



FLOOD CITY BOWMEN

507 Fulmer Road Johnstown, PA 15904

Winter 2007 Indoor League Rules

1. League Business.

- 1.1. New officers for the following year (Fall and Winter leagues) will be elected two weeks before the Winter league closes. Candidates shall commit to participating in both Fall and Winter Leagues while in office. Anyone who participated in the Fall or Winter League is eligible to vote for the following year's officers.
- 1.2. The Governing Body will consist of:
 - 1.2.1. One (1) President, from either Monday or Tuesday night.
 - 1.2.2. One (1) Vice-President, from either Monday or Tuesday night.
 - 1.2.3. One (1) Monday night Secretary and one (1) Tuesday night Secretary.
 - 1.2.4. One (1) Monday night Treasurer and one (1) Tuesday night Treasurer.
 - 1.2.5. Two (2) Monday night Directors and two (2) Tuesday night Directors.
- 1.3. There must be a simple majority of the Governing body present at a meeting to constitute a quorum.
- 1.4. The past President shall attend committee or Governing Body meetings as an advisor.
- 1.5. There shall be an annual meeting called by the new officers to deal with all Indoor League business matters for the upcoming year.
- 1.6. Sponsors will be secured for each team. The rate will be approved by the Governing Body each year and the money will be paid into the banquet and trophy funds.
- 1.7. The banquet, trophy, and nominating committees will be appointed and posted by the President at the beginning of the Winter League.
- 1.8. The Governing body shall meet prior to the start of each league (Fall and Winter) to set up teams.

2. General League Procedure.

- 2.1. Starting dates for the 2007 Indoor Winter League are January 8 and 9, 2007.
- 2.2. Shooters will not be required to be members of Flood City Bowmen, Inc.
- 2.3. No new shooters will be added after the league starts.
- 2.4. The Governing Body will set up teams prior to the start of each league (Fall and Winter).
 - 2.4.1. Teams shall be evenly matched as possible.
 - 2.4.2. Team selection shall use league-ending averages from the most recent (Fall or Winter) league in which the shooter participated.
 - 2.4.3. New shooters or shooters who have not participated in a league for over one (1) year must shoot and submit three (3) new qualifying scores.
 - 2.4.4. Shooters changing divisions will shoot and submit three (3) new qualifying scores.
 - 2.4.5. The average of the three (3) qualifying scores will be used to place shooters on a team.

- 2.4.6.** Three (3) qualifying scores must be in the hands of the Governing Body no later than Sunday before the league starts.
- 2.5.** The league fees shall be:
- 2.5.1.** An entry fee of \$15.00 per league, per shooter must be paid within the first month of a shooter participating in a league (Fall or Winter). This fee contributes to the banquet, awards, and other league expenses.
- 2.5.1.1.** Each shooter must pay both Fall and Winter league fees (\$30.00 total) in order to attend the banquet, even if the shooter only participates in one (1) league.
- 2.5.2.** An indoor shooting fee of \$3.00 for adults and \$2.00 for youth shall be paid by each shooter for each night shot in league. This fee *is in addition to the league entry fee* above and is paid to the shooting establishment for shooting privileges (target butts, lights, heat, etc.).
- 2.6.** Running weekly results shall be posted on the bulletin board by the Secretary (Monday and Tuesday night) each week.
- 2.7.** A copy of the rules will be provided to the Governing Body and a copy posted on the bulletin board for the league.
- 2.8.** The Governing Body will decide any circumstances not covered in these rules. For any problem or issue that should arise not covered by these rules, refer to the PSAA Handbook *as a guide*.
- 3. Indoor Archery League Rules.**
- 3.1.** Terms.
- 3.1.1.** An End consists of three (3) arrows.
- 3.1.2.** A Game consists of five (5) ends.
- 3.1.3.** A Score consists of four (4) games.
- 3.1.4.** A League consists of 15 weeks of one (1) score each, Fall or Winter.
- 3.2.** Divisions (classes):
- 3.2.1.** Shooting styles.
- 3.2.1.1.** Barebow (BB) – A bow with no visible means of aiming, shot with fingers.
- 3.2.1.2.** Bowhunter (BH) – Fixed pin sight that may not be moved during competition, 12" maximum stabilizer length, shot with fingers or mechanical release aid.
- 3.2.1.3.** Crossbow (CB) – All crossbows must be in accordance with Flood City Bowmen club rules for use on club grounds.
- 3.2.1.4.** Freestyle (FS) – No mechanical release aids, shot with fingers, no limit on stabilizers, any sight. Sight may be moved during competition.
- 3.2.1.5.** Unlimited (UNL) – No limit on stabilizer or sight. Sight may be moved during competition. Shot with release aid.
- 3.2.2.** There shall be three (3) categories for each of the five (5) shooting styles defined above.
- 3.2.2.1.** Male adult (M) – age 18 or older at the start of league.
- 3.2.2.2.** Female adult (F) – age 18 or older at the start of league.
- 3.2.2.3.** Youth (Y) – male or female, under age 18 at the start of league.
- 3.2.2.3.1.** If a youth starts the league at age 17 and has his/her 18th birthday during the league, he/she finishes the league as a youth.
- 3.2.3.** Once a shooter begins the league in a division, he/she must complete the league in that division.

