

Fall Skeet League 2016

1. Fall Skeet League Schedule

Sign-up and the first week of shooting begins Sunday, August 21st, and ends Sunday, October 9th. League shooting starts at the same time as sign-up and continues for 8 weeks. The last week of league shooting is Sunday, October 2nd with the awards banquet being held on Sunday, October 9th.

2. Classes

Actual number of classes will be determined by the number of teams that sign up. We are targeting 3 to 4 teams per class.

The Skeet League Committee will make class assignments after the second week of shooting has been completed.

3. Points

Points are awarded for first round, second round, and total combined score. For classes with 4 or more teams, it's possible for a team to receive 9 points when they win the first and second rounds, and have the highest combined score. For classes with 4 or more teams, points are awarded as follows.

Placement	First Round	Second Round	Combined Score
1st Place	3 Points	3 Points	3 Points
2nd Place	2 Points	2 Points	2 Points
3rd Place	1 Point	1 Point	1 Point
4th or below	0 Points	0 Points	0 Points

Classes with 3 teams score as follows.

Placement	First Round	Second Round	Combined Score
1st Place	2 Points	2 Points	2 Points
2nd Place	1 Point	1 Point	1 Point
3rd Place	0 Points	0 Points	0 Points

In case of ties, fractions of points may be awarded.

Note: Points will not be awarded until after the team's' class assignments have been made

4. Class Determination

Classes will be determined from total number of teams and raw target counts of teams.

Number of classes will be calculated from (if possible) even numbers of teams.

Example: We have 6 teams sign up. We will have two classes of 3 teams each.

If teams cannot be split evenly into classes, extra teams will be put into whichever class is closest to their qualification.

5. Absent or Missing Shooters/Teams

If an individual shooter misses a week, he/she will be given his/her average minus 10% for the first absence, and minus 25% for any further absences.

If a shooter appears at the club and is physically able to, but declines to, shoot for the week, they will be given a 0 score.

If no team members shoot for their team in a given week, the team will receive a 0 score for the week.

6. Substitute Shooters

Substitute shooters are allowed based upon the following restrictions:

- No substitutes allowed the first two weeks or the last week.
- A shooter is allowed a substitute 2 times.
- A team may have no more than 1 substitution a week.
- Only league shooters may be a substitute.
- A shooter may substitute below his class. I.E. a class AA shooter may sub in class A.
- The lowest class may select a substitute from one class up.
- All substitutes must be declared and identified on the score sheet by writing the word SUB to the left of the absent shooters name. If a substitute is used, but not declared, the absent team member average, minus 25% will be used.
- Substitutes may be from the same team, but 10% will be subtracted from the substitute score. There is no such penalty for choosing a substitute that is not on your team.

7. Cost

Member	\$18.00 per week per shooter
Non-Member	\$27.00 per week per shooter

The weekly fee is payable whether the shooter shoots or not. Absent shooters will receive tokens for two rounds, which the shooter can use as they please.

8. EYE and EAR protection are mandatory.

Without both, you will not be allowed to shoot.

9. SHOOTING AHEAD is allowed.

Up to two banks can be shot and only the week prior to an absence.

Only two banks are allowed per league and shooters are allowed to shoot both if they will be absent for two weeks straight. Shooters are allowed only one make-up (i.e. didn't shoot for the week, and want to shoot for it after it has ended) which can only be used for week 1 and incurs a 10% penalty.

10. Replacement Shooters:

If a team needs to replace a shooter, all members from all teams within the class will vote on the replacement. Majority (over 50%) yes vote required for approval.

11. Skeet Machine Adjustments:

ONLY Members of the Skeet League Committee or persons assigned by the Skeet League Committee may make skeet machine adjustments.

12. Sign-up Sheet:

All teams must sign the sign-up sheet. This indicates that your team has read and accepted the league rules. Please include your phone number in case the Skeet League Committee needs to contact you.

13. PROBLEMS and PROTESTS:

Any unforeseen problems or protests should be presented to the Skeet League Committee. Resolutions are at the discretion of the Skeet League Committee. Remember, the Skeet League Committee members can be replaced.

14. Scoring:

You are allowed to score yourself or request to be scored. If there seems to be an abnormally high score and there are complaints, we may be required to score you for the remainder of the league, so please be courteous and honest.

