

N.S.T.A. Wednesday Night Trap League Rules

1. **League Night:** Shooting will begin every Wednesday night at 6:30 p.m.
2. **Teams:** Teams will consist of 5 or more members (only 5 will shoot). The 4 best scores (including target spot) in each sub-event, and combined scoring, will be used. All team members will be considered final by the 5th week of the league; including Designated Alternates.
3. **Designated Alternates:** Designated Alternates are extra team members for one team only. All Designated Alternates must be listed with the league secretary by the 5th week of league. Any changes to a team roster after the 5th week has to be approved by a special meeting of the Rules & Grievance Committee. A Designated Alternate must shoot in the league a minimum of 4 times in the prior 12 months to shoot the last night of league.
4. **Team Roster:** The Team Captain must notify the league secretary in writing (League@nvtrap.com) of any changes to the team roster prior to shooting. Should unexpected changes occur as the team goes to the line to shoot, team captain is to enter the shooters name on the squad sheet and notify the League Secretary of the change when turning in the sheet for posting. An unreported shooter's scores will not get recorded. The team's standing will be scored on the remaining team members only, retroactively adjusting other team standings, as applicable. Averages will be corrected as needed. Teams may also be subject to disqualification if a change in team personnel is not reported prior to points being awarded.
5. **Substitutes:** If all team members are not present at the scheduled shooting time, a sub may be used. If a sub has been properly qualified, the sub will receive a target spot like a regular team member. The team pays a sub's shooting fee. A team in any position may not use a sub in the last 4 weeks of league, or on any position night. A team may never use more than 2 subs on any one night and a sub may shoot for only one team per night.
6. **Qualifying Shooters:** To receive the proper target spot, each shooter must have shot one round of 25 targets from the 16-yard line and one round from the 20-yard line before the first night of a league begins. Shooters who have competed in a league(s) during the previous 2 years and are on record with the league secretary are not required to requalify. For initial qualification, the shooter must inform the scorekeeper on the practice field at the beginning of the round that this is a league qualification. The scorekeeper will take the shooter's name in full and place a "Q" by the name. These scores will be given to the league secretary and will determine the shooter's target spot for the first night he/she shoots in league. A running average of each night's scores will be kept starting with the first night of league to determine each shooter's target spot thereafter.
7. **League Fees:** The nightly fee is \$24.00 per team member. Junior fee is \$19.00 per night. This nightly fee pays for targets, scorer, and secretary costs. The nightly fee is due in full each night. It is the responsibility of the team captain to collect from his or her team members and present the fee to the league secretary before they shoot the first round each evening. If paying weekly, all fees must be paid prior to the last 2 weeks of the current League. However, payment in full at the beginning of league is preferred. On 10 week Leagues full payment is \$240 per person. On 12 week leagues full payment is \$288 per person. Fee for Juniors under 18 or 18 and still in High School is \$19.00 per night. (10 week league full payment is \$190 & 12 week league full payment is \$228. Nightly points will not be awarded to any team whose fees are in arrears unless payment arrangements have been approved by League Secretary.
8. **League Schedule & Format:** Teams will be scheduled to shoot at the same time as their opponents on adjacent fields. All teams shoot their 16-yard round first, and then all teams will shoot their second round from a longer yardage. Second round yardage distance will be 20 yards for all teams the first 2 weeks of league. Starting the 3rd night of league, yardage will be determined by the team's placement in the overall standings. The top 20% of the teams will shoot their second round from 27-yard line. The next 20% from the 25-yard line; the next 20% from the 23-yard line; the next 20% from the 21-yard line; the final group from the 19-yard line. In case of ties, yardage assignments will get determined/divided by lot-draw so that each yardage group balances with the same number of teams. A schedule will be out by the 3rd night of league giving shooting times, fields, and opponents.
9. **Scoring:** The Team Captain/Squad Leader is responsible for making sure any "mark over" scores are clarified by the scorekeeper with the word "Dead" or "Lost"; written for the mark over. Targets not properly clarified will be deducted from the total score as per ATA rules.

10. **Rules & Grievance Committee:** During the 2nd night of each league, the names of 5 shooters will be randomly drawn from all league members. This committee will hear all complaints and make all final decisions on reported rule infractions.
11. **Blinds:** If a team is missing a shooter they may elect to use a blind. A blind consists of the absent shooter's average, minus 2 targets after the spot points have been added to each sub-event, and minus 4 targets after spot points added on the total. Any shooter using a blind must have shot at least half of the prior league nights. Blinds may be used for a shooter two-weeks in a row, but then must return and shoot at least one night before a blind option is used again.
12. **3 Member Nucleus:** A minimum of 3 regular or Alternate team members must be present to enter a score and win points. A team is not allowed to use over 2 subs, 2 blinds, or combination thereof. If the 3-member nucleus minimum is not met, the opposing teams points will be determined as stipulated below for an Easy 5 / No Show team. (Note: Less than a 3-member nucleus team is deemed a No Show). Designated Alternates are considered nucleus team members.
13. **"No Shows" or "Easy 5":** If the team you are scheduled to shoot against cannot post a score, or you are scheduled against an Easy 5, your team's points will be determined by "drawing" a competitor from the teams scheduled to shoot in the same time slot. Points will be calculated against the drawn team in the same manner they would have been against your scheduled opponent.
14. **Point System:** Each night it will be possible for a team to win up to 5 points. Two points will be awarded in each sub-event and 1 point on total. In event of ties, points will be split.
15. **Target Spot System:** Shooters with an average of 24 or better, from 16 yards, will shoot scratch. Shooters with averages less than 24 will subtract his or her average from 24 then multiply the difference by 90%; Shooters with an average of 23 or better, from Handicap, will shoot scratch. Shooters with an average of less than 23 will subtract his/her average from 23 and multiply the difference by 90%. All decimals are rounded off. On the total 50, the spot is figured the same way with shooter's average being subtracted from 47. The maximum score allowed with a target spot is 24 for 16-yard, 23 for HDCP or 47 for combined.
16. **Team Missing Assigned Time:** Teams missing their assigned shooting time will forfeit that sub-event (2 points) and the point for total. No early or late make-up!
17. **Team Member Arriving Late:** If a team member arrives late and his blind is being used, he may still join the team if they have not fired at their first target on the second station. Otherwise, the blind will be used for the 16-yard portion and the shooter may join his team for the second round. No early or late make-up! If a sub or designated alternate is shooting in place of the regular team member that individual must complete both rounds of shooting. No mix of individuals is permitted.
18. **Trophies:** Team trophies will be given for each 4 teams entered (20 teams means 5 places, etc.). Total points determine placement; each team will drop one night's points (one grace night). Ties for Champion will be shot off; other ties are determined by the total combined score used to calculate that night's points (top 4). Should a tie still exist all combined scores (5) will be used; ongoing ties will be shot off.

**IMPORTANT NOTE!! ANY INFRACTION OR SITUATION NOT SPECIFICALLY ADDRESSED BY
A LEAGUE RULE WILL FALL UNDER RULINGS AS SET FORTH BY THE
AMATEUR TRAPSHOOTING ASSOCIATION (A.T.A.)**

AWARDS PRESENTATION AFTER LAST NIGHTS SHOOTING!!