



2016 Policies & Procedures



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Welcome

The League

The USA High School Clay Target League (League) is a 501(c)(3) non-profit corporation and operates the state-specific high school clay target league as the independent provider of shooting sports as an extracurricular co-ed and adaptive activity to high schools for students in grades six through twelve who have earned their firearms safety certification.

The League's Board of Directors and/or the Executive Committee reserves the right to make alterations in, or amendments to, these Policies & Procedures at any time without notice, whenever it is deemed to be in the best interest of the League.

These Policies & Procedures apply to all League-sponsored events and participants.

We Believe

Safe and responsible handling and storage of firearms and ammunition is the first priority.

Everyone should have fun.

Participation is a privilege and not a right.

Sportsmanship needs to have a constant presence.

Students should have an equal opportunity to participate.

Ethical behavior, dignity and respect are expected.

Participants will be chemically free.

Collaborative relationships with schools and students create a positive experience.

GREAT TIP!

Find these great tip icons throughout the Policies & Procedures for helpful suggestions.

Academic priorities must come before participation.

Adults must serve as a positive role model to students.

The success of the team is more important than individual honors. Gun clubs are critical to the success of the League and are positive business leaders in their community.

Compliance with school, community, gun club and League rules are mandatory for all participants.

Shooting sports strengthens connections within families and communities for life.

Everything the League does will always be in the best interest of the students.



General Policies

Priorities

The League's priorities, in order of importance, are safety, fun, and marksmanship.

Fair Play

The League's success is dependent on the trust it instills in every athlete, including the students, coaches, gun club members, parents and school officials. The assured reliance on character, ability, and truthfulness for each and every person will create an entrusted safe environment that everyone will enjoy.

Conduct

Acts of using abusive or profane language, displaying unsportsmanlike conduct (includes but not limited to: arguing with referees; unsafe handling/use of shotguns; distracting a competitor; cheating, etc.), consuming alcohol, or using drugs

before or during any League event are prohibited and are grounds for suspension and/or expulsion from the League.

Athletes are strongly encouraged to be respectful of the time constraints for all coaches, volunteers and gun club staff.

League Seasons

The League organizes a spring clay target competition season and a fall clay target competition season. Although examples used in these Policies and Procedures are in reference to the League's spring season, the League's Policies and Procedures apply to both seasons.

Spring – 9 Weeks:

- All past and new teams are invited to participate.
- April-June
- 2 Practice Weeks
- 1 Reserve Week
- 5 Competition Weeks
- 1 Fun Week
- State Tournament

Fall – 6 Weeks (optional if offered)

- Only same-year teams may participate
- New students may join same-year teams
- September-October
- 1 Practice/Reserve Week
- 5 Competition Weeks
- No State Tournament

GREAT TIP!

All teams and athletes are invited to the spring league's State Tournament. Add it to your calendar!

Penalties

All student athletes, team leaders and gun club officials must be familiar with the League Policies & Procedures and must ensure that these Policies & Procedures are enforced. It is the responsibility of each student athlete to comply with the Policies & Procedures. Any violation of Policies & Procedures will result in the following Two Strike Penalty Rule:

Strike 1 – Upon a first violation the student will be sent home immediately and it will be the coaches responsibility to call the parents of the athlete and address the concerns before the athlete can return to the team.

Strike 2 – If a second violation occurs the student will be removed from the team with no refund and will not be able to return for the remainder of the season.

The League must be informed immediately of any roster changes. Individual teams may include alternative penalties and enforcement actions.

School conduct, academic or chemical abuse policies and penalties and federal Gun-Free Zone Act laws will always supersede any League policies.

Insurance

All registered student athletes are insured by the League's accident insurance policy if a covered injury occurs as a result of participating in a League event.

All registered coaches and volunteers are insured under a General Liability Insurance Policy if a covered injury occurs as a result of participating in a League event.

The names of all registered athletes, coaches and volunteers must be entered in the team's Team Management System™ prior to the first practice event to qualify for the insurance.

Each gun club may have an insurance policy that may cover athletes from the League while shooting during scheduled League events. Ask your participating gun club for their insurance policy details.



Eligibility

School Eligibility

Any public high school, private high school, parochial high school, or home school association located within the participating state is eligible to participate. Teams require:

- Approval from the school (Board, Principal, and/or Activities/Athletic Director)
- Use of the school name

Schools are strongly encouraged to provide a lettering program and include the team photo in the yearbook.

GREAT TIP!
Begin your school approval process as early as possible. Ask the League for helpful advice and tools!

Team Eligibility

In the spirit with which this League was formed, we encourage all athletes who possess a valid state-issued firearms safety/hunter education certificate to be included on a team based on submission of registration (first come, first serve) and not by tryouts.

