## Sootball Trap 2024 Rules

Note: Two birds awarded to winning team of each $3^{\text {rd }}$ to use in shoot-offs.
** ALL TEAMS HAVE 2 WEEKS TO CORRECT ANY SCORING ERRORS!

## IN SHOOT-OFF ROUNDS ONLY - MAXIMUM SCORE WITH HANDICAP WILL BE 23

1. Entry Fee: An entry fee of $\$ 125.00$ per team due by the third week of the league shooting. Any team that has not paid their entry fee by the third week may be removed from the league competition.
2. Weekly Fees: Each shooter will pay $\$ 13.75$ weekly ( $\$ 11.75$ member), rounds must be paid for before the team shoots. League scores to be shot on or before the date provided in league book. No Late Scores Accepted.
3. Handicap: The first round of league shooting will be shot with no handicap. That score will be used to determine each individual's handicap. Handicap is figured by subtracting the shooters average from 24 . The difference is then multiplied by $70 \%$ to determine what the handicap is. No score with handicap will exceed 24. **THE FIVE HIGH SCORES WITH HANDICAP WILL COUNT FOR TEAM COMPETITION. All league scores will count for handicap and average. After 3 weeks of shooting- depending on known ability, last years average and the first 3 weeks average- teams will be placed into divisions depending on the total number of teams.
4. Team Standings: Please note the predetermined schedule as to which two teams scores are competing against each other weekly. There will be 2 points given each week to the winning teams and if there is a tie between two teams, one point for each of those teams. Team standings, individual averages and handicaps will be posted in the clubhouse \& online within one week from the due date.
5. League Schedule: The league will last 21 weeks. The league is divided into three 7 -week thirds, the winning teams of each third will compete in shoot-offs at the end of the league. The $7^{\text {th }}$ week of each third will be a position night (POS), on position night, the team in first place will shoot against the team in second, the third against the fourth and so on. The teams still tied at the end of the position night will use the round they shoot for the next weeks league round to break the tie. At the end of the league, the first place teams from each third will be notified they are in the shoot-offs for the final league standings.
6. Blind Scores, Shoot Aheads and Substitutions: The blind score for an absent shooter will be 15 with no handicap, subs are allowed but the subs average must be no higher than that of the missing shooter. The maximum number of team members, including subs, is $\mathbf{1 0}$. Shooters may shoot as far ahead in the league as they would like.
7. Shoot Off's: Any team winning all 3 thirds will win first place, in this event, second place will be decided by a shoot-off of all teams placing second in each third. Each team will shoot 50 targets for shoot-off rounds (Using best 5 scores with handicap). If there is a tie for the winner in the final third, the teams tied will each shoot 50 targets, and the scores from the first 25 targets will determine the winner of the final third and the combined total of 50 will be used towards the final shoot off's against the winners of the $1^{\text {st }}$ and $2^{\text {nd }}$ thirds.
a. Team members must have 18 rounds shot by the last week of leagues in order to participate in shootoffs. As teams are only allowed up to 10 shooters, including subs, teams with 10 shooters are unable to use additional shooters in shoot-offs. In the event of an emergency where one of the 10 can no longer shoot, please notify the league secretary and we can replace the shooter in that event with a shooter with an established average that does not exceed the average of the shooter they are replacing. $* *$ Shooters are not allowed to sub for a team member if they are shooting for themselves on the team.
8. Awards/Banquet: There will be one place for every 4 teams in the league, the number of places for the league will be determined after the league schedule is set. Individual awards will go to High League Average \& Team High Gun. There will also be awards for High Lady and High Junior if there are more than 3 ladies or juniors shooting (juniors must be under 18). To be eligible for High Lady or High Junior the shooter must write their name on the outside of the league book under Junior or Lady Shooters before the $18^{\text {th }}$ week of the league. A league member must shoot all 21 weeks by the last week to be eligible for High League Average, Team High Gun, \& High Lady/High Junior Awards (18 weeks for Team Awards). Sponsor Trophies are available per request for an additional fee.(Must be present to win prizes \& shot 18 weeks)

## ALL LEAGUE ROUNDS MUST BE SHOT IN LEAGUE BOOKS PRACTICE ROUNDS ON PRACTICE SHEETS ONLY

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