

# *Park Sportsmen's Club, Inc.*

## **SUMMER LEAGUE RULES**

Revised April 2024

1. A team roster will consist of no more than twelve shooters, with all shooters being current club members.
2. A shooter may shoot for only one team in each night of the league.
3. Team rosters must be signed up with the league secretary on or before the fourth week of league shooting.
4. Shooting fees will be \$45.00 per team when a team is shooting with three or more shooters. If a team fields less than five shooters the team will receive a free practice round certificate for the shooters missing (a max of two certificates).
  - A. A team must put at least three shooters on the line or forfeit. If a team is one shooter short, the fifth score will be the average of the four shooters shooting (dropping any fractions) minus four targets. If a team is two shooters short, the fourth score will be the average of the three shooters shooting (dropping any fractions) minus four targets and the fifth score will be the average of the three shooters shooting (dropping any fractions) minus six targets.
  - B. A team cannot forfeit if they have three or more shooters available.
  - C. If a team does not have three or more shooters available they will forfeit.
    - 1) If a team forfeits more than once in a half, the team loses all points earned in the half.
    - 2) Any team that forfeits must have fees paid (\$10.00) for each league event that is forfeited before the team shoots their next league event.
  - D. The team captain is responsible for collecting the fees and sign-up his team to shoot. After sign-up, the team must be ready to shoot when it is called out.
  - E. Only members on the team's roster are allowed to shoot.
5. The first night of the league, teams that were in the league last year will start at the yardage they finished at last year. New teams will start at the 20 yard line. On the first night of the league, the shooters may be listed on the score sheet in any order determined by the team captain.
6. Trap designation for a team will be the first trap available based on the order of score sheet submission. There is no priority for league or practice. If a team's score sheet is removed after its original submission and resubmitted, it will be placed at the end of the order.
7. After the first night of shooting, the teams will shoot at their assigned yardage with the team's highest average shooter on position one, the second highest average shooter on position two, etc. All shooters averages will be determined by their total targets broken for the year divided by the number of rounds shot (total running average).

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8. Any new shooter on any given night of the season will be listed in any order after all shooters with established average have been listed. A shooter without an established average will not be allowed to shoot in the shoot-off. Established average requires the shooting of at least three league rounds to qualify for the shoot-off.
9. Points will be computed on the following basis: Two points per individual for beating the corresponding shooter on the opposing team; four points for the team with high total birds; Points will be split for individual or team ties.
10. Team yardage will be determined by the team average that is computed using all previous night's scores. See chart below:

<u>TEAM AVERAGE</u>	<u>TEAM YARDAGE</u>
112 & ABOVE	26 YARDS
111 – 109	25 YARDS
108 – 106	24 YARDS
105 – 103	23 YARDS
102 – 100	22 YARDS
99 – 97	21 YARDS
96 – 93	20 YARDS
92 – 89	19 YARDS
88 – 85	18 YARDS
84 – 81	17 YARDS
80 & UNDER	16 YARDS

11. The season will be split into two halves (or thirds or fourths at the league secretary's discretion). Each team by night will shoot against every other team once each half (or third). At the completion of the season, a shoot-off will be held between the winners of each half (or third) to determine the overall champion and second place overall for each league night. For the championship shoot-off, the first half (or third) winners will shoot at the yardage and order they finished the first half (or third). The second half winner (or third) will shoot at the yardage and order they finished the second half (or third). The winner of the shoot-off will be determined by total team score. If a tie results, the fourteen point system (that is used for league shooting) will be used as the tie breaker.
12. Any disputed scores must be reported to the league secretary before the next league shoot or it will stand as posted.
13. Team sponsor fee will be \$50.00 and is payable at the captains meeting or before a team shoots the first night of league.

