



Montgomeryshire & District Airgun League

Rule Book

Version 4 Updated September 2017

The Chairman

Montgomeryshire & District
Airgun League



RULES

SECTION 1. LEAGUE TITLE & MANAGEMENT.

1.1

- a) - The league shall be known as **'The Montgomeryshire & District Air Gun League' (M.D.A.G.L.)**
- b) - All registered shooters are deemed to be the members of the League.
- c) - Unless specifically shown in these rules, Current I.S.S.F (International Sports Shooting Federation) rules shall be adopted.

1.2 Management

- a) - The League shall be managed by an Executive Committee of members and shall consist of the following officers: **one (1) nominated representative from each team in the league membership or if he or she is absent a team member nominated by the Captain.**
- b) - The officers of the League shall consist of the following: - President, Vice Presidents, (Life and Annual and in number as may be decided at the A.G.M.), Chairman, Vice Chairman, General Secretary, Match Secretary, Treasurer and Press Secretary.
- c) - The Executive Committee of the League shall be nominated at the A.G.M. and subject to termination of office or resignation or otherwise, shall remain in office until their successors are appointed at the next A.G.M. following their appointment.
- d) - The Executive Committee shall have the power to fill any vacancy that may occur during the season. The Retiring Officers and other members of the Executive Committee shall be eligible for re-election.
- e) - The President, Chairman and Vice Chairman shall not serve for more than 3 consecutive years in the same office, but will be eligible for election to either of the other offices.
- f) - Other than the A.G.M., members of the Executive Committee, plus the Chairman are the only Officers entitled to vote on **ALL** business placed before the League Executive Committee.
- g) - In the event of an equality of votes at any meeting whatsoever, the Chairman shall have the casting vote
- h) - The Executive Committee shall have the power from time to time to appoint sub-committee's for special purposes.
- i) - The Member Clubs Fees, League Entrance Fees and Cup Competitions Entrance Fees shall be as fixed from time to time by the Annual General Meeting and shall become due for payment as directed by the Executive Committee.

1.3- LEAGUE ANNUAL GENERAL MEETING

a)- A General Meeting of the League shall be held in every year not later than the first Monday in September to transact such business as may arise.

The Notice convening the General Meeting shall be communicated in writing or E Mail to all Captains of member clubs not later than 28 days prior to the General Meeting. Club Captains will then be responsible in letting all registered shooters within their club of the AGM date and venue.

b) – ALL members of the league have the following voting power at AGM.
One member, one vote.

The business of the Annual General Meeting shall be such as may arise in addition to the election of Presidents Officials and Executive Committee.

b)- Notwithstanding anything contained in these Rules no item of business shall be raised at the Annual General Meeting unless:

(1) The same shall have been placed on the Agenda for such AGM by the Executive Committee or:

(2) Written notice of such items or business shall have been given to the Secretary of the League not less than 14 days prior to the said AGM.

(3) If the Chairman of the said AGM (being satisfied that neither of the two preceding sub rules could reasonably be complied with) certifies that the item is a matter of such importance to the League that it should be dealt with at that meeting.

c)- The following shall be the numbers present and entitled to vote at the Meetings specified to form a Quorum.

Annual General Meeting - 6

Executive Committee - 6

1.4 League Matches and Events

a)- All league fixtures will normally be shot on Thursday of each week during the season.

b)- It is the responsibility of every team captain to ensure that anyone who shoots for their team is correctly registered in accordance with rule 2.1 b) to ensure that all members are covered by the league insurance policy. The League accepts NO RESPONSIBILITY for any accident in any match shot involving any individual using an Air Gun, who is not registered accordingly.

c)- The League will endeavour to provide the following events, for all members of the league's participation.

Team Events and Individual Events.

