

“RULES & REGULATIONS”
FINGER LAKES AREA TRAP LEAGUE

11/17/12 revised edition of rules – Mark Patton, Secretary

- 1. The name of this trap league shall be know as :**

FINGER LAKES AREA TRAP LEAGUE

- 2. PURPOSE** – To promote and improve the social relationship between clubs – thereby exchanging conservation ideas and helping to promote the financial status of these clubs.
- 3. OFFICERS** – The league officers shall consist of Secretary-Treasurer and a Captain for each club/team.
- 4. DUTIES OF OFFICERS:**
- (1) The secretary-treasurer shall keep all records and monies pertaining to the league and take written minutes of all meetings.
 - (2) Team captains shall:
 - (a) Keep their team up-to-date concerning league activities and be responsible for team attendance at the shoots.
 - (b) Be responsible for collecting the league entry fee from their club team.
 - (c) To keep and enforce the rules set up by the rules committee.
 - (d) Be responsible for their team’s conduct.
 - (e) To attend all meetings.

5. RULES COMMITTEE:

The Rules Committee shall consist of the Secretary-Treasurer as chairman and all Team Captains. Its duties shall be:

- 5.1. The chairman shall preside at all meetings or a member of this committee may fill in for him in the event of his absence.
- 5.2. Shall see that all rules are enforced that have been approved by the majority of team captains and are combined here-in.
- 5.3. Shall not become involved with the financial or other affairs of individual clubs or their rulings.
- 5.4. Shall act as mediators in team disputes at meetings called for particular disputes or protests.

6. RULES:

These rules are designed as in-house rules. Any rules not addressed will be referred to the ATA (Amateur Trapshooting Association) rule book.

6.1. Teams:

- 6.1.1. Each team shall consist of at least five shooters with no limit to the maximum number of shooters.
- 6.1.2. A shooter may shoot for only one team – that team being the one he/she first signed for at the beginning of the current year's league.
- 6.1.3. Host clubs go in rotation with new clubs going to the bottom of the list.
- 6.1.4. Teams participating in the league need not have their own trap field.
- 6.1.5. The number of shoots for a league shall be determined by the number of teams that will be participating, maximum of 12 teams (Approved 11/04)

6.2. Attendance

- 6.2.1. The shoot schedule submitted by the team captains and approved by same will be adhered to, regardless of any conditions or circumstances, and may be changed only by a special team captain's meeting for a special purpose.
- 6.2.2. A fine for failure to squad a team of five entries is fifty dollars for each absent shooter, payable before the next shoot, and payable to the host team. Recourse is to reschedule any upcoming shoots at delinquent team's field and expel them from any future leagues (Approved 11/00).
- 6.2.3. There will be no new shooters allowed after the third shoot. (Approved 11/07)
- 6.2.4. Shooters must make all shoots to be in contention for league high gun awards.
- 6.2.5. Seasonal awards(?) shall still be determined by the shooters highest total scores. (Approved 11/04)

6.3. Conduct of League Shoots:

- 6.3.1. Targets will be set to ATA standards on Saturday morning and remain the same for both days of the shoot (Approved 11/11).
- 6.3.2. Two trap fields are required to hold a trap shoot in the league (Approved 10/96).
- 6.3.3. Voice Activators – If the squad has problems with the voice activators, they can request manual pulling (Approved 11/01).
- 6.3.4. Normal sign-up times will be between 8:00 a.m. and 1:00 p.m. Clubs may, at their discretion, permit sign-ups before 8:00 a.m. and/or after 1:00 p.m.
- 6.3.5. Host club will provide refreshments and shells for sale.
- 6.3.6. Host club will direct all trapshooting operations and provide adequate safety measures for all shooters.
- 6.3.7. Number one man on each squad must sign score sheet before leaving the field. No protest will be accepted after score sheet has been signed.
- 6.3.8. You are allowed two malfunctions per round (Approved 11/04).
- 6.3.9. ATA "Failure to Fire" rules shall apply
- 6.3.10. There shall be no practice round allowed. A shooter must shoot for score only. If a shooter has already shot for score and wants to fill in a partial squad, he may do so providing there are no league shooters waiting to sign up to shoot for score.

- 6.3.11. If a squad is not on the line within a reasonable amount of time of their turn, they shall be put on the bottom of the sign-up sheet. This also holds true for a shooter late for his squad.
- 6.3.12. Shoots are to consist of fifty targets or two rounds shot back to back.
- 6.3.13. Any team not fielding five shooters may take up to two manager's scores to make their five scores.
- 6.3.14. A manager's score is twenty-five.
- 6.3.15. In case of a permanent trap breakdown (over two hours), a shooter may elect to:
 - a. Keep the score he has shot and come back and complete his string at a later date.
 - b. Throw out his incomplete score for that round of twenty-five and start over.(except for shoot-off day) (11/07)
 - c. Count the score he has shot at the time of the breakdown.
 - d. Shoot targets on a second trap.
- 6.3.16. There is to be no shell picking unless authorized by the host club.
- 6.3.17. No shoots are to be held under the lights, except shoot-off day.
- 6.3.18. A host club may offer additional purse and money options, but the host club must cashier the shoot.
- 6.3.19. Emergency Road Closing Rule: If roads are closed at the host club on Saturday the entire weekend shoot will be cancelled and the shoot will be made up at the same club during the make-up weekend built into the schedule. If the roads are closed at the host club on Sunday any scores posted on Saturday will count and the shoot will be made up at the same club during the make-up weekend built into the schedule. If a make-up shoot occurs per this rule the shoot will be held on both Saturday & Sunday of the make-up weekend.
(Approved 11/12)