3.2.4. Shooting division chart.

	Male	Female	Youth
Barebow	M-BB	F-BB	Y-BB
Bowhunter	M-BH	F-BH	Y-BH
Crossbow	M-CB	F-CB	Y-CB
Freestyle	M-FS	F-FS	Y-FS
Unlimited	M-UNL	F-UNL	Y-UNL

3.3. Shooting times.

3.3.1. Competitive shooting will start at 7:30 PM on the designated night (Monday and Tuesday).

3.3.2. There will be absolutely no practice shooting after 7:25 PM, according to the league clock.

3.3.3. A shooter arriving after 7:30 PM must begin shooting before both competing teams have completed one (1) full game in order to participate. The opposing team captain or representative will verify the latecomer's eligibility to shoot.

3.3.4. The Governing Body may allow a shooter to begin shooting for score prior to 7:30 PM, due to special circumstances, in which case:

3.3.4.1. Shooting for score may begin no earlier than 7:00 PM.

3.3.4.2. Another league shooter must verify the score.

3.3.5. Shooting nights that are canceled will be made up within two (2) weeks. Officers of the night missed will decide the make-up date.

3.4. A score shall be considered shot in competition:

3.4.1. If shot on the shooter's regular night (Monday or Tuesday) during the times listed above.

3.4.2. If shot during league, but not on the shooter's regular night (Monday or Tuesday):

3.4.2.1. Score must be shot prior to the shooter's regular night (for example, a shooter cannot make up his Monday night score on the following Tuesday).

3.4.2.2. The score must be verified by another league shooter.

3.5. Shootout scores.

3.5.1. Shootout scores shall no longer be used (except the required three (3) qualifying scores noted above prior to start of league).

3.6. Individual handicap based system.

3.6.1. Calculate the individual shooter's average:

3.6.1.1. For the first week only – the shooter's average score used to set up teams (round to nearest whole number).

3.6.1.2. For the second week only – the shooter's average will be calculated using the first week's score (do not round). If the shooter is absent the first week, the average shall be calculated as defined in 3.6.1.1.

3.6.1.3. For the third week – the shooter's average will be the average of the shooter's actual scores from the first and second weeks (do not round). If the shooter is absent both the first and second weeks, the average shall be calculated as defined in 3.6.1.1. If the shooter is absent either the first or second week, the average will be calculated using the score from the week the shooter actually shot.

3.6.1.4. For remaining weeks – the shooter's average will be the average of the last three (3) actual scores shot in competition (do not round).

- 3.6.2.** Subtract calculated average from 600 to normalize the average to a 600 score (do not round).
- 3.6.3.** Multiply difference (normalized amount from 3.6.2 above) by 75%, making the shooter's handicap 75% of the difference between his/her average and a perfect score (do not round).
- 3.6.4.** Divide amount from 3.6.3 (75% figure) above by four (4) to determine the handicap per game. Do not round – drop the decimal places.
- 3.6.5.** Example (Shooter 3 on attached sample score sheet):
- 3.6.5.1. Three (3) previous scores of 570, 546, & 568 = 561.333 average (do not round).
 - 3.6.5.2. 600 (perfect score) – 561.333 (average) = 38.666 difference (do not round).
 - 3.6.5.3. 38.666 (difference) X 0.75 (75%) = 29.00 total handicap (do not round)
 - 3.6.5.4. 29.00 (total handicap) divided by 4 games = 7.25 handicap per game.
 - 3.6.5.5. Handicap = 7 (drop the decimal places – do not round).
- 3.7. Scoring.**
- 3.7.1.** The Secretary for each night (Monday and Tuesday) shall calculate the handicap for each shooter and enter those figures on the score sheet.
- 3.7.2.** A shooter's actual score shall be entered on the score sheet for each end.
- 3.7.3.** At the end of each game, the shooter's handicap as calculated above shall be added to the shooter's actual score (sum of 5 ends) to determine the score used for calculation of the team score. This is the *handicap adjusted score*.
- 3.7.4.** The sum of the highest four (4) individual handicap adjusted scores for each team shall be the team score for each game, used to determine winner of each team game competition.
- 3.7.5.** In the event of a tie, the fifth highest handicap adjusted score from each team in competition shall be used as a tiebreaker, provided both teams have five (5) members. If the scores remain tied, the sixth highest handicap adjusted score shall be used, and so forth. In the event all of a (or both) team's handicap adjusted scores are used and the score remains tied, the final result shall be a tie.
- 3.7.6.** A shooter's handicap adjusted score for any game shall not exceed 150.
- 3.7.7.** The shooter's actual score (without handicap) shall be used for:
- 3.7.7.1. Calculation of the shooter's average.
 - 3.7.7.2. Determining awards.
 - 3.7.7.3. Publication in the newspaper and/or the club website.
- 3.8. Absentee scoring.**
- 3.8.1.** Calculate the individual shooter's absentee average score:
- 3.8.1.1. For the first week only – the shooter's average score used to set up teams (round to nearest whole number).
 - 3.8.1.2. For the second week only – the shooter's average will be calculated using the first week's score (do not round). If the shooter is absent the first week, the average shall be calculated as defined in 3.8.1.1.
 - 3.8.1.3. For the third week – the shooter's average will be the average of the shooter's actual scores from the first and second weeks (do not round). If the shooter is absent both the first and second weeks, the average shall be calculated as defined in 3.8.1.1. If the shooter is absent either the first or second week, the average will be calculated using the score from the week the shooter actually shot.
 - 3.8.1.4. For remaining weeks – the shooter's average will be the average of the last three (3) actual scores shot in competition (do not round).