- A minimum of 5 student athletes are required to form a team.
- Different schools may combine student athletes from different school districts to form a team.
- A minimum of 1 coach for every 10 team members is required.
- An unlimited number of members may be on a team as long as the athlete-to-coach ratio is in compliance.
- The number of members on a team will be determined by a combination of coach/student ratio and gun club capacity.

It is important that the head coach and the gun club work together to determine the number of students the coaching staff and facility can safely and efficiently accommodate.

- If additional coaches are required to conform to the coach/student ratio requirements, ask parents or gun club members to assist with the team.
- If additional shooting time is needed at the shooting range to accommodate more members, consider adding an additional day or extend hours.
- If a shooting range has reached capacity or team size limit is imposed, seniors should be provided the first opportunity to participate in addition to any returning athletes.
- Teams may utilize different shooting ranges to accommodate larger team sizes and/or to reduce travel for participants.

GREAT TIP!
Teams typically double in size in their second year!

Athlete Eligibility

Any student is eligible to participate if he/she:

- Is in grades six through twelve, AND
- Possess a valid state-issued firearms safety training/hunter education certificate (from any state), AND
- Meets all school curricular activity eligibility requirements, AND
- Complies with these Policies and Procedures, AND
- If the team has the capacity to accommodate the student.

Homeschooled athletes may participate on a team if they meet the above criteria and the team is within their same school district.

Team Or Athlete Disqualification

The League promotes participation in clay target sports emphasizing safety, fun, and marksmanship and does not encourage youth competition for a financial benefit. The League also does not support motivating youth to participate in this sport through financial gain and, therefore, the following conduct will

disqualify a team or athlete from participation in League sponsored events:

A student shall remain eligible to participate in League activities unless any of the following occur:

A student accepts one or more of the following associated with the participation in clay target events occurring during the League's season:

- Monetary compensation for participation in clay target competition;
- Gifts or promotional merchandise valued at \$100 or more;
- A share in the season profit of a team;
- An expense allowance;
- An exclusive financial benefit that includes an ancillary advantage or benefit to a for-profit business;
- A tangible prize or award having a value exceeding \$100; or
- Monetary prize, purse, reward or other winnings exceeding \$100.

Gifts or scholarships received by the athlete, either directly or indirectly, that are not conditioned upon continued participation in clay target events shall not be construed as a disqualifying event.

A team shall remain eligible to participate in League activities unless any of the following occur:

A team, or entity benefiting the team, accepts one or more of the following associated with the team's participation in a clay target event at any time during the year:

- Promotional merchandise, goods, or services valued at \$1,000 or more;
- A team prize or award having a value of \$100 or more; or
- A monetary prize, purse, reward or other winnings exceeding \$100.

Monetary contributions received through fundraising, donations, grants, scholarship or like kind that are given and remain in the possession and control of the team, or in the possession and control of an entity that is organized for the benefit of the specific team, shall not be construed as a disqualifying event.

A student or team who fails to comply with these requirements shall be disqualified from further participation in the League.



Organizing A Team

Team Setup

Most schools setup the initial team as a club or activity rather than a school-sponsored sport. This means the coaching staff is solely responsible for management, coaching, administration, and financial management on behalf of the team.

Non-Profit Organization

Because most teams are setup as an independent activity for the school, some teams establish a 501(c)(3) non-profit organization for their team to take advantage of being tax-exempt and the ability to accept contributions and donations that are tax-deductible to the donor. Additional benefits include, but are not limited to:

- Exemption from federal and/or state corporate income taxes.
- Possible exemption from state sales tax (varies by state).
- Ability to apply for grants and other public or private allocations available only to IRS-recognized, 501(c)(3) organizations.
- The public legitimacy of IRS recognition.
- Formal checking and banking services.

When considering creating a non-profit organization, it is strongly recommended to consult with certified legal and accounting professionals prior to considering starting a 501(c)(3) organization. The League can provide some startup guidance upon request.

Shooting Range

Shooting ranges are important partners for high school clay target teams and play an vital role in providing student athletes a safe, fair, and competitive environment to participate in the League.

Ensuring a consistent and fair shooting experience throughout the state and the League is important to the enjoyment of the sport for all participants. The League strongly encourages shooting ranges to adhere to standard equipment, field, target and target flight specifications to the best of the shooting range's abilities.

Clay target team events should be held to the same requirements as other high school events. Therefore, no alcohol or tobacco will be used during League events at the shooting range.

Shooting ranges that host League teams should familiarize themselves with the League's Policies & Procedures. This document is the first resource that clubs, teams, and coaches should refer to if there are any questions.

