

# South St. Paul Rod & Gun Club

## League Rules

### SUMMER TEAM LEAGUES

The prescribed number of rounds for all summer league venues are eighteen (18) or sixteen (16).

The club will offer the following team venues:

<b>16-yard Trap:</b>	18 rounds from the 16-yard line
<b>Backem-up Trap:</b>	18 rounds; 6 each from 16, 19, & 22 yards
<b>10-man Skeet:</b>	18 rounds; no handicap
<b>Sporting Clays:</b>	16 rounds
<b>5-Stand:</b>	16 rounds
<b>FITASC:</b>	16 rounds
<b>Tri-Combo:</b>	15 rounds; 6 skeet, 6 5-stand, 3 sporting clays

Sponsor fees for summer team venues are \$100.00.

### SUMMER INDIVIDUAL & MIXED PAIR LEAGUES

The prescribed number of rounds for all Individual & Mixed Pair venues is ten (10).

The club will offer the following venues: One-on-One (16-yard) Trap, One-on-One Skeet, 5-Stand, Sporting Clays, and Mixed Pairs skeet, Mixed Pairs (16-yard) trap.

Sponsor fees for summer one-on-one and 2-person venues are \$15.00 per shooter.

### WINTER TEAM LEAGUES

The prescribed number of rounds for all venues is twelve (12).

The club will offer the following team venues:

<b>Sporting Clays:</b>	12 weeks
<b>5-Stand:</b>	12 weeks
<b>16-yard Trap:</b>	12 weeks

Sponsor fees for winter team venues are \$75.00 per team.

### TEAMS & SHOOTING

Summer and winter league teams will be allowed to carry up to ten (10) shooters.

All league rounds must be shot per posted club hours and within the dates of the league season.

All team league rounds may be shot ahead or in arrears provided all the league rounds are completed within the dates selected.

Shooters may shoot extra rounds over and above the prescribed number of weeks in all leagues except Back-em-up Trap. Extra rounds may be used to upgrade team and individual averages. Any round(s) shot above the prescribed number of rounds for a league will replace the lowest round(s) already shot. Only the maximum number of prescribed rounds (depending on the league) will count.

There is no "blind," or minimum score, for any league; rounds must be scored as actually shot.

## LEAGUE SCORING

Scoresheets will no longer be put in books; rather, blank scoresheets will be kept in a box in the shooting room, separated by type of league. Shooters will obtain a blank scoresheet from the appropriate box for shooting their rounds, and write their **team name** and **each shooter's first and last name** on the scoresheet.

- If shooters from multiple teams shoot together, each team must have a separate scoresheet; scoresheets may not contain shooters from different teams.
- A team's members do not have to all shoot on the same scoresheet; shooters may use a new scoresheet each time they shoot and turn it in immediately after shooting their round(s), no matter how many team members have shot on that scoresheet.

Team captains and Individual League shooters are responsible scoresheets being turned in after shooting:

- There will be a box in the shooting room, marked "Scoresheets go Here," where scoresheets are to be placed after shooting.
- Scoresheets must be turned in by end-of-day Sunday for the previous week.
- Scoresheets with missing information such as total scores for each shooter, team name, and shooters' full names will be rejected and put into a second box in the shooting room, marked "Incomplete Scores." Captains are responsible for checking that box to see if any of their scoresheets have been rejected, correcting the scoresheets, and placing them back in the "Scoresheets go Here" box.

Captains may also, optionally, write their teams' scores on the wall in the shooting room, but the scoresheets are the official record and must be turned in in to count. **No scoresheet, no official score.**

The Club "scorer" will pick up the scoresheets from the "Scoresheets go Here" box, enter them into a master spreadsheet, and file them, by team. The updated master spreadsheet will be put on the Club's website every week or two so shooters can check their scores as well as those of other shooters and teams.

Any scoring discrepancies can be brought to the Club Scorer's attention by emailing details to the following email address: [leagueadmin@sspgunclub.com](mailto:leagueadmin@sspgunclub.com). Please include your name, your team name if relevant, the league you are writing about, and a description of your issue. (Remember, if you shoot more than the prescribed number of rounds, the extra round(s) will replace your lowest round(s) on the master spreadsheet.)

## LEAGUE DIVISIONS

Divisions will be made and announced after the regular season is complete. The top 5 shooters' averages for the season will be used to determine team's averages, and divisions will be made based on those team averages. For Individual and 2-person leagues, actual averages will be used to make the divisions.

League divisions will be made by the Club Manager.

