

The Villages Archery League Rules and Procedures

1. General

- 1.1. Overview - The Villages Archery League provides a format for friendly competition for Village archers. The league consists of an even number of teams of 4 or more archers, who compete in a head-to-head format. Handicaps are employed to level the competition. Teams are formed in a way that ensures teams will be relatively balanced skill-wise. The league runs for 12 weeks beginning in early to mid-January. Matches are generally completed on Monday morning starting at 10 A.M. (9 A.M. after the spring time change), however any archer may choose to shoot their round later in the week, provided all rounds are completed by the following Sunday evening. Points are awarded on both team and individual levels, as are awards at the end of the season.
- 1.2. Eligibility - Participation in the league is limited to members in good standing of The Villages Archery Club.
- 1.3. Fees - A league fee of \$10 per archer shall be collected prior to the end of the second week of league shooting. The team captains are responsible for collecting and submitting the team's fees to the Secretary/Treasurer. The collected funds shall be used for league expenses and awards.

2. Administration

- 2.1. Commissioner – The commissioner shall be elected at the December Archery Club meeting and will have the following responsibilities:
 - 2.1.1. Work with the Secretary/Treasurer to create a list of league participants and to form teams.
 - 2.1.2. Serve as tie-breaker on votes by the rules committee.
 - 2.1.3. Conduct the end of season awards banquet/party.
 - 2.1.4. The role of Commissioner may be combined with that of Secretary/Treasurer.
- 2.2. Secretary/Treasurer – The secretary/treasurer shall be elected at the December Archery Club meeting and will have the following responsibilities:
 - 2.2.1. Work with the Commissioner to form teams.
 - 2.2.2. Update the rules document whenever changes are approved by the rules committee.
 - 2.2.3. Maintain the handicap and scoring spreadsheet.
 - 2.2.4. Communicate the week's pairings based on the handicaps of the archers chosen by the team captains for that week, and post the information in the range bulletin board each Monday morning.
 - 2.2.5. Collect league fees and maintain a spreadsheet documenting league finances.
 - 2.2.6. The role of Secretary/Treasurer may be combined with that of Commissioner.

- 2.3. Team Captains – A Team Captain will be selected by each team and will have the following responsibilities:
- 2.3.1. If the team consists of more than 4 archers, provide a list of which team member(s) will be off for each week of the season to the Secretary/Treasurer at the start of the season.
 - 2.3.2. Manage the team lineup each scheduled week and communicate any needed changes to the Secretary/Treasurer no later than noon on the Sunday prior to the week of competition.
 - 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 Commissioner. The Captains shall represent their teams and vote on any rule change proposals with a simple majority required to approve a change. The Commissioner will vote only in event of a tie.

3. Rules

3.1. Game

- 3.1.1. Team matches shall be a head-to-head competition consisting of 4 members from each team, designated A, B, C and D, in order of increasing handicap.
- 3.1.2. The standard form of competition shall be a “600” round.
- 3.1.3. 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 600 points maximum.

- 3.2. Handicaps – Handicaps shall be based on the difference between the archer’s average score and 600. The average used to calculate the handicap depends on whether or not 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 witnessed non-match 600 round score. Handicap will be based on the average of the 3 best scores out of the 6 most recent valid scores.
- 3.2.2. Preliminary Handicap - An archer who has fewer than 6 valid scores has a preliminary handicap. In this case, the archer’s handicap will be computed after his 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	1
4	2
5	2
6	3

- 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 2 best scores out of that round and the 4 previous scores.
- 3.3. Points – Each team match is worth a total of 5 points as follows:
 - 3.3.1. Each of the 4 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 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, 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. Sunday Evening – The Secretary/Treasurer 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 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 races 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.
 - 3.4.2. 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 Sunday Evening – All Team Members complete their scheduled matches and deposit their scorecards in the designated slot inside the range clubhouse. Team Captains notify the Secretary/Treasurer 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 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 of 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.
- 3.7. Pairings – Head-to-head pairings will be determined by a set schedule which will help to ensure that each archer gets to shoot against as many other league members as possible.
- 3.7.1. The following schedule shall be used for a 4 team league:
 - 3.7.1.1. The first 3 weeks of the season, pairings will match A vs. A, B vs. B, etc.
 - 3.7.1.2. The next 3 weeks, pairings will match A vs. B and C vs. D.
 - 3.7.1.3. The next 3 weeks, pairings will match A vs. C and B vs. D.
 - 3.7.1.4. The next 3 weeks, pairings will match A vs. D and B vs. C.
 - 3.7.2. The following schedule shall be used for a 6 team league:
 - 3.7.2.1. The first 6 weeks of the season, pairings will match A vs. A, B vs. B, etc.
 - 3.7.2.2. The next 6 weeks of the season, pairings will match A vs. B, and C vs. D.
 - 3.7.2.3. Weeks 6 and 12 will be position rounds, with the top 2 teams in the standings facing each other, the next 2 facing each other, etc. If 2 or more teams are tied in such a way as to affect the determination of the team order, the team order will be decided per 3.10.1.1.
 - 3.7.3. The following schedule shall be used for an 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 will be inner-divisional, and pairings will match A vs. A, B vs. B, etc.
 - 3.7.3.3. The next 4 weeks will be inter-divisional, and pairings will match A vs. A, B vs. B, etc.
 - 3.7.3.4. The 8th week will be an inter-divisional position round matching correspondingly placed teams, and pairings will match A vs. A, B vs. B, etc.

- 3.7.3.5. The next 3 weeks will be inner-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, etc. The top teams in each division will be competing for the League Team Championship.
 - 3.7.3.7. If teams within a division are tied heading into the 8th or 12th week position rounds, placement will be determined according to rule 3.10.1.2.
- 3.8. Substitutes - If a team captain cannot field a full slate of 4 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:
- 3.8.1.1. An archer from his own team.
 - 3.8.1.2. An 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 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. A 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. Incomplete slates shall fill the top spots for pairing purposes, i.e. a roster of 3 archers will be placed in the A, B and C positions.
 - 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– For 4 or 6 team leagues, each member of the team with the highest point total at the end of the season shall be awarded a team championship prize. For 8 team or larger leagues, each member of team winning the Playoff Championship shall be awarded a team championship prize.
 - 3.10.1.1. For 4 or 6 team leagues, if two or more teams are tied for a given spot, the first tie-breaker shall be the most points in the matches among/between the teams. The second tie-breaker shall be the highest total of the net team scores in the matches among/between the remaining teams.

- 3.10.1.2. For 8 team or larger leagues, if two or more teams within a division are tied, the first tie-breaker shall be the most points in the matches among/between the tied teams. The second tie-breaker shall be the most points earned within their division.
- 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. In order to qualify, 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 600 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. Archer must have competed in at least 2/3 of the team's matches in both the current year and the preceding year in order to qualify.