National Archery in the Schools Program

2027 NASP® 3D National & Championship Tournament Rules

NASP® Western National: April 22 - 24, 2027, Mountain America Center, Sandy, UT

NASP® Eastern National: May 6 - 8, 2027, Kentucky Exposition Center, Louisville, KY

NASP® Championship: June 17 - 19, 2027, Ocean Center, Daytona Beach, FL

Registration dates and hotel information will be posted at www.naspschools.org

The Archery Way - Competing with Honesty and Integrity

As archers, we strive to shoot our best while competing with integrity. Honesty is an expectation, sportsmanship and composure, an obligation. We encourage others and understand our responsibility to self-officiate and protect the field with an overall goal of bringing the archery way into everyday life.

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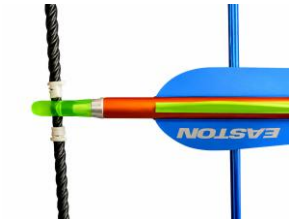
- The NASP® logo is a registered trademark and may only be used on t-shirts, banners, or any other items, with written permission from NASP®.

New for 2027: Except for inconsequential language edits, rule changes are in yellow highlights. We strongly suggest reviewing the entire rules document annually to be familiar with all details.

The National Archery in the Schools Program (NASP®) Sanctioned Events Pledge
Our staff and volunteers pledge to do their very best to provide a safe, enjoyable experience for all the archers and guests. We have a zero-tolerance policy for any behavior that puts the archers, guests, staff, or volunteers at any risk. These include but are not limited to; verbal abuse of anyone, physical assault, threats of violence, or any inappropriate language or behavior. At minimum, anyone engaging in such behavior will be asked to leave the tournament venue and property.

NASP® officials reserve the right to make an on-site determination of any situation not covered by these rules. NASP® officials' decisions are final.

1. **NASP® Participation** – See the NASP® 3D Participation and Qualification document at www.naspschools.org
2. **NASP® Eastern and Western National Tournaments and Championship Tournament Registration Protocol -** See the NASP® 3D Participation and Qualification document at www.naspschools.org
3. **Equipment - Only equipment specified and approved for use in NASP® may be used in tournaments.**
   NASP® equipment has been selected to be as universal-fit as possible to make administration of the program suitable for in-school teaching. Tournaments follow in-school program design as closely as practical.
   3.1. At tournament officials' discretion, any bow, arrow, or accessory may be subjected to complete inspection at any time. Anyone found using disallowed equipment or modifications will forfeit awards and be disqualified. Disqualification may affect their team's rank.
   3.2. If, after the practice end begins, an archer is found to be using disallowed equipment, the archer is subject to disqualification.
   3.3. **Bows:** Archers are expected to bring their own NASP® Genesis™ bows.
      3.3.1. Only the stock (original) unmodified Genesis™ bow approved for NASP® may be used, except for allowances described below.
      3.3.2. When called by the announcer, archers will place bows on the provided racks for inspection. Once inspected, the bow must remain on the range unless a repair is needed and approved by a lane official.
      3.3.3. The Genesis™ Mini, Pro, and Gen-X are prohibited from use in NASP® programs and tournaments.
      3.3.4. The bow's axle-to-axle length, measured from the center of each axle, must be no shorter than 35.25".
      3.3.5. The bow's grip must be in place and unmodified. Changing the grip's shape by removing material or adding material, including tape, is prohibited. The grip may be painted for personalization. However, paint used must be "color only". The use of paint with added texture material or paint that dries with a multi-texture finish (including but not limited to those designed as bed liner material) is disallowed.
      3.3.6. Only tied-on or heat-shrink nock locators may be used. Instructions for tying on a nock locator are available at www.naspschools.org under the "Resources" tab, in the "Information/Learning Center".
         3.3.6.1. There may be one nock locator above and one below the arrow nock.
         3.3.6.2. If using two nock locators, the gap between them must be no greater than 1.5 nock widths. The archer must nock the arrow between the 2 nock locators.



If 2 nocking points, the arrow nock must be placed between them.

         3.3.6.3. If using one nock locator, the archer must nock the arrow below and touching the nock locator.
         3.3.6.4. If desired, a tied-on nock locator may be used directly above and against the original shrink tube locator that comes on the bow to maintain its position, as a quick or temporary fix.
         3.3.6.5. Brass nock locators are prohibited for safety reasons.
      3.3.7. The bow must be sight and sight-mark free (riser, cable, string).

3.3.7.1. If the face of the sight window is multi-colored or marks are present, solid color tape, paint, or “sharpie” to cover marks may 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. Any tape used must be a single piece of tape applied vertically to the face of the sight window only. Single-piece die-cut solid-colored stickers that match the shape of the sight window are also permitted. Wrapping tape around the riser is prohibited.

