

2023 INDOOR LEAGUE RULES & GENERAL INFORMATION



Please be sure to sign-up and submit the current [2023 Winter League Sign-up Form](#). Be sure to indicate which league and class you'd like to shoot. As well as whether you'd like to receive a money or plaque award at the end of the season if your team places within the top 3 positions.

The Leagues consist of 15 weeks and will be split into 2 seven (7) week sessions with the 15th as shoot off week. The 1st place winners of each class will have a shoot off to establish 1st and 2nd place winners in each league/class. If there is no shoot off for 1st place, 2nd and 3rd places will shoot-off to establish the 2nd place winners. If the league is large enough, 3rd place will be awarded. Shoot offs will be held on your league night of the 15th week. This will be considered a regular league night at no cost.

NEW FOR 2023: Junior Members ages 12-15yrs receive 1 indoor winter league for FREE!

ALL LEAGUE FEES AND MEMBERSHIPS ARE DUE THE 2ND WEEK OF LEAGUE.

Paperwork at minimum, is to be filled out and handed in before receiving a scorecard on the first night of league.

LEAGUE FEES

- 3D League:
 - \$280 per team (\$140 per shooter)
- Spot League:
 - \$224 per team (\$112 per shooter)
- Paper Animal League:
 - \$224 per team (\$112 per shooter)

LEAGUE FORMATS

Spot Target (5-spots or hubcap)

- Teams consist of 2 shooters
- An end consists of 5 arrows shot from 20yds.
- A game consists of 4 ends.
- The match consists of 60 arrows.
- DO NOT SHOOT IN THE SAME LANE EVERY WEEK!
- Both team members shoot in the same lane.
- There will be a 5pm shift and 7pm shift (start times)

Paper Animal Target

- Teams consist of 2 shooters
- An end consists of 4 arrows shot at various distances out to 40yds.
- A game consists of 5 ends.
- The match consists of 60 arrows.
- Each end is on rotating lanes.
- Numbers will be drawn before starting the game to see who starts on each lane.
- Course will be set up from 6pm-10pm on Monday evenings

3D Animal Target

- Teams consist of 2 shooters
- An end consists of 2 targets, one arrow per target shot at various distances out to 40yds.
- A game consists of 10 ends
- After each end, rotate to the next lane to the right, always starting on lane 1.
- Practice/Warmup Lane will be the lane before lane 1.

TARGETS

- Paper Animal Target
- One Spot, 5 Spot Target or Vegas
- 3D Animal Target
- For Spots Target League: Only one target per person per night. A second target may be requested if at least 50% of the center is shot out.

TEAMS

- Target League: Each team will consist of 2 regular shooters.
- Paper Animal League and 3D: Each team will consist of 2 regular shooters.
- Substitutes can be used.
- Each team must have a name - a name that is ok for kids to see.
- Each team must designate a team captain.

SCORING

- Single spot: 5-4-3-2-1-0
- 5 spot: 5-4-0
- Animal: 5-4-3-2-1-0 or designated.
- 3D: 12-10-8-5-0
- One foot must be behind the shooting line.
- An arrow is considered a shot arrow if it goes past the ten-foot line, from the shooting line.
- Liners: If you break the line, you get the highest score. An arrow score is determined by the arrows final position and not by the hole the arrow made in the paper (i.e., a line shot is not determined by whether the line is cut but whether the arrow is touching the line.)

SCORES & AVERAGES

- Scores will not be figured out until after the 2nd week of shooting. At that time an average will be established for the first 2 weeks and shooting scores will be figured. If a fraction is .5 or above, the average is raised to the next highest number. Also, at that time the division into leagues will be decided. A league will consist of divisions, each consisting of a minimum of 6 teams. Teams only shoot against other teams in their division. After the 3rd night, averages are based on the last 9 games.
- Subs establish their average each night they shoot. A subs effective score for the team can only be 10% higher than the person's average they are shooting for.
- In the event a shooter's score is lower than 10% below his average, that score will be used to compute the match. However, the shooter's average will remain the same. This rule will be applied on the league level at the discretion of the Rules' Committee.
- Ghost Shooter will be used for a shooter with no partner, the ghost shooters score will be the average of the league shooters that night/day/week.