1. Main League
2. Concurrent Handicap League
3. SHREWSBURY & WEM CUP team knockout.

4. CHARITY CUP team knockout. Each team shall pay the sum of £10 towards the Charity Cup Fund. This fee will be included in the overall league fees invoiced by the Treasurer in the course of the season.
5. Presidents Shield team championship match.
6. Handicap Trophy team championship match.
7. Individual knockout championship for the upper and lower halves of the averages table.
8. Individual championship match for senior members aged over 50 and 60 at the start of the season
9. Individual championship match for Team Captains.

1.5 Rule Book

a)- The League secretary shall be responsible for the updating and distribution of the Leagues Rule Book as decided at any AGM or EGM of the League.

b)- The Rule book shall be published as a booklet and updated as necessary.

1.6 – CHARITY CUP FUNDRAISING & CONTRIBUTIONS

The League will undertake to raise money during the course of the season for the purpose of donation to charity.

The treasurer will report to each A.G.M the level of funds that the league holds for donation to Charity.

The A.G.M will decide which Charity or Charities will receive donations from the Leagues activities.

The League secretary will make arrangements for any agreed charitable donations to be presented at a suitable time during the season.

The League Press Secretary will also arrange for provision of publicity to the appropriate media organisations as required.

1.7 LEAGUE FINANCES

a)- The treasurer will be responsible for the day to day management of the Leagues finances.

b)- The Treasurer will report periodically to the Executive Committee about the status of the Leagues finances.

c)- Sponsorship of League Activities

The League will always consider external sponsorship of its activities. Any interested parties should make their interest known in time for the appropriate A.G.M to assess the suitability of such partnership(s) and their duration. The fixture list shall be in a booklet format and shall contain advertisement's, the charge for these shall be as decided by the Executive Committee.

1.8 Dispute Resolution

a)- Any dispute arising that cannot be settled by the two captains of the teams involved must be forwarded to the league secretary and placed before the Executive Committee for their decision.

b)- Any dispute forwarded to the League Secretary, must be accompanied by a deposit of £5 from the protesting team. The deposit will be refunded on the decision of the Executive Committee being in favour of the protesting team.

SECTION 2. - TEAM CONSTITUTION.

2.1 Team Registration

- a) Each Team must complete a team registration form within 7 days of the first fixture. Each team must have a minimum of six (6) shooting members.
- b) In the case of new members joining during the season they must be registered prior to their first appearance in any league event. The Match Secretary shall ensure that each team has spare registration forms. The completed form must be posted to the Match Secretary without delay.
- c) All members must be over the minimum legal age to handle/use Air guns either supervised or unsupervised as the law directs.

2.2 LEAGUE MATCHES

- a) Each team will have 7 registered shooters for each match. The top six scores will make up that teams match score.
- b) In the event of a team only having 5 available registered shooters for any match, then the registered shooter who records the lowest score of the 5 available members will be asked to shoot again to provide a 6th score to count for the team's final match score.
- c) Where a team member is required to shoot again in accordance with b), it will be the First score recorded by that individual that shall be entered by the Match secretary on that individuals record for the season. The Second score will be entered as a "non shooter" score, in accordance with d) for the purpose of accuracy in the Match secretary's computer system.
- d) In the event of a team 'failing to show' or not being able to field a full side, a score of 25 points must be accepted for the positions not filled. The member of the opposing team will fire 7 shots to count to complete their teams match score.
- e) In the event of a home team 'failing to show', the away team will have their average scores used, in the records for the season.
- f) In the Handicap League, Rule 2.2 d) is modified to the effect that a score of 30 points will be used by the match secretary for non-shooter positions in the Handicap League calculations.

2.3 SHREWSBURY AND WEM CUP MATCHES

- a) Normal League rules will apply Shrewsbury and Wem cup matches. See **Section 6 Rule 9.1**

2.5 CHARITY CUP MATCHES

- a) Normal league rules apply for Cup matches in the Charity Cup event. See **Section 6 Rule 10.1**

SECTION 3. - RANGE CONSTRUCTION.

