

NC100 2026 Summer Outdoor 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:		
<ul style="list-style-type: none"> - This will be an outdoor league, with separate classes for Compound and Recurve/Barebow**. - The Recurve/Barebow class will consist of archers shooting Olympic Recurve or Barebow style. If there are enough Olympic Recurve archers, the two styles may be separated. - The last week of the league will be head-to-head shootoffs for a Bonus Payout (see below). - Handicaps will be provided weekly starting after the third week of league as follows: Handicaps are calculated as $[HANDICAP\%] \times (140 - \text{Avg top 3})$ The default handicap percentage is 80%, and is the minimum to be provided to all archers The handicap percentage for Recurve and Barebow archers will be set following the third week of league to balance the field. - All archers shooting the same bow type will receive the same handicap percentage. - The league will be shot outdoors on the practice range with distances from 20 yards to 50 yards in 10 yard increments. - The distance each archer shoots will change each week. Each archer will shoot each distance twice. Distance/week assignments will be random. - League shooting will begin promptly at 7PM to maximize daylight. 		
Weather		
<ul style="list-style-type: none"> - In the event of harsh weather (heavy rain, thunderstorms, etc.) league will be cancelled and an additional league night will be added to replace the cancelled night. - Light drizzles – shooting will remain outside - Thunderstorms, excessive wind, etc. – shooting will be cancelled - Decisions on shooting indoors or outdoors will try to be communicated via email at least one hour before league start time. - If no extra communication is made, assume shooting will be outdoors. 		
Scoring		
<ul style="list-style-type: none"> - The NFAA faces posted on the practice range targets will be used. - On each league night, archers will shoot 7 ends of 4 arrows for a max possible score of 140 points. - The inner-most colored ring is scored as 5 points. The next colored ring is scored as 4 points, and the outermost colored ring is scored as 3 points. The X ring is scored as 5 points and counted as an X. - Ties will be settled by number of Xs and then number of 5s. - 2 formal practice ends will be provided at the start of each league night. - Scores will be recorded on paper, and must be submitted at the end of each league night. - The top 3 archers in each class will receive prize money. Winners will have their names listed on the Leagues page of the Club website. 		
Makeups		
<ul style="list-style-type: none"> - Makeups must be shot outside at the assigned distance for the week missed. - Due to limited daylight on league nights, makeups must be completed at the archer's discretion at another time. - This is dependent on the honor system – abuse it and lose it, abusers will be disqualified with no refunds provided. - 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. - All makeup scores must be completed and submitted by the end of regular League shooting on the second to last week of league. 		
High-Stakes Class		
<ul style="list-style-type: none"> - For archers looking for an extra challenge, a higher risk/higher reward option is available via the High-Stakes Class. - Upon signing up for the league, archers may choose to sign up for the High-Stakes Class. Archers must remain in this class for the entire league. - Cost of the league for High-Stakes archers is \$135 (\$15/week), to be paid in cash on the first league night. - Distances for High-Stakes archers start 20 yards farther than the default. Since the default distances are 20-50 yards, High-Stakes archers will shoot from 40-70 yards. - The highest-scoring High-Stakes archer will win the High-Stakes Payout, the extra money from the increased cost paid by all High-Stakes class archers. - High-Stakes archers will still be ranked with their respective bow-type class, meaning there is the potential to win 1st/2nd/3rd overall + the High-Stakes Payout. 		
Bonus Payout Shootoffs		
<ul style="list-style-type: none"> - On the last week of league, the Compound and Recurve/Barebow classes will be combined and archers will be provided their Per-End-Handicap to add to each end in the Bonus Payout Shootoffs. - The Bonus Payout Shootoffs will be a round-robin format in which all archers will shoot at all distances used for the league. - Each archer will shoot one end of 4 arrows at each distance, for a total of 4 ends. Distances will be the same as the prior 8 weeks of shooting (default 20-50 yards, High-Stakes 40-70 yards). - The top 4 archers will advance to the second round, where they will individually shoot one end at each distance again. - The top archer with the highest second round score will receive a Bonus Payout. 		
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.		
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 Prizes¹	30% of Combined Pot	
Most Improved	30%	
Most Consistent	30%	
Bonus Payout	40%	
Class-Dependent Prizes²	Total Cut = 70% of Combined Pot	
	Compound Class	Recurve/Barebow (R/BB) Class
First Place	50% of Remaining Compound Pot	50% of Remaining R/BB Pot
Second Place	30% of Remaining Compound Pot	30% of Remaining R/BB Pot
Third Place	20% of Remaining Compound Pot	20% of Remaining R/BB Pot
High-Stakes Payout	Additional Funds from High-Stakes Archer Buy-in	
"Available funds" are those funds left after operating costs and plaque costs.		
<p>1. "Overall Prizes" are prizes available to all archers regardless of class (Compound or Recurve/Barebow). The Combined Pot is the total of the Compound Pot and the Recurve/Barebow Pot. A varied portion of the 30% for the Combined Prizes will come from each pot, dependent on the ratio of the pots. For example, if the Compound Pot has \$200 and the Recurve/Barebow pot has \$100, the Combined Pot is \$300 dollars, making the 30% needed for the overall prizes \$90. To fairly distribute this, 30% will be taken from each pot, which is \$60 from the Compound Pot and \$30 from the Recurve/Barebow Pot. Since the Compound Pot was larger than the Recurve/Barebow Pot, its contribution to the Overall Prizes is also larger.</p>		
<p>2. "Class-Dependent Prizes" are prizes available to archers based on their class (Compound or Recurve/Barebow). The Compound prize percentages come out of the Compound Pot and the Recurve/Barebow prize percentages come out of the Recurve/Barebow Pot, after 30% is deducted for the Overall Prizes.</p>		
**If there are four or less Recurve/Barebow archers, they will shoot in the Compound class with a higher handicap percentage to level the playing field.		
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.		