Additionally, the League recommends that shooting ranges set clear expectations with teams and athletes regarding shooting range rules and safety procedures. In all cases, shooting range safety procedures and product specifications supersede any League policies and/or procedures.

Sponsorships, Donations & Fundraising

Sponsorships, donations and fundraising events for the team are strongly encouraged to help raise money and reduce the costs of participation for the athletes. Recognition for team sponsorships may occur on team uniforms, banners and websites. Sponsorships cannot include or reference:

- Tobacco products
- Gambling
- Sexual connotations
- Alcohol products (bar/restaurant establishments allowed)

Athlete Recruitment

Recruiting student athletes for a team is coordinated through your high school. Host an open house event at the school to invite everyone that is interested in learning about the team. Promote the open house event through school newsletters, message boards, and posters.

The League can provide a checklist of items to prepare your event, promotional messages and posters to customize and print, and presentation materials to assist with a successful event. Sign interested student athlete up and you have a team!

Team Registration

All teams are required to contact the League to verify participation.

- Team registration for the League ends March 1.
- Teams can join the League at any time prior to March 1.
- The team's head coach will be supplied access to the Team Management System™ to setup their team including team contact information and student athlete registration.
- No athlete can register with a team unless his/her information is included on the team roster in the Team Management System™

GREAT TIP!
Host a meeting at the shooting range to review safety and procedures before your first practice!

GREAT TIP!
Recognize and thank your team's sponsors often so they continue their support!

GREAT TIP!
Don't miss deadlines!

Athlete Registration

Each athlete is required to register with his/her team via the League's website. Unless a student athlete is 18 years of age or older, a parent or legal guardian must register the student athlete. All registrants must agree to all terms regarding Sportsmanship, Medical Consent, and Consent & Waiver.

- Athlete registration for the Spring League begins January 15 and ends March 15.
- A coach will provide the parent/legal guardian or athlete access to the registration website.
- Athlete registration payment requirements to the League will be announced prior to January 15.
- Email confirmations are sent to registrants and coaches upon the successful completion of the athlete registration.
- There are NO deadline extensions.

Lettering & Yearbook

Each participating school is strongly encouraged to offer a lettering program and a team picture in the school yearbook. Each school has different criteria for awarding letters and yearbook recognition to participating student athletes. Verify the participation and accomplishment requirements with your school. The League can provide lettering program recommendations for coaches if requested.

GREAT TIP!
80% of high school teams in the League offer a lettering program and yearbook inclusion!

Coach Education And Support Program

The Coach Education And Support Program provides a free education support platform that it is consistent with the clay target league's mission, policies, and procedures to help coaches help themselves, other coaches, and student athletes. The usaclaytargetcoach.com website provides coaches private access to advisors, blogs, and more than 45 different lessons to help their knowledge and skills in various areas of starting a team, managing team growth, and emerging teams.



Athlete Requirements

Safety Certification

Student athletes are required to earn a state-issued firearms safety/hunter education certificate to participate in the League. Certification numbers are required when athletes register with their team and the League.

GREAT TIP!
Schedule firearms safety training as early as possible. Classes fill up quickly!

Different School Team Participation

If an athlete wants to participate in the League and the athlete's school does not have a team, the athlete may participate on another team with the approval of both school's Athletic/Activities Directors.

If both schools already have a cooperative participation arrangement for other sports or activities, a League Cooperative Agreement is not required.

If no cooperative participation arrangement is valid with the student's school and the team school, then the student athlete MUST have the League's Cooperative Agreement completed by both school athletic/activity directors. This agreement is available on the League's website. The head coach must retain the approved Cooperative Agreement.

- A student must join the team that is located nearest the student's school district.
- The League's Cooperative agreement is valid for only one year.

The coaching staff for a team makes all decisions if they can accommodate any athletes from other school districts. It is strongly encouraged that the athlete makes a concerted effort to start a team at his/her own school before participating on another school's team.

Other Memberships

No school, or student in a school, shall be required to join any outside organization to participate in the League.

Cost

The cost for each student athlete to participate in the League is determined by the team. Costs vary by team depending on ammunition costs, uniform expenses, and local gun club fees.

- Cost for participation is typically \$200-\$300.
- Includes targets and ammunition.
- Must include the required \$30 non-refundable student athlete registration fee for the League.
- Does not include mandatory ear protection, eye protection, shooting gear, uniforms, or shotgun.
- Athletes must supply their own shotgun.

All first-year student athletes receive an official League patch to adhere to their gear!

Shotgun & Ammunition Transportation

All students and coaches will follow state law and their school's policy regarding shotguns and ammunition.

Shotguns and ammunition are picked up at home and brought to gun club by parents or students. Some shooting ranges may have secured firearm storage available.

Student athletes and coaches will follow all local shooting range rules and policies.