- a) -The shooting range must be constructed with a Bell Target housed in a suitable box and illuminated by a minimum 60 watt bulb or its equivalent.
- b) -The centre of the target face must stand 5ft (+/- 1 inches) vertically from the floor.
- c) -The firing line must be marked on the floor, at a distance of 18ft horizontally from the target face.
- d) - A table of suitable size should be placed just in front of the firing line.
- e) - A range safety card must be displayed on this table.

SECTION 4. - TARGET SPECIFICATION.

- a) -The target faceplate must be as follows: The hole in the centre of the faceplate will be 3/8" (0.375") diameter. The outer scoring rings must be concentric to the centre hole and be of 1", 2" & 3" diameters, they must also give the appearance of a fine groove on the faceplate.
- b) -The hole in the front of the target box must not be smaller than the diameter of the faceplate within.
- c) - Any equipment owned by the M.D.A.G.L will remain the property of the league, they can be lent or hired out by teams or individuals connected with the league but must be returned within 24 hours on the request of the committee.
- d) - Any complaints about the condition of any target used in league events should be made to the executive committee, who will then investigate such matters.

SECTION 3 - RANGE CONSTRUCTION

SECTION 5. - EQUIPMENT SPECIFICATION.**5.0 - Permitted Rifles**

a) - All rifles used for league competitions must be .177 (4.5mm) calibre. The use of any weapon that requires Firearms Certification is prohibited. The following **are not permitted**: A thumbhole stock, A sling, A hooked butt plate, A palm rest or any attachment or extension below the forend of the rifle, which would aid the normal handgrip.

5.1 Sights

- a) - Only two sights are permitted, one front sight and one rear sight.
- b) - The front sight shall be set centrally over the barrel **or it can be off-set in accordance with I.S.S.F rules.**
- c) - No part of the front sight shall protrude beyond the apparent end of the barrel.
- d) - The front sight may be an open or tunnel sight not exceeding 2" (50mm) long with separate sight elements. The sight elements may be metal or celluloid or similar and of post, hole, cross piece or cross wire pattern or any combination thereof.
- e) - A filter may be used in either the front or rear sight.
- f) - The rear sight may be open metal type or aperture and may be adjustable horizontally and vertically. A rubber or similar eyecup may be used attached to the rear sight.
- g) - Levels or extension tubes are not permitted on either sight and no lens or combination of lenses may be used except as defined in 5.1 h) below.
- h) - One single lens used attached to the rear sight behind the aperture or worn as spectacles is permitted. The user may be asked by the Executive Committee to show an Optician's prescription proving the need of such a lens for the aiming eye.
- i) - A piece of card or other material to obscure the vision of the non-aiming eye is permitted attached to the rear sight or worn as spectacles, a headband or similar.

5.2 - Pellets

- a) - **Round head** pellets only are permitted for use in all league competitions shot on Metal Faceplate Bell Target.
- b) - Pellets must be visible at the time of shooting.
- c) - **Flat Head** pellets are permitted for use in all league competitions shot on paper type targets.

5.3 - Gloves

A Glove may be worn on the hand supporting the rifle forearm provided that the glove does not extend below the wrist and is not fastened around the wrist and provided the uncompressed thickness of the glove including any lining or padding **conforms to current I.S.S.F rules.**

5.4 - Jackets

A padded shooting jacket may be worn provided the wearer produces evidence that such a jacket as worn conforms to the current **I.S.S.F** regulations and leaves unfastened any straps on the holding arm and does not in any way gain extra support for the holding hand or arm. Where a shooting Jacket is not worn a shoulder pad not exceeding 0.15" (5mm) uncompressed thickness may be attached to the clothing to prevent the rifle butt slipping but not to gain any additional support.

5.5 - I.S.S.F. Rules

Where in this Section 5, reference is made to "current I.S.S.F Rules" the league executive will expect all members who use such equipment that has been specifically manufactured in compliance with the current and earlier I.S.S.F or U.I.T specifications, to generally comply with the above requirement as closely as possible.