3.3.7.2. Camouflage bows may be used, but the face of the sight window must be covered as described in 3.3.7.1.



3.3.7.3. Any tape, paint or sticker used to cover sight marks must remain throughout the competition.

3.3.7.3.1. Archers and coaches should comply with this rule before their flight time.

3.3.7.3.2. If sight marks are discovered, the archer or coach will be asked to cover them.

3.3.8. The outside and inside of the sight window must be kept free of any raised edges, such as tape, stickers, or logos.

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

3.3.10. The bowstring and cables may be 'after-market' but of the same approximate length and diameter.

3.3.11. The standard cable guard, cable guard slide (black only), wheel, cam, bearings, riser, and limbs must be original (or original factory replacement) and unmodified, other than the few allowances stated within sec. 3.

3.3.12. A bow may have the Morrell Manufacturing draw weight gauge mounted on the riser, for determining turns of limb bolts for draw weight setting.



3.3.13. A bow may be personalized by painting, stickers, et cetera, but without sight-marks.

3.3.13.1. Temporarily attaching carabineers or other devices to the bow during any flight is prohibited.

3.3.13.2. Wrapping anything around both limbs to “join them” is disallowed.

3.3.14. The standard NASP® flipper rest or the new Genesis Competition rest* are the only rests permitted for use. The rest must be in place and installed as intended, seated against the riser without any shims or spacers. A flipper rest arm that is missing the sleeve or bent is acceptable. The sleeve may be original, absent, or replaced with heat shrink tubing that is similar to the original rest arm sleeve. *The New Genesis Competition Rest is shown below:



3.3.15. The bow's draw weight must remain unchanged throughout the flight after the first scored arrow is shot.
3.3.16. Except for a malfunction, bows must remain downrange of the waiting line once shooting begins.
3.3.17. Except for a major malfunction, the same bow must be used throughout the competition.
3.3.18. A non-compliant bow will be removed from the competition until it is restored to a compliant condition by the head coach. This must be completed before the archer begins or resumes competition.
3.3.19. Coaches should be prepared to complete timely repairs if necessary (spare arrow rest, serving material or spare bow). The tournament will remain on schedule.

3.4. **Arrows:** Only the original Easton aluminum 1820 arrows approved for NASP® may be used.
3.4.1. The length of the arrow shaft must be the standard NASP® length.
3.4.2. A readily accessible supply of replacements must be on hand. Once the flight begins, all arrows will remain forward of the waiting line unless they are being replaced.
3.4.3. Arrow nocks must be the Easton N nocks currently used by Easton in the production of the 1820 aluminum Genesis arrows.
3.4.4. Arrow points must be the NASP® standard currently used by Easton in the production of the 1820 aluminum Genesis arrows: glue-in, cone-shaped and weighing 60 grains.
3.4.5. Arrow vanes must be 3 soft plastic - 2.5" - 3.0" long and between .4" - .6" in height. Vanes may be of any brand, shape, or cut, but must be within the listed dimensions (New Archery Products NASP® SPEEDFLETCH is also permitted for use).
3.4.6. Archers must be able to identify their personal arrows.
3.4.7. The arrow shaft may be marked, crested, wrapped*, or taped above the mid-point (towards the nock) for identification. The crest (NASP®-Genesis label) must remain visible and readable.
3.4.8. Archers/schools are required to provide their own arrows at national tournaments.
**An arrow wrap is a small piece of unweighted self-adhesive vinyl that is wrapped around the rear of the arrow to coat the shaft in a very low-weight plastic sleeve.*

3.5. **Accessories:** Very few accessories are allowed in NASP®.
3.5.1. Archers may wear basic finger tabs (free of metal or rigid plastic), tape, or gloves to protect draw-hand fingers. This includes unmodified "5-finger" gloves like golf and batting gloves. Unmodified golf or batting gloves may also be worn on the bow hand. Finger tabs designed for anything other than finger protection, including markings, are disallowed.
3.5.2. Finger protection devices like the "No Glove" and devices made by other manufacturers may be placed on the bowstring, but these must be without locator buttons (also known as kisser buttons) discs or aiming aids. If a two-piece no-glove is used, it may be installed with the small and large sections below the nock locator, or as intended, with the small section above and the large section below (the gap between the two pieces must be no greater than 1.5 nock widths, the same as in rule 3.3.6.2.


Permitted

Not permitted, two bottom pieces.

3.5.3. Heat shrink tubing may be placed on the bowstring below the nock, to reduce finger strain.
3.5.4. Archers may wear arm guards and chest protectors.
3.5.5. Hand towels or resin/chalk bags are permitted.
3.5.6. Archers may wear eye patches, glasses, or tape on glasses.
3.5.7. Finger or wrist slings are allowed. Chain or cable may not be used as wrist slings.
3.5.7.1. Wrist slings may be attached with a standard factory bolt (one inch or less in length) with a head size not to exceed 3/4" X 1/2" (three-quarter inch long, one-half inch wide) and a single standard washer.


