

The Villages Archery League

Rules and Procedures

1. General

- 1.1. Overview - The Villages Archery League provides a format for friendly competition for Villages archers. The league consists of an even number of teams who compete each week in a head-to-head format. Handicaps are employed to level the competition. Teams are formed in a way that ensures teams will be balanced skill-wise. The league runs for 12 weeks. Generally, matches are completed head-to-head on Monday morning starting at 10 A.M., or some other time as determined at the start of the season, however any archer may choose to shoot their round later in the week, provided all rounds are completed by the following Saturday evening. Match rounds may also be shot ahead of time when needed. Points are awarded on both team and individual levels, as are awards at the end of the season.
- 1.2. Fees - A league fee of \$10 per archer shall be collected prior to the end of the second week of league shooting. Team Captains are responsible for collecting and submitting the team's fees to the League Commissioner. The collected funds shall be used for end-of-season awards.

2. Administration

- 2.1. League Commissioner shall have the following responsibilities:
 - 2.1.1. Create a list of league participants.
 - 2.1.2. Define league start date and time.
 - 2.1.3. Collect league fees from the Team Captains.
 - 2.1.4. Distribute the end-of-season awards.
 - 2.1.5. Serve as tiebreaker on votes by the rules committee.
- 2.2. League Secretary (may be the same person as League Commissioner) shall have the following responsibilities:
 - 2.2.1. Run the program that maintains handicaps, schedules, pairings, and results.
 - 2.2.2. Communicate the reports to league members and post the documents on the Paradise Range bulletin board.
 - 2.2.3. Order and install the plaques and plates to be mounted inside the Paradise Range clubhouse and outside on the north wall.
 - 2.2.4. Update the rules document whenever changes are approved by the Rules Committee.
- 2.3. Team Captains – A Team Captain shall be chosen by each team, by default the top shooter, and shall have the following responsibilities:
 - 2.3.1. If the team has extra archers, provide a list of which team member(s) will be off for each week of the season to the League Secretary at the start of the season.

- 2.3.2. Manage the team lineup throughout the season and communicate any needed changes to the League Secretary as soon as those changes become known.
 - 2.3.3. Obtain a Substitute (see 3.8) in the event one of his team members is unable to shoot as scheduled.
 - 2.3.4. Serve as member of the Rules Committee representing his or her team.
- 2.4. Rules Committee – The Rules Committee shall consist of the Team Captains and the League Commissioner. Captains shall represent their teams and vote on any rule change proposals with a simple majority required to approve a change. The League Commissioner shall serve as tiebreaker.

3. Rules

3.1. Game

- 3.1.1. Team matches shall be a head-to-head competition consisting of a fixed number of members from each team, designated A, B, C, etc., in order of increasing handicap.
- 3.1.2. The standard form of competition shall be one of the following:
 - 3.1.2.1. 600 Round - Matches will be shot in 4 ends of 5 arrows at each of 60, 50 and 40 yards on a 122cm target for a total of 60 arrows, and a Round Maximum of 600 points.
 - 3.1.2.2. 300 Round – Matches will be shot in 12 ends of 5 arrows at 20 yards on a NFAA Indoor 5-Spot or 1-Spot target, and a Round Maximum of 300 points.

3.2. Handicaps – Handicaps shall be based on the difference between the archer’s average score and the maximum possible score. The average used to calculate the handicap depends on whether the archer has an established handicap as follows:

- 3.2.1. Established Handicap – An archer with 6 or more valid scores will have an established handicap. A valid score is either a league match score or a pre-season non-match score, including league scores from the prior season and tournament scores if needed. Handicap will be based on the average of the 5 best scores out of the 6 most recent valid scores.
- 3.2.2. Preliminary Handicap – If necessary, an archer who has fewer than 6 valid scores prior to a match has a preliminary handicap. In this case, the archer’s handicap will be computed after that match, including that match score to compute the average. Further, the number of best scores used for average will be ramped up according to the following schedule:

Number of Valid Rounds	Number of Best Rounds Used for Average
1	1
2	1
3	2
4	3
5	4
6	5

3.2.3. The following examples demonstrate the process:

- 3.2.3.1. A new archer with 0 valid scores: Handicap will be based on the score for that round.

