

ROCHE-A-CRI BOWMAN, INC.
LEAGUE RULES
EFFECTIVE MAY 1, 2013

TEAMS

- (B) 1. All team members must be current, paid members of the Roche-A-Cri Bowman, Inc. Memberships must be paid prior to league shooting or on the date specified by the indoor or outdoor league chairman.
- (B) 2. Teams will consist of five regular members and a maximum of two listed substitutes.
- (B) 3. In the event that 5 members are not present, the team may shoot with a minimum of 3 members without forfeiting. The score to be used for the absent members will be the highest three-week average of the regular members, substitute's scores will only be used when the substitute shoots.
- (B) 4. Averages of absent members will be used for scoring. The average may be used two **CONSECUTIVE** times, the third consecutive miss the average minus 10 points will be used. For more than three misses a score of zero will be used. Absentee scores will not be used for individual averages.
- (B) 5. Members who have no team to shoot with, or from teams that withdraw from league, will be placed on a team by the league chairman.
- (B) 6. Additional new teams may be registered as long as arrangements can be made. A new team must take a loss for each night that has already been shot.
- (B) 7. Team placement of members can be changed with a majority vote of all team captains.
- (XB) 8. Club members may participate in outdoor archery league with a crossbow if they are 65 years old or older, or possess a Wisconsin DNR handicap crossbow permit.

SPONSOR FEES

- (B) 1. Sponsor's fees will be \$35.00 per team.
- (B) 2. Sponsor's fees will be used for trophies and patch awards.
- (B) 3. Sponsor's fees will be paid by the third night of league shooting or the team will forfeit all prior shoots.
- (B) 4. Team captains will be responsible for sponsor's fees.

SHOOTING FEES

- (B) 1. Shooting fees will be \$5.00 per shooter **AND** absentee score used per week. Team captains are responsible for total shooting fees to be paid weekly. A one-week grace period for shoot fee payment is allowed, if shoot fees are not paid after one week, that night's scores do not count.
- (B) 2. Any archer still in school (grade 12 down) will pay a \$2.00 shooting fee.
- (B) 3. The first night of league shooting, all archers will pay first and last night's shooting fee to allow for the one-week shoot fee grace period.
- (B) 4. The first night of league shooting, all archers will pay a \$5.00 secretary fee.
- (B) 5. All shooters are responsible for a shooting fee each and every week **regardless** of whether they shoot or not, unless a team substitute shoots in their place.

EQUIPMENT

- (B) 1. A bow's draw weight will be adequate to safely propel the arrow to the target.
- (B) 2. Scope, laser, or magnifying sights are not allowed in league.
- (B) 3. Range finders other than the sights, are not allowed in league.

- (B) 4. Stabilizers or attachments may not extend more than 12 inches from the face of the threaded attachment area intended for stabilizers by the original manufacturer, on the back of the bow. **(SEE APPENDIX I)**
- (B) 5. Sight pin face may not be more than 6 inches from a point perpendicular on the back of the bow. **(SEE APPENDIX I)**
- (B) 6. Releases may be used for league shooting.
- (B) 7. Compound bow weight is to be judged by the peak draw weight point.
- (OD) 8. Legal broadheads or legal size practice heads may be used. They must measure 7/8" inch to 1-1/2" inches wide.
- (ID) 9. Any type of arrow may be used as long as its point is a field or target type.
- (B) 10. In case of equipment failure while shooting, the archer may continue the round if it can be repaired in a reasonable time that same evening. If failure cannot be repaired, the score shot until the point of failure will be used with the option of keeping the score for the last arrow shot prior to the failure.
- (ID) 11. Indoor score for equipment failure will be based on the number of arrows left at the yardage being shot when the failure occurs (with or without option arrow) times 10% of the three week average for that yardage plus the three week average for remaining yardages, and the scores shot up to the point of failure.
- (OD) 12. Outdoor score for equipment failure will be based on the score shot up to the point of failure (with or without the option arrow) plus the three week average divided by 14 for a per target score for targets not shot.
- (XB) 13. Minimum draw weight for crossbows is 100 pounds.
- (XB) 14. All crossbows must have a working safety.
- (XB) 15. All crossbow arrows (bolts) will be a minimum of 14 inches long.
- (XB) 16. Open or magnified sights are allowed. No light projecting, laser, sights are allowed.

