

## **7.2 TOURNAMENT RULES**

- 7.2.1 Archers shall shoot in groups of not less than three and not more than six. The preferred number is four.
- 7.2.2 Juniors shall shoot in their own groups at all SANIFAA sanctioned tournaments.
- 7.2.3 Cubs shall shoot in their own groups with a non-shooting responsible adult at all SANIFAA sanctioned tournaments.
- 7.2.4 The shooting positions of the archers in the group shall be as follows:
- |                   |                                 |
|-------------------|---------------------------------|
| A. Target Captain | B. 1 st. Scorer                 |
| C. 2 nd Scorer    | D. Vice-Captain (arrow- puller) |

Shooting positions shall be maintained for the first 14 targets and for the second 14 targets those on the left shall shoot on the right and vice-versa, and those who shot first will shoot last and vice-versa. An archer may opt, with the consent of the Target Captain, to shoot from the opposite side if he considers himself to be at a disadvantage from his own side at a particular target.

- 7.2.5 No archer shall shoot from in front of a marker, or more than six inches behind or to either side of a marker.
- 7.2.6 One group shall not hold up the following group by looking for lost arrows.
- 7.2.7 Enough arrows shall be carried so that each archer may continue shooting and return to find missing arrows when shooting has ceased.
- 7.2.8 No archer may practice on any target of a course currently used for the purpose of a tournament. Special practice targets shall be provided.
- 7.2.9 If for any reason a group is holding up another group, mutual arrangement between the Target Captains can be made to allow the following group to pass through.
- 7.2.10 An archer obtaining the Target Captains permission to leave the range for any valid reason, may return to his group and complete the unfinished round. His group may wait for his return but must allow the following groups to pass. The Target Captain shall set a reasonable time limit for his return, on expiry of which the group will continue. The absent archer may make up any targets missed in the interim at the discretion of the Field Captain.
- 7.2.11 Archers must shoot for the full duration of a tournament as laid down in the tournament specifications. Any scores made by an archer who does not complete the tournament will not be taken into consideration for any awards. In the event of inclement weather, the tournament shall continue, unless the Field Captain gives a pre-arranged signal. Archers leaving the range before such a signal shall be withdrawn from the competition.
- 7.2.12 No archer may shoot (or compete) in any one tournament more than once unless it is advertised as a multiple registration tournament.
- 7.2.13 Competitors may not shoot at the practice butts during the course of a round except at an official break. In the event of equipment failure, this rule may be waived at the discretion of the Field Captain.

- 7.2.14 Targets shall be shot in the order and sequence intended. Any targets omitted or shot out of sequence shall be forfeited at the discretion of the Field Captain. Groups shall not approach or interfere with other groups whilst either is shooting a target, but shall remain separate till all members of the group ahead have finished shooting.
- 7.2.15 An archer who is not registered with SANIFAA at the time of the tournament will participate as a visitor and will not be entitled to any awards.

### **7.3 SCORING**

- 7.3.1 No arrows in the target or butt may be touched until all the arrows have been scored.
- 7.3.2 On all targets, arrows may be scored and drawn in the prescribed manner after each pair of archers has shot, in order to minimise arrow damage. The Target Captain and both Scorers must go to the target to record the score.
- 7.3.3 Arrows passing through the target face but remaining in the butt, may be pushed back by the Target Captain or Vice-Captain, who did not shoot the arrow, and scored accordingly.
- 7.3.4 Skids or glances off the ground into the target, shall not be counted.
- 7.3.5 Bounce-outs believed to have hit the scoring area, shall be re-shot.
- 7.3.6 Arrows believed to have passed through the scoring area but not retained in the butt, shall be re-shot with a marked arrow.
- 7.3.7 In the event of a tie for any award, the archers concerned will break the tie by shooting off over 3 targets. If the tie is not then broken, they will continue until one wins a target. If the archers concerned agree, they may shoot a "sudden death" from the first target.
- 7.3.8 An archer who shoots arrows in excess of the prescribed number, shall lose the score of the arrow or arrows of the highest value.
- 7.3.9 An archer who shoots from the wrong marker or at the wrong target, will lose the score of that arrow. The arrow may not be re-shot.
- 7.3.10 In the event of a miss-shot arrow, an archer may shoot another provided the miss-shot arrow can be reached with the bow from the archers position at the marker.
- 7.3.11 An arrow hitting another and remaining embedded in that arrow, shall have the same scoring value as that arrow. Arrows being deflected by other arrows shall be scored by their position.
- 7.3.12 Where a line having a specific width, separates one scoring area from another on the face, the line is in the lower scoring area. Where there is no line, the arrow must cut the higher scoring area to score the higher value.
- 7.3.13 The number of times that an archer may draw an arrow before releasing it, shall be limited to four. If the arrow is not then shot, it shall be scored a miss.
- 7.3.14 The only exception to this rule will be where a dangerous situation exists. Determination of such will be at the Target Captains discretion or his alternate if it is the Target Captain in question.

7.3.15 The Field Captain may at his discretion, replace a target that becomes difficult to score accurately, with a new target.