GREAT TIP!
Follow the law regarding firearm and ammunition on school property!

Scholarship

The League offers a scholarship to a student athlete to continue post secondary education.

To qualify, a student athlete must:

- Be a member of the League.
- Be a graduating senior in participating year.
- Demonstrate an interest in pursuing a career in environmental sciences and/or conservation of natural resources.
- Adhere to all school eligibility requirements.
- Submit application before deadline.

Details and applications are made available on the League's website in April.



Coaching Staff

All coaches will strive to develop in each athlete the qualities of leadership, initiative, fine judgment, and good citizenship. The school is responsible for approval of the Head Coach and may require background checks for all coaches and volunteers.

Head Coach

Each team requires a Head Coach which should be approved by the school's Athletic/Activities Director. The Head Coach is responsible for all operations of a school's team including, but not limited to:

- Supervising student athletes in a professional manner.
- Recruiting and training assistant coaches.
- Training student athletes in safety and courtesy.
- Training student athletes in trapshooting skills.
- Monitoring the safe handling of shotguns and ammunition.
- Having a wide experience in shotgun shooting and a thorough knowledge of shotguns and shooting range equipment.
- Supervising, advising and assisting all coaches and volunteers.
- Educating student athletes about gun club safety and courtesy rules.
- Managing student, coach, League, or school conflicts.
- Enforcing all Policies & Procedures.
- Making all penalty decisions.
- Coordinating schedules.
- Submitting all required forms and payments before deadlines.
- Verifying all scores and submitting them to the League before the deadline.
- Appointing qualified Range Safety Officer
- Making decisions in any and all cases which are not provided for in the Policies & Procedures, or are against the spirit of these Policies & Procedures, in the best interest of the school, team and the League.

Assistant Coach & Volunteers

Those who receive responsibilities as assigned by the Head Coach.

Team Manager

Although not required, it is recommended each team have a Team Manager. The Team Manager's responsibilities may include:

- Coordinating communications from the League to the coaches and team members.
- Managing all information for team rosters.
- Ensuring all League required forms, payments and score submissions are submitted completely and within deadlines.
- Assist the coaching staff when requested.

Range Safety Officer

The Range Safety Officer (RSO) will possess the knowledge and skills essential to organizing, conducting and supervising safe shooting activities and range operations. An RSO must be present during any and all times when a student athlete participates in League events. The RSO's responsibilities will include:

- Ensuring all shotguns and ammunition are handled safely at all times.
- Supervising preparation of the gun club according to technical, safety, and target requirements.
- Ensuring the correct application of guns, ammunition and equipment is being used.
- Ensuring proper hearing and eye protection is worn by athletes.

Firearm Safety/Hunter Education Instructor

It is desirable for each team to have a volunteer firearm safety/hunter education instructor as a member of their coaching staff. Certification is available for free from a state's natural resources department.

Emergency Management Plan

It is required that each team develops an emergency management plan so they are prepared in case of an emergency. It is vitally important that all elements of this plan are clearly understood by team coaches, gun club staff, parents and athletes. Emergency management plans should include:

- Immediate access to a phone to dial 911
- Team roster report – Downloaded and printed from the Team Management System. This includes emergency contact information for athletes and medical conditions.
- Evacuation information – in case of inclement weather.
- Situation leaders – assigned staff that serve as designated

decision-makers and communicator who understand their roles and responsibilities.

- Key contacts – School officials, police, fire, hospital, legal counsel, financial management, Board of Directors, community partners, etc.

Clear, decisive, and timely communication is important in any situation and having an established plan will help the team successfully navigate its way through any emergency.



Safety & Courtesy

All coaches and adult volunteers have the responsibility to keep the range safe at all times. Any coach should take it upon them self to speak respectfully with any student athlete on any team immediately if they see a safety violation.

Safe Gun Handling

All shotguns must have the action open and contain no live or empty shells at any time, except while the shooter is on the station. A break open gun's action may be closed when it is in a gun rack but it shall not contain a live or empty shell. Shotguns should be uncased immediately upon arrival to the shooting range to ensure they are unloaded.

When Not Shooting

All shotguns will be carried with the action open and must be pointed in a safe direction down range. Student athletes will place their shotguns on a designated gun rack. Immediately after shooting a student athlete's shotgun should either be placed back onto the gun rack or cased and returned to the athlete's vehicle.

Safety & Courtesy

It is the student athlete's and coaches' responsibility to conduct an event in a reasonable and safe manner. Safety is more important than speed.

