



2026 INDOOR LEAGUE SIGN-UP FORM & 2026 INDOOR LEAGUE RULES

Leagues will start the week of January 5th, 2026. Leagues will run for twelve (12) weeks. (12) weeks of the standard league scoring with the 13th week as the tiebreaker/shoot-off week. The 13th week is free for all league shooters. All league shooters must be members of Poynette Bowhunters Assoc (PBA).

I have read the PBA League rules (posted online) and agree to abide by them. I further understand that PBA will not be responsible for any personal injury incurred during league shooting. PBA CLUB RULES ARE FINAL. (No other organizations rules override.) I permit PBA to use photos in newsletters or other publications that I may appear in.

Team Name: _____
(Please select a name that is suitable for children to see.)

Choose League:

Money or Plaque?
(circle)

- | | | |
|-------|--|----------------|
| _____ | NEW FOR 2026: 3D Hunter Brush – <u>Monday Night</u> (\$140.00 <u>per shooter</u>) | Money / Plaque |
| _____ | 3D Best Arrow Class – <u>Tues / Wed Night</u> (\$140.00 <u>per shooter</u>) | Money / Plaque |
| _____ | 3D Open Class – <u>Tues / Wed Night</u> (\$140.00 <u>per shooter</u>) | Money / Plaque |
| _____ | 3D Hunter Class – <u>Tues / Wed Night</u> (\$140.00 <u>per shooter</u>) | Money / Plaque |
| _____ | SPOTs 5pm line (5-SPOT / hubcap) – <u>Thursday Night</u> (\$112.00 <u>per shooter</u>) | Money / Plaque |
| _____ | SPOTs 7pm line (5-SPOT / hubcap) – <u>Thursday Night</u> (\$112.00 <u>per shooter</u>) | Money / Plaque |
| _____ | Vegas 5pm line – <u>Thursday Night</u> (\$112.00 <u>per shooter</u>) | Money / Plaque |
| _____ | Vegas 7pm line – <u>Thursday Night</u> (\$112.00 <u>per shooter</u>) | Money / Plaque |
- Adults 16 - 64yrs
 - Senior 65+ (25% discount)
 - Junior 12 - 15yrs (FREE)

Shooter	Phone	Email
#1:		
#2:		

Place this signed form with your first or second week's scorecard in your league envelope. Any team not returning a signed sign-up sheet by the end of the 2nd week of shooting, will receive a zero for each week thereafter until the form is returned.

All members must pay all league fees in full by the end of the 2nd week. The Team Captain is responsible for making sure that all fees are paid. Membership fees must be paid by the 2nd week of the league.

ALL TEAM MEMBERS MUST SIGN:

I have read, understand, and agree to the league rules (online & posted in the clubhouse)

#1 _____ **Captain**

#2 _____

2026 INDOOR LEAGUE RULES & GENERAL INFORMATION



Please be sure to sign-up and submit the current **2026 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.

NEW FOR 2026: The Leagues consist of 12 regular scoring weeks with a free 13th week. The 12th week will be used as a shoot-off week in the event of a tie for 1st, 2nd, or 3rd place. **The tied teams must shoot off together and score each other. No exceptions!** If your team is not in a shoot-off, you may shoot the 13th week as a free week.

NEW FOR 2026:

1. Monday Night – 3D Hunter Brush League

- a. This is a stand-alone 3D League that is replacing Paper Animal League.
- b. Members of this league can **ONLY** shoot their scores on Monday nights. The Tuesday & Wednesday 3D League is a separate league with different divisions.
- c. For full details, see the section titled 3D Hunter Brush under the League Formats section.

2. Tues/Wed “Best Arrow” League shootoff format.

- a. Last year's bracketed shoot-off is being replaced by a standard “Top 5 Teams” Scramble Shootoff format.
- b. Teams 12-week accumulated scores will be used to determine the Top 5 Teams.

3. There is no longer a 50% discount for shooting a second league.

4. Seniors receive a 25% discount on all leagues.

5. Substitute shooters scores are not calculated in your team's league score.

- a. They are allowed to shoot, but the pool score of the actual league participant will be used.