ADDITIONAL ARROWS

- For spot shooters, no sixth arrow. If two arrows are shot in the same circle on the five-spot target, it will be scored. Sixth arrow will not be scored.
- For paper animal-target archers, there is no fifth arrow. If an animal-target archer shoots more than 4 arrows, only the lowest 3 arrows are scored.
- For 3D targets, a second arrow may be shot if first arrow misses target but will be scored 6-5-4-2-0, no 3rd arrow can be shot.
- Bounce outs: If your arrow bounces out of the target, the arrow must be shot over. This does not count as a sixth arrow.
- Robin Hoods: The arrow must remain in or remain attached to the other arrow, or the other arrow must have “no longer shootable” damage. “No longer shootable” damaged is defined as the arrow is damaged to the point of it is junk and can’t be fixed, a broken nock, torn fletching and/or dented bushing is NOT no longer shootable damage.

PROTESTS

- Protests must be submitted in writing by Friday night of the current posted week to the League Chairman.

TEAM POINTS

- All teams on a league shoot against each other every night.
 - It is important not to miss your designate shoot night.
- Points are allocated based on number of teams in each league.
 - The highest total score with handicap receives highest points down to one point for lowest total score.
- The handicap for each game is computed by the following method:
 - Total the average for each of the team members.
 - Subtract the team’s average per night from the perfect score (spot target - 600 and animal 600) per night.
 - The handicap is computed by taking 80% of the difference.
 - The handicap is added to the total score for each team.
 - If tied for any positions, total points are added together and divided among the number of tied teams.

POOL & DUPLICATE SCORES

- If a pool score has not been declared on week #1 or #2, an automatic pool score will be given on week #3. You must write “pool” on the score sheet PRIOR to shooting.
- When used, the next time you shoot your league score, that score will automatically be your new pool score.
- Pool scores are held in reserve and will be used whenever you have not shot during the week.
- Duplicates are to be shot when you know you’ll miss the following league night.
- Pool/duplicate scores will be used to compute weekly averages but will not be used in figuring year-end individual averages.
- Pool scores can be used for equipment failure, illness, or any other reason, but must be approved by the League Chairman for weeks 7, 14 and 15.

SUBSTITUTES

- When a sub shoots, the regular team member usually pay the fee as the sub is doing them a favor. But this is up to you and your sub. The team is responsible for fee payment. NOTE: You may use a substitute except for the last three (3) weeks of league of each session. Each team member is responsible to pay for 14 weeks if you shoot or not.

