

PLUG & PELLET TRAP LEAGUE RULES

1. All Leagues shall run concurrently for 10 weeks starting the last week of March for the Spring Leagues and starting the last week of August for the Fall Leagues. A Trophy night shall be held during the 11th week. The Plug & Pellet Sportsman's Club (here after defined as the Club or Shoot Management) shall determine and publish the official start dates for each League each year.
 - a. All Leagues' calendar weeks, here after defined as a League Week, shall start on Sunday and run up to the following Sunday. All Leagues shooting for a given League Week shall occur anytime during the open times for League shooting for the Club for a given League Week.
 - b. Club open times for League shooting are presently Sunday morning, Tuesday night, and Thursday night. See Club official postings for hours of operation.
 - c. All League teams and scores must be shot on one of the designated league shooting days as defined above for a given League Week.
 - d. Each individual League shall have its own Official Day during each League Week.
 - i. The Club Open League shall be on Thursday night.
 - ii. The RIAA shall be on Tuesday night.
 1. The RIAA shall have exclusive sign up privileges for the first hour of the Club being open for shooting on its Official League Day. After that time all other League teams may sign up to shoot.
 - e. In the case of rain, inclement weather or forced closure causing League shooting time to be closed early or cancelled, teams will have up until that given League's next Official Day to complete shooting scores for a given League Week.
 - f. In the case of 2 days of rain, inclement weather or forced closure causing League shooting time to be closed early or cancelled during a given League Week, all Leagues shall be extended 1 calendar week.
 - g. All scores already shot, completed or incomplete, prior to a closure will stand. Shooting to complete a League Week's scores will start where previous shot scores left off.
 - h. There will be no make-up shooting allowed for teams or individuals after week #2 except for unforeseen circumstances forcing the closure of the Club.
2. There will be five shooters per team, at least three of whom must be present to shoot as a team. Men or women may participate in the league. With the exception of those that have shot ahead, the team shall shoot as a unit. A shooter's average per Rule 6 will be used for any missing shooter(s).
3. The League Secretary shall be given a roster of each team in order of shooting positions, with team Captain and substitutes noted. The maximum number of substitutes is two per team.

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4. Substitutes:
 - a. Substitutes must be assigned to a designated team and may only shoot for the team so designated.
 - b. Team Captain's must clearly identify substitutes to the club cashier at the time of sign-up.
 - c. Teams using an illegal substitute for any given day will be disqualified for those days and will receive no team score for that League Week.
 - d. A person substituting must be registered as a team substitute on the first day a team shoots or during the week prior to participation for a given League Week.
 - e. Substitutes may be added up to Week #4.
 - f. Substitutes who have not shot previously may not shoot the last two weeks of a League.
 - g. RIAA rules require a person to be employed for a company for two weeks before participating in an RIAA league. Retirees are eligible to participate.
5. To allow for scheduled absences, individuals and / or teams may shoot ahead.
 - a. It is the Shooter's or team Captain's responsibility to inform the cashier of his team or individuals shooting ahead.
 - b. The Shooter or team Captain must specify the date on which their score is to be recorded.
 - c. When shooting ahead for score, the following rules will be followed regarding penalty yardage:
 - i. 1 Week ahead – No extra penalty yardage.
 - ii. 2 Weeks ahead – 2 yards extra penalty.
 - iii. Shooters may not shoot more than 2 weeks ahead at any time.
 - d. If there is no score for a League Week, the individual's or team's average will be used per [Rule 6](#).
6. In the event a team has only 3 or 4 shooters present, and the missing shooters do not shoot ahead;
 - a. the missing shooter's average will be used minus two (2) targets with fractions **to the first decimal rounded down**;
 - b. if the same shooter is absent for additional weeks, the shooter's average will be minus two (2) targets **multiplied times each week missed** weather successive or not with fractions to the first decimal rounded down.
 - i. Example: On the third week missed, 6 targets shall be deducted from a shooter's average.