- The practice of tracking targets behind a shooting squad is not permitted.
- Test shots are not permitted.
- Snap caps are permitted.
- Always have gun pointed out over fields or at the ground when at the firing line whether shotgun is loaded or not.
- Always keep your finger out of the trigger guard area until your shotgun is shouldered and set.
- Do not handle another person's shotgun without the shotgun owner's consent and coach's permission.
- Clean your shotgun after shooting.
- It is recommended to add a name label on your shotgun for identification
- Be respectful and do not distract others.
- No heckling.
- Empty shells should not be picked up until the round is over or when instructed by a coach.
- Do not leave your station or pivot recklessly to offer help if another shooter needs assistance.
- Only coaches will be allowed to instruct students while occupying a shooting station.
- No eating or drinking while occupying a shooting station.
- Wash your hands after handling ammunition, shooting, or cleaning your shotgun.
- Control ejected shells so they do not disturb other shooters at their shooting station. Shell catchers on a pump-action shotguns are recommended.

GREAT TIP!
Allow at least two coaches access to the Team Management System to verify registration, scores and rosters.

GREAT TIP!
Safety is everyone's number one priority!

Foot Pads

Athletes are not allowed to rest muzzles on their feet and should not use any type of foot pads. Magnetic muzzle pads are allowed if placed on the ground.

Practice

Practice is allowed prior to a scheduled event or any other different scheduled day(s) as long as it doesn't interfere with other teams or gun club members.

Any athlete wishing to shoot more should be encouraged to do so as long as it doesn't interfere with other schools scheduled practice. It is important that a school team does not infringe on another school team's opportunity to participate by taking up more than their fair share of range time. In addition, teams are strongly encouraged to be respectful of all volunteer time and shooting range manager(s) time. Additional shooting may occur if all other athletes have had an opportunity to complete practice rounds and an athlete has no viable opportunity to shoot during the week. Ask a coach or gun club manager for availability and costs.

GREAT TIP!

Be respectful to volunteers' time when scheduling practices.



Equipment & Gear

Each athlete is responsible for personal equipment and items. Gun clubs or coaches are not responsible for a student athlete's personal items. It is recommended that student athletes affix a name label to their shotgun and gear.

Shotguns

Student athletes are required to supply their own shotgun. Some teams or gun clubs may have shotguns to borrow or rent. All types of smooth-bore shotguns, including semi-automatics, may be used provided their caliber does not exceed 12 gauge.

The student athlete cannot:

- Use a shotgun with any form of "release" trigger actions.
- Use slings or straps on a shotgun.
- Change a properly functioning gun or parts of shotgun in the same round.
- Use devices fitted to the shotgun that have magnifying, light emitting, or give visual enhancement of the target.
- Use pistol grip shotguns.

Ammunition

All student athletes must use factory ammunition. Ammunition load, shot size, and velocity (feet per second) specifications must meet the use requirements of the shooting range during the event. A student athlete cannot use:

- Reloaded cartridges.
- Any load other than lead shot.
- Tracers, copper and nickel coated shot.

Shooting range ammunition requirements supersede League ammunition requirements.

Teams, families and student athletes must follow all federal laws on the purchase and sale of ammunition.

GREAT TIP!

Ask your local shooting range about ammunition requirements before purchasing ammunition!

Eye & Ear Protection

All athletes and coaches are responsible for proper eye and hearing protection while shooting. It is recommended that spectators also wear hearing protection.

Attire

Each student athlete will promote a positive image by wearing appropriate attire during all events.

Prohibited items include:

- Clothing that exposes any part of the torso, including but not limited to, cutoff t-shirts, halter tops, tank tops, etc.
- Short shorts and low riding shorts or pants revealing undergarments or buttocks.
- Flip-flops or opened-toed shoes/sandals.
- Any clothing with pictures, caricatures, designs, messages, writings, or other embellishments with direct or indirect references to alcohol, tobacco, sex or sexual connotations, drugs, gambling, or profanities.

Equipment Inspections

Any team coach or RSO has the right to examine any item of a shooter's equipment including guns, ammunition, clothing, and other equipment to ensure proper accordance with these Policies & Procedures.



Trap Shooting

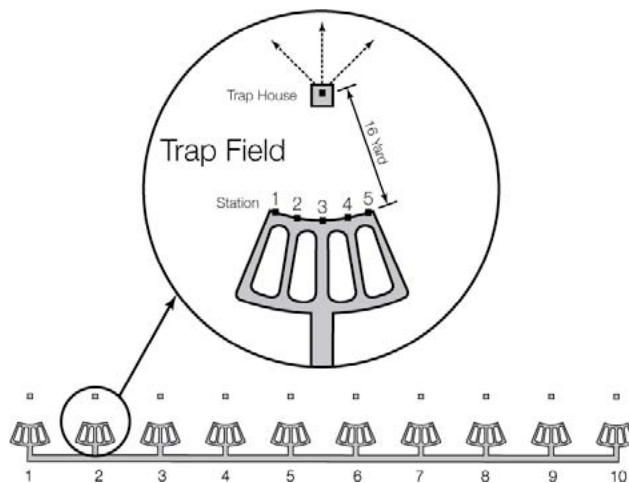
A practice or competition event will consist of shooting two 25 target rounds for a total of 50 targets from the 16-yard station. Up to 5 shooters (squad) will occupy the stations on a trap field. Station 1 is assigned the "squad leader."