This style bolt is permitted.

3.5.7.2. Any yoke, mounts, or brackets used for a wrist sling must be non-rigid (flexible).
3.5.7.3. A leather or rubber "yoke" may be used to attach the sling to the bow.
3.5.7.4. Wrist slings may be tied around the riser or through the hole in the riser just below the grip.
3.5.7.5. Finger slings are only to be put in place once the 1 whistle command to shoot is provided.
3.5.8. Mechanical release aids or devices designed to hold the bow at full draw are prohibited.
3.5.9. Archers must be able to draw, hold, and release the bow string on their own.
3.5.10. The bow must remain free of any devices designed to dampen vibration.
3.5.11. Potential special allowances for physically challenged archers are evaluated on a case-by-case basis. While participation by the challenged archer is important, other competitors must not be negatively impacted. Commonly approved allowances include:
3.5.11.1. Wheelchairs are permitted if needed.
3.5.11.2. In the case of hearing or visually impaired archers, a coach, approved advocate, or parent may be permitted to assist at the shooting line. Prior approval is needed, and a lane official must be alerted before shooting begins.
3.5.11.3. Mouth tabs are permitted for archers whose physical challenges make drawing the bowstring impossible.
3.5.11.4. Archers who use crutches may shoot from a chair or have coach assistance to stand.
3.5.12. Emotional support animals will be allowed by NASP® in the spectator area of the event (if permitted by the host facility). Emotional support animals must stay off NASP® ranges. If the animal creates a distraction of any type to the participants or spectators, the handler will be asked to remove the animal from the spectator area and possibly from the facility.

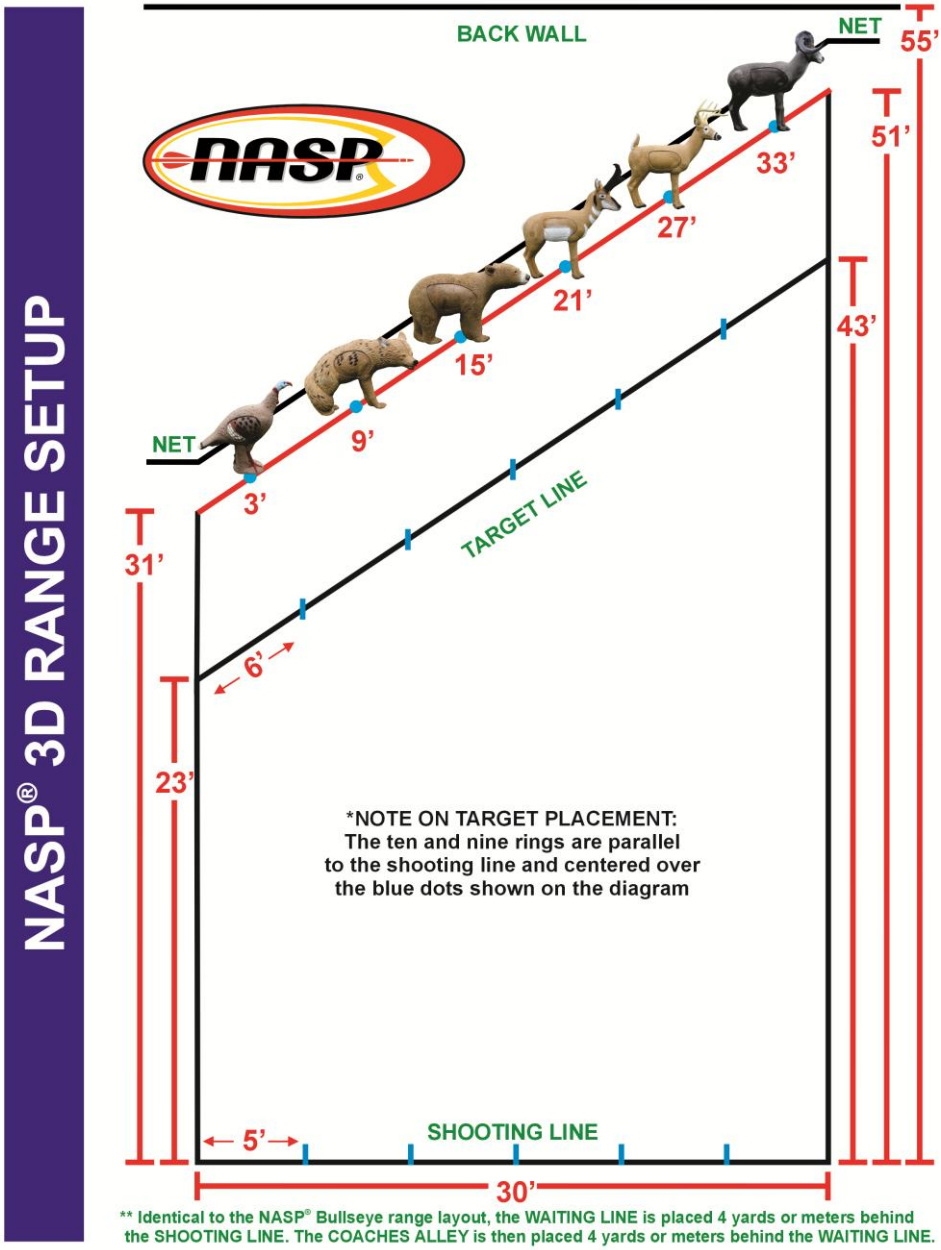
3.6 **NASP® 3D Specific Accessories**
3.6.1 Rangefinders and/or range-finding binoculars are prohibited.
3.6.2 The use of binoculars is permitted on NASP® 3D ranges.
3.6.3 Target Zone cards are also permitted on NASP® 3D ranges. Target cards must be attached to the archer and off the floor.