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14. All ground rules of Park Sportsmen's Club and rules of the Amateur Trapshooting Association (ATA) apply to team shooting without exception.
15. Trophies by night will be awarded in the following manner:
  - A. A team trophy and six individual trophies for the overall team champion.
  - B. A team trophy and six individual trophies for the second place overall team.
  - C. A trophy for league High Gun and Second High Gun. In order to qualify for this trophy, a shooter must have participated in 80% of the rounds each half of the league season. When computing 80% of the league rounds any resulting fraction of a league round will be dropped (Example: A shooter's team shoots 11 rounds per half.  $80\% \text{ of } 11 \text{ rounds} = 8.8 \text{ rounds}$ . The fraction is dropped and to be eligible, the shooter must have participated in 8 rounds of each half of the league season). All averages will be figured for the whole league season of shooting.
  - D. An individual trophy for each team High Gun for the season.
16. Additional individual trophies may be ordered through the league secretary for only the first and second place teams. The cost of the trophies (including engraving) will be paid by the team involved.
17. Shooting fees may be subject to change.
18. Shoot Ahead:
  - A. A team or individual doing a shoot ahead must work in cooperation with the operations manager to see that the shoot ahead score sheets are marked correctly with the event (the week of the league) being shot ahead before commencing to shoot the targets. If shooting more than one event (a week of the league) ahead the events must be shot in event order (league week order).
  - B. One shoot ahead allowed for the first half of the league season and one shoot ahead allowed for the second half of the league season.
  - C. One or more shooters may shoot ahead based on the previous given rules or standards. Example: one shooter may exercise this option a maximum of five times per half or five shooters may exercise this option once per half.
  - D. A shoot ahead is defined as a team or individual that does not shoot at the time (night) of the scheduled event.
  - E. All shoot aheads will stand 2 yards back from the team's assigned yardage.
  - F. All shoot aheads must be shot on the team's normal league night.
19. Loitering Between Rounds:
  - A. When a team is shooting back-to-back rounds (practice round followed by league round, league round #1 followed by league round #2, practice round followed by league round #1 followed by league round #2, etc.), out of respect for other shooters at the club, please limit the time between each round to three minutes.

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### 20. Drugs/Alcohol:

A. The use of alcohol or illegal drugs is prohibited before or while shooting. Illegal drugs are prohibited on the club property.

### 21. Cancellations:

- A. We will shoot rain or shine.
- B. The club operations manager will make decisions on weather issues (He/She may consult with team captains when making decisions). Lightning or heavy rain are the only things that will suspend/delay shooting. We will wait at least ½ hour after lightning ends to resume shooting. Cancellation of shooting for the evening will be a decision made by the club operations manager.
- C. When the club operations manager suspends/delays shooting due to weather, all trap help and shooters will leave the line immediately and seek shelter.
- D. Once shooting is delayed league shooters should remain at the club until shooting resumes or is cancelled for the evening. If shooting resumes, any team that does not shoot that evening (leaves before the club operations manager's decision or does not show up at all) forfeits any events that were to be shot that evening. It is the team captain's responsibility to verify with the club operations manager if league shooting is taking place that evening or not.
- E. If shooting is cancelled for the evening after some teams have posted event scores but before all teams have posted their scores, teams that have posted scores will have the option to re-shoot events from the night of the cancellation on their next league night. The re-shoot score will be the score of record. The cost to re-shoot an event will be the normal league fee (\$45.00). In the case of an event that was partially completed by a team when shooting was cancelled, the event will be re-shot from scratch on their next league night with no cost to the team.
- F. Decisions to cancel or resume shooting have additional (behind the scenes) implications for trap help staffing, coordination of future re-shoots with regular league shooting, availability of targets and ammo and rescheduling by the League Secretary.

22. Anyone not adhering to the established rules will not be allowed to participate and will be asked to leave by the operations manager. The operations manager's judgment will be backed by the Board of Directors and Officers.

23. Park Sportsmen's Club reserves the right to postpone, alter or extend any part of this league program due to existing circumstances.