



Billings Trap Club League Team Rules

1. FORMAT:

- Five shooters from a Team's roster will shoot 50 targets each week. 25 Targets from 16-Yard line on round one. Round Two will be shot from a Handicap yardage determined by that team's total target score from that night's round one. (See Earned yardage table on page 2)
- After Round 1 Teams must bring in score sheet to squad/cashier window to be handicapped for Round 2.
- Shooters must be placed on the squad in order of their personal average based on the beginning of the night average. Highest average on post one to lowest on post five. Shooters will remain at the same post for both rounds.
- Zero average: (1st time) shooters, without a previous score for that shooting year, must shoot post 2 & post 3 if two 1st time shooters, and etc. if there are more 1st time shooters.

2. TEAM TARGET BANKING:

- Teams may at **their option** bank targets for use at later date. This banking will **ONLY** be done on the opening weekend and will be done after they have shot their normal round to determine individual averages and will shoot the post according to the averages of the shooters shooting the teams target banking.
- The targets will need to be paid for at the time of banking.
- The night the team chooses to use these targets needs to be done before the night's shooting begins.
- The members that have shot this round will be unable to shoot as an alternate with any other team. Other members of the team that did not shoot may shoot as an alternate that night. Normal alternate rules apply.
- These Team Banked targets may be used in the regular season and only as team targets not individually.

3. FEES:

- The BTC Board will establish fees. They may include: BTC Membership, League Shooter fee, League Sponsor fee, and Target Fee.
- This weekly Team Target Fee is GUARANTEED by the team to BTC and shall be paid whether targets are shot or not (for all 5 shooters). If team is using banked targets they do not have to pay again for that night.

4. SCHEDULE:

- League shooting will start the first weekend of April barring conflict with Easter and end in August. Generally the shoot-off weekend is 1 week before the Labor Day weekend.
- The schedule is designed with a "bowling card rotation."
- Teams will be numbered at random.
- The schedule of pairings and times will be posted and copies distributed.
- Each week a Team's Captain must deliver Total target fees and their roster of 5 chosen shooters listed in descending average order, on the squad card provided, showing each shooter's average, to the League squad window, at least 15 minutes prior to scheduled starting time.
- Teams will shoot one round (25 targets) at their posted starting time and then their match or competing team will shoot one round. There will usually be two matches (4 teams) per trap so the team's 2nd round will be shot + or - 1 hour after starting time.
- If a team misses its starting time that round may be made up but only following all other scheduled rounds on that trap.
- If a shooter misses shooting with their squad, on round one, the score cannot be made up. They may however shoot with their squad as "practice" on post 5 on the second round. Their score will not count but since the post has to be paid in advance it is an opportunity to shoot the practice round. Make sure to tell the trap puller in advance not to score post 5 in that particular case.

5. POINTS:

- Each Post shoots "head to head" for 2 points (each post) = 10 Points (Ties Divide points)
- Total Team targets = 4 Points (Ties Divide points)
- Total points available each week = 14 Points

In Case of a team forfeit or a division that does not have an equal number of teams for a head to head competition; they will shoot against the Phantom team. The Phantom team scores will be determined by the nightly average by post pairing and the points be applied accordingly.

6. EARNED YARDAGE TABLE:

Team Total Targets = Earned Yardage (x2 based on 25 targets)

- Up to 169 = 16 Yards
- 170 to 175 = 17 Yards
- 176 to 180 = 18 Yards
- 181 to 185 = 19 Yards
- 186 to 190 = 20 Yards
- 191 to 195 = 21 Yards
- 196 to 200 = 22 Yards
- 201 to 205 = 23 Yards
- 206 to 210 = 24 Yards
- 211 to 215 = 25 Yards
- 216 to 220 = 26 Yards
- 221 to 250 = 27 Yards

7. ALTERNATES:

An ALTERNATE is anyone shooting for a team - not their own. Some teams have more than five shooters on their roster. A team, which does not have five members present, may use alternates to avoid forfeiting points. The League squad window may list those who wish to shoot as alternates for the convenience of those needing shooters. DURING THE REGULAR SEASON, members may shoot as alternates with the following restrictions:

- Cannot shoot for the team Matched against their team.
- May only post one 50-target score per day, including banked targets.
- Only two alternates allowed per team. However, because of the guaranteed target fee a 3rd & 4th alternate may shoot on POST 4 & 5 ONLY for an individual average score. It will NOT be calculated into overall team score.

8. SHORT SQUADS & OTHER EXCEPTIONS:

If fewer than (5) five shoot, the yardage will be figured as follows:

- If 4 shoot: (total targets divided by 4) X 5 plus 4
- If 3 shoot: (total targets divided by 3) X 5 plus 8
- Example: 4 Shooters shoot and their total targets are 160. $160 / 4 = 40 \times 5 = 200 + 4 = 204$ and that adjusted target total applied to the earned yardage table.
- Club Officers will decide rainout conditions and scoring discrepancies. If all teams have shot 25 targets, that score may be doubled and considered a complete night.
- If all have not shot 25 targets no scores will be recorded and those Matches rescheduled on a makeup day if the calendar permits.

9. DIVISIONS:

- Will be determined after shooting a set number of weeks. The Board of Directors determines this after knowing the number of teams shooting the league for the year.
- The team points will be reset if the number of weeks in the remaining season allows for all teams in a division to be matched against each other in competition.

10. SHOOTOFF DAY:

- Alternates, (maximum of 2) must be drawn at random for teams unable to field a full squad of REGULAR MEMBERS. Drawn by League clerks and available Directors in the fairest random method available given the pool of alternates.
- A "REGULAR MEMBER" must have shot at least 1/3 of the season for their team. All members must have shot 1/2 of the season plus one week to be eligible for individual awards such as High Average Adult Male, High Average Adult Female, High Junior and Most Improved shooter.
- Shoot off will be the same format as the normal nightly, with the exception that the team will shoot 50 16-yard targets and then will shoot the next 50 at the handicapped yardage based on the earned yardage table on this page.

Note: ATA rules as determined applicable will apply.

Revised March, 19 2016