4. **Competitive Format**

NASP® Tournaments emphasize safety, sportsmanship, and indoor application. If an archer is unable to safely use all equipment and follow range protocols, that archer may be removed from the competition.

NASP® 3D Range Setup diagram may be downloaded at

www.naspschools.org



4.1. **Range Set-Up**:

4.1.1. Each range will have 6 shooting lanes and 6 targets, 1 target per lane.

4.1.2. Targets will be placed along a diagonal line ranging in distance from approximately 10 meters to 15 meters from the shooting line.

4.1.3. The 10-meter target will be a turkey. The 15-meter target will be a stone sheep. Between 10 meters and 15 meters, at increasing distances, there will be a coyote, bear, pronghorn antelope, and deer, in that order. The only targets allowed for NASP® 3D are manufactured by Rinehart Targets and are available for purchase on the NASP® website.

4.1.4. The diagonal target line will be approximately 2 yards or meters from the targets.

4.1.5. A shooting line, horizontal to the back wall, will be divided into six, 5-foot-wide shooting lanes, each accommodating 2 archers.

4.1.6. The waiting line will be horizontal to the shooting line at least 4-5 yards or meters up-range from the shooting line.

4.1.7. A 'Coaches Alley' will be delineated between the waiting line and spectators. Only coaches with the appropriate wristband or tournament credentials are permitted in Coaches Alley.

4.1.8. Spectator seating will be placed behind the Coaches Alley.

4.1.9. Shooting lines will support 5-foot-wide shooting lanes accommodating 2 archers per lane, each with a 30" space, one in the left half of the lane, one in the right half of the lane. Each lane will have marks indicating the right and left edges and the center.

4.1.9.1. The shooter's label, located at the bottom of the scorecard, specifies "Left" or "Right", indicating which half of the 5' wide shooting lane each archer is assigned.

4.1.9.1.1. Placement of any items or marks on the floor or target as a reference or aiming point is prohibited.

4.1.9.1.2. If an archer is assigned to the "left" or the "right", they are expected to stand near the center of their assigned 30" space, even if they are on a target without another archer.

4.1.9.2. Archers are to be at their assigned area 15 minutes prior to their flight times, with their equipment ready.

4.1.9.3. Shooters occupying a lane will be from different schools where possible.

4.1.9.4. Coaches assigned to a group of lanes for their team can move archers within their assigned lanes if needed but must indicate a lane change on the scorecards. Archers may only occupy the same side (L or R) of the lane that was assigned to the team. Each lane should still have archers from two different schools.

4.1.9.5. Solo shooters may be combined where possible to promote integrity, but it is not required. Solo archers should not be combined if the move separates either of them from their team.

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. While shooting, the archer must straddle the shooting line with the non-target foot behind the back edge of the shooting line. NO PART of the shooting line will be covered by the archer's foot.

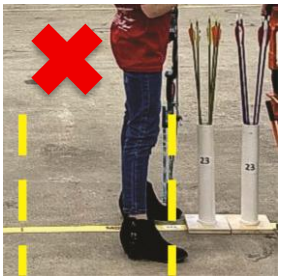
4.3.4. The shooter and quiver must remain in each archer's half of the assigned lane when on the shooting line. No part of the archers' body or the quiver may cover, or be past, their lane marks.

4.3.4.1. Crowding across the middle of the lane or into the adjacent lane is considered unsportsmanlike conduct and could result in the offending archer being disqualified.

4.3.4.2. Crowding is defined as any part of the archer's body or equipment extending past the 30-inch area assigned to the archer.



