



Winter Indoor Archery League Rules

1. The winter indoor archery league runs for 12 weeks. You must shoot with your team or league members and shooting time 4 PM to 10 PM on Wednesday or Thursday night. Scoring is as follows: teams will keep track of Xs. If there is a tie at the end of the 12 weeks, this will serve as the tiebreaker. We will no longer offer two rounds.
2. Only paid club members may participate. Membership runs from January 1 through December 31.
3. League fees are \$60 per participant plus applicable membership fees. The junior member fee is \$30. At least half of league fee must be paid on or before the first night of shooting. The balance is required in full by the fourth week of shooting.
4. Each team will consist of four archers and be known by a designated a team number. A posted schedule will indicate which teams will compete night. Your competitors may or may not be shooting at the same time as your team. Team wins, losses, and ties as well as archer averages will be posted onsite.
5. Team scores plus handicap can exceed 400 points per game. The handicap is figured at 85 percent of the difference between a team's average and a game score of 400, rounded to the nearest whole number.
6. If you are taking advantage of a DUPLICATE and miss a week of shooting, you must notate this on your score sheet the week prior. No exceptions. Your score will be recorded as your average minus five points with no change in handicap for the duplicate week.
7. Archer average will be established after the first two nights of league shooting. Ongoing averages will be based on a participant's last three nights of active shooting.
8. If your team is short a member, a "phantom" member score will be tallied. The score will be calculated using the league average per game for the evening.
9. Score sheets must be properly tabulated including team number, date, and added down. One score sheet per team should be deposited in the appropriate location.
10. A team win, loss, or tie will be recorded for each game and three-game total points.
11. If there are an odd number of teams in the league, the team shooting the "phantom" team must beat their own average in order to win the game.
12. If a league night is snowed out, team captains will be notified. The missed week will be made up at the end of the league period and the remaining schedule will not change.
13. Each archer is responsible for assuring that no one crosses the firing line while shooting is still taking place. Once the all clear sounds, participants may proceed to retrieve and score their arrows. Each team is responsible for hanging its own targets.
14. For the purpose of calculating archer averages, the night series score will be limited to not more than 50 points below average for three games.



15. Cost of trophies, banquet, and other incidentals shall not exceed \$5 per league member. Awards will be determined on a year-to-year basis.
16. No "substitute" shooters are permitted.
17. **Please note:** League members and non-league members are allowed to practice at the club at any time as long as it does not interfere with scheduled club activities. Members are expected to pay open shooting fees. Payment should be deposited in the designated money-drop prior to shooting. Used targets are to be used for practice shooting whenever possible.
18. A team position or league space will not be held open for more than three weeks. After three weeks, another participant may be offered the space.
19. The Oregon Sportsman's Club board requests that a designated person or persons be assigned the responsibility of handling the bar each night of league. All members are expected to pay for food and beverage regardless of the presence of an active bartender.
20. Single- or five-spot targets are available for shooting. Single targets score from five through one and a five-spot target is scored at five, four or zero.
21. Youth bows and arrows are in the closet for use by young beginner archers. Adult and junior archers are not to use this equipment.
22. Archers may practice shoot prior to scoring. However, once scoring begins, any and all of the next 60 arrows must be counted. Pick and choosing arrow hits is not permitted.
23. The last night of league is reserved for awards and an open night of shooting for those that wish to participate.