The league executive committee will reserve the right to inspect any item of equipment used, in any competition, by any League member to ensure satisfactory compliance with the above to the extent that no unfair advantage is being achieved by the use of such equipment.

5.6 - Junior shooters

A sling or other means of support may be used by juniors, under the age of 16, until an average of 32.5 is achieved in all competitions.

SECTION 6. - COMPETITION RULES.**6.1 - Match Practice & Start Time - Matches should start no later than 8.15pm prompt.**

- a) There will be **NO** pre-match practice. Each shooter shall be allowed two shots when it is their turn to shoot.
- b) In the event of two matches being shot on one night a break of 20 minutes will be allowed for the team shooting second to also practice.

6.2 - Starting of Matches - The "Away" team will start all league matches.

- a) In the event of the visiting or home team not being present, the match will start with the first member of the team that is present shooting their allotted shots. The team in default will be awarded a score of 25 points for the non-shooter.
- b) The procedure above will, thereafter, be applied at 15 minute intervals for each subsequent absent member

of a team that is late to arrive at the match venue.

c) – Cup Matches, Away Team

Any Cup match that is shot at a neutral venue, the "Away Team" shall be decided by the match referee. The referee shall call the team Captains together to determine, by the spinning of a coin, who the "Away" team will be.

6.3 – Obtaining Match Result

a) Before the start of any match, team captains should fill in a complete team sheet. Any absent shooters should have a declared position on the team sheet. In the event of an absent shooter not turning up, the team captain must replace with a reserve if there is one present. Blank spaces can be left on the team sheet by mutual agreement between the two opposing captains.

b) Each shooter will be allowed two sighting shots before they commence their 7 scoring shots. The sighting shots must be declared before they are shot. When the shooter's are ready to commence the scoring shots they should declare "first to count" to the "Marker" of the target. The opposing shooters will then proceed to shoot on a One for One basis. Eg. the away shooter will have their 1st shot followed by the home shooters 1st shot and so on until a total of 7 scoring shots each have been recorded.

c) Once each shooter has completed their 7th shot the total score of each shooter's 7 shots shall be calculated and verified by both team captains and nominated scorers. The match result will be determined once all team members have completed their 7 shots course of fire. The highest 6 scores on each team score sheet will be totalled and the team with the highest total will be declared the winners.

d) Each team captain will check the completed official score card and once verified they will sign to confirm the scores as a true record of the match.

e) The home team captain is responsible for sending the completed score card to arrive with the League's Match secretary within 2 days of the fixture being completed.

f) The Match secretary will enter the individual scores from each scorecard onto the official league record on his/her computer system. In the event of discovery of "Mathematical" errors in the team total scores the result shall be amended by the Match secretary and the teams concerned informed of the amended result.

6.4 – Accidental &/or Missed Shots

a) When a shot has been taken, by accident or not and it hits the target face, the shot must count no matter where it hits the plate.

b) When a shot has been taken, by accident or not and the pellet completely misses the target face then the shot may be taken again. Each shooter will be allowed one such missed shot per match. Any subsequent "miss" shots in a 7 shot series will be scored as a zero.

6.5 – Scoring Probe

a) - A probe shall be used to check all split shots around the centre hole.

The probe scoring flange will be 0.600" dia

The locating peg of the probe for insertion into the target shall be 0.375" dia. the locating peg should be a good fit with no clearance that will allow the probe to be moved laterally across the target face.

b) - Cleaning of Scoring Probe

After each use of the scoring probe the marker must ensure that any paint on the probe is removed, prior to its next use, by the use of a clean cloth or tissue.

6.6 SCORING OF SHOTS.

The "Home" team will provide all equipment for scoring the target. Paint, Brush, Scoring Probe.