EQUIPMENT

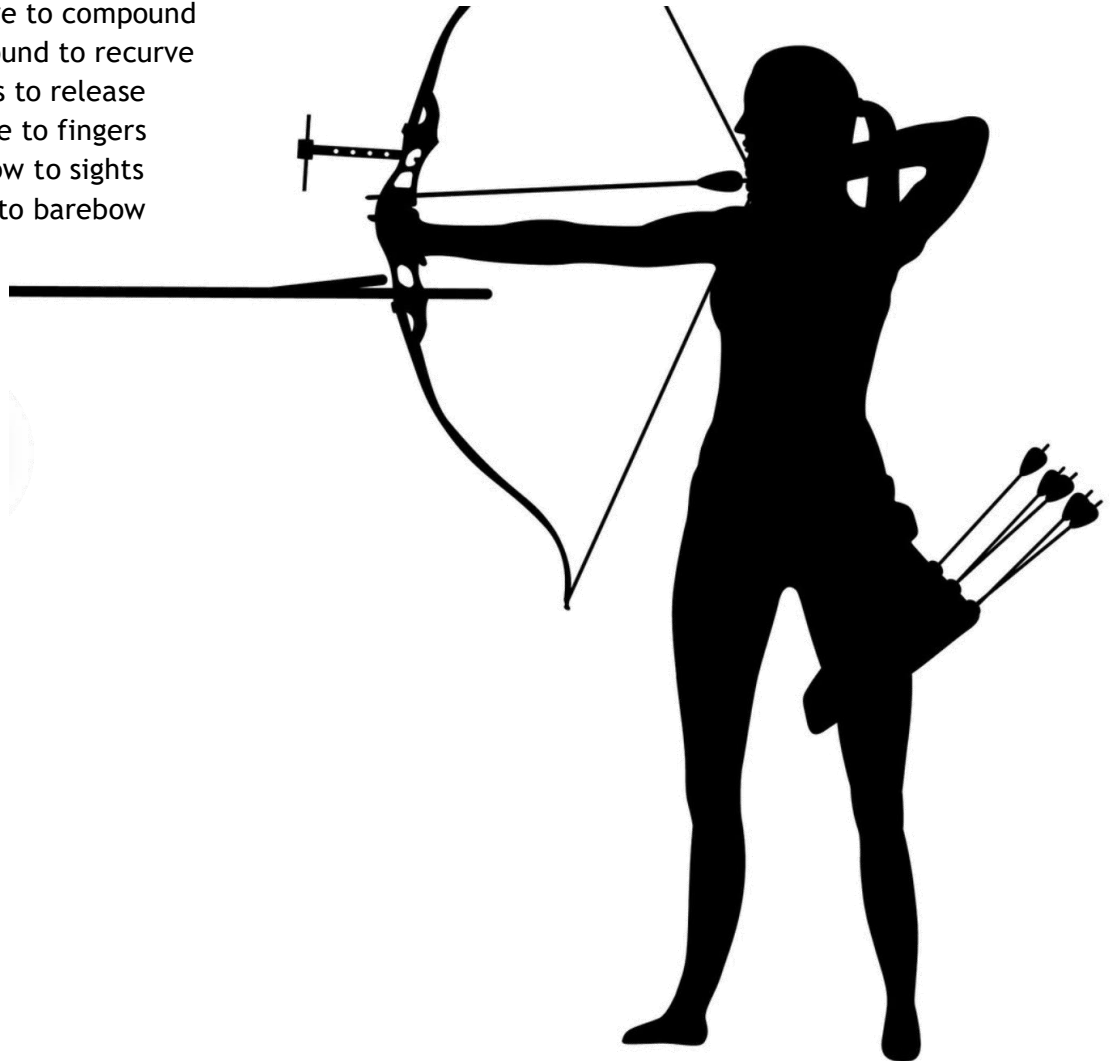
- Spot Target League - no restrictions
- Paper Animal League - bow can have up to a maximum of 6" for sight extension and any stabilizer 14 inches in front/rear of the riser of the bow. Lens can be used in sight.
- Paper Animal League - binoculars and Range Finders can be used.
- No laser sites.
- 3D (See 3D league/Rules)

EQUIPMENT FAILURES

- Any arrows shot before and during the failure are counted. For target league - if you are unable to correct the problem that night, you have until 9:00 p.m. on Friday to complete your score. You cannot use a sub in this situation.

EQUIPMENT CHANGES

- Any major change will require that a shooter establish a new average. You must notify the League Secretary or League Chairman on the date of major equipment. A change is defined as:
 - Recurve to compound
 - Compound to recurve
 - Fingers to release
 - Release to fingers
 - Barebow to sights
 - Sights to barebow



3D LEAGUE DETAILS

- Indoor 3D League(s) will Shoot on Tuesday nights thru Wednesday nights starting January 3rd, 2023 and will run for 15 weeks.
- Cost of 3D league will be
 - Adult Shooter (16+) = \$140 total per Adult shooter (\$10 per week)
 - Senior Shooter (65+) = \$70 total per Senior shooter (\$5 per week)
 - Junior Shooter (12-15yrs) = 1 FREE Indoor league (2nd league is 50% off)
 - League Fee's AND Membership dues are due the 2nd week of league.
 - Shoot-Off week #15 is FREE
- League will consist of 2 person teams, if you don't have a partner, one will be assigned to you. League will consist of 10 lanes, 2 targets per lane, shooters will shoot 1 arrow per target for a max score of 240 (20 targets).
- Scoring will be 12-10-8-5-0. If a shooter misses the target, a second arrow may be shot, but it will be scored 6-5-4-2-0.
- If an arrow bounces off or out of a target the shooter can reshoot the arrow.
- For an arrow to be scored as a robin hood the arrow must remain in or remain attached to the other arrow or the other arrow must have visible "no longer shootable damage".
 - "No longer shootable damaged" is defined as:
 - The arrow is beyond repair.
 - a broken nock, torn fletching and/or dented bushing is NOT "no longer shootable damage".
- Teams will all start on lane 1 when ready to start scoring. Teams will move to the right after shooting and scoring is complete for that lane until all lanes are completed for league score.
- A warmup lane will be setup to the left of lane 1, shooting the 3D targets for practice is strictly forbidden.

