

South St. Paul Rod & Gun Club

League Rules

SUMMER TEAM LEAGUES

The club will offer the following team venues, with their prescribed number of rounds.

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

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: Individual (16-yard) Trap; Individual Skeet, 5-Stand, Sporting Clays, and 28-ga. Sporting Clays; FITASC; Mixed Pairs Skeet; and 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 club will offer the following team venues, with their prescribed number of rounds.

Sporting Clays:	12 weeks
5-Stand:	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 five (5) to ten (10) shooters.

All league rounds must be shot per posted club hours and within the dates of the league season. Memberships must be purchased or renewed before a league round can be shot. Scores shot before a shooter's membership is paid will not count

Rounds shot in the practice period, tournaments or other events can count as league rounds, provided those rounds are entered into a scorebook; are shot at our Club; are in the same shooting discipline (e.g., any kind of sporting clays event score can only count for a sporting clays league round); and are shot within the dates of the season (including practice weeks). A 100-round sporting clays tournament round can count for 2 league rounds; divide the 100-round score by 2, round up if necessary, and enter that score in the league book twice.

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

LEAGUE SCORING

Scoresheets will be put in scorebooks for all leagues, including sporting clays. Scorebooks may not be taken home and must be kept in the scoreboxes when not in use. Scores must be scored in or transposed onto the proper scorebooks; no loose or stapled sheets allowed.

Each score must be put in the scorebook for a specific week in the season, and no shooter should put multiple scores in the scorebook for any one week of the regular season. (If multiple scores for the same shooter are found for any week in the regular season, only the first round will be scored.)

Teams should use their scorebooks for scoring whenever possible, except sporting clays & 5-stand shooters can still use loose scoresheets to score on, but all scores must be either scored or transposed into the bound scorebook. When transposing scores, it is fine to just copy the final score in the scorebook, as long as the original loose scoresheet is placed in a box for "backup." If a score seems to be missing or incorrect, we will go back to the original scoresheets to confirm.

Shooters will still be able to shoot ahead and behind as far as desired, and, except for Back-em-up Trap, shooters can shoot as many extra rounds as desired. Extra rounds may be used to upgrade team and individual averages. We will have a section at the back of the scorebooks with pages for "extra scores." On those pages only, a shooter can have multiple scores on the same page. The scorers will not enter the extra scores until a shooter has shot all their regular season scores, and then will use the extra scores, in the order the scorers find them in the extra pages in the scorebook each time they update scores, to replace the shooter's lowest scores in the regular season. In Back-em-up Trap, the rounds must be shot in order; all the 16-yard rounds first, followed by all the 19-yard rounds, followed by all the 22-yard rounds. Tri-Combo scorebooks should be organized with all skeet rounds first, followed by all sporting clays rounds, followed by all 5-stand rounds.

Scoresheets with missing information such as team name, total scores for each shooter, or shooters' full names, or loose sheets or stapled sheets in the scorebooks will be rejected and put into a separate 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 scorebooks, and placing the scorebooks back in the proper scorebox. Scores not updated or corrected in the scorebook by the end of the season will not count; **no exceptions.**

The Club's League Scorer will enter scores into an online master spreadsheet (scoreboard) each week. For team leagues, the top 5 scores from each team will count each week and can change as shooters shoot ahead or behind or shoot extra scores. For Individual and 2-person teams, season averages will be used. The scoreboard will be displayed on the Club's website so shooters can check their scores as well as those of other shooters and teams. The online scoreboard will also show every team's current ranking within each league.

Any scoring discrepancies can be brought to the Club's League Scorer's attention by emailing details to the following email address: leagueadmin@sspgunclub.com. Please include your name, your team name if relevant, the league you are writing about, and a description of your issue. **Discrepancies not corrected by the end of the league regular season will revert to the official score on the website; no exceptions.**

LEAGUE DIVISIONS

We will post interim divisions (for information only) as "segments" of the season are completed so shooters can see where they stand against the competition. Leagues other than Tri-Combo are divided into "segments."

- 18-week leagues are divided into (3) 6-week segments
- 16-week leagues are divided into (2) 8-week segments
- 12-week leagues are divided into (2) 6-week segments
- 10-week leagues are divided into (2) 5-week segments

After each segment of the season is complete, the Club will divide the leagues (other than Tri-Combo) into interim divisions based on cumulative team or individual averages and post the divisions and scores in the Clubhouse and on the website. The divisions are subject to change after each segment except the last segment, when they will be considered final divisions.

Final divisions will be made and announced after the regular season is complete. League divisions will be made by the Club Manager.

For team leagues, divisions will be based on cumulative team averages, using the top 5 scores each week. For Individual and 2-person leagues, season averages will be used to make the divisions.

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 not up to date or 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, league members shooting official rounds will have priority over those shooting 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 must be kept at the Club and can be updated by the Club 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 full name, no score. This rule will be enforced. The field coordinator or trapper will refuse the scoresheet(s) unless shooters names are listed.
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 and entered into their scorebooks. **Scores not entered in the scorebook 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.