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- ii. In the event a whole team does not shoot for a given League Week, the team's score for that League Week shall be minus 5 for each shooter's average (minus 25 for the team, not including substitutes) with fractions to the first decimal rounded down.
7. Each week's match will consist of 50 targets per shooter (250 per team) to be shot over two different traps (1-2) or (3-4). The Club reserves the right to alter the schedule to save time or in case of breakdown of the trap machines.
8. Handicapping:
 - a. Handicapping will be done on a yardage basis only.
 - b. The first week will be shot "Jackrabbit" style.
 - iii. The first round will be shot from 16 yards;
 - iv. the second round from the yardage determined by dividing the team's 16 yard score by the number of shooters participating on the team for that first round, normally 5. Half yards or over will be assessed the next highest full yard.
 - b. Subsequent weeks handicap yardage will be determined by dividing total birds broken by the team by ten times the number of weeks shot. Half yards or over will be assessed the next highest full yard. This is defined as a team's scratch yardage for a given League Week to shoot.
 - c. At the end of 4 League Weeks of shooting, the Leagues will be divided into classes by the Shoot Management. Shoot Management will make every effort to place teams into classes that will prove to be competitive.
 - i. The **general** guidelines for classification will be to separate teams into groups with similar accumulated team scores for the first 4 weeks of shooting. Groups will try to be separated by a 25 bird difference between the last place team in a group to the first place team in the next lower accumulative scoring group.
 - ii. Teams may be classed based on previous performance and known ability.
 - d. After teams are classified, the 3-2-1 penalty system will be used for all classes. The following rules apply within all classes with the noted penalty yardage added to a team's League Week scratch yardage or the next League Week shooting.
 - i. The first place team will be handicapped 3 additional yards.
 - ii. The second place team will be handicapped 2 additional yards.
 - iii. The third place team will be handicapped 1 additional yard.
 - iv. If a first place team attains a 25 target lead over the second place team, the first place team will shoot 3 additional yards only; all other teams will shoot their scratch yardage.
 - v. Similarly, if a second place team attains a 25 target lead over the second place team, the third place team as well as the other lower placed teams will shoot their scratch yardage.

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vi. No scores will be posted until after classification.

9. Ties:

- a. Any team ties at the end of a League will be settled by a 125 target Shoot-Off for each team.
- b. Each team's yardage will be determined in the same manner as during the regular season per [Rule 8](#). All ties will be shot off during a League's Trophy Night.
- c. Any individual ties at the end of a League for High Overall or for Trophy Night Class High Shooter awards for individuals will be settled by 25 targets shoot-offs for each individual.
- d. Each individual's yardage will be determined in the same manner as during the regular season per [Rule 8](#). All ties will be shot off during a League's Trophy Night.

10. Shells, new or reloads, shall conform to ATA rule maximums:

- 1290 fps for 1-1/8 oz. loads;
- 1335 fps for 1 oz. loads;
- 1350 for 7/8 oz loads;
- No Shot size larger than #7 1/2.

11. All trapshooting rules not covered here shall conform to current ATA rules.

- a. Broken targets, whether shot or not, are "NO TARGET", and are to be shot over.
- b. No more than two misfires or malfunctions for any reason will be allowed per round of 25 targets, unless a change of gun and/or ammunition is made.
- c. All other Plug and Pellet Sportsman's Club rules apply to these Leagues.

12. Fees and Awards:

- a. Entry and Trophy Fees are payable to the Plug and Pellet Sportsman's Club. The Club will pay the League Secretary \$10.00 per team from the entry fees.
- b. League Target fees for 50 birds is \$9.00.
- c. Target fees must be paid to receive an average score for targets not shot for any given day (see [Rules 5 & 6](#)).
- d. Open League Entry fee is **\$45.00** per team and League awards are as follows:
 - i. First place team individual trophies in each class.
 - ii. One Team Sponsor Trophy for first place in each class.
 - iii. Individual Class Trophy Night awards for first place in each Individual Class Trophy Night class.
- e. RIAA League Entry fee is **\$65.00** per team and League awards are as follows:

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- i. First place team individual trophies in each class.
 - ii. Second place team individual trophies in each class.
 - iii. One Team Sponsor Trophy for first place in each class.
 - iv. Individual Class Trophy Night awards for first place in each Individual Class Trophy Night class.
13. To be eligible for a League Class High Individual Trophy Night award, a person must have shot at least eighty (80) percent of the matches for a League.
 14. Shoot Management reserves the right to refuse any entry without explanation or cancel and refund the entry of anyone interfering with the harmony of a League.
 15. Shoot Management reserves the right to change, postpone or cancel any portion of a League in the event of conditions beyond its control.
 16. The decisions of Shoot Management shall be final.

Team Squading Procedure

1. When the full squad is present and ready to shoot, the team Captain will pay for the team's targets at one time
2. The Captain will then receive the team's score sheet and will be responsible for delivery to the Trap Puller/Scorer.
3. The score sheet will have a Trap Field (1 or 3) and a Squad number (1 to 20) assigned on it. Trap Fields and Squads are on a first come/first serve basis. Field preferences will not be honored. However, Shoot Management has the right to reassign fields, as time restraints require. Squad numbers will revolve as necessary, i.e. Squad 1 will follow Squad 20.
4. It will be the Team's responsibility to be on deck and ready to shoot. Once the previous squad has cleared the field or the trap house has been reloaded, your squad will have 5 minutes to be on the trap line and ready to shoot. If not, the Trap Puller/Scorer has been instructed to flip the Card and proceed to the next squad. It will be the team Captain's responsibility to return to the cashier for a new field and squad assignment.