

MERRIMACK VALLEY PISTOL LEAGUE

League Rules as Proposed for the 2015-2016 Season

1. Shooters will be considered members of the league if they have been actively participating on a team registered in the league during the current season. "Active league" status will also pertain to shooters active in the league's previous season, if a roster change is made after the schedule has been distributed and before the first match of the current season has been fired.
2. Officers, statistical officers, captains, and co-captains shall receive league rules, by-laws, schedules of all divisions, and list of officers, statistical officers, captains, co-captains, and current NRA rules.
3. Shooting nights will be Monday, Wednesday or both nights, to be determined by the Executive Officer setting the schedule. The number of divisions and the specific nights shall be left to the discretion of the Executive Officer.
4. For teams just joining the league, a map of each club location must be submitted with each roster.
5. Teams may consist of up to fifteen (15) regular shooters, and a maximum of the five (5) highest scores to count towards team total.
6. All teams must designate two (2) team members who can act as Range Officers and instruction will be given to these upon request. All teams must designate at least one person where league correspondence may be emailed.
7. The team fee is \$125.00 and is payable at the time the team roster is turned in during the September meeting. If the fee is not paid at that time, any scores fired will not be recorded and the team will forfeit their matches until the fee has been paid.
 - A. Up to and including the third Wednesday in September (when all final rosters are due): Notification of roster changes will be accepted by telephone or email to the Executive Officer.
 - B. All rosters submitted will have each member's name, address, telephone, as well as their average from the prior year.
 - C. All team rosters will be submitted no later than one (1) week following the September meeting. All team members must be a member in good standing of the club, on every roster they appear.

8. Shooter Classifications:

- A. For the purposes of division breakpoint calculations and roster changes, individual shooter averages will be determined as follows:
 - a. Shooters who have shot as team members or alternates in any previous MVPL season will have their latest official MVPL average used. For shooters without a previous MVPL average, a minimum average of 230 or 260 will be used.
 - b. The team captain MUST raise a **new** shooter's average, but not lower it, based on known ability including but not limited to NRA average, "Summer League" average, or other informal multi-week bullseye pistol league or match average.
 - c. When a new shooter joins the league with no MVPL average or known ability, and thereby is assigned a 230 average, an " - NS" notation shall be included after the shooter's name on the team roster and all match score sheets. In the event that the "new shooter" shoots a score greater than 230, anything exceeding that score cannot count to determine the outcome of a match. The score will be included in the shooter's average so that the shooter is properly classified in the following year. This will apply for matches equivalent to 1/3 of the season (rounding down) from the new shooter's first match.
 - d. A new shooter may also elect to be classified as 260 NS.

- e. If a new shooter (NS 230 or 260) fires a score that that causes his team to exceed the divisional breakpoint, the shooter will only be given credit for a score that allows his average to remain below the divisional breakpoint, minus any fractional amount.
- f. Averages will be calculated out to two (2) decimal places.
- g. A competitor may shoot for more than one team as long as the teams compete on different nights. While both averages in each division will be tracked separately, the competitor would only be eligible for an individual award in the highest division in which they compete and the higher of the two averages would be used as the shooters starting average the following year. Only competitors with a previously established average will be allowed to join multiple teams. Teams who wish to roster shooters who are also rostered on a higher division team, would only be able to add shooters only if the break point is not violated.

9. Team Classifications:

New teams will be put in the "A Division" unless they have satisfactory evidence that they belong in a lower division: in other words, NRA or league classification.

- A. A new team is also one that has added more than three (3) new shooters. The Executive Officer at his (her) discretion may put a new team into a different division other than "A" if deemed correct.
- B. Using the top five(5) highest averages from each team, the teams will be ranked in order from high to low. . In the case of teams formed with fewer than five (5) members, the average will be computed on all team members.
- C. The Executive Officer will attempt to place the teams in the appropriate divisions according to the guidelines in Article Eight and then set divisional breakpoints. A two decimal number will be used by the Executive Officer in determining the break point between divisions.
- D. At the discretion of the Executive Officer, any team may request and be allowed to compete in a higher division.
- E. If a team desires to be placed in a lower division, or wishes to add an active league shooter who's average would exceed the breakpoint for that division, the captain may request to have the scores capped for the season to meet the division's breakpoint.
 - i. The capped scores will be calculated by taking the remaining top four(4) highest averages at the time of the addition/modification and computing a score for the fifth shooter that does not exceed the division's breakpoint.

10. Any additions to or changes in the names or numbers of any given team shall be accomplished in the following manner:

- A. After the third Wednesday in September but before the Executive Officer has distributed the schedule: Changes will only be accepted by the discretion of the Executive Officer.
- B. After the Executive Officer has distributed the official schedule, notification for the addition of new shooters, that are also new to the league, shall be sent to the league Executive Officer prior to the first match that the competitor shoots. Notification can be by phone, voice mail, email or letter postmarked any time prior to the match being fired
- C. After the Executive Officer has distributed the official schedule, notification for any other changes to the team roster will be accomplished by notification to the Executive Officer prior to the shooting of a match by the shooter. Notification can be by phone, voice mail, email or letter postmarked any time prior to the match being fired.