Archers to the right are lane crowding and risk disqualification.





4.3.4.3. The tournament provided arrow quiver must remain centered on the shooting line in front of the archer and within the 30-inch area assigned to the archer.

4.3.5. While both archers may approach the target when scoring, only one archer may remain at the target when arrows are pulled. The other archer must be safely behind the target line while waiting their turn to pull arrows.



When pulling arrows, only one archer may be forward of the Target Line. All archers must remain standing.

4.3.6. Archers must remain on their feet (standing or squatting) and off their knees when scoring and pulling arrows.

4.3.7. Arrows are to be pulled one at a time, each placed on the floor, until all are pulled.

4.3.8. If, after arrows are pulled, the target needs to be straightened, it is the archer's responsibility to do so while at the target. Once archers leave the target and return behind the waiting line, they are not permitted back down range until after the following end.

4.3.9. 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**

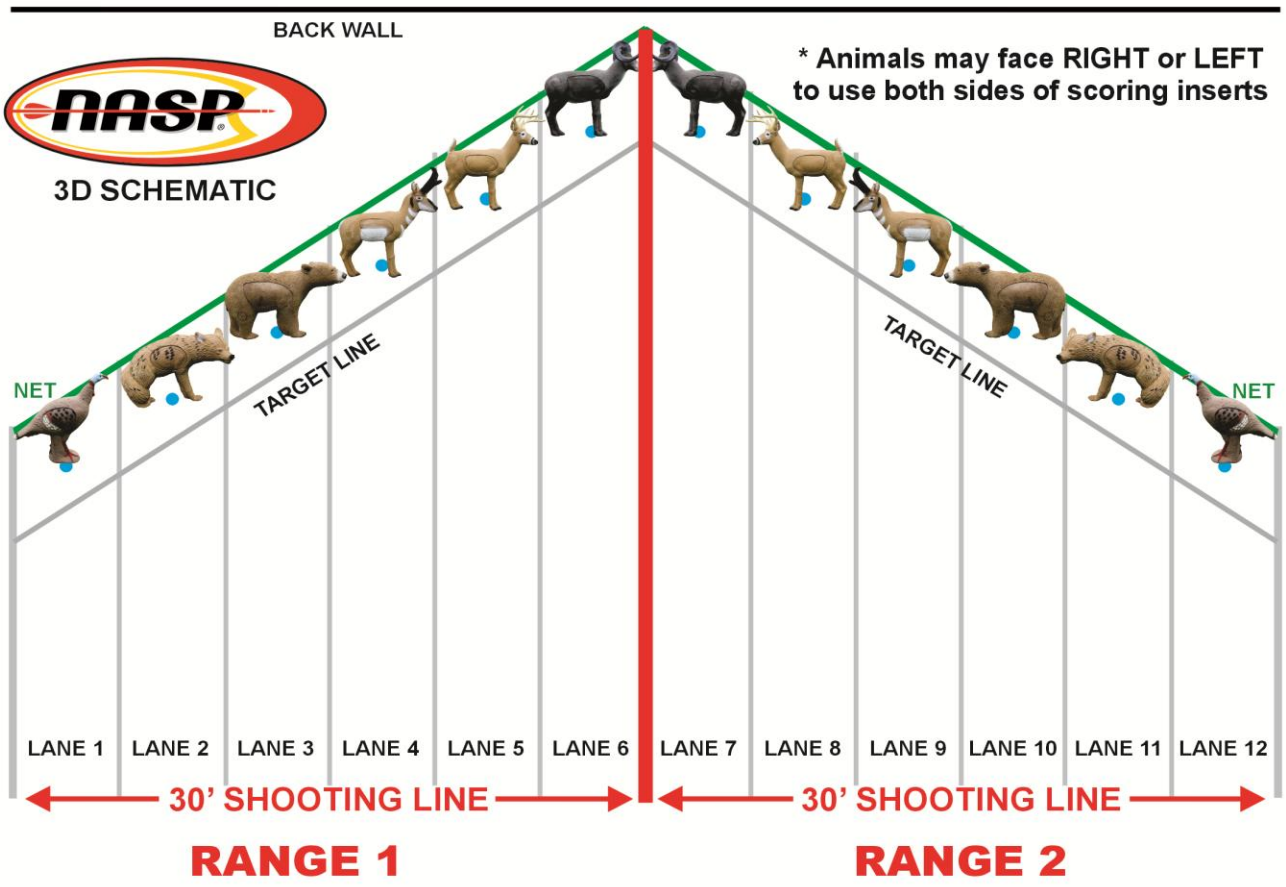
4.4.1. The archer must nock, pre-draw, draw and aim in a manner that keeps the arrow pointed safely towards the target throughout the process. (Below the top of the backstop curtain, and away from the floor).

