

NC100 2026 Winter Indoor League Rules

Cost of the league is \$90 for 9 weeks of shooting, to be paid in cash on the first league night.

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
Final cumulative score from all weeks (including Week 9 results) determines ranking within Flights and 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 shootoff to determine final places. (see Bonus Payout section 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.

Bonus Payout Shootoffs:

- On the last week of league, the shootoff 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. At any time, the League organizer(s) has the option to switch to inside-out scoring, where only the X-ring scores 10, scored inside out. After each end, only those still tied with the highest score will continue in the shootoff. All archers' placement 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.

All archers will shoot a single 30-arrow 300 round per 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 outside of regular league shooting time. Make ups are dependent on the honor system - any archers found to be abusing this privilege will be immediately disqualified with no refund. **All makeup scores must be completed and submitted by the end of regular League shooting on 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. **Another archer must verify your scores before they are submitted!**

Prizes	% of Available Funds	
Overall Prizes ¹	30% of Total Pot	
Most Improved	30%	
Most Consistent	30%	
Bonus Payout	40%	
Flight-Dependent Prizes ²	70% of Total Pot	
	1st Place Cut	2nd Place Cut
Flight 1 (50% of Remaining Pot)	60%	40%
Flight 2 (30% of Remaining Pot)	60%	40%
Flight 3 (20% of Remaining Pot)	60%	40%

"Available funds" are those funds left after operating 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 after Week 9 shooting.

In accordance with the NC100 Constitution and anti-doping practices, recreational drug and/or alcohol possession or usage, or being under the influence of either, is prohibited.

These are guidelines only and are subject to change.