- 3.8.2. Divide shooter's average by four (4) (round to nearest whole number) to determine shooter's average per game.
- 3.8.3. Enter shooter's average per game into the score sheet in lieu of actual scores.
- 3.8.4. Calculate shooter's individual handicap as defined in 3.6 above.
- 3.8.5. Sum of shooter's average and individual handicap shall become the shooter's handicap adjusted score, to be used for team score as defined in 3.7.4 through 3.7.6 above.
- 3.8.6. The shooter's absentee scores shall not be used in calculation of future averages or for determining awards.
- 3.8.7. Any shooter missing three (3) consecutive nights without an adequate excuse may be dropped from the league at the discretion of the Governing Body. League officers should try to make contact with the person not showing up.
- 3.8.8. In the event that no team members are present, the absentee team may only win a maximum of two (2) games for that night.
- 3.9. Sample - see attached sample score sheet.
- 3.10. Miscellaneous.
 - 3.10.1. Rounding averages (handicaps are *not* rounded).
 - 3.10.1.1. If the decimal is less than 0.5, round down to the nearest whole number.
 - 3.10.1.2. If the decimal is equal to or greater than 0.5, round up to the nearest whole number.
 - 3.10.2. Team captains will make sure score sheets are completely filled in at the end of each night.
 - 3.10.3. If an arrow bounces off a target or if an arrow passes through a target, the shooter shall be permitted to shoot one (1) more arrow during that end.
 - 3.10.4. If a shooter's tackle is damaged he/she shall have an opportunity to shoot one (1) end to correct the problem (Example: broken string, broken bow, broken release, etc.)
 - 3.10.5. If a shooter starts to shoot a score and quits, his/her average (defined in 3.8) above will be used for any incomplete ends and/or games.
 - 3.10.6. In case teams tie for first place at the end of league for a particular shooting night (Monday or Tuesday), a shoot-off shall be held on Wednesday or Thursday night of the last week of league, as determined by the officers of that night. The same handicap system as a regular shoot night shall be used.
4. **Championship Shoot-Off.**
 - 4.1. The Championship Shoot-Off between first place teams from Monday and Tuesday nights will be scheduled by the Governing Body each league.
 - 4.2. At least two (2) official scorekeepers are to be appointed by the officers, one (1) each from Monday night and Tuesday night, to score the opposing night's targets. Before an arrow is touched, the official scorekeepers will record the score on the score sheet.
 - 4.3. No score will be changed after the arrows are recorded.
 - 4.4. There will be no shootout scores accepted.
 - 4.5. Individual handicap for each shooter shall be calculated as defined above in 3.6. The Governing Body may include an additional handicap for the Championship Shoot-Off, if necessary.
 - 4.6. Scoring shall be done as defined above in 3.7, except that the Shoot-Off cannot end in a tie; see 4.8.
 - 4.7. Absentee scoring shall be calculated as defined above in 3.8.

4.8. In case of a tie in the shoot-offs, the team with the highest four (4) game team total, including the handicap is the winner. If this does not determine a winner, a fifth game will be shot that night under these same provisions.

