

NC100 2024 Fall Indoor League Rules

Cost of the league is \$10 per week, to be paid in cash at the start of each league night.

General Format:

- This will be a combined 18m 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 %]*(600-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.
- 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 standard World Archery Indoor Scoring:

- 23/64" or 9.3mm max arrow diameter.
- Inner 10 Scoring, with scores recorded manually and submitted at the end of each league night:

Recurve/Barebow Class scores the outer 10 ring.

Compound archers score only the X Ring as 10 points. The traditional 10-Ring is removed from play. Only the center X-Ring is worth 10 points – all of the other yellow rings are scored as 9 points.
- Ties will be settled by number of 10s.
- 2 formal practice ends will be provided at the start of each league night.
- The top 3 archers in each class will receive prize money*. The top archer overall will have their name added to the plaque.

Bonus Payout Shootoffs:

- On the last week of league, the Compound and Recurve/Barebow classes will be combined and archers will compete head-to-head for a Bonus Payout in an Olympic bracket style elimination based on their rankings from the previous weeks of scoring.
- #1 vs #20, #2 vs #19, #3 vs #18, etc.
- Each shootoff round will consist of ends of 3 arrows, with the winner decided by final, handicapped score. Each archer's per-end-handicap will be added upon scoring each end, unless both archers shoot a perfect score in the same end, in which case no handicap points will be added.
- Winners advance to subsequent rounds of shootoffs.
- The top archer 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.

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 each 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.

Prizes	% of Available Funds	
Overall Prizes ¹	30% of Combined Pot	
Most Improved	30%	
Most Consistent	30%	
Bonus Payout	40%	
Class-Dependent Prizes ²	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

"Available funds" are those funds left after operating costs and plaque costs.

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. Outlier round scores (abnormally high or abnormally low) will be flagged and replaced with the archer's average score when calculating Most Improved and Most Consistent.

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.

*If there are four or less Recurve/Barebow archers, only First Place and Second Place will win prizes, with the third place cut being redistributed amongst the First Place and Second Place winners.

These are guidelines only and are subject to change.