

NC100 2024 Winter Indoor League Rules

Cost of the league is \$10 per week. Multiple payment options are available:
Weekly - \$10 to be paid in cash at the start of each league night. (Good if you're not sure you'll make it every week or do all makeups)
Pay in Advance - \$90 to be paid in cash on Week 1 of the league. Entire league is paid for up front. (Good if you're fully committed to completing the league or don't want to remember to bring cash each week)

Refund Policy:
- Weekly payment option: No refunds will be provided.
- Advance payment option: No refunds will be provided except for outstanding circumstances that prevent participation in the league such as injury, long-term illness, etc. Refunds will only be provided for missed weeks. Refunds will be provided after the conclusion of the league via mailed check.

General Format:
- This will be a combined 20 yard league. Compound, Recurve, and Barebow archers will all shoot against each other.
- No handicaps will be provided. Instead, a flight system will be used:
Archers will shoot a score each week for the first 8 weeks of League
After the 8th week, archers shooting similar scores will be grouped into one of three Flights
Flight placements will be determined at the discretion of the League organizer(s)
The method or methods used for determining the flights can be any combination of all previous 8 weeks' scores
During the 9th week, archers will shoot with/against only their Flight
Ranking within Flights based on Week 9 score determines payout
- Archers will choose whether to shoot a 40cm triangle three spot, or a 40cm single spot target face in the first week. Archers must continue to shoot their selected target face for the duration of the League, unless they would like to switch from a single spot to a three spot.

We will be using Vegas Shoot Scoring:
- Max arrow size is 2712 (10.7 mm, .422" diameter). Three arrows will be shot per end.
- All archers score the same way. Scores will be recorded manually and submitted at the end of each league night.
- The outer 10 ring scores 10 points for all archers. The X ring within the outer 10 ring also counts as 10 points, but is marked as an X.
- Ties are settled by total number of Xs. If the top two archers in a Flight have tied scores and X counts after Week 9 shooting, those archers will compete in a shootout to determine final places. (see below)
- 2 formal practice ends will be provided at the start of each league night.
- The top 2 archers in each flight will receive prize money. The top archer overall will have their name added to the plaque.

Scores and Makeups
- Scores for all 9 weeks of League are required to be eligible for prize money.
- Makeups are allowed in accordance with the rules below. However, no makeups are allowed for Week 9.

Shootoff:
- The shootout will be an end-by-end sudden death round. The first end will be scored with regular scoring followed by scoring where only the X ring scores 10 points. After each end, only those still tied with the highest score will continue in the shootout. All archers' placement in the league will be determined by the order in which they drop out of the shoot off.

We will be using line commands to ensure safety for everyone.		
Verbal Commands	Equivalent Whistle Commands	Actions
"Prepare to shoot"	2 Whistles	Approach the line and prepare to shoot
"Line is Hot"	1 Whistle	Shoot when ready
"Clear"	3 Whistles	Retrieve Arrows & Score
One person will be designated to give the line commands for that week.		
Everyone is expected to follow the line commands at all times.		

You can shoot 1 or 2 - 30-arrow 300 rounds per league night.
You must make your decision of 1 or 2 prior to shooting beginning on league night.
If you shoot 1 round then your score will be doubled for that league night.
Lanes will be randomly assigned for Weeks 1-4, and will change on Week 5-8
If you miss a session, makeups can be shot. The easiest way to makeup missed weeks is to shoot 2 full rounds at league the following week. This double round will be scored twice to make up for the missing session. **All makeup scores must be completed by the second to last week of league.**
You must attend the majority (2/3rds) of league nights to be eligible for prizes. This means that you will only be allowed to "make up" a portion of the total number of league weeks and you must follow the format noted above. For example, for a 9 week league, only 3 makeups are allowed.

Group scoring is required on league nights - scoring must be done in groups of no less than 2 people and if the group does not agree then one of the Coordinators will make the final decision. **Scorecards must have 2 signatures to be valid!**

Prizes	% of Available Funds	
Overall Prizes ¹	18% of Total Pot	
Most Improved	50%	
Most Consistent	50%	
Flight-Dependent Prizes ²	82% of Total Pot	
	1st Place Cut	2nd Place Cut
Flight 1 (50% of Remaining Pot)	65%	35%
Flight 2 (30% of Remaining Pot)	65%	35%
Flight 3 (20% of Remaining Pot)	65%	35%

"Available funds" are those funds left after operating costs and plaque costs.
1. "Overall Prizes" are prizes available to all archers.
The Total Pot is all of the registration money available for prizes.
Outlier round scores (abnormally high or abnormally low) will be flagged and may be replaced with the archer's average score when calculating Most Improved and Most Consistent.
2. "Flight-Dependent Prizes" are prizes available to archers based on how they place within their Flight in Week 9.

These are guidelines only and are subject to change.