Trap House

This is the structure in front of the stations from which the clay targets are launched. Only facility personnel shall enter and maintain the trap house. A cone or flag will be displayed when the trap house requires maintenance and shooters are required to exit their shooting station and make firearms safe until the trap house maintenance is completed and the cone or flag is removed.

Preparation

Each shooter will have all the equipment and ammunition necessary to complete the round each time they occupy a shooting station. All guns must be carried open and unloaded when moving to the athlete's assigned starting station. Test firing of a shotgun is not allowed.



Ready

At the moment the shooter calls and until the target appears, the shooter must stand in the "READY" position including:

- Both feet entirely within the 16-yard shooting station area.
- Holding the gun with both hands.
- The "squad leader" (Station 1) calls for a single target to be launched as an example of flight.
- A shell may be in the chamber, but the action MUST be open until it is the shooter's turn to shoot.

Start

Upon a "START" command from the scorekeeper, each shooter, in turn, will:

- Take proper shooting position.
- Load one shell (if not already loaded)
- Close the gun.
- Clearly call "PULL" or some other command for the target.
- Shoot at the target.
- Scorekeeper does not comment when a target is "HIT"
- Scorekeeper will say "LOST" loudly when a target is missed.
- Discharge empty shell.
- Wait for next turn.

A shooter may close the gun only after the previous shooter has completed his/her turn. No shooter will turn from the shooting station before the shooter's gun is open and empty. Each shooter should begin his/her turn within five (5) seconds after the last shooter has fired at a target and the result has been recorded. At the end of each round, the scorekeeper announces the scores for that round in firing order.

"Lost" Target

A missed target must be declared "LOST" when:

- It is not hit during its flight.
- It is only "dusted" and no visible piece is broken from it.
- A shooter, for no permitted reason, does not shoot at a target for which the shooter has called.
- The shooter is allowed one "misfire" per round if they were not able to fire his/her firearm because he/she has not released the safety or has forgotten to load it.

Disputed Call

In the event of a lost target dispute:

- The shooter immediately raises an arm to notify the scorekeeper.
- All shooters must unload their shotguns and make them safe.
- The scorekeeper defers to the entire squad for majority ruling decision.
- If a majority ruling cannot be made by the squad, the lost target score will stay as-is.
- Unless there is a disputed call, no score can be changed after a shooter has completed his/her shot.

"Refused" Target

A shooter may refuse shooting at a released target if:

- A target is not released immediately after the shooter's call.
- The shooter is visibly disturbed by some external cause.
- The Scorekeeper agrees that the target was flying along an irregular path other than that specified in angle, elevation or distance.

The shooter refusing a target must indicate this by opening the action on their shotgun and raising an arm.

"No Bird" Target

A scorekeeper may declare a "NO BIRD" when:

- A broken or irregular target emerges.
- Two targets are thrown at once.
- A shooter shoots out of turn.
- Another shooter fires at the same target.
- The scorekeeper notices the shooter was visibly disturbed by some external cause.

- The scorekeeper notices shooter's foot position is outside his/her lane.
- The scorekeeper detects a violation of the shooter's allowed time limit.
- The shot is discharged involuntarily before the shooter has called for the target.
- A target is thrown before the shooter's call.
- A target is not released immediately after the shooter's call.
- A target's trajectory is irregular.
- There is an allowable malfunction of shotgun or shell.

Even if the shooter has fired a shot, a "NO BIRD" allows the shooter to replay the shot without a penalty.

Moving From Station To Station

After the first 5 shots are completed by the entire squad, each shooter will move to a new station by:

- Verifying the gun is unloaded.
- With the chamber open and the gun pointed in a safe direction, rotate in a clockwise manner to the next station.
- Station 1 will move to station 2, 2 to 3, 4 to 5, and 5 to 1.
- Station 5 will rotate to their right moving away from the station 4 shooter who is moving to station 5 and continue to walk behind the other shooters to station 1.
- Await the "START" command from the scorekeeper.
- The squad leader is the first to shoot in each round.
- Repeat process until all shooters have each shot 25 targets.
- No shooter will move until the last target in a round is completed.

Stop

When the command or the signal "STOP" or "CEASE FIRE" is given, shooting must stop immediately.

