

South St. Paul Rod & Gun Club



League Rules

Team Sponsor fees have been replaced by League fees, which are \$20 per shooter for each league entered. League Fees must be paid, and memberships purchased or renewed, before a league round will be considered official and entered on the online scoreboard, which is the official league scoreboard. Memberships must be kept current throughout the league season.

Shooters who buy all their targets for their league within the first two weeks of the season will pay for them at the lowest member price, and will also receive 5% extra show/breakage targets for trap, skeet, 5-stand, and Tri-Combo leagues, and 10% for sporting clays leagues.

Leagues will be broken into two segments, the first-half and second-half segments (except Tri-Combo, which will remain as one full season).

Divisions will be made after the first-half segment and remain as set. Payouts will be made to division winners for the first-half segment, the second-half segment, and the shoot-offs at the end of the season. Tri-Combo league divisions will be made after the season. League divisions will be made by the Competition Committee.

SUMMER TEAM LEAGUES

Leagues consist of 16 rounds each for trap, skeet, sporting clays, and 5-stand, and 15 rounds for Tri-Combo (three rounds of sporting clays, and six each of skeet and 5-stand).

Backem-up trap consists of 4 rounds each from 16, 18, 20, and 22 yards.

Shooters will have 9 weeks to complete 8 rounds in each of the 2 segments. Rounds may be shot ahead or behind within each segment but must be shot within the dates of that segment.

All rounds entered into the scorebook will count toward weekly team scores, but shooters must complete all 8 rounds in each segment to qualify for High Gun awards in each segment.

Shooters must complete all 16 rounds to qualify for the shoot-offs. If a shooter doesn't complete all 8 rounds in the first segment, they must make those rounds up by the end of the season to qualify for the shoot-offs.

SUMMER INDIVIDUAL & MIXED PAIR LEAGUES

Leagues consist of 10 rounds for each Individual league. The club will offer Individual (16-yard) Trap, Skeet, 5-Stand, Sporting Clays, 28-ga. Sporting Clays, FITASC, Mixed Pairs Skeet, and Mixed Pairs (16-yard) Trap

Shooters will have 9 weeks to complete 5 rounds in each of the 2 segments. Rounds may be shot ahead or behind within each segment but must be shot within the dates of that segment.

All rounds entered into the scorebook will count toward weekly scores, but shooters must complete all 5 rounds in each segment to qualify for High Gun awards in each segment.

Shooters must complete all 10 rounds to qualify for the shoot-offs. If a shooter doesn't complete all 5 rounds in the first segment, they must make those rounds up by the end of the season to qualify for the shoot-offs.

WINTER TEAM LEAGUES

Leagues consist of 12 rounds each for sporting clays and 5-stand.

TEAMS & DIVISIONS

Summer and winter league teams will be allowed to carry five (5) to ten (10) shooters. Divisions will be made after the first half of the season and based on first-half team averages, using the top 5 scores each week. For Individual and 2-person leagues, first-half averages will be used to make the divisions.

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

Rounds shot in tournaments or other events can count as league rounds, provided those rounds are entered in 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 segment. 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.

LEAGUE SCORING

Scorebooks will be provided for all leagues. Scorebooks may not be taken home and must be kept in the provided scoreboxes when not in use. Scores must be scored in, or transposed into, the proper scorebooks to count; no loose or stapled sheets will be scored. Shooters should have only one score in the scorebook for each week of the season. (e.g., trap should have no more than 8 rounds in the scorebook for each segment of the season, and only the first 8 rounds in the scorebook for each segment will be scored.)

Shooters will still be able to shoot ahead and behind as far as desired within each segment of the season, and, except for Back-em-up Trap, shooters can shoot as many extra rounds as desired within each segment of the season to upgrade team and individual averages, but once a score is put in the book it is final.

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 scorebook. When transposing sporting clays and 5-stand scores, it is fine to just copy the final score in the scorebook, provided the original loose scoresheet is placed in a box in the shooting room marked "Completed Scores." For scoring discrepancies, we will go back to the original scoresheets to confirm.

The Club's League Scorer will enter scores into an online master spreadsheet (the "League Scoreboard") approximately weekly, and the League Scoreboard will be always visible 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, and after divisions are done, by division.

In Back-em-up Trap, the books should be organized, and the rounds must be shot, in the following order: all the 16-yard rounds first, followed by all the 18-yard rounds, followed by the 20-yard rounds, and finally all the 22-yard rounds. The 16- and 18-yard rounds must be completed in the first half of the season.

Tri-Combo scorebooks should be organized with skeet rounds first, followed by 5-stand rounds, followed finally by sporting clays rounds.

Scoresheets with missing information such as team name, total scores for each shooter, or shooters' full names, and loose sheets or stapled sheets in the scorebooks, will be rejected and put into a separate box in the shooting room, marked "Rejected 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 each segment of the season will not count - **no exceptions**.

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-season segment will revert to the official score on the website - no exceptions.**

LEAGUE QUALIFICATIONS

1. Only bona fide members of this club in good standing shall be permitted to shoot in leagues.
2. All League Fees and membership fees must be paid on or before the first official league round is shot.
3. 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 official scores. Teams failing to comply will have their entire score declared void. Individual members failing to comply will have their individual score declared void.
4. 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 that shot will be scored as observed.
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.
3. League or practice rounds must be shot one at a time. 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. When shooting trap, skeet, or 5-stand a squad may only shoot one round at a time if others are waiting to shoot. A league 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; however, each squad may only shoot one round at a time (except during shoot-offs, when two rounds at a time may be shot).
5. If there are no stand-alone trap fields open, trap may be shot on a combination trap/skeet field. However, if there is a trap field open AND there are skeet shooters waiting to shoot, trap must be shot on a trap field and shooters must not tie up the skeet fields with trap when there is a trap field open.
6. Maximum squad sizes: trap, 5-stand, and AFS=5. Skeet, sporting clays and FITASC=6. If your sporting clays, 5-stand, AFS, or FITASC team or group is larger than these squad sizes, you must break into multiple squads if your squad size will cause other squads to wait or jump around to avoid your squad. In sporting clays, shooting stations out of order is never allowed IF it holds up a squad shooting stations in order, and it is proper etiquette for larger groups to ask smaller groups if they want to “shoot through.”
7. **MALFUNCTIONS:** for 25-target events, only two (2) gun or ammo malfunctions of any one gun in the same round will be allowed. Three (3) gun or ammo malfunctions are allowed for 50+ target events. Subsequent malfunctions will be considered “lost birds”. Malfunctions caused by a shooter are “lost birds.”
8. If a shooter uses a shell after it has misfired, he must abide by the results obtained using that shell.
9. All rules not covered herein shall be covered by current ATA, NSSA, and NSCA rules.
10. The Board of Directors will determine club membership fees, league fees, and league awards/payouts.

TEAM ROSTERS ALL LEAGUES:

1. There must be (2) two or more teams or Individuals entered to make up a league. Leagues with less than two (2) teams will be moved and scored as an individual league in their respective venues.
2. A team roster will be completed for each team by their team captain. 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 must be moved to an individual league their League Fees 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 League Fees 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 Club Manager or Competition Committee 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 Club Manager or Competition Committee representative shall preside but not have voting power in the final decision.
5. The official scorer and team captain or one 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 they become void. The decision of the protest committee shall be binding.