The "Home" team will also provide the Marker, who must mark each shot in an impartial and independent manner.

The "Away" team should provide an "Assistant" marker who will observe and verify the "Markers" decisions.

a) - Scoring with the Probe

Scoring will be as follows:

Any shot that passes clean through the centre hole of the target, without marking the white paint on the outward facing surface of the target face, shall be scored as a '5.1'

b) - A "Split Shot", that is totally covered by the probe scoring flange shall be called '5.0' A "Split Shot" shall be defined as:

The area of IMPACT by the shot pellet that TOTALLY removes the white paint from the faceplate

Any evidence of "SPLASH" in the paint that remains on the target face MUST NOT BE USED to determine the shot value.

Any evidence of the 'white spot' within a 'split shot' shall not be used to override the use of the probe.

c) – The probe Shall not be rotated when scoring 'split' shots

d) - Scoring with the "White Spot"

The "white spot" that appears in the centre of all shots that are not totally covered by the probe scoring flange, shall be used to determine the value of that shot. Therefore:

Any shot outside the probe but whose white spot falls on or within the 1" dia ring shall be called '4'.

Any shot whose white spot falls outside the 1" dia ring but on or within the 2" dia ring shall be called '3'.

Any shot whose white spot falls outside the 2" dia ring but on or within the 3" dia ring shall be called '2'.

Any shot whose white spot falls outside the 3" dia ring but makes a mark on the remainder of the faceplate shall be called 0.

e) - SHOT VALUE DISPUTES

If the Marker and the Assistant, when present, are unable to agree a score for any particular shot then:

The team Captains will be asked to decide the value of the disputed shot.

If the team Captains are still unable to resolve the dispute, then the shot will be scored in favour of the Shooter.

6.7 – LEAGUE CHAMPIONSHIPS

There will be a League Championship for the following title;

- MAIN LEAGUE for ALL registered teams participation

Match points will be awarded as follows: Win 2 points, Drawn match 1 point for each team involved, Lose 0 points.

The team with the most points at the end of the season will be declared the Winners of the Main league.

The team with the next highest points total behind the Winners will be declared Runners-up of the main league.

In the event of a points tie between any of the top three teams, in the MAIN LEAGUE at the end of the season the team with the highest average score will be declared the winner.

6.8 – HANDICAP LEAGUE CHAMPIONSHIP

The League will also promote and run a concurrent Handicap League for ALL registered teams participation. The purpose of the HANDICAP LEAGUE is to provide an "ALL TEAMS ARE EQUAL" competition that can realistically be won by ANY of the teams taking part.

Match points will be awarded as follows: Win 2 points, Drawn match 1 point for each team involved, Lose 0 points.

The team with the most points, at the end of the season, will be declared the Winners of the Handicap league.

The team with the next highest points total, behind the Winners will, be declared Runners up of the Handicap league.

In the event of a points tie between any of the top three teams, in the Handicap League at the end of the season, the team with the highest average will be declared the winner.

7.1- HANDICAPS

Each individual member of ALL registered teams, who will have been registered in accordance with Rule 2.1, will be allocated a handicap allowance at the start of the season, or at the time of registration should this be done at any other time of the season.

The Individual Handicap allowance will be determined as the difference between that individual's FINAL league average compared to that of the winner of the highest Individual league average for the previous season.

In the case of an individual member being registered, but has not competed during the previous season, the handicap allowance will be calculated from the most recent final average, available from preceding league seasons, up to a maximum of 3 years backwards. That average will be compared against the current highest Individual league average, to establish a valid handicap allowance.

7.2 - New Members with no handicap allowance

Any new Individual member who registers with a team and has no previous average will be awarded a "default" or "New member" handicap score of 36.0 points for the first FIVE handicap matches they compete in.

On completion of the FIFTH match the match secretary will allocate an actual handicap allowance to the new member.

