



## 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: (1<sup>st</sup> time) shooters, without a previous score for that shooting year, must shoot post 2 & post 3 if two 1<sup>st</sup> time shooters and etc. if there are more 1<sup>st</sup> 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 will be applied accordingly.

## 6. EARNED YARDAGE TABLE:

Earned yardage will be calculated as follows:

- The averaged Team shooter score for round 1 plus 2 yards will be the yardage that team shoots from on the second (Handicap) round.

Example: On the 16 yard round, total Team targets hit are 100 out of the possible 125. 100 Team targets divided by 5 Team shooters is an average Team shooter score of 20. That average score of 20 plus 2 yards will place that Team at the 22 yard line for their second (Handicap) round of shooting that night.

- The minimum distance any Team may shoot from on their second (Handicap) round will be 18 yards.

Minimum Team 16 Yd Targets	Maximum Team 16 Yd Targets	Handicap Yardage
0	82	18
83	87	19
88	92	20
93	97	21
98	102	22
103	107	23
108	112	24
113	117	25
118	122	26
123	125	27

## 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 3<sup>rd</sup> & 4<sup>th</sup> 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 2
- If 3 shoot: (total targets divided by 3) X 5 plus 4

Example: 4 Shooters shoot and their total targets hit are 80.  $80 / 4 = 20 \times 5 = 100 + 2 = 102$  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 and how many total shooting weeks we will have.

Example: Our League has 18 Teams and we will shoot for 20 weeks over the League season.

We will form into 3 divisions of 6 Teams each, so 5 weeks will be required for each full division rotation.

By shooting the first 5 weeks to determine divisions, we will achieve 3 full division rotations over the course of the remaining 15 weeks of League.

- During the weeks shot prior to divisions being determined, no points will be earned. These weeks will be solely for the purpose of setting the divisions and calculating individual shooter averages.
- Divisions will be determined using the weighted average Team percentage for each Team. The calculation shall be total targets hit for all shooters on the Team roster divided by total targets possible for the same Team roster. This method assures that Teams are evaluated as fairly as possible for divisions regardless of the number of shooters on each Team roster or how many times each shooter has shot. Every effort will be made to place Teams in divisions that will prove to be competitive.

Example: A Team has 9 shooters on its roster and over the course of 5 weeks used to determine divisions, including some of them shooting as alternates, they shoot a total of 28 scores (50 targets/score) and hit a combined total of 1104 targets out of the possible 1400. Their weighted average Team percentage would be 78.86%.

- After divisions are set, the Teams in each division will shoot as many full rotations against the other Teams In Their Division as the weeks in the season allows.
- The Board reserves the right to review and, if necessary, make adjustments to the divisions after completion of the first full rotation.

## **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 page 2.

## **12. CONDUCT:**

- Shooters are expected to conduct themselves in a sportsmanship like manner. Any unruly or unsafe conduct, physical abuse, verbal abuse or threats of any type directed to shoot personnel, other competitors, or any other person, whether on or off the shooting line may result in being asked to leave the property and/or disqualification without refund.

## **11. FINAL AUTHORITY:**

- For matters not covered in this document, or ATA rules, BTC Board will have final authority. League members' suggestions and ideas over the years have resulted in positive changes and improvements to these League rules. Continuation of fair competition will always be the paramount concern of any changes to these rules. Any changes to the rules will be made effective at the beginning of the next League session – no changes will be made during a League in progress.

Note: ATA rules as determined applicable will apply.

Revised March, 6 2017