## LEAGUE QUALIFICATIONS

1. Only bona fide members of this club in good standing shall be permitted to shoot in leagues.
2. The board of directors shall determine club membership fees, league sponsor fees, and league awards.
3. All sponsor and membership fees must be paid on or before the first official league round is shot.
4. Any member not in good standing with the club (outstanding debts or membership suspended) shall not be permitted to shoot. Teams failing to comply will have their entire score declared void. Individual members failing to comply will have their individual score declared void.
5. No member shall shoot on more than one team within the same league.

## GENERAL LEAGUE RULES

1. When a shooter has a “dud” shell caused by a component failure and the wad remains in the barrel it will be considered a “no bird”. If the wad leaves the barrel the shooter will not be entitled to another shot and will be scored as a lost target.
2. On Tuesday, Wednesday, and Thursday, official rounds will take precedence over practice rounds. It will be the team’s discretion to add other shooters to fill a squad, providing the majority are official league shooters. In addition, in trap and skeet, a team that has multiple squads (more than 5 shooters in trap, more than 6 shooters in skeet) “owns the field” and is entitled to shoot both squads back-to-back, providing the second squad is ready to begin shooting immediately after the first squad finishes.
3. League or practice rounds will be shot independently and not concurrently. Upon completion of a first round, a shooter may start a second round in the same way. All rounds will follow these guidelines. Violators’ scores will be voided.
4. MALFUNCTIONS: only two (2) malfunctions of any one gun in the same round will be allowed in trap and skeet; three (3) malfunctions are allowed in sporting clays and 5-stand. Subsequent malfunctions will be considered “lost birds”.
5. If a shooter uses a shell after it has misfired, he must abide by the results obtained by the use of that shell.
6. All rules not covered herein shall be covered by current ATA, NSSA, and NSCA rules.
7. The Board of Directors will determine what types of awards and value will be awarded to winning teams and individuals.

## TEAM ROSTERS ALL LEAGUES:

1. There must be (3) three or more teams or Individuals entered to make up a league. Leagues with less than three (3) teams will be moved and scored as an individual league in their respective venues.
2. A team roster will be completed for each team when their sponsor fee is paid. Team rosters must contain first and last names and membership numbers. These rosters will be kept by the Club, and can be updated by the captains if shooters are added or deleted from their roster.
3. In the event a shooter drops from a team another shooter of equal ability may be added to the roster with the approval of the team captains and the Club Manager. If some teams have to be moved to an individual league their sponsorship money will be honored and all team members

will be considered paid. If an individual league is canceled because not enough shooters have registered for that league, the sponsorship money will be returned to the individual(s).

4. No new team members may be added for shoot-offs or league championships.

## TEAM AND CAPTAIN RESPONSIBILITIES

1. Trap, skeet, and 5-stand scoresheets shall be completed with each member's first and last names before presentation to the shooting field; no nicknames, no name, no score. This rule will be enforced. The field coordinator or trapper will refuse the scoresheet(s) unless shooters names are listed and rounds are stamped paid
2. Each team shall shoot as a unit whenever possible; however, team members may shoot for official score as a team or individually at any time during the Club's hours of operation.
3. If a field coordinator is on duty, team captains must present their scoresheet(s) to the field coordinator for assignment to a specific field. Once a team has been assigned to a field, if members are not ready to shoot, that team will go to the bottom of the line. If a team is not ready to shoot the second time the team's scores for the night will be voided.
4. All league shooting shall be recorded and signed by the official scorer/trapper. Sporting clays teams may score their own rounds.
5. Each team captain or acting team captain upon completion of the shooting round shall verify the scores and sign the scoresheet(s). It is the responsibility of the team captain to see that the official scoresheet is signed by the scorer. It's the team captain's responsibility, or their alternate, to make sure their team's scoresheets are turned in at the clubhouse. **Scores not turned in will not be counted.**
6. Team captains have the option to request a field reset prior to shooting.

## PROTESTS:

1. Protests shall be filed and brought to the attention of the shooting manager or shooting coordinator at the time of the alleged infraction.
2. When a protest is registered the shooting manager or shooting coordinator shall appoint a protest committee.
3. The protest committee shall be comprised of three (3) team captains or team members selected by their captains. The protest committee shall have sole voting authority.
4. The shooting manager or shooting coordinator shall preside but not have voting power in the final decision.
5. The official scorer and team captain or representative of the team(s) in the protest may be present but shall not have voting power.
6. Protests must be resolved on the day it occurs or it becomes void. The decision of the protest committee shall be binding.