 cm. target
 - 55, 60, 65 yards at a 65 cm. target
- The following are four position shots, each arrow to be shot from a different position or at a different target: 35 yards at a 50 cm target, all from the same distance, but from different positions.
 - 45, 40, 35, 30 yards at a 50 cm. target
 - 80, 70, 60, 50 yards at a 65 cm. target
 - 35, 30, 25, 20 feet at a 20 cm. target
- Shooting Positions: The prescribed distances in this section are to be adhered to without variation. In laying out the course any order may be used as necessary to fit the terrain.
- Shooting Rules: Each archer shall shoot 4 arrows at each of the 14-target layouts in a unit.
 - In 10 cases this shall mean shooting the four arrows from a single stake at a single target.
 - In the other four, it may mean either shooting one arrow from each of four stakes at a single target or it may mean shooting all four

arrows from a single stake but at four separate targets, or one arrow from each of four stakes at either two (2) or four (4) targets.

- Scoring: The scoring is 5 points for the spot, 4 for two white circles and 3 outside black rings.
 - In all NFAA Rounds, an arrow shaft need only touch the line to be counted in the area of next higher value.
 - The X-Ring is used for tiebreakers only as determined by the Tournament Official in the grand champion standings. All cumulative score ties will be settled by shoot off for state title championship.

Hunter Rounds:

- Standard Unit: The 14 targets form a unit. Twice around the unit makes a round, or two such units make a round. Cubs only shoot a single unit.
- The target has two white rings with black X in center ring, and two outside black rings. (X-ring is used for tie breakers only). 20 cm. targets will be shot vertically either from bottom to top in order or top to bottom in order.
- The following shows the yardage distances with the target sizes that are to be used:
 - 70-65-61-58 yards at a 65 cm. target, with 13 cm. white spot
 - 64-59-55-52 yards at a 65 cm. target, with 13 cm. white spot
 - 58-53-48-45 yards at a 65 cm. target, with 13 cm. white spot
 - 53-48-44-41 yards at a 50 cm. target, with 10 cm. white spot
 - 48 yards at a 50 cm. target, with 10 cm. white spot
 - 44 yards at a 50 cm. target, with 10 cm. white spot
 - 40 yards at a 50 cm. target, with 10 cm. white spot
 - 36-36-36-36 yards at a 50 cm. target, with 10 cm. white spot
 - 32-32-32-32 yards at a 35 cm. target, with 7 cm. white spot
 - 28-28-28-28 yards at a 35 cm. target, with 7 cm. white spot
 - 23-20 yards at a 35 cm. target, with 7 cm. white spot
 - 19-17 yards at a 35 cm. target, with 7 cm. white spot
 - 15-14 yards at a 35 cm. target, with 7 cm white spot
 - 11 yards at a 20 cm. target, with 4 cm. white spot
- Multiple targets may be used at all distances.
- Shooting Positions:
 - Where one stake is used, a stake at least eighteen inches above ground is recommended. On the two-stake shots use stakes that extend twelve inches above ground and stakes that are not over six inches above ground for the four-stake shots.
- Shooting Rules:
 - In shooting the Hunter round the archer will observe the following shooting positions:
 - Shoot four arrows from the same stake
 - Shoot two arrows from each stake.

- Shoot one arrow from each stake.
 - Any arrow shot from the wrong stake will be scored “0” (zero).
- Scoring:
 - Scoring is five points for the spot, four for center ring, and three for the outer ring.
 - In all NFAA Rounds, an arrow shaft need only touch the line to be counted in the area of next higher value.
 - The X ring is used for tiebreakers only for grand champion standings; cumulative score ties will have a shoot off to determine state title championships as directed by the Tournament Official.