This will be done by comparing the main league average of the new members first five matches, to the highest Individual league average as used in 7.1. The new members handicap allowance will then be used for all remaining handicap league fixtures to the end of the that season.

7.3 – Non Shooters

Where a team does not have enough shooters to make a team, non Shooter positions will be scored as 30.

8.1 – KNOCK OUT CUP COMPETITIONS

All draw structures for any knock out event, Team or Individual must use preliminary round eliminators to ensure that the first round proper contains enough entrants to fill the first round spaces on the following criteria:

a) - First Round Criteria

The first round of any event must start with enough entrants to enable the competition to progress to a conclusion without the use of "bye" matches.

The number of first round entrants will be determined by the following factor scale 2: 4: 8: 16: 32: 64; etc. Where the initial level of entrants to a knock out event falls between the numbers shown in the above, then the Executive Committee will make arrangements for preliminary round elimination matches to reduce the level of Round 1 entrants to match the nearest figure shown in the above.

9.1 – SHREWSBURY & WEM CUP MATCHES

The draw for each round of the S & W Cup will be done by the Executive Committee and all teams notified of the fixtures.

Teams will consist of six (6) registered members with all scores to count.

The Final of the S & W Cup will be at a "Neutral Venue" to be decided by the Executive Committee. The Executive Committee will appoint an independent match referee for the Final.

In the event of a tied match the result will be decided in order as follows:

The team that has recorded the most 5.1s will be declared the winner. In the event that the match remains tied, then:

Each team member will be required to take 1 additional shot. The order of shooting will be as shown on the score sheet.

The "Home" team will shoot first in this tiebreak method. The team with the highest aggregate score after all shooters have shot will be declared the winner.

If a member of a team has gone home before the tiebreak, and is unlikely to return the team captain may nominate a substitute from any reserves who may be available at the time. This 'reserve' must be an existing member of the team and not someone newly registered.

If the match remains tied after this then each team member will shoot again until a winner is decided.

10.1 – CHARITY CUP MATCHES

The League will organise and promote the Charity Cup knockout competition.

Teams will be a maximum of 5 and a minimum of 3 shooters. The system will be 'Match play' with a maximum of 5 legs. A match leg will be one shooter from each team opposing each other. The team order shall be nominated before the match. Scoring will be 1 point for a win, ½ point for a draw and 0 points for a loss.

SCORING OF CHARITY CUP SHOTS

a) – All scoring to be done according to rule 6.6

b) - 1 point will be awarded to the shooter in each leg with the highest score.

c) - If a leg is tied then a ½ point will be awarded to each shooter.

d) - If the match is "all square" after all shooting is complete then the winning team will be determined using the aggregate score of all five team members.

e) - If the match remains tied after this, then the team with the most **5.1s** will be declared the winner.

f) - If this fails to produce a result then the tiebreak procedure used above in S & W matches shall be used.

11.1 – SPECIAL ALL LEAGUE MATCHES

The league fixture list will include special matches that ALL TEAMS will be entitled to compete in.

If any team is unable to compete in any of the special league matches they must notify either the league or match secretary in advance of the fixture, preferably by no later than midday of the day of the event, to enable suitable adjustments to the match schedule to be arranged to enable efficient use of available time and the range facilities.

12.1 – PRESIDENTS SHIELD MATCH

The Presidents Shield match will be shot on paper targets that will be provided by the League.

Each team to name 7 shooters, the top 6 scores will count towards the team score.

The match will be graded for Division 1 and Division 2 Teams.

The Course of fire will be 3 minutes for sighting shots on the designated sighting card plus 7 scoring shots on the 7 diagram match cards provided to each competitor.

If a shooter places 2 shots on the same diagram during the competition course of fire, they must leave the next diagram clear. No penalty will be incurred

If a shooter places more than 7 shots on the match cards then the higher value shot on each diagram will be cancelled and the lower value shot used to determine the match score for that shooter.

