

SSNL GENERAL TECH STANDARD RULES AND REGULATIONS

Where applicable, the following regulations will apply to ALL SSNL tournaments under the jurisdiction of School Sports Newfoundland and Labrador (SSNL). Please consult the technical standards which follow for each sport's specific rules.

1. All SSNL sports have some sport specific rules that differ from Provincial Sport Organization or National Governing body playing rules so make sure you and the Officials review these in the tech standards that follow.
2. No player will be permitted to play wearing a cast made of plaster, fibreglass or any other material considered dangerous by the referee.
3. All players must be registered with their school through the SSNL web site and their roster directly with the tournament convenor prior to their FIRST GAME STARTING in order to be eligible to play in an SSNL Tournament. No new players are permitted to play after their school's first game begins. Failure to comply will result in the defaulting of the games in question and awarding of points to the teams they played.
4. SSNL has instituted a maximum point spread to be used in tie breaking situations and to promote SSNL ideals of sportsmanship. All games should be recorded on the SSNL tournament page website and at the playing venue(s) and reported to media using only the maximum point spread as set out in the technical standards of each sport. In the tie-breaking procedure, the goal/point spread must credit all the points for the losing team only (eg. If sport has a max 7-point reporting spread and score was 12-2 then report/post as 9-2, not 7-0).
5. There is a no fighting policy in all SSNL events. Any violation will result in an immediate expulsion from the tournament and a possible multi-year suspension from all SSNL activities.
6. Players and fans are not permitted to engage in behaviour where they are intentionally trying to distract players or impeding on the playing surface. Failure to comply could result in in-game penalties, expulsion from the playing venue, and further discipline from SSNL.
7. Teacher-sponsors must be on the bench at all times. Games do not start without the teacher-sponsor present. If the teacher-sponsor is not on the bench 10 minutes after the scheduled start time, the team without the essential personnel will lose the game by default.
8. Players who are not dressing for a game are permitted to still sit in the bench area, but are still subject to all rules governing appropriate team behaviour.
9. SSNL game referees are to be instructed to remain on the floor after the game to sign the score sheet and participate/oversee the shaking of hands by teams.
10. In-Game Protests: It is expected that all tournament game related protest should be made in-game when the issue arises. Teams wishing to protest must do so in game by telling the Referee (or in sports where self-refereeing is used, stop and tell the convenor or other designated official) at the next available stoppage in play.

The Tournament Protest Committee (game referee, head referee, and convenor or other replacement previously set up by the convenor if there is a conflict of interest or also for self-refereeing sports) shall review and rule on the issue within a reasonable time before the game will re-commence. The SSNL Rep may be used help with the ruling. You CAN NOT protest discretionary calls by the referee. **Protests must still be accompanied in game by a \$50 protest fee or they will not be considered.** The ruling by the Tournament Protest Committee regarding an in-game protest is final and cannot be appealed. See “Protest, Disciplinary Infractions, and Appeals” section of this Convenor Guide for more details.

11. Coaches are not permitted to change any SSNL rules at the coaches meeting/tournament or at any other time by consensus vote. Any change in rules in this situation will result in a loss of points by infracting teams, potential school fines and sanctions, and/or the entire tournament being voided.
12. The use of unauthorized video replays is banned from SSNL events as a measure of officiating.
13. No cell phones or any person who is not a minor official are permitted at scorer’s tables.
14. Game officials MUST provide written reports to the convenor for all major rule infractions.
15. At least one member of the coaching staff for each team MUST complete the free schoolcoach.ca concussion course in order for their school’s team to be eligible for SSNL tournaments.
16. SSNL philosophy values team accomplishments and sportsmanship. Aside from SSNL sports with an individual component, the Sportsmanship and MVP medals will be the only individual awards presented at SSNL tournaments. There are to be no other individual awards (i.e. Player of the Game for example) to be awarded at our tournaments. Failure to comply with this will result in a \$100 fine.
17. Schools who pull out of a Foundation Sport Tournament after registering may be subject to discipline if the reason is not deemed valid by the Varsity Council.

SSNL Archery Tech Standards

SSNL Archery Roles

Convenor – oversees the overall Mailmatch event and/or a tournament where schools compete against each other in one location.

Coordinator – organizes/oversees the Mailmatch competition at the school level.

Supervisor – Physically in the gym with the Archers and recording scores.

Facilities

School Gymnasium. No gym size restrictions.