6.4. Scoring

- 6.4.1. Team score will be based on the five highest scores on each team for each shoot.
- 6.4.2. The league team winner will be determined by total number of birds broken by each team. There shall be no throwaway scores from the total team scores.
- 6.4.3. Only scorer and remaining shooters may call a broken target.
- 6.4.4. The scorekeeper must call all targets missed and all targets thrown broken by the trap machine.
- 6.4.5. All birds broken by the trap will be shot over regardless of a hit or a miss

6.5. Shooting Fees

- 6.5.1. Team entry fee will be one hundred dollars (\$100.00) payable at the first shoot. (Approved 11/08)
- 6.5.2. The host club shall retain \$9.00 from each shooter in payment for holding the shoot. \$7.00 target fee + \$2.00 league fee = \$ 9.00 total. (Approved 11/08)
- 6.5.3. Shooting fees shall be reviewed on a yearly basis (Approved 11/08).
- 6.5.4. The secretary shall collect \$2.00 for each shooter that participates. His pay shall be 15 percent of these fees only.
- 6.5.5. Secretary will also receive \$5.00 from each league fee (Approved 11/92).
- 6.5.6. Shells shall be available for sale. Shell selection and pricing is determined by the host club. (Approved 11/06)

- 6.5.7. The Secretary-Treasurer shall receive his targets and two boxes of shells free. He/She must pay the two-dollar prize money for each shoot he makes; this also includes the shoot-offs (Approved 11/91).
- 6.5.8. The league Secretary-Treasurer will provide a written statement of the financial activities for that year that will be posted at shoot-off day. (Approved 11/09)

6.6. Conduct of Shoot-Off

- 6.6.1. League shoot-off will be held at the winning club's field, if they can handle it. Changes can be made by a special captain's meeting.
- 6.6.2. Shooters will be classified by their league average.
- 6.6.3. There will be a trophy to High Lady and Lady Runner-Up (Approved 11/94).
- 6.6.4. There will be a league High Gun Veteran (65+) and league High Gun Sr. Veteran (70+). Classification will be determined by age as of first league shoot (Approved 11/12)
- 6.6.5. A high gun of the day award has been established on shoot-off day.
- 6.6.6. A shoot-off will be held if there is a tie between teams for the first, second, or third position at the end of the year. Shoot-off will be held at a neutral field determined by the tied teams. If the teams can't agree on a neutral field, a field will be chosen by a flip of a coin. Shoot-off shall consist of 25 targets and a winner shall be determined by the use of the five best team scores.
- 6.6.7. Individual shooters must have made 9 of 12 shoots to be eligible for the shoot-off. (Approved 11/04) , 9 of 11 (Approved 11/03) , 7 of 9 (Approved 11/06).
- 6.6.8. All ties in class shoot-off will be shot off by 25 rounds instead of miss and out (1st place only). Remaining payoffs will be long run (Approved 11/94).
- 6.6.9. A shoot-off for individual class winners will be held at the end of the year. Shoot-off to consist of twenty five targets.
- 6.6.10. If the trap breaks down on shoot-off day and cannot be fixed in a short length of time, the shoot-off will resume the following Sunday. Scores already shot will stand. (Approved 11/07)
- 6.6.11. A shooter can win only one (1) league high gun prize. (e.g. High Gun League, High Gun Vet, High Gun Team, High Gun Lady). (Approved 11/08)
- 6.6.12. The Joe O'Conner Memorial Trophy shall pass to the club with the High Junior shooter of the year. The shooter shall receive a commemorative trophy which he/she shall keep.

6.7. Protests

- 6.7.1. Team captains must present all protests in writing to a member of the rules committee at least one week after the protested incident occurred and have it signed by a majority of the team captains.
- 6.7.2. A \$10.00 fee is required to file a protest. If the protest is voted in your favor, the fee will be refunded. If proved to be an invalid protest, the \$10.00 fee will go towards prize money.
- 6.7.3. No protest will be accepted if covered by a ruling herein.

7. Misc.

- 7.1. Any reloaded ammunition used will be shot at shooters own risk. The league and its officers will not be held responsible for any accidents caused by the use of reloads.

- 7.2. Captains may elect to have an additional shoot as long as club team sponsor agrees to pay league fees. Host club for this shoot will be determined by winning draw. The following year the team that won the draw will be taken out of the draw and all other teams will be eligible. Club hosting a team will be required to collect money for participating team sponsor on the day of the shoot (Approved 11/02). (NOTE: This shoot was tried for one year and was dropped when Millport joined , bringing the league back to a full 9 teams. Approved 11/03)
- 7.3. McAnns bar team will hold their trapshoot @ Newfield and not rotate through the league (Approved 11/03).