6. Pool Scores cannot be used in successive weeks.

- a. Once a Pool Score is used, the shooter will receive a zero (0) for the week not shot. Once the shooter returns and shoots a new score, that score will become the new pool score to be used during the next absence.

7. Teams/Shooters must complete at least 9 of the 12 standard scoring weeks to be considered “in the running” for the Top 3 places in their league/division.

8. Shooting Fee's for Non-League participants during league times.

- a. 3D = \$20.00 per night
- b. SPOTS = \$10.00 per night
- c. Vegas = \$10.00 per night

LEAGUE FORMATS

- **ALL LEAGUES:**

- Teams consist of 2 shooters.
 - If you do not have a partner, a partner will be provided to you if there are other singles signed up for the same league. Otherwise, a “ghost” shooters score will be provided to you as a partner. The ghost shooters score is the average of all the other shooters in your division from that night.
- **NEW FOR 2026:** Shooters must physically shoot NINE (9) weeks with their partner to be considered “in the running” for 1st, 2nd or 3rd place in their league/division.
- Top placement follows the standard 3/5/7 team requirements for 1st, 2nd & 3rd places respectively.
- Non-league shooters (PBA members) can shoot the given night's league course but must pay the nightly league fee. League shooters have lane preference and shooting order preference over non-league shooters. Nightly League Fees are:
 - **NEW FOR 2026:** 3D Hunter Brush, Best Arrow & Hunter = \$20.00
 - SPOTs = \$10.00
 - Vegas = \$10.00
- No open shooting or “sighting in” during league nights.
 - Nights are considered from 4pm-9pm

- **3D LEAGUE:**

- Wednesday 3D shooters, you may shoot anytime during the day, but the last team **MUST** start before 7pm. Cleanup is expected to start at 8:30pm.
- As previously listed: “*All Scoring MUST be done by another team, No exceptions*” **AND** the team's scorecard must be signed by the scorer from the other team or that week's score will be counted as Zero.

- **SPOTS:**

- SPOT/Vegas leagues will use the back wall bales for league shooting.
- 5pm & 7pm Shoot times will be enforced, pick your shoot time at league sign-up.
- If a break is needed during the 5pm line, shooters will still need to finish their scoring before the 7pm line time.

- **VEGAS:**

- Vegas scoring will consist of 300pts

***** 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

- Monday, Tuesday & Wednesday 3D Leagues:
 - \$280 per team (\$140 per shooter)
- SPOT League:
 - \$224 per team (\$112 per shooter)
- Paper Animal League:
 - \$224 per team (\$112 per shooter)
- Junior Members ages 12-15yrs receive 1 indoor winter league for FREE!

LEAGUE FORMATS CONTINUED

NEW FOR 2026: 3D Hunter Brush (Monday Night Only)

- Shotgun start at 6pm. If you are late, you must wait until the 6pm group is finished. Unless there is an open lane you can join without disrupting the flow of the shooter in progress.
- The 3D course for this league will consist of (20) 3D animal targets as well as a mix of brush cover to create realistic hunting scenarios.
- A scoring round consists of 20 total targets.
- After both targets in a given lane are shot and scored, rotate to the next lane to the right.
- Each scoring lane will have 2 targets designated by a black & red number corresponding to the lane number.
- There will be no warmup lane with the 6pm shotgun start.
- Teams **must** have another team score **and sign** their scorecard or that week's score is zero.
- Brush must be put away, and 3D targets must be moved to the sides of the range at the end of the night.
- 10 Teams (20-shooters) are required to sustain this league. Otherwise, the league shooters will have to shoot Tuesday or Wednesday and will be absorbed into the Hunter Division of the standard 3D league.

3D ANIMAL TARGET (Open & Hunter Class) (Tues or Wed)

- 3D league course opens at 5:30pm on Tuesdays.
- A scoring round consists of 20 total targets.
- After both targets in a given lane are shot and scored, rotate to the next lane to the right, always starting on lane 1.
- Each scoring lane will have 2 targets designated by a black & red number corresponding to the lane number.
- Practice/Warmup Lane will be the lane before lane 1.
- Wednesday night shooters **must** start before 7pm.
- Teams **must** have another team score **and sign** their scorecard or that week's score is zero.
- **NEW FOR 2026:** Open Class must have a minimum of 3 teams to sustain the division. Otherwise, the team(s) will be absorbed into the Best Arrow Division.