4.4.2. Archers must raise the bow from their toe and keep the bow vertical while nocking.

4.4.3. Archers will shoot one practice end of 5 arrows at the target placed in their shooting lane, then shoot the first scored end of 5 arrows at this same starting target.

4.4.4. After shooting and scoring an end of 5 arrows, archers will move the scoreboard **from left to right**, to the **target line** at the next target and move their arrows to the next lane's quivers.

4.4.4.1. When the archer comes to the right end of the range and has not yet shot all 6 targets, the archer will move to the opposite end of their 6-target range and continue shooting and moving to the right until the flight concludes.



Each target may be facing right or left in order that both sides of the target insert (core) may be used. As seen on the Range Layout diagram on page 8, it is highly recommended to set up each range with the animals facing in the opposite direction of the previous range. This range set up has always been the standard configuration at all national tournaments. By following this recommended range layout, not only will it be easier for range officials to "swap" targets if a core becomes too damaged to continue, but participating archers will find a familiar range layout.

4.4.5. Archers will have 2 minutes to shoot each 5-arrow end.
4.4.6. Dropped arrows will be left on the floor and replaced by a range official.
4.4.7. An arrow that bounces off the target may be shot again as instructed by range officials. A bounce out is an arrow that hits the target and falls straight down or bounces back toward the archers. An arrow that glances off the target is NOT considered a bounce out.
4.4.8. Replacement arrows will only be provided for bounce outs on scoring ends. Practice bounce outs will remain as shot.
4.4.9. An arrow that crosses the target line is considered a shot arrow.
4.4.10. 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. Shot arrows that fail to reach or stick in the target butts are symptomatic of insufficient performance.
4.4.11. 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.
4.4.12. If an archer fails to shoot all 5 arrows, and returns behind the waiting line, the remaining arrows will be scored as zeros.
4.4.13. If an archer experiences an equipment malfunction during the shooting process, such as a lost vane, damaged nock, damaged arrow rest or failure, yet the arrow makes it to the target line and doesn't bounce off of the target, it is a shot arrow.
4.4.14. If, after returning to the waiting area, an archer's scorable arrow falls out of the target, it is a bounce out and a replacement arrow will be given. An archer is to notify a lane official immediately and prior to returning to the shooting line.
4.4.15. If during a tournament there is a delay in shooting exceeding 10 minutes, the tournament director has the discretion to allow archers to shoot 5 practice arrows at the target they are on prior to restarting the scoring end. Examples of a delay could be but not limited to: (Indoor) power outage, fire alarm or medical emergency. (Outdoors) Weather such as heavy rain or lightning.

4.5. **Coaching**

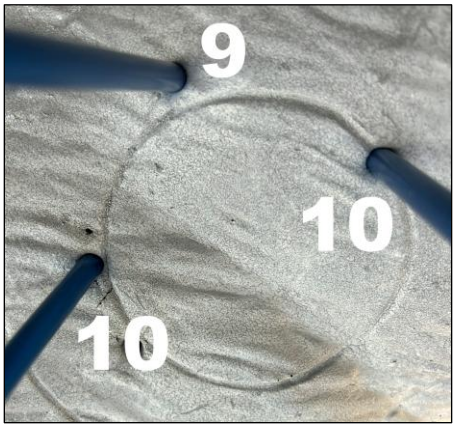
4.5.1. A team is limited to 3 coaches in Coaches Alley during the flight. Individual groups may have 1 coach in Coaches Alley.
4.5.1.1. Any coach in Coaches Alley must have a coach's wristband or tournament credentials identifying them as the appropriate NASP® coach.
4.5.1.2. In instances where individual or team groups are split or separated, schools may request one additional coach's wristband.
4.5.1.3. At least one coach must be immediately available and located within their team's lanes while the team is shooting in case they are needed. **Coaches must display positive sportsmanship while in this alley**.
4.5.2. Coaches or approved advocates of archers needing assistance may be allowed (with prior approval of range officials) to stand with the archer on the shooting line. However, they must do so safely and without distracting the other archers.
4.5.3. Coaches must withhold coaching and communication with their archers while the archers are on the shooting line. Such communication may only take place when the archer is behind the waiting line.
4.5.4. We encourage coaches to be seated as much as possible to prevent blocking the view of spectators in the audience.

5. **Scoring:**

5.1. Only archers, approved advocates, and tournament officials will be allowed downrange of the waiting line.

5.2. All arrows should be scored before any arrow or the target is touched.
  5.2.1. Moving or pushing an arrow into the target to affect an arrow's score violates 5.2.
5.3. The scoring rings are scored as 10, 9, and 8. Any arrow outside the 8-ring but on the animal is scored as a 7. Arrows in the horns (sheep & antelope), antlers (deer), or stump (turkey) are scored as a zero as shown below.