SCORING-RANGE-TARGET RULES

- (B) 1. The handicap system will be in effect the first night of shooting. See HANDICAP section.
- (B) 2. For the first three weeks if teams have less than five registered shooters, they will use a blind score for absent members. The team must have at least three shooters. **Blind scores for indoor league will be 120 points with no handicap and 140 points with no handicap for outdoor league.**
- (ID) 3a. Indoor arrows will be scored as they are positioned in the bunk, and must be touching the line to score the higher score.
- (OD) 3b. Outdoor arrows must cut the line (not necessarily through the entire width of the line) to score the higher score.
- (B) 4. Matches are scored team versus team with one point to the winner and none for the loser.
- (B) 5. An archer's three-week running average is only affected by the following equipment changes: barebow to sights or fingers to release. The yearlong average continues regardless of equipment changes.
- (OD) 6. Target scores are as follows: 15-heart, 10-lungs, 5-rest of target, 0-ears, horns, and tail.
- (OD) 7. If a zero is shot with the first arrow, a second arrow will be shot with the following scores: 7- heart, 5-lungs, 2-rest of target. No more than 2 arrows may be shot.
- (ID) 8. Target scores are as follows: 5-heart, 4-lung, 3-rest of indicated area.
- (ID) 9. The indoor round will be a 30 arrow round. Two arrows per end and ten arrows per game. You will shoot from the 10, 15, and 20-yard lines.
- (ID) 10. Two-arrow warm-up will be allowed from the 10-yard line. There will be no other practice allowed after the time scheduled for the first teams shoot.

- (ID) 11. Various targets will be used. All shooters will use the same type of target and finish the round in the same lane as the round was started in.
- (ID) 12. No one but scheduled shooters are allowed on the shooting line.
- (ID) 13. Both feet must be **BEHIND** the shooting line. Arrows are to be nocked only when all people are behind you.
- (ID) 14. There will be two scorekeepers from each team, one caller and one writer, scoring the opposite team's targets and recording separately then comparing scores prior to shooters being allowed to approach the bunks. If a score is so close as to be questionable, the higher of the scores is to be awarded. Team captains are responsible for filling in the books after shooting. Team captains must sign the other team's book if the scoring is agreed upon. Shooters must remain behind the foul line until scorekeepers are finished.
- (ID) 15. Arrows shot into the wrong target are scored a zero. When this error occurs, the arrows are to be pulled before allowing the archer to shoot the correct target.
- (ID) 16. No archer may alter their target or the bunk by any means for the purpose of obtaining an aiming spot. All animal targets will be oriented horizontally or vertically, to match the intent of the manufacturer of the target. The archer may have only the two holes from the allowed warm up in his target prior to shooting for score.
- (OD) 17. All shooting will be done from behind the stake or mark, and the archer must shoot from the spot the stake is positioned. No courtesy step from the stake is allowed. Shooting positions are to be changed each week. **(This does not apply to tree stands or other elevated shooting positions.)**
- (OD) 18. Each shooting group should have one score caller and one scorekeeper, the same person should not do both. These jobs will be rotated among the group after each target.
- (OD) 19. There should be no more than 4 archers per group.
- (B) 20. In case of a team forfeiting or dropping out, the opposing team shoots against the league average or bye. League average for bye or forfeit is the average of all team scores shot that night for the night minus 10 points.
- (ID) 21. No score with handicap will exceed 160 points.
- (OD) 22. No score with handicap will exceed 225 points.
- (ID) 23. Late arriving shooters will be given a 5 minute grace period from the scheduled shoot time to catch up with the 10 yard line scoring. If the shooter is later than 5 minutes, the average for yardage not shot will be used, then the shooter will continue **without** the two-arrow warm-up.
- If the shooter is late on the first night of league, the blind score of 120 will be divided for 40 points per yardage missed.
- (XB) 24. Crossbows will only be loaded and cocked at the shooting point.
- (ID) 25. Witnessed bounce outs, believed to have hit the target in the scoring area, shall be re-shot.
- (ID) 26. A dropped arrow is one that falls from the archers bow, or is misfired, or dropped when transferred from the quiver. If a dropped arrow can be retrieved while the archer's feet remain behind the shooting line, it can be shot with no loss of score. If it cannot be retrieved, no score will be awarded the arrow.
- (ID) 27. A Robin Hood arrow must remain embedded to score both arrows. Embedded arrows that fall apart prior to being scored will only be scored for the arrow that remains in the target.
- (ID) 28. A glance out is an arrow that strikes the previously shot arrow. Glance outs will be scored where they end up.

