



2025 INDOOR LEAGUE SIGN-UP FORM & 2025 INDOOR LEAGUE RULES

Leagues will start the week of January 6th, 2025. Leagues will run for fifteen (15) weeks. (14) weeks of the standard league scoring with the 15th week as the tiebreaker/shoot-off week. The 15th 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)

- | | |
|---|----------------|
| _____ Paper Animal – Monday Night (\$112.00 <u>per shooter</u>) | Money / Plague |
| _____ 3D Best Arrow Class – Tues / Wed Night (\$140.00 <u>per shooter</u>) | Money / Plague |
| _____ 3D Open Class – Tues / Wed Night (\$140.00 <u>per shooter</u>) | Money / Plague |
| _____ 3D Hunter Class – Tues / Wed Night (\$140.00 <u>per shooter</u>) | Money / Plague |
| _____ Spots 5pm line (5-spot / hubcap) – Thursday Night (\$112.00 <u>per shooter</u>) | Money / Plague |
| _____ Spots 7pm line (5-spot / hubcap) – Thursday Night (\$112.00 <u>per shooter</u>) | Money / Plague |
| _____ Vegas 5pm line – Thursday Night (\$112.00 <u>per shooter</u>) | Money / Plague |
| _____ Vegas 7pm line – Thursday Night (\$112.00 <u>per shooter</u>) | Money / Plague |
| <ul style="list-style-type: none">• Adults 16-64yrs• Senior 65+ (50% discount)• Junior 12-16yrs (FREE)• 50% discount for shooting a second league, does not apply to a 2nd 3D league. | |

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 _____

2025 INDOOR LEAGUE RULES & GENERAL INFORMATION



Please be sure to sign-up and submit the current **2025 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 14 regular scoring weeks with a free 15th week. The 15th 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 15th week as a free week.

NEW FOR 2025:

1. 3D LEAGUE:

- a. Tuesday start time changed to 5:30pm.
- b. There will be a new "class" in 3D called **"BEST ARROW"**. This scoring model will match the format from the 2024 Fall 3D league.
 - i. **SCORING: BEST ARROW** - 14's in play when available on the target. Also, (2) 12's will equal a "13".
 - ii. Standard scoring will be (14-13) 12-10-8-5-0. If a shooter misses the target...there is no second arrow.
 - iii. 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.
 - iv. Points accumulated from all 14 weeks of shooting will be used to seed all teams for the bracketed shoot-off night (To Be Determined).
 - v. No pool scores, dupes, handicaps or averages will be used.
 - vi. No High Average award.
 - vii. No 11-week minimum participation requirement.
- c. **Bracket Shootoff date/time will be determined based on number of teams in the class.**
- d. **There will be no discount for shooting a second 3D league**

2. PAPER ANIMAL:

- a. An **Open Class** has been added to Monday Night Paper Animal League.
 - i. No equipment restrictions, unless said equipment prompts safety concerns from the other shooters.
- b. Award payout will require the standard 3/5/7 team line-up.

GENERAL RULES:

• ALL LEAGUES:

- Shooters must physically shoot ELEVEN (11) weeks with their partner to qualify to receive a physical award. (Except the 3D Best Arrow class)
- Non-league shooters (paid 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:
 - Paper Animal = \$8.00
 - 3D = \$10.00
 - Spots = \$8.00
 - Vegas = \$8.00
- 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

- 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)
- Junior Members ages 12-15yrs receive 1 indoor winter league for FREE!

LEAGUE FORMATS

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.
- The course will be set up from 6pm-10pm on Monday evenings.
- **NEW FOR 2025:** Open Class

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.
- 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 2025:** Best Arrow class (see page 1)

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

- Paper Animal Target
- 3D Animal Target
- One 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

- 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

- Paper Animal: 5-4-3-2-1-0 or designated.
- 3D Best Arrow: 14-13-12-10-8-5-0
- 3D: 12-10-8-5-0
- 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.
- 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.
- **NEW FOR 2025:** 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 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 the first arrow misses the target but will be scored 6-5-4-2-0, no 3rd arrow can be shot.
- Bounce/Glance outs: If your arrow bounces out of the target, the arrow must be shot over. This does not count as a second (3D & animal) or sixth arrow (5-spot).
- 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 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 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: paper animal=600, 3D=480, spot target=600) per night. **NEW FOR 2025**: 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 physically shot scores.
- 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 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.
- **NEW FOR 2025**: No pool or dupes for 3D Best Arrow class

SUBSTITUTES

- You may use a substitute except for the last three (3) weeks of league.

EQUIPMENT

- Paper Animal League
 - Open Class: No equipment restrictions
 - Hunter class: 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. A lens (verifier/clarifier) can be used in peep only.
- Paper Animal League – binoculars and rangefinders can be used.
- No laser sites.
- 3D (See 3D league/Rules)
- Spot Target 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

3D LEAGUE DETAILS

- Indoor 3D League(s) can shoot from Tuesday nights around 5pm thru Wednesday Nights starting January 6th, 2025, and will run for 15 weeks. Wednesday night shooters must start by 7pm.
- 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 fees AND Membership dues are due the by 2nd week of the league.
 - Shoot-Off week #15 is FREE
- Leagues will consist of 2 person teams, if you don't have a partner, one will be assigned to you. The course 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 be "damaged beyond repair".
 - "Damaged beyond repair" is defined as:
 - The arrow is beyond repair and unshootable.
 - a broken nock, torn fletching and/or dented bushing is NOT damaged beyond repair.
- 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 set-up to the left of lane 1, shooting the 3D targets for practice is strictly forbidden.

NEW FOR 2025: BEST ARROW CLASS (3D LEAGUE)

- 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 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 any time after 5pm on Tuesdays through 7pm Wednesdays.
- Binoculars and rangefinders are allowed in all 3D classes/events. **No laser sights or crossbows.**

3D 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.
- **NEW FOR 2025:** 3D Best Arrow Class bracket shootoff – To Be Determined

AWARDS

- Awards for each league will be on a 3-5-7 team basis.
- You must physically shoot **ELEVEN (11)** 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

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, 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.

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
Nick Endres	608-212-8204	endres_nick@yahoo.com
Meghan Freitag	608-334-2231	milk_on@frontier.com
Wes Doleshaw	608-697-9094	doleshaw3@gmail.com

Members Present at rules meeting (12/9/24): Roger Henn, JR Ewings, Chad Birrenkott, Matt Sefkar, Steve Paulson, Meghan Freitag, Wes Doleshaw, Cat Schultz, Cody Kaufman, Jeremy Schultz, Nick Endres, Brenda Endres, Sean Krammer, Tom Meyer