The top arrow shaft is in the 9 ring and is scored as a 9.

The arrow shaft on the left is touching the line of the 10 ring and is scored as a 10.

The arrow shaft on the right is breaking the line of the 10 ring and is scored as a 10.

  5.3.1. An arrow **shaft** (not the hole) touching a scoring ring line is awarded the higher point value as shown above.
  5.3.2. An arrow is scored as zero (0) if the arrow misses the target or glances off and **past** the target.
  5.3.3. A deflection back towards the archer is a bounce out and a replacement arrow may be shot.
  5.3.4. Before changing any target core, both archers and both coaches must be notified of the change.
  5.3.5. Any arrow shot into a target other than the assigned target will receive a zero.
  5.3.6. If an archer shoots more than 5 arrows in an end, each additional arrow will result in the highest scoring arrow(s) in the target being eliminated.
  5.3.7. An arrow that sticks into the mounting tube is scored as a zero (0).
  5.3.8. An arrow that 'robin-hoods' (sticks in the back of another arrow shaft) receives the value of the arrow in the target.
  5.3.9. An arrow that sticks in the vane of another arrow will be treated as a bounce out and the archer will be permitted to reshoot that arrow. The range official will determine the proper time.
  5.3.10. An arrow that deflects off another arrow and sticks in the target is scored where it sticks.
  5.3.11. An arrow that deflects off another arrow and fails to stick in the target is treated as a bounce out.
  5.3.12. An arrow that skips off the floor and imbeds in the target is scored where it sticks.
  5.3.13. An arrow that skips off the floor and bounces off the target is treated as a bounce out.
  5.3.14. An arrow that sticks in the target, but falls completely out as shooting continues, is treated as a bounce-out and a replacement arrow may be shot. See 4.4.14.
5.4. 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 scorecard.
5.5. Both archers' scorecards will be on the same scoreboard.
  5.5.1. The scoreboard will be placed on the target line, anywhere within the archers' lane.
5.6. **OFFICIAL SCORING PROTOCOL:**
  5.6.1. Both archers will walk to the target in their lane to record arrow scores. One or both archers may approach the target to score arrows.
  5.6.2. Archer A will CALL and BUBBLE Archer B's arrows.
    5.6.2.1. Archer B should examine the 5-arrow end to make sure the scores have been bubbled correctly.
    5.6.2.2. The scorecard has a "Checkbox" to the right of each 5-arrow end.
    5.6.2.3. If Archer B is satisfied that all 5 arrow scores are bubbled correctly, he or she should check this box.
  5.6.3. Then the archers will reverse roles.
  5.6.4. If archers cannot agree on an arrow's score, a range official must be asked for the final decision.

5.6.5. Only range officials may have erasers on the range. If the archer needs a score erased, the official will perform the task. The lane official should document such action on the back of the scorecard.
5.6.6. After both archers are satisfied that arrow values have been accurately recorded, scores are considered final.
5.6.7. Once scores are final, arrows may be pulled in accordance with rule 4.3.6 – 4.3.9.
5.6.8. At the conclusion of the flight, both archers must sign the scorecard.
5.6.8.1. If an archer fails to sign his/her scorecard, the scorecard will be considered approved and final.
5.6.8.2. The archer represented by the unsigned scorecard will not be disqualified for neglecting to sign.
5.6.8.3. In instances where only one archer is in a lane, the lane official or an adjacent lane archer on a different team may assist with scoring. Archers are not permitted to score their own arrows.

5.7. Scorecard deficiencies found in the scoring room will be handled as follows:
5.7.1. If a scorecard has more than one value on a scoring line, the higher value will be erased.
5.7.2. If a scorecard has more than one value on a scoring line, but there is a blank line among the 5 scoring lines, one of the double values will be moved to the blank line.
5.7.3. If a scoring line is blank, except in 5.7.2 above, the blank line will be scored zero.

5.8. An archer's score may only be counted for a single team. The score will also be used to determine the archer's individual placement.
5.9. Range officials will gather signed scorecards after each flight at the target.
5.10. Disqualification may occur if an archer takes the scorecard up-range of the shooting line or to the coach or other unofficial person(s).
5.11. If an archer observes another archer recording a false score, a range official **must** be alerted.
5.12. Summation of the team's highest 6 individual scores, with at least 2 of both genders will comprise the team score.
5.13. For single-gender schools, all 6 individual scores will be from a single gender.