- 3.2.3.2. An archer with 4 valid scores: Handicap will be based on the average of the 4 best scores among that round and the 4 previous scores.
 - 3.2.3.3. An archer with 6 valid scores: Handicap is the posted established handicap for that archer.
- 3.3. Points – Each team match point total is determined as follows:
- 3.3.1. Each of the individual matches is worth 1 point to the archer who shoots the higher score including handicap.
 - 3.3.2. The team match is worth 1 point to the team with the most total match points out of the four individual matches.
 - 3.3.3. In the event of a tie in an individual match or in the total team match, or if both archers in an individual match shoot a net score of the Round Maximum or better, ½ point shall be awarded to each archer or team.
- 3.4. Scheduling and Shooting – The process for scheduling and completing matches each week of competition shall conform to the following deadlines:
- 3.4.1. By Saturday Evening – The League Secretary shall complete the reports containing the previous week’s results and the following week’s match pairings and both email them to league members and post them on the Paradise range bulletin board. The report shall contain the following information:
 - 3.4.1.1. Current team and individual standings.
 - 3.4.1.2. Current leaders in the competition for high individual actual and net scores and high team actual and net scores.
 - 3.4.1.3. Results of the previous week’s matches.
 - 3.4.1.4. Head-to-head pairings for the following week.
 - 3.4.1.5. Summary of previous round data for all players.
 - 3.4.2. Prior to Monday Morning Matches – As a courtesy to your opponent, if you choose to not shoot your scheduled match on Monday morning for whatever reason, you should contact your opponent, or someone who will be able to convey your message, that you won’t be shooting, or that a sub will be shooting in your place.
 - 3.4.3. Monday Morning – Preferably, all matches will be shot. However, if one or both archers are not present on Monday morning, the match may either be re-scheduled for later in the week or both archers must shoot a verified round sometime during the week per the Verified Round rule (see 3.5).
 - 3.4.4. No later than the following Saturday Evening – All Team Members complete their scheduled matches and deposit their scorecards in the designated slot inside the range clubhouse. Alternatively, photos of scorecards or electronic scorecards may be emailed to the League Secretary. Team Captains notify the League Secretary of any changes in team lineup for the following week from that defined at the start of the season. **Note:** archers are encouraged to complete their rounds as early in the week as possible to allow for potential re-scheduling due to weather, equipment problems, etc.
- 3.5. Verified Round – A verified round is one that is shot without an opponent, but that is witnessed and verified by a fellow league member or club member aware of our rules.

- 3.5.1. A scheduled archer who does not shoot on Monday may instead shoot a verified round sometime during that week before the following Sunday evening.
 - 3.5.2. An archer who shows up on Monday morning without an opponent has the option of shooting a verified round at that time or later, at the archer's discretion.
 - 3.5.3. An archer shooting a verified round must declare that he/she is doing so prior to the start of the round.
 - 3.5.4. A verified round must be witnessed by a fellow league member who will witness and score the round and sign off on the completed scorecard.
- 3.6. Shooting Anomalies – In the course of completing a match, things don't always go according to plan. The following situations shall be scored as follows:
- 3.6.1. Arrow is dropped or misfired near the shooting line – if the arrow can be retrieved without completely leaving the pavement, it is not considered a shot, and may be re-shot. Since some of us may not be as limber as others, archers are encouraged to use some discretion in enforcing this rule to the letter.
 - 3.6.2. Arrow passes through or bounces off target – if the exact point of contact of the arrow can be determined to the satisfaction of both archers, the arrow shall be scored accordingly. Otherwise, the arrow shall be re-shot.
 - 3.6.3. Any arrow that misses the target and is not retrievable according to 3.6.1 shall be scored as a miss.
 - 3.6.4. Any arrow shot to a wrong target shall be scored as a miss.
 - 3.6.5. Any arrow not shot before both archers leave the shooting line to score the end shall be scored as a miss.
 - 3.6.6. In the event of injury or equipment failure after the start of a match, the match may be completed later that week by that archer. Any arrows shot before or during the injury or failure must be counted.
- 3.7. Pairings – Head-to-head pairings will be determined by a set schedule which will balance two goals: to minimize the handicap differential between the archers in an individual match, and to help ensure that each archer gets to shoot against as many other league members as possible. Examples of suggested schedule structures for 4-match leagues consisting of 4, 6 and 8 teams follow:
- 3.7.1. The following schedule shall be used for a 4-match, 4-team league:
 - 3.7.1.1. The first 4 weeks of the season, pairings will match A vs. A, B vs. B, C vs. C and D vs. D, with the fourth week being a position round.
 - 3.7.1.2. The next 4 weeks of the season, pairings will match A vs. B and C vs. D, with the fourth week being a position round.
 - 3.7.1.3. The final 4 weeks of the season, pairings will match A vs. A and B vs. B, with the final week being a position round.
 - 3.7.2. The following schedule shall be used for a 4-match, 6-team league:
 - 3.7.2.1. The first 6 weeks of the season, pairings will match A vs. A, B vs. B, C vs. C and D vs. D, with the sixth week being a position round.
 - 3.7.2.2. The final 6 weeks of the season, pairings will match A vs. B and C vs. D, with the final week being a position round. Pairings for the final position round will be A vs. A, B vs. B, etc.