Equipment:

- Recurve Bow (barebow or sighted)
 - Barebow is not allowed stabilizers
 - No hand held releases unless consent is granted by the organizer ex. persons who are physically challenged.
- Arrows (Carbon: max 9.3mm with max tip 9.4mm/ Aluminum: max 2315 max tip 9.4mm)
- FITA 60 cm target (single face or triple face)
- Archery Buttress
- Netting

Shooting

- Each division will use the **FITA 60 cm target face**. The Archer can choose a single face or triple face target.
- The distance between the shooting line and the target will be 15 meters.
- Scorecards are available at <http://shannonsweetland.wixsite.com/cbrhpe/amm>
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Divisions:

- Male Recurve Barebow (Barebow has no sightings or markings to help one aim)
- Female Recurve Barebow
- Male Team Recurve Barebow
- Female Team Recurve Barebow
- Mixed Recurve Barebow
- Male Recurve Sighted (Sighted bow has aids to help one aim)
- Female Recurve Sighted
- Male Team Recurve Sighted
- Female Team Recurve Sighted
- Mixed Recurve Sighted

Types of Events

Mail Match

Archery Mailmatch is a competition, which allows the competitor to compete in the comfort of their own gymnasium and submit scores via email. This event needs to be **strictly supervised** due to the nature of the activity and the scores recorded are based on the honor system.

Duration of Event

10 weeks

Tournament

Schools physically compete against each other in all divisions in one location and in a typical tournament fashion.

Types of Competitions

Team Competition:

Team Composition:

A team shall consist of 2 individuals from the same school. Each archer on the team must represent a different division.

- Male Teams must consist of 2 Male Archers using the same type of bow.
- Female Teams must consist of 2 Female Archers using the same type of bow.
- Mixed Teams must consist of 1 Male Archer and 1 Female Archer using the same type of bow.

The team member's names must be submitted to the Mailmatch Co-ordinator (organizer at your school) with the first team score. The Coordinator submits their archer's names and scores to the Mail Match Convenor via email or fax. Scorecards are available at

<http://shannonsweetland.wixsite.com/cbrhpe/amm>

Individual Competition:

An archer may compete in any number of shooting divisions provided they submit the required fee for each separate division they enter.

Classification (for INDIVIDUAL competitors only):

Each Archer in the **INDIVIDUAL** competition will compete for Gold, Silver, and Bronze in one of seven (7) classifications listed below. All individual competitors will be unclassified until the end of the competition. For example, if an Archer scores 122 points out of 300 they have the opportunity to achieve a medal in the TYRO classification. Another Archer in the same competition may score 275 out of 300 points and qualify for a medal in the EXPERT A classification. Scores will determine the classification section in which they will be eligible for a medal. For future competitions, competitors who competed in the previous year must compete in that classification in the following year as well.

Recurve	
Classification	Score Range
560 Club	280-300
Expert A	255-279
Expert B	230-254
Bowman	205-229
Archer	175-204
Yeoman	125-174
Tyro	0-124

SCORING

- A score (whether you are participating in the individual or team competition) consists of shooting 30 arrows each to give you a score out of a possible maximum of 300 points for individual or 600 points in team competition.
- When scoring, if the shaft of the arrow is touching a dividing line between two scores (known as a line cutter), then the higher score that the arrow is touching is counted. If there is a dispute on a line cutter ask for another observer to help make the call. If there is still a dispute, the Supervisor is called and will give a final decision. **see appendix for an visual example of a line cutter.**
- In Mailmatch, Archers will submit **one score per week** for a maximum of 10 weeks. You must submit scores for a minimum of 4 weeks to be eligible for a medal.
- In Mailmatch, final standings shall be computed on the **4 highest scores** submitted during the 10 week period.
- In the Team Competition, team members must shoot a total of 60 arrows (30 each) on the same day for a team score to count.
- A team member's score used for the Team Competition **cannot** be used for the Archer's individual Competition score as well. The Archer must shoot separate arrows for each event.
- For Mailmatch, the Supervisor and a witness (other than the archer) is responsible for accurately recording the Archer's scores. They then sign off on the scorecard and submit it to the Mailmatch Coordinator who will then enter the scores and email or fax it to the Mailmatch Convenor at the end of the month.

FEES

The fee is \$5.00 per person per division and must be submitted with the competitor's first score. Each match must be declared to the respective Mailmatch Supervisor prior to the shooting of the match.

AWARDS

SSNL will provide awards for 1 regional tournament per year where schools physically get together. Exceptions will be made if interest is high or geography warrants holding more than 1 tournament in a region. There will only be one set of awards provided for a Mailmatch series as it is a province wide event that takes place in each school's own gymnasium.

Team Event

- Championship Banner Awarded for Each Division.
- Gold, Silver, and Bronze Medals Awarded for Each Division.

Individual Event

- Gold Awarded in Each Shooting Classification

APPENDIX
Scoring Values

TEN ZONE SCORING VALUES



Example of Line Cutter

According to the Ten Zone Scoring Values this arrow would score a value of 7