- All shooters must unload their shotguns and make them safe.
- Shooting may only be resumed at the appropriate "START" command is given by the scorekeeper.

"Out"

Upon the completion of a round, the scorekeeper will declare "OUT". Shooters will be notified of their scores, make their shotguns safe, and carry the gun in the approved manner and exit the station.



Skeet Shooting

The shooter shoots from seven positions on a semicircle with a radius of 21 yards, and an eighth position halfway between stations 1 and 7. There are two houses that hold target throwers that launch the targets, one at each corner of the semicircle. The traps launch the targets to a point 15 feet above ground and 18 feet outside of station 8. One trap launches targets from 10 feet above the ground ("high" house) and the other launches it from 3 feet above ground ("low" house).

Each event shoots two rounds of 25 targets each.

Ammunition recommendation

Typical ammunition used for skeet shooting:

Gauge	Shot	Shot Size
12	1-1/8 oz.	#9 or #8
20	7/8 oz.	#9 or #8



Targets At Each Station

Stations 1 and 2: High House single, shot first; Low House single; High and Low House doubles, with the High House shot taken first. (Four shots at each of the two stations.)

Stations 3 through 5: High House single, shot first; Low House single. (Two shots at each of the three stations.)

Stations 6 and 7: High House single, shot first; Low House single; High and Low House doubles, with the Low House shot taken first. (Four shots at each of the two stations.)

Station 8: High House single, shot first; Low House single. If by now the shooter has missed no targets, the 25th shot is taken at the Low House.

Optional shot: This, which would be the 25th shell for a shooter who has missed no shots through Station 8, is taken for a second try at the first target missed at any station.

At every station the High House shot is taken first except on doubles at Stations 6 and 7, when you shoot the Low House target before the High House.

Shooting procedures (except for station assignments and changes) are similar to trap shooting.



Practice & Competition Events

League events are defined as practice or competition during scheduled participation.

League Play

Each team will coordinate with their local shooting range to determine available days and times to shoot.

- Prior to the start of the League, the coaching staff will define the scheduled event day(s) in the League's Team Management System™.
- Teams may allow up to two scheduled days per week to accommodate large teams, gun club capacity, other spring sports, or inclement weather conditions.
- All teams must conduct their weekly shoot within the corresponding scheduled week between Sunday and Saturday before 9:00 p.m. CST.
- If a team cannot compete on their scheduled shoot day, they may reschedule within the same competition week.
- An athlete's score can only be used if completed on their team's scheduled day.
- No student athlete makeup rounds for scores are allowed.

GREAT TIP!
Scheduling two days a week makes it easier for athletes to participate in other spring sports.

- If a team has two scheduled days during the event week and a student athlete cannot participate on his/her scheduled day, the student athlete can participate on the other team-scheduled day if the team allows it.
- Reserve Week scores can only be used for entire teams and cannot be used for individuals.
- In all cases, a coach and Range Safety Officer must be present at all times when a student is participating in League events.
- No handicapping allowed for athlete score adjustments

GREAT TIP!
No makeup rounds are allowed for individuals. If an athlete misses a "game", it cannot be replayed just for them!

Inclement Weather

In the event of inclement weather before or during League events, coaches should make safety their first priority.

- When lightning is observed or thunder is heard, the event must be suspended.
- The occurrence of lightning or thunder is not subject to interpretation or discussion. Lightning is lightning; thunder is thunder.
- Athletes and support personnel shall be moved to appropriate indoor facilities.
- Athletes shall not return to the field until lightning has been absent from the local sky and thunder has not been heard for 30 minutes.
- Spectators shall be advised of the action being taken to seek shelter.

If the event is cancelled, the event may be rescheduled within the same week or the Reserve Week score must be used.

GREAT TIP!
Ask your shooting range about their emergency evacuation plan!



Scoring & Recognition

The League's exclusive True Team® scoring format is used to determine the overall performance for a team in all weekly events during the season. League events are defined as practice or competition during scheduled participation.

Class Designation

A Class contains multiple conferences. Multiple Classes may be used for the League.

Conference Designation

Each conference is comprised of 6 to 9 teams. Teams are assigned a conference based on a similar number of members on a team. In the True Team® scoring format, each team in a conference must have the same number of athlete scores used to offer an equal opportunity of points earned. Each conference will have a different total of the points available to be earned for each event because each conference will have a different number of qualifying athletes and perhaps a different number of teams.

- The number of scores used is determined upon a team's conference designation which occurs after the athlete registration deadline but before Practice Week 1 begins.
- Smaller conferences with smaller teams will use less scores.
- Larger conferences with larger teams will use more scores.
- The same number of team members must be used for each team to provide equal opportunity to earn points.