- 3.7.3. The following schedule shall be used for a 4-match, 8-team league:
 - 3.7.3.1. There will be 2 divisions of 4 teams each.
 - 3.7.3.2. The first 3 weeks of the season, matches will be intra-divisional, and pairings will match A vs. A, B vs. B, C vs. C and D vs. D.
 - 3.7.3.3. The next 4 weeks will be inter-divisional, and pairings will match A vs. A, B vs. B, C vs. C and D vs. D.
 - 3.7.3.4. The eighth week will be an inter-divisional position round matching correspondingly placed teams, and pairings will match A vs. A, B vs. B, C vs. C and D vs. D.
 - 3.7.3.5. The next 3 weeks will be intra-divisional, and pairings will match A vs. B and C vs. D.
 - 3.7.3.6. The final week will be an inter-divisional position round, pairing A vs. A, B vs. B, C vs. C and D vs. D. The top teams in each division will be competing for the League Team Championship.
 - 3.7.3.7. Tiebreakers - If two or more teams are tied heading into a position round, the following tiebreakers shall be used, in order as needed:
 - 3.7.3.7.1. Most match points in the matches among/between the tied teams.
 - 3.7.3.7.2. Most total team net points in matches among/between the tied teams.
- 3.8. Substitutes - If a team captain cannot field a full slate of archers when submitting his lineup for the week, or if a scheduled archer is unable to compete, one of the following substitutes may be employed in order of decreasing preference:
 - 3.8.1.1. An unscheduled archer from his own team.
 - 3.8.1.2. An unscheduled archer from one of the other teams, but not from their opponent for that week.
 - 3.8.1.3. An archer from the list of substitutes (club members with an established handicap not on a team roster).
 - 3.8.1.4. A team member may shoot more than 1 match per week, i.e., may shoot as a sub even if already scheduled to shoot a match. In this case, only the regularly scheduled match shall count toward individual points and handicap calculations.
- 3.9. Forfeits – A match that is not completed shall be treated as a forfeit. The individual point shall be awarded to the forfeiting player’s opponent. This includes the following situations:
 - 3.9.1. The Team Captain is unable to submit 4 archers. Any unfilled slots shall be treated as a forfeit. If both teams fail to fill a spot, that individual point shall not be awarded.
 - 3.9.2. An archer who was listed to shoot is unable to shoot that week and a substitute is not obtained. The opponent shall be awarded the point, assuming the opponent completed a verified round.
 - 3.9.3. An archer begins a match but is unable to finish it due to injury or equipment failure and is unable to remedy the problem and schedule a continuation of the match before the end of the week. If the injury or malfunction is rectified and the continuation scheduled and completed by Sunday evening, no forfeit shall be

imposed.

3.10. Awards – Awards shall be presented in the following categories:

3.10.1. Team Champion– Each member of the Championship Team shall be awarded a team championship prize.

3.10.1.1. If two or more teams are tied for a given spot, tiebreakers shall be used as defined in section 3.7.3.7.

3.10.2. Individual Champion– The archer with the highest points-per-match average at the end of the season shall be awarded the Individual Championship prize. To be eligible, the archer must have competed in at least 2/3 of the team's matches. Any qualifying archers tied for the top spot will compete in a shoot-off, consisting of a full round, with handicap.

3.10.3. Team high actual score.

3.10.4. Team high net score

3.10.5. Individual high actual score.

3.10.6. Individual high net score.

3.10.7. Most-improved archer. To be eligible, the archer must have competed in at least 2/3 of the team's matches in both the current year and the preceding year. Most-improved is determined by comparing the full season scoring average in the current season vs. the full season scoring average from the previous season.