3D BEST ARROW (Tues or Wed)

- 3D league course opens at 5:30pm on Tuesdays.
- **SCORING: BEST ARROW** - 14's in play when available on the target. Also, (2) 12's will equal a "13".
 - Standard scoring will be (14-13) 12-10-8-5-0. If a shooter misses the target...there is no second arrow.
 - Scoring will be an accumulation of points earned by the ranking of the teams each week. Example: 1st – 10pts, 2nd – 9.5pts, 3rd – 9pts, 4th – 8.5pts, etc...down to the last place team of the night.
 - Points accumulated from all 12-weeks of shooting will be used to determine the top 5 teams in the 13th week shoot-off.
 - No pool scores, dupes, handicaps or averages will be used.
 - No High Average award.
 - No 9-week minimum participation requirement.

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 are to shoot in the same lane.
- There will be a 5pm shift and 7pm shift (start times)
- 5pm shooters **must** complete scoring by 7pm
- Targets are to be placed on the back wall and shot from the 20yrd line.

TARGETS & SCORING

TARGETS

- 3D Animal Target
- Single SPOT, 5 SPOT Target or Vegas
- 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

- All Leagues: Each team will consist of 2 "regular" shooters.
- **NEW FOR 2026:** Substitutes can be used. But scores are not counted.
- Each team must have a name – a name that is ok for kids to see.
- Each team must designate a team captain.

ARROW SCORING

- 3D Best Arrow: 14-13-12-10-8-5-0, no second arrow.
- 3D Hunter & Hunter Brush: 12-10-8-5-0
- Second arrows are allowed; scoring is: 6-5-4-2-0
- Single SPOT: 5-4-3-2-1-0
- 5 SPOT: 5-4-0
- Vegas: Yellow (10,9), red (8,7), and blue (6) rings.
- 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 arrow's 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 be calculated 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 3 weeks.

- **NEW FOR 2026:** Substitutes are allowed to shoot in place of a regular shooter, however their score is not counted. The score for that night will be the pool score of the regular shooter.
- A Ghost Shooter will be used for a shooter with no partner; the ghost shooter's score will be the average of the league/division shooters that night/day/week.
- 3D Best Arrow Class – no pool, dupes, handicap or averages will be used.

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. The sixth arrow will not be scored.
- For 3D targets, a second arrow may be shot if the first arrow misses the target but will be scored 6-5-4-2-0, no 3rd arrow can be shot. Except 3D Best Arrow.
- 3D Best Arrow – no second arrow allowed if target is missed with the first arrow.
- Bounce/Glance outs: If your arrow bounces out of the target, the arrow may be shot over. This does not count as a second (3D & animal) or sixth arrow (5-SPOT). Except for the 3D Best Arrow division, this is considered a miss.
- 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” damage is defined as the arrow is damaged to the point beyond repair, a broken nock, torn fletching and/or dented bushing is NOT considered beyond repair.

PROTESTS

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

TEAM POINTS

- All teams in a league/division shoot against all other teams in their division each night.
 - It is important not to miss your designated shoot night.
- Points are allocated based on the 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 (example: 3D=480, SPOT target=600) per night. 3D Best Arrow Class – no handicap.
 - 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

- Pool scores will automatically be calculated. The default pool score will be the average of the first 3 weeks scores that were shot.
- 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 miss a week.
 - **NEW FOR 2026:** Once a Pool Score is used, if the shooter misses a 2nd consecutive week, the shooter will receive a zero (0) for the 2nd week not shot. Once the shooter returns

and shoots a new score, that score will become the new pool score to be used during the next absence.

- Duplicates are no longer needed, as the pool score in reserve will automatically be used.
- Pool scores will be used to compute weekly averages but will not be used in figuring the year-end average for the high-average award.
- Pool scores can be used for equipment failure, illness, or any other reason, but must be approved by the League Chairman for weeks 14 and 15.
- No pool or dupes for 3D Best Arrow class

SUBSTITUTES – NEW FOR 2026:

- You may use a substitute as a placeholder or for shoot pacing. Their score does not count towards your team's weekly score.
- The missing shooters pool score will be used for that week.