GREAT TIP!
Teams can have as many athletes as they want (minimum of 5) and compete against teams of similar size!

See the Conference True Team® scoring Assignment Examples to see an example of how the number of total points is determined.

Conference True Team Scoring Assignment Examples

Conference Example	Number Of Teams	Number Of Athletes	Number Of Athlete Scores Used For Each Team	Total Number Of Athlete Scores Used	Highest Possible Points	Lowest Possible Point	Total Points Awarded For Each Event
Small Conference	8	10-15	8	64	64	1	2,080
Medium Conference	9	35-40	28	252	252	1	31,878
Large Conference	7	90-110	72	504	504	1	127,260

Submitting Scores

A team's Head Coach or manager is required to submit their team's scores via the League's website for all event weeks.

- Scores must be submitted prior to 9:00 p.m. CST on the Saturday of the scheduled event (practice or competition).
- Score submissions or changes can be made at any time prior to the weekly 9:00 p.m. CST Saturday deadline.
- Athletes will automatically receive a score of "0" if a score is not submitted before the deadline.
- After submitting scores, the coach(es) will receive a confirmation email including athlete scores. If the coach does not receive the email, the scores were not properly submitted and they should try again.
- An email scoring confirmation is sent to all coach emails that are included in the Team Management System.
- Partial (one or more athlete scores) scoring submissions count as a team score and the Reserve Week score cannot be used.
- Any student athlete score that is an error cannot be corrected after the deadline.

****IMPORTANT**** For any team that does not submit scores for the week before Saturday at 9:00 p.m. CST, the Reserve Week score will be used.

No exceptions will be made after the deadline.



Submit your scores and double check their accuracy before the deadline. No scores or changes are accepted after the deadline!

Team Management System™ (TMS)

Each coach will be required to submit scores and team information through their assigned team and scoring management interactive system via the League's website. Only a single user name and password is allowed for TMS access. Multiple users will have to use the same user name and password. The Team Management System includes:

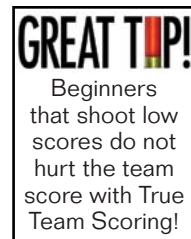
- Team Profile – school and coach contact information, billing information, conference designation, registration user names and passwords, and more.
- Rosters – add, edit, print all information about your team members.
- Submit Scores – submit weekly scores for each athlete.
- Team Scoring Report – review scores and statistics on each athlete or the team.
- Tournament Registration – manage your registration and roster.

The Head Coach will receive access information to the TMS after confirming their team's participation in the League.

True Team® Scoring

The True Team® scoring created specifically by the League makes competition exciting for the team and its student athletes while incorporating the League's mission and beliefs. This is accomplished by measuring which team is the best overall, rather than which team has the most top finishers while allowing all team members to participate. The League's True Team® scoring method is:

- Fair for everyone.
- Focused on team awards.
- Scalable to work with all team and conference sizes.
- Measurable so athletes and coaches can monitor personal performance progress and goals.
- Flexible to encourage teams to offer open participation and introduce beginner participants.
- Achievable for all athletes to have the ability to contribute to a team's scoring performance.



The League's True Team® scoring is a similar scoring system used in some other high school sports including track, swimming and gymnastics.

Earning True Team® Scoring Points – Athlete

All athletes shoot at their assigned 50 targets on their team-assigned event day of the week. A coach enters all scores in their Team Management System™ before Saturday at 9 p.m. CST.

- The top scores, as determined by the qualifying number of scores used for your team each week, are compared against all other teams within your conference. See the True Team® scoring example.
- The top score receives the highest number of points available and the remaining scores are assigned based on decreasing subsequent scores to the last qualifying score that receives one point.
- Scores that are tied will split the earned points equally.
- Athletes who do not qualify (DNQ) for the week's top qualifying finishers are recorded, submitted and contribute to an athlete's overall average, but not used in the team's score for the week.

Earning True Team® Scoring Points – Team

- All qualifying athlete scores are added to determine the total team score for the event.
- The team score is then compared against all of the scores of the other teams in their conference to determine weekly and overall standings.

Published Scores, Athlete Rank & Standings

- All calculations and scores are posted on the League's website on Saturday at approximately 9:30 p.m. CST.
- Student athlete rankings are not updated until scores are posted.

Team Recognition

- All completed event scores are added to determine the standings based on the highest number of points earned.
- The team that ends the season with the highest number of points earned wins their respective conference.
- If there is a tie for first place at the end of the season, the Reserve Week scores will be used in a simulated True Team® scoring event comparison to determine the winner.



Individual Recognition

Individual performance will be available for public viewers on the League's website in the following categories:

- High Overall Average - overall, conference, and gender. Athletes are required to participate in all competition weeks