HANDICAP

- (B) 1. The handicap system will be in effect the first night of shooting.
- (B) 2. Rolling handicap is based on the previous three weeks of shooting.
- (OD) 3. An archer will receive a handicap of 80% of the difference between his average and 210 which is

- added to the scratch score. The rolling average is based on the last three scores shot.
- (ID) 4. An archer will receive a handicap of 80% of the difference between his average and 150 which is added to the scratch score. The rolling average is based on the last three scores shot.

SCHEDULES AND SHOOT-OFFS

- (B) 1. League winner will be the team with the best win loss record, second place will have the next best win loss record, and third place will have the third best win loss record.
- (B) 2. Ties will be determined by shoot off. First place tie loser will be awarded second place. The next best record will be third place. Ties for second and third place will be handled in a similar fashion. The shoot off will be held the first Tuesday after league is finished or when a mutual agreement by captains of all teams involved and the league chairman set a time and date.
- B) 3. Scorekeepers in shoot-offs will be league members from teams not involved in the shoot off. The League chairman is responsible for assigning scorers.
- (OD) 4. All shoot-offs will be a 14 target round.
- (B) 5. Handicap for all shoot-offs will be based on the previous three weeks scores.
- (OD) 6. Shooting time starts at 4:30PM.
- (OD) 7. Rain dates will be shot the following night. If an archer is partially done he may come off the range and shoot the remaining targets the following night. If an archer has already finished the round, his score counts and he cannot shoot the following night for league score.
- (ID) 8. Starting times will be determined by the number of teams involved. The league chairman will notify the captains and the captains will notify team members.
- (B) 9. In case of inclement weather, the league chairman will notify the team captains and the captains will notify team members.
- (B) 10. Cancellations will be made up as determined by the league chairman.

TROPHIES AND AWARDS

- (B) 1. In case of ties of high scratch, or top 10 average, duplicate trophies will be awarded.
- (B) 2. High game scratch trophy winner can also qualify for the high average trophy.
- (B) 3. Each participant will receive a shoulder patch with bars awarded for the following outdoor league scores: 80,100,120,140,160,180,200, and 210. Bars will awarded for the following indoor league scores: 100, 110, 120, 130, 140, and 150. Only scratch scores will be used for these awards.
- (B) 4. Trophies: top ten high averages, first place sponsor and seven individual team member trophies, second place sponsor and seven individual team member trophies, third place sponsor and seven individual team member trophies, and individual high team average. All sponsors will receive a participation award.
- (B) 6. In order to qualify for top ten trophies, a person must shoot 2/3's of the regular league schedule.
- (B) 7. A plaque will be made with the names of anyone shooting a perfect scratch score. This plaque will stay in the clubhouse. A high scratch trophy is only awarded once, then the year that this is repeated by that member is added to the main plaque.
- (XB) 8. Top average awards will be based on a 3-6-9 system. Team trophies will be given for first, second and third place.

CHAIRMAN DUTIES

- (B) 1. To organize archers and teams with the guidance of league rules.
- (B) 2. In case of shoot cancellation, to notify team captains, team captains to notify team members.
- (B) 3. To pass on to club president all protests.

- (B) 4. To collect all score cards or score books and all shooting fees and keep a record of all members paid or not paid. To collect all sponsor's fees and record them. The score cards or score books will be turned in to the league secretary, shooting fees and sponsor's fees will be turned in to the club treasurer.

SECRETARY DUTIES

- (B) 1. To keep averages of all shooters, teams, and their standings.
- (B) 2. To place team standings in the newspaper and keep score records in order. The newspaper will be given the following information by the league secretary weekly: team standings, 3 high individual scratch scores, 3 high individual handicap scores, 3 high scratch team scores, 3 high handicap team scores, and top 20 shooters.
- (B) 3. Averages and team standings are to be typed.
- (B) 4. Each league archer shall pay a \$5.00 secretary fee. These fees will compensate said secretary for **all** costs incurred in record keeping.
- (B) 5. Set up schedules for team's opponents and for indoor league, and the times matches begin.

RULE CHANGES AND VIOLATIONS

- (B) 1. Any member that would like a rule changed must submit in writing and signed, a copy of their change, to the president of the Roche-A-Cri Bowman, Inc. The president will then put the proposed change before the board of directors. All officers and board members must vote on the change. A simple majority is needed to change any rule.
- (B) 2. Any and all protests must be filed in writing within 24 hours with the league chairman, who must then pass it on to the board of directors.
- (B) 3. If a protest is filed against any member of the club's governing body, that member will not be allowed to vote on the protest.

- (B) Pertains to both indoor and outdoor league
- (ID) Pertains to indoor league only
- (OD) Pertains to outdoor league only
- (XB) Pertains to crossbows in outdoor league only.