13.1 – HANDICAP TROPHY MATCH

The Handicap Trophy match will be shot on Metal Faced Bell Target.

It will be open to ALL registered teams. Each team will be able to use seven (7) registered members with the top six (6) scores to count. There will be five (5) shots to count.

14.1 – INDIVIDUAL KNOCK OUT EVENTS

Individual Knock-Out events will be shot on Metal Faced Bell Targets. Averages will be taken at the halfway point of the league season.

a) - Entries will be invited from all registered league members in the upper 50% of the Division individual averages table to compete in the Division 1 Individual Knock Out event

b) - Entries will be invited from all registered league members in the lower 50% of the Division individual averages to compete in the Division 2 Individual Knock Out event.

c) – Entries for individual KO and individual CUP events must be forwarded to the competition secretary by team captains no later than 2 weeks prior to the event being held. Draws will be made prior to the event and any shooters drawn in any preliminary round will be notified by the competition secretary

d) – Preliminary matches will be shot at 8.00pm prompt and first round matches at 8.30pm.

e) – Any shooter not present at their allocated shooting time will be eliminated from the competition and their opponent will receive a bye into the next round.

15.1 INDIVIDUAL SENIOR CHAMPIONSHIP OVER 50's & OVER 60's

a) - This will be open to any member of the League who is over the age of 50 & 60 at the start of the season.

b) - It will be an aggregate of 7 shots on a bell target, under normal league rules, and 7 shots on paper targets, as in the Presidents Shield Match. See 12.1 above.

16.1 INDIVIDUAL CHAMPIONSHIP FOR TEAM CAPTAINS

This will be 7 shots on bell target, under normal League rules.

SECTION 7. – POSTPONEMENT of MATCHES**7.1**

a) - POSTPONEMENT OF MATCHES MUST BE AVOIDED IF AT ALL POSSIBLE.

IF ANY MATCH IS POSTPONED THEN THE LEAGUE'S MATCH SECRETARY MUST BE INFORMED OF THE REASON.

b) - Matches can only be postponed if any of the following conditions prevail:

1. Adverse Weather Conditions that make the journey to the match venue either dangerous or impossible.
2. If a vehicle, in which team members are travelling to the match, becomes involved in a road traffic accident or other similar incident that prevents their arrival at the venue.
3. Any other exceptional reason, the circumstance of which must be referred to the league's Executive Committee for Authority to postpone the match.

7.2

a) - IF A TEAM HAS AT LEAST 5 REGISTERED MEMBERS AVAILABLE FOR ANY LEAGUE MATCH THEN THAT MATCH MUST TAKE PLACE IN ACCORDANCE WITH RULES 2.2 b & c

b) - Once a league or cup match has commenced it must be concluded. If any team during the course of any

match finds that they have less than the minimum number of shooters as stated in rule **Rule 2.2 b** then that team must accept the non shooter scoring as laid out in **Rule 2.2 d.**

7.3

If a team is unable to fulfill a fixture, they must, where possible, notify their opponents at least 24 hours prior to that fixture.

7.4

a) - Postponed matches to be re-arranged and completed at the earliest possible opportunity and **Must** be completed no later than 4 weeks after season end. Failure to do so will mean an adjudication decision will be made by the executive committee.

b) - Once a rearranged date has been agreed by the two captains, the fixture secretary must be notified immediately.

7.5

If the team captains are unable to agree a re-arranged date for any postponed match, then the league's Executive Committee will decide the issue.

7.6 Abandoned Matches

Matches can only be abandoned in extreme circumstances.

(a) Terminal power failure

(b) Adverse weather conditions [snow] resulting in the away team having to head for home.

(c) Any other sudden occurrence, health issues, bereavement, etc.

7.7 If the abandoned match can not be completed that same date, then the captains of the affected teams Must have a re-arranged date in place and shot within 14 days of the abandoned match.

7.8 If the captains fail to agree on a rearranged date within this time frame the executive committee will decide on the issue.