OPEN CLASS (3D LEAGUE)

- No equipment restrictions, unless said equipment prompts safety concerns from the other shooters.
- Field tips only
- A Woman's class be implemented if there are 3 or more teams signed up at the first league night.
- The course will be set and ready to shoot by 5pm Tuesday nights.
- Shooters can shoot their score anytime after 5pm on Tuesdays through 9pm Wednesdays.
- Binoculars and rangefinders are allowed in all 3D classes/events. **No laser sights or crossbows.**

HUNTER CLASS (3D LEAGUE)

- No lens in the sight, lens in the peep is allowed.
- Stabilizers must not exceed 14" past front or rear of riser.
- Sights must not exceed 6" past front of riser.
- Standard hunting arrow shafts not exceeding .246/2364 dia. (23-series)
- Field tips only. Glue in points allowed.

SHOOT-OFF

- All league shooters are encouraged to shoot the 15th week...it's free
- Teams tied going into the shootoff week will be notified by a committee member and the tied teams must shoot together and score each other.

AWARDS

- Awards for each league will be on a 3-5-7 basis.
- You must physically shoot ten (10) weeks with your partner to qualify for year-end individual awards.

PAYING FEES & SUBMITTING SCORES

- In the rack by the front door, each team will have an envelope divided into weekly sections with team name and team member's names on it.
- If a pool or duplicate score is shot, be sure it is clearly marked at the bottom of the score sheet by your score.
- Put score sheet in envelope and put into score slot. Do not leave it on the clipboard or on the table.
- Write on the envelope, in the proper space, the amount of money you paid for shooting. (If you put money in the envelope for any reason other than shooting, leave a note explaining it.)
- When everything is in the envelope, drop it in the slot by the office.
- **THIS cannot be stressed enough, IF YOUR ENVELOPE CONTAINS MONEY PLACED IN THE SLOT OUTSIDE THE OFFICE!!**
 - If you leave it on the table or any place else and the money disappears, the club is not responsible and will not provide credit towards any fees.
- If you shoot your Spots score any time other than your regular shooting time, **DO NOT** use the team envelope. Leave that for your other team member. Use the blank envelopes provided. Put your name, team name and team number on it and put in slot.
- It is the responsibility of each team member, especially the captain to make sure all scores and money are turned in.
- **SPOT LEAGUE SCORES MUST BE TURNED IN BY 9 P.M. FRIDAY**

CLEAN UP

- To make leagues a rewarding and challenging experience, all teams shooting on the same night should start at the same time. Each team is responsible for the action of each team member and the safety of everyone there on that night. Everyone will be responsible for making sure the building is locked up, the lights turned off and the cans/paper properly disposed of.



GENERAL RULES & PROCEDURES

- All rules and formats will be put in place and/or confirmed at the annual December rules meeting, the meeting is open to all members. Please attend the meeting or contact the league chairman before the meeting if you have an item to discuss. All questions, comments and concerns are encouraged to help these leagues stay fun and competitive. Rules will be enforced as is once published. Any changes thereafter will be brought to the league chairman(s) to be taken to the board of directors to be handled in the best interest of the league and club.
- All scoring must be done by another team, NO Exceptions!
- Both team members must shoot the same class.
 - For 3D you can use a Hunter Class setup in the Open Class, but not an Open Class setup in the Hunter Class.
- All Shooters and spectators WILL follow all range rules.
- The 3D leagues will be setup as 20 Rhinehart center 12 scoring targets, Targets will range from 20 to 40 yds.
- Spots league Rotate shooting lanes from week to week.
- All members must pay all league fees in full by the 2nd week of league.
 - The Team Captain is responsible for making sure that all fees are paid.
- If writing a check, please provide separate checks for membership and league fees.
- If using cash, include a note indicating what the cash is to be used for!
- Paypal/Debit/Credit card Payment available.
- \$1 of league fee's goes to the purchase of door prizes for the banquet.

For any questions or concerns, please contact a member of the league committee:

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