11. Competitors moving teams within the league:

A. Competitors may move within the league, up from a lower to a higher classified team but may not move laterally within the division or down to a lower classified team unless their team drops from the league. Moving from one team, that has dropped from the league, to another team within the league, may be permitted at the discretion of the Executive Officer provided the move meets all of the following criteria:

- 1) The change occurs within two weeks of the team dropping from the league, by official notification to the Executive Officer.
- 2) The shooter's current average does not increase their new team's average beyond the season's division break point.

"Official notification" means that the Executive Officer is notified, in writing or by email within the two week period following the team dropout. If all of the above conditions are met, there will be no waiting period for eligible participation by that shooter in matches on their new team (i.e. their score may immediately count in a match).

12. Dummy Score

- A. Any team is allowed to use a dummy score a maximum of two (2) times during one season, as long as they only have four shooters at the match; other matches will record the top four (4) scores against the other team's top five (5) scores.
- B. The Dummy score shall be the lowest COUNTING score of the MATCH from either team. It would then be applied to the team that only has four(4) shooters.
- C. Teams which participate in a match and have only four (4) shooters may elect to NOT use a dummy score, in which case their match score will be the sum of their four (4) shooters' scores
- D. If a team is firing under the 2,1,0 scoring system, they will use up only one of their two times for each gallery match fired, regardless of the fact that they are using it against two teams This would still allow a team to take a dummy score on two separate nights. However, if a team shot two gallery matches in one night (one is a makeup match), then they have used up both times.
- E. If a team is firing under the 2,1,0 scoring system, the team electing to use a dummy score will use the lowest COUNTING score of the team it is currently comparing itself to.

Examples:

Team 1	Team 2	Team 3	Team 4
280	276	281	288
271	270	280	280
266	265	269	277
261	264	265	260 *
259* ----→	259	261	260
255		253	
250		251	
248		245	

* = dummy score

Team 1 with eight shooters fires against Team 2 with only four shooters. The lowest counting score is a 259 and is used as the dummy score for Team 2. Team 1 wins, 1337 to 1334. In the second example, Team 4 uses the lowest counting score in the match of 260. Team 4 wins, 1365 to 1356.

13. Targets, Scoring and Alibis

- A. The name of the competitor will be placed on the BACK of the target and after firing the targets will not be turned over until scorers have agreed on the value of the shots.
- B. With the exception of the Relay#, there will be no marking on the face of the targets by the competitors until they are scored. This section will not prevent the Range Officer and/or his designee from marking targets for early/late shots, alibis, etc or from sorting and delivering targets to the appropriate teams for scoring. Team captains must NOT score targets.

- C. Each captain will designate one or more scorers to score each target for that match. When there are double or triple matches, every attempt should be made to have only the representatives for the two teams competing against each other score the targets. The Ring Plug is the official league plug and can ONLY be used by the team captains and co-captains. Any shooter may challenge whether a shot is "in", however only when both captains are present may the plug be inserted into the target. **When a shooter submits a target, the entire target becomes eligible for review and rescoring.**
- D. When a shooter goes to the line to fire, his/her score will count toward his/her average after the first shot is fired. A shooter is not allowed to pull their targets from scoring, regardless of the total shots fired after the first shot, if they have used the wrong target or fired an early or late shot (unless it is an equipment malfunction, approved by the range officer or league official). The shooter is responsible for their actions at all times and according to our rules; those actions will affect his or her team's average.
 - a. The only exception is when the shooter **QUALIFIES FOR MULTIPLE** alibis due to firearm or ammunition failures as noted by the range officer. In this case the shooter will be listed as "DNC" (Did Not Complete) on the score sheet. The shooter will receive credit for the match without their score affecting their average.
 - b. If a shooter does not fire the match, the shooter will be listed as "DNF" (did not Fire) on the score sheet and will not receive credit for the match.
- E. Battery failure in a red-dot will be considered a malfunction.

14. Matches:

- A. Matches will be governed by NRA rules in effect at the start of the season.
- D. Course of fire: NRA GALLERY COURSE at fifty (50) feet.
- E. EYE and EAR protection WILL be REQUIRED on or near the firing line.
- F. Matches may start at 6:00 P.M. but no later than 7:30 P.M. There must be at least two shooters on every line shooting the same firing sequence even if one of the shooters is just practicing. There must be at least one shooter from two different teams on each line but not necessarily the opposing team, or the range officer must be from a different team. Anyone arriving prior to the 8:30 pm deadline, even if both teams have finished firing for score, or before the last line has been called, shall be allowed to fire for score. If there are empty firing positions and a shooter fails to report to the firing line when called by the Range Officer, he/she will not be allowed to shoot that night.
- G. In the event that it is impossible to fire a scheduled match at the scheduled range, the match will be rescheduled by the team captains, provide that this is the first rescheduled match for each team and notification is given to the Executive Officer and appropriate Stat Officer. If either team has already rescheduled a match this season, postponing and rescheduling the current match requires the approval of the Executive Officer.
- H. There will be no postponed matches except for severe weather or an act of God or for unforeseen transportation vehicle or unforeseen road condition problems or by mutual captain agreement for any reason. The Executive Officer and the statistical officer must be notified in writing no later than the day after the match which was postponed. In the case of such postponed matches, they must be fired by one week after the date of the last scheduled match of any MVPL division.
 - a. If the captains cannot agree if the match should be cancelled, the Executive Officer (or any other member of the Executive Committee) will make the determination.
 - b. If a match is rescheduled on a night of a scheduled shoot then the scheduled match is shot first.
- I. In the event of a forfeited match, the team present and willing to fire wins. That team must have at least four (4) shooters present. The captain of the team present and willing to fire must send a list of the names of his (her) team members present to the league statistical officer **NO LATER THAN THE DAY FOLLOWING THE**