7.9 Scores from **ANY** completed shots will be carried forward to the re-arranged match.

7.10 The same shooters shall compete in the re-arranged match as the original fixture where ever possible. Any different shooters due to ill health or other **exceptional** reason must be agreed by the opposing captain. Any failure to agree will result in the executive committee deciding the issue.

SECTION 8. - DISCIPLINE & SAFETY

8.1

Range Safety & Discipline notices **must be displayed at the firing point for the duration of the match; this includes** sighting or practice sessions.

8.2

It is the responsibility of the "Home" team to make sure that the range area is safe and suitably protected from intrusion by **ANY** individual(s) while shooting is taking place.

8.3

a) - No rifle shall be cocked or loaded unless the shooter and the rifle are facing towards the target.

b) - The rifle must remain outside all items of clothing

c) - Any shooter taking a rest with the gun down or away from the shoulder, while it is loaded, must make sure that the rifle is positioned so that it is pointing down the range at all times during the rest from taking aim.

d) - If during a rest from aiming with a loaded rifle, accidental discharge of the gun occurs, Rule 6.4 and its sub rules apply.

8.4 Any breach of conduct, fair play or sportsmanship by any individual shooter or team.

(a) Verbal or physical abuse.

(b) Breach of any safety rules, fair play or sportsmanship

The individual or team will be reported to the executive committee who will adjudicate on the issue and Any individual or team found guilty of any of the above could face a suspension for a predetermined period of time.

SECTION 9. - AWARDS

9.1 a) **LEAGUE CHAMPIONS**

Title will go to the team that satisfies Rule 6.7.

9.1 b) **LEAGUE Runners Up**

Title will go to the team that satisfies Rule 6.7.

9.2 a) **HANDICAP LEAGUE CHAMPIONS**

9.2 b) **HANDICAP LEAGUE Runners Up**

9.3 a) **SHREWSBURY & WEM CUP WINNERS**

9.3 b) **SHREWSBURY & WEM CUP Runners Up**

9.3 c) **SHREWSBURY & WEM CUP FINAL - Highest Individual score**

9.4 a) **CHARITY CUP WINNERS**

9.4 b) **CHARITY CUP Runners Up**

9.5 a) **DIVISION 1 PRESIDENTS SHIELD WINNERS & R/Up**

9.5 b) **DIVISION 2 PRESIDENTS SHIELD WINNERS & R/Up**

9.6 a) **HANDICAP CUP WINNERS**

9.6 b) **HANDICAP CUP Runners Up**

9.7 a) **Highest Individual League Average**

Title will be awarded to the person with the highest average and who will have completed at least 75% of all league matches.

9.7 b) **Highest Individual League Average Runner Up**

Title will be awarded to the person with the second highest average and who will have completed at least 75% of all league matches.

9.7 c) Highest Individual League Average – Under 17

9.7 d) Highest Individual League Average – Ladies

9.7 e) Highest Individual League Average – Under 21

9.8 a) Individual Knock Out Champion – Division 1

9.8 b) Individual Knock Out Runner Up – Division 1

9.9 a) Individual Knock Out Champion – Division 2

9.9 b) Individual Knock Out Runner Up – Division 2

9.10 a) Individual Knock Out Champion – Junior Under 21

9.10 b) Individual Knock Out Runner Up – Junior Under 21

9.11 a) Individual Champion – Seniors over 50's

9.11 b) Individual Runner Up – Seniors over 50's

9.11 c) Individual Champion -- Seniors over 60's

9.11 d) Individual Runner Up -- Seniors over 60's

9.12 a) Maximum Possible Score 35.7 ex 35.7

9.12 b) Possible – Mixed shot values – 35.0 to 35.6 ex 35.7

9.12.2 Maximum Possible Score 70 ex 70 Presidents Shield

(THIS SECTION STILL TO BE FINALISED and the Allocation of trophies to be filled in)