SHOOT-OFF (13th week)

- All league shooters are encouraged to shoot the 13th 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.
- 3D Best Arrow Class: Top 5 Teams based on the first 12 weeks accumulated scores will be invited to a 5 Team, 5 Arrow Scramble Style Shoot-off

AWARDS

- Awards for each league will be on a 3-5-7 team basis.
- You must physically shoot **NINE (9)** weeks with your partner to qualify for year-end individual awards. (Except 3D Best Arrow class)

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.
- Put score sheets in envelope and put into score slot. Do not leave it on the clipboard or on the table.
- When everything is in the envelope, drop it in the slot by the front door.
- 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 put it in the slot.
- It is the responsibility of each team member, especially the captain, to make sure all scores and money is turned in.

SPOT LEAGUE SCORES MUST BE TURNED IN BY 9 P.M. FRIDAY

EQUIPMENT

3D BEST ARROW CLASS

- No equipment restrictions, unless said equipment prompts safety concerns from the other shooters.
- Field tips only
- The course will be set and ready to shoot by 5:30pm Tuesday nights.
- Shooters can shoot their score any time after 5:30pm on Tuesdays through 7pm Wednesdays.
- Binoculars and rangefinders are allowed in all 3D classes/events. **No laser sights or crossbows.**

OPEN CLASS (3D LEAGUE)

- No equipment restrictions, unless said equipment prompts safety concerns from the other shooters.
- Field tips only
- A Women's class will 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 5:30pm Tuesday nights.
- Shooters can shoot their score any time after 5:30pm on Tuesdays through 7pm Wednesdays.
- Binoculars and rangefinders are allowed in all 3D classes/events. **No laser sights or crossbows.**

3D HUNTER & **NEW FOR 2026:** HUNTER BRUSH 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 .3594, 9.13mm, 23/64th dia. (23-series)
- Field tips only. Glue in points allowed.

EQUIPMENT

- No laser sites.
- 3D (See 3D league/Rules)
- SPOT & Vegas Leagues League – no restrictions

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, unless approved by league chairman.

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

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, and the scorecard must be signed by the scorer.
- Both team members must shoot in 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 set up as 20 Rhinehart center 12 scoring targets, Targets will range out to 40yds.
- SPOTs league - change 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 is available.
 - (\$5 transaction fee applies)
- \$1.00 of league fee's goes to the purchase of door prizes for the banquet.
- \$0.75 per shooter, per week, goes to the league scoring manager for their time.
- The rest of your league fees goes towards, targets, league-end banquet, bale & range maintenance and league-end awards.

CHEATING

Cheating of any kind, including falsifying or altering scorecards, is not tolerated and will be addressed immediately upon verification.

During league shooting:

- A first offense will result in immediate disqualification of the weekly score that is proven to be falsified.
- A second offense will result in immediate disqualification from the league and removal from any other PBA league in which the offender is currently participating.
 - A ghost shooter score will be provided to the remaining team member for the remainder of the league season.
- No league fees will be refunded.
- The team associated with the offense will be ineligible for 1st, 2nd, or 3rd place league awards for the remainder of the season.

If a shooter is caught cheating a third time in any PBA event, their PBA membership will be terminated. The individual will no longer be eligible to participate in any future PBA events. No fees will be refunded.

All decisions related to cheating and enforcement are final.

CLEAN UP

- **NEW FOR 2026:** The last team to shoot in the Monday 3D Hunter Brush League each night must put away all the brush in the far corner of the range or storage room on the east side of the range. All 3D targets must be moved to the sides of the range with scoring sides not visible to the shooting line.
- 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.

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

Roger Henn – Committee Chair	608-692-6835	rclh51@yahoo.com
Jeremy Schultz	608-573-0272	jcschultz300@gmail.com
JR Ewings	608-516-8396	jrewings@jrewings.com

Members present at rules meetings:

Robert Voges (BM), Justin Wagner (BM), Steve Otteson (BM), Nick Endres, Brenda Endres, Chad Birrenkott, Matt Sefkar, Kasey Brockel, Chad Lewis, Sean Krammer, Corey Neabling, Dick Mecum, Bill Faust, Phil Nugier, Derek Wipperfurth, Stan Haag