6. **Tie Breakers**

6.1 Individual Ties
6.1.1. First by comparing the total score, then the number of 10's, 9's, 8's, and 7's.
6.1.2. If ties remain, only those individuals tied for overall female and overall male archers will shoot-off to break the ties (this includes ties for overall runner-up). All other ties will remain and will receive duplicate awards.
6.1.3. Overall and runner-up female and male individual ties will be broken with a shoot-off that will take place prior to the awards ceremony. KEEP YOUR BOW NEARBY! Archers absent for tie breaking will be awarded the lower rank.
6.1.4. The shoot-off will consist of:
6.1.4.1. A 5-arrow practice end at the stone sheep at a distance of 15 meters.
6.1.4.2. Then a 5-arrow scoring end at the stone sheep at a distance of 15 meters.
6.1.4.3. If the tie persists, a single arrow will be shot from 15 meters. The arrow closest to the center of the 10 ring of the stone sheep will break the tie.

6.2 Team Ties
6.2.1 Team ties, if they occur, will be broken.
6.2.2 First by comparing the total score, then the number of 10's, 9's, 8's, and 7's.
6.2.3 If necessary, tied teams will select one male and one female archer from their teams.
6.2.3.1 These two archers from each team will shoot a 5-arrow practice end at the stone sheep at a distance of 15 meters and then a 5-arrow scoring end at the stone sheep at a distance of 15 meters.
6.2.3.2 Combined scores of both male and female team members will be compared to break the tie.
6.2.3.3 If the tie persists, both the male and female archers from each team will shoot a single arrow. The arrow closest to the center of the 10 ring of the stone sheep will break the tie.

7 **Dress Code:** NASP® tournaments are an extension of the in-school educational experience.
7.1 It is important that students remain safe and comfortable. Therefore, all student archers must wear close-toed shoes. **(**Bare feet and sandals are disallowed) Clog-style Crocs are considered closed-toed shoes.

7.2 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 7.1.
    7.2.1 It is the coaches and archers' responsibility to keep everything out of the path of the bowstring. Loose clothing, hair, jewelry (including facial jewelry) may pose a risk to the archer and those around them.
7.3 Use of personal music playing devices, ear buds and headphones are prohibited on the range.
    7.3.1 Ear plugs to block distractions are permitted with prior approval only and only for specified situations.
    7.3.2 Ear plugs must be free of any strings, batteries, or wires.
    7.3.3 Bluetooth devices are not permitted.
7.4 Archers' cell phones must be silenced during their competitive flight. All communication via the phone must be suspended during their flight.
7.5 Archers are not permitted to have food or drinks on the range.

8 **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. **NASP® officials and tournament directors have the right to make on site determination of any situation not covered by these rules. NASP® officials' decisions are final.**

The following are a few *examples* of unsportsmanlike conduct:

8.1 Purposefully disturbing or distracting another archer with excessive touching or talking.
8.2 Failure to follow lane official directions.
8.3 Physical or verbal abuse of any person at the event.
8.4 Attempts to cheat include:
    8.4.1 Using disallowed equipment.
    8.4.2 Improper call-out of arrow value.
    8.4.3 Improper bubbling of arrow value.
    8.4.4 Erasure of anything on the scorecard. Only lane officials may use erasers.
8.5 Behavior considered disruptive, unsafe, offensive, or otherwise inappropriate may result in disqualification and/or expulsion of the archer, coach, and observers. Examples include, but are not limited to:
    8.5.1 Intentional or repeated bumping of another archer or archer's bow.
    8.5.2 Harassing, intimidating, or threatening another.
    8.5.3 Encroaching beyond the archer's assigned 30" shooting lane.
    8.5.4 Ignoring the L vs. R assignment in the shooting lane.
    8.5.5 The use of vulgar or otherwise offensive language, or on shirts or banners.
8.6 Any coach or school determined to be intentionally violating NASP® rules and protocols will be marked ineligible for tournament participation for the season.
8.7 The use or possession of drones or other flying devices is prohibited at all NASP® events. Rare use may be granted to select media outlets through advanced application to NASP® officials.

Lane Crowding will not be tolerated on the NASP® 3D range. It not only violates NASP®'s safety and sportsmanship protocols but also violates NASP®'s tournament rules. (See rule 4.3.4.1. Any archer that is found violating this rule will be subject to disqualification of the arrows for that end or complete disqualification of the archer from the NASP® 3D tournament, at the discretion of the NASP® 3D range officials. No NASP® coach should ever teach or encourage this violation of NASP®'s emphasis on sportsmanship and following the tournament rules.

9 Protest Procedure

9.1 Coaches may visit the scoring area following the conclusion of each flight.
9.2 Only the officially registered coach of the team or individual may register a protest.
9.3 The scoring area team leader must receive any protest prior to the start of the awards ceremony.
9.4 Protests may concern an archer or team score or equipment compliance.
9.5 Video or other photographic evidence regarding the protest will not be considered.
9.6 For NASP® 3D rules clarification or suggestions please contact joel.zimmer@naspschools.org