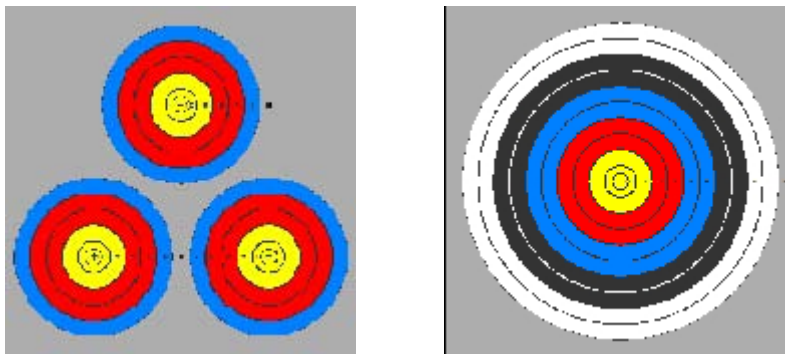
5. Awards.

5.1. Individual awards.

- 5.1.1.** A perfect end pin will be awarded for one (1) or more perfect ends, games, and/or scores.
- 5.1.2.** High individual average score awards for Barebow, Bowhunter, Crossbow, Freestyle, and Unlimited shooting styles will be given for Male, Female, and Youth categories.
- 5.1.3.** Awards shall also be given to both the senior male and senior female (60 years of age or older) with the highest average for each night, regardless of division.
- 5.1.4.** A 25 year participation award shall be given to shooters who have participated in league, with a bar to be added for every five (5) years thereafter.
- 5.1.5.** Two-thirds of the league nights (10 complete scores) must be shot in actual competition for a shooter to be eligible for individual awards.
- 5.1.6.** No absentee average scores will be considered when computing a shooter's average for individual awards.

5.2. Team awards.

- 5.2.1.** A team award will be given to first and second place team members as determined by the championship shoot-off (one (1) team from Monday night and one (1) Team from Tuesday night will receive an award) for each league.
- 5.2.2.** One half of the league nights (8 complete scores) must be shot in actual competition for a shooter to be eligible for team awards.



FLOOD CITY BOWMEN INDOOR ARCHERY LEAGUE - WINTER 2007 MONDAY NIGHT

TEAM 1						
Date	1/29/2007		Perfect 30s		Perfect 150s	
Team #	1	Name		Number	Name	Number
vs. Team #	2	Shooter 1				
Target #	3	Shooter 2				
Games	Won	Shooter 3				
	Lost	Shooter 4				
	Tied	Shooter 5				
		Shooter 6				
		Shooter 7				

League Fee \$ \$ \$ \$ \$ \$ \$

	Shooter 1	Shooter 2	Shooter 3	Shooter 4	Shooter 5	Shooter 6	Shooter 7
Handicap/game	0	1	7	7	7	16	18
<i>Game #1</i>							
Total							
Total+Handicap							

<i>Game #1</i>							
Total							

Tie-breaker
(5th score)

<i>Game #2</i>							
Total							
Total+Handicap							

<i>Game #2</i>							
Total							

Tie-breaker
(5th score)

<i>Game #3</i>							
Total							
Total+Handicap							

<i>Game #3</i>							
Total							

Tie-breaker
(5th score)

<i>Game #4</i>							
Total							
Total+Handicap							

<i>Game #4</i>							
Total							

Tie-breaker
(5th score)

Game #4							
Game #3							
Game #2							
Game #1							
Total Score							
Classification	M-UNL	M-UNL	M-UNL	M-UNL	M-UNL	F-BH	M-UNL

FLOOD CITY BOWMEN INDOOR ARCHERY LEAGUE - WINTER 2007 MONDAY NIGHT

INDIVIDUAL HANDICAP CALCULATION

	Shooter 1	Shooter 2	Shooter 3	Shooter 4	Shooter 5	Shooter 6	Shooter 7
Last 3 scores	599	594	568	560	550	500	495
	600	591	546	558	570	509	502
	599	593	570	565	568	520	514
Average	599.33	592.67	561.33	561.00	562.67	509.67	503.67

(do not round)

Subtract from 600	0.667	7.333	38.67	39	37.33	90.33	96.33
multiply by 75%	0.50	5.50	29.00	29.25	28.00	67.75	72.25

(do not round)

Handicap/game (divide by 4)	0	1	7	7	7	16	18
Average/game	150	148	140	140	141	127	126

(do not round - drop decimal places)
(used if shooter is not present)

NOTES:

*Average is calculated by adding the last three scores that the shooter actually shot in competition and divide by 3.

*Average/game is used if shooter is not present to shoot.

*Maximum individual handicap score cannot exceed 150.

*Ties are broken by using the 5th highest shooter's handicapped score. If tie remains go to next next highest score, etc.