



WSA Indoor Archery League Rules

- **Shooting Position**
 - a. Leagues will be shot from the 20 yard line.
 - b. Lane assignments will be determined by a drawing each week.
- **Averages**
 - a. Your average is established after first 3 weeks of the league. Your position will then be known by the 4th week.
 - b. Your average is derived from the scores of the most current three weeks.
- **Handicap**
 - a. Handicaps are derived by 80% of the difference between your individual average and the perfect score of 300.
- **Score**
 - a. Score is determined by adding actual plus handicap.
- **Points**
 - a. Scores are used in determining points.
 - b. For team leagues low averages shoot against each other for one point.
 - c. For team leagues high averages shoot against each other for one point.
 - d. Team totals determine one point.
 - e. Team leagues have a possible three points per week.
 - f. Individual leagues shoot individual against individual for a possible of one point per week.
- **Equipment**
 - a. For league members during league shoots and practice, any equipment is allowed.
 - b. Field or target tips only. No tips larger than shaft.
 - c. You may not make major changes in equipment such as going from a recurve to a compound.
 - d. In the event of equipment failure you may stop shooting, make repairs, and continue shooting where left off, as long as you finish by the end of the week.
- **Shoot Schedule**
 - a. League rounds will be shot at league times
 - b. League score must be turned in at the end of each shoot.
 - c. A league round must be shot with opposing team member(s) or with any other league member present.
 - d. League scheduled by WSA.
- **Scoring**
 - a. One spot: inner circle 10pts, then 9pts, 8pts 7pts, 6pt & 0.
 - b. Nobody keeps their own score.
 - c. No arrows pulled until all arrows are scored. Any arrows pulled before scoring will result in a 0 for that target for that person. Pulling arrows other than yours before scoring own will result in that arrow being reshot.
 - d. Arrow must touch the line to score the higher point value.
 - e. Point value and score for pass throughs are determined by group at the time of the hit.
 - f. Arrow must be stuck in target to score except pass throughs.
- **Awards**

- a. Awards are awarded for First place, Second place, Third place, etc. will be determined by size of league.
- b. Trophies must be picked up within 30 days of league ending.
- **League Fees**
 - a. \$10.00 per person must be paid in advance of the first week to guarantee a spot in the league.
 - b. The league fees are used for awards as well as the incidental costs of running the league.
 - c. You are responsible to pay for any missed weeks.
 - d. No refunds of league fees or prepaid weeks for any reason.
- **If a Shooter Is Unable To Shoot**
 - a. You may shoot up to 2 weeks in advance.
 - b. If a shooter fails to shoot for any week, his average will be used and 10pts will be deducted from his score.
 - c. Weeks missed cannot be made up. Barring unforeseen circumstances such as weather.
 - d. No individual points will be awarded for weeks missed. Team point may be won unless both team members did not shoot.
 - e. If your partner is unable to finish the league, you have until the 8th week to find a replacement. Previous partner's average will be used until replacement shoots.
 - f. If any shooter misses 4 weeks or more, that shooter will not be eligible for an award.
 - g. If any shooter misses any of the first 3 weeks, the Rules Committee will determine what action will be taken to establish averages.
- **Range Use**
 - a. See Indoor Range Rules.
 - b. Warm up time starts ½ hour before scheduled league time.
 - c. No shooting after league ends.

For any questions, comments, concerns, email indoorarchery@walpolesportsman.com