RULES FOR 3D STATE TOURNAMENTS

NFAA 3D Rules and Regulations:

- NFAA State Marked/Known 3D will consist of scoring 50 3D targets whether it is 25 targets twice or a 50-target course.
- All targets will be 3D animals placed vertical to the horizon and all archers are required to return the targets to this position after removing their arrows.
- No target may be placed at an angle greater than that which would create a glance-off.
- The NFAA State Marked 3D maximum distance will be a maximum distance will be 60 yards.
- Distances on marked 3D courses will be measured with a tape or more accurate measuring device to ensure regulation distance set up.
- Hand-held range finders shall be allowed by competitors but should not slow down pace of play.
- Participants will be assigned in minimum groups of three shooters per target, and shooters are required to be at their assigned target 5 minutes prior to start times.
- Scoring:
 - The state marked 3D will conform to scoring 12-10-8-5 each.
 - Scorecards will be picked up at registration, or a designated area, prior to each round of competition. This is usually forty-five (45) minutes before starting time at pre-tournament meeting announcements. Each shooter will receive two (2) score cards for each round or one score card and living scoring—depending on venue. 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, only one (1) will call arrows).

- 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, he may have the third party make the final call. In all cases the third call is final if a Tournament Official is unavailable. In groups of four, if the decision is 2 and 2, the call goes to the favor of the archer's arrow in question.
- Score callers will judge and score each arrow and call out the results to the scorekeepers. This will be recorded on the respective shooter's scorecard. Running scores can be checked during the progression of the round to eliminate errors.
- Both completed scorecards must be totaled and signed as correct by the score keepers and the shooter and turned in at the assigned area. Each shooting group must turn in their scorecards together (except when a shooter is permitted to make-up 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".
- Arrows passing through the face, but still in the target, will be pushed back and scored.
- Any arrows deflected by a foreign object or miss fired will be scored where it lies. This does not include any course issues, such as a tree branch...in that case the archer will be granted a re-shoot of arrow.
- 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.
- Arrows in corresponding areas of the target will be scored with point values as follows:
 - 12 – Highest Score
 - 10 – 2nd Scoring Ring
 - 8 – 3rd Scoring Ring
 - 5 – Outside Scoring Area (ANTLERS AND HORNS, NO SCORE)
 - "0" – NO SCORE

- All tied scores will be broken by the number of 12 Rings for grand champion standings. Cumulative tied scores will be in a shoot off system directed by the Tournament Official where five targets will be set up in a cumulative scoring situation—if a victor isn't declared at that point, a sudden death, one arrow shoot-off will take place until one archer's arrow has a higher value than the other archer's arrow. All shooters tied for 1st place will shoot one (1) arrow.
- 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 then 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.
- After shooting the last arrow, the group shall stand together away from the shooting stake if shooting in close quarters. This will let others know you are through. When it is safe, all shooters are to proceed to the target to score all arrows before any arrows are pulled from the target. If any shooter pulls arrows from a target before the score callers and the scorekeepers can officially record them to the cards by sight, that shooter automatically receives an "0" for said target.
- In consideration of time, 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 for the first offense. Second warning the group should contact a tournament official for potential penalty.
- An arrow inadvertently dropped while transferring the arrow from the quiver to the bow in preparation of a shot or an arrow that falls off the arrow rest or accidentally releases from the string in preparation of making a shot may be recovered if within reach of the archer from the appropriate shooting stake.
- **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.
- **BINOCULARS and RANGE FINDERS:**
 - Binoculars and spotting scopes will be allowed. They may be checked at random by tournament officials or individuals in your shooting group. You may ask to check theirs as well.
 - On ACA State Marked/Known 3D ranges, range finders are allowed. Range finder usage is at the stake and is part of the two minutes for the shot to be taken.
- **PROCEDURE FOR FINDING LOST ARROWS:** As a safety consideration, and to ensure a timely competition, no archer will go behind a target to look for a lost arrow, unless you can see it at time of scoring. Always keep at least (2) two archers in front of target to ensure that no other group will shoot said target while you are retrieving the arrow. If you cannot visibly see the arrow, make a note to return with a range official, after the completion of the round.