MATCH IN ORDER TO GET CREDIT FOR THE TEAM AND INDIVIDUAL CREDIT FOR PARTICIPATING IN 70% OF THE MATCHES.

- a. In the case where a team drops out of participation in a shooting season but has shot in at least one match, then all win/loss records for the league will count the dropped-out team as forfeiting those matches in which they do not compete. A team scheduled to shoot against the dropped-out team shall have a win recorded for them. It shall not be necessary for the winning team in this circumstance to show up at the scheduled range in order to have their win recorded. For purposes of the 70% award qualification such forfeited matches will count as having been fired by the members of the winning team.
- J. There will be NO PRACTICE after the first match has started unless agreed upon by both team captains and the range officer prior to the first shot of the line being fired.

15. SCORES MUST BE MAILED OR EMAILED TO THE LEAGUE STATISTICAL OFFICER BY BOTH TEAM CAPTAINS NO LATER THAN THE DAY AFTER THE MATCH.

16. In the event that scores are used in violation of the league rules the statistical officer will make the necessary changes to the "WON-LOSS" status for the match and team standings and send the revised status to all team captains.

17. The championship in each division will be decided by the team winning the greatest number of matches during the season, or when a point system is in place, by receiving the greatest number of points.. Ties will be broken by a shoot off, the date and range to be decided by the Executive Officer, to be shot at a neutral range and officiated by league officers or delegates. If both teams are from the same club then their range may be used. A competitor must have participated in at least 50% (rounding down) of the matches to be eligible to fire in a shoot off match. Exceptions to this rule are subject to the Executive Officer's review (military service, medical leave, etc.) and must be submitted prior to the tie breaking match.

18. The final average of each competitor will be the average of all matches fired not counting tie breaking matches.

19. A competitor must participate in 70% (rounding down; example: 13.3% or 13.7% is 13.0%) of the matches to be eligible for an individual award. Example: If a division has 18 matches, 70% of 18 is 12.6 matches. Rounding down, a competitor must fire in 12 matches to meet the 70% rule. For the purposes of numerical averages, all calculations will be carried out to two decimal points. If after considering 2 decimal place shooters are tied, a tied will be declared.

- A. Team awards will be awarded to the first place team if there are fewer than four (4) teams in a division. Team awards will be awarded to the first and second place teams if there are four (4) to five (5) teams in the division. Team awards will be awarded to the first, second, and third place teams if there are six (6) or more teams in the division.
- B. A competitor must have participated in at least 70% of the matches to qualify for a Team award. A competitor who has participated in less than 70% of the matches may receive a **Team** award subject to the captain's approval.
- C. All first place teams will receive a team plaque. Second place teams will receive a team plaque if there are at least four (4) teams in a division. Third place teams will receive a team plaque if there are at least six (6) teams in a division.
- D. An award for the highest average for the season will be awarded for each classification. A classification must have at least 10 shooters in order to qualify for the award (the breakpoints can be modified at the Executive Secretary's discretion). At the end of each season, the League will distribute three (or four) highest season average awards. At the beginning of each season or upon entry to the League, shooters will be placed into one of three (or four) classifications based on their previous season's or established average.

(Possible classification breakdowns:

A \geq 270	(15)
B 250 – 269	(38)
C <250	(69)

For each classification, shooters will be ranked based on current season average, and the top shooter in each classification will receive an award. In order to qualify, shooters must participate in at least 70% of

the matches. Additionally, the remainder of the top ten may receive a token recognizing their achievement.

- E. An award for the most improved overall shooter will be awarded. It cannot be awarded to a first year shooter or to a shooter that has not shot 70% of the matches.
- F. Any team eligible to receive individual awards or a team plaque may notify the MVPL Executive Committee that it wishes to donate to a charity of its choice some or all of the money which would have been spent on the awards. Written notification from the team captain must be made no later than the last regular match of the season.

20. A bulletin of team standings will be mailed or emailed each month to every team captain whose name and address has been sent to the league Secretary.

21. Any team that represents the league in any tournament will be chosen by the Executive Director and/or Board of Directors.

22. The use of audio range command devices are optional but restricted to either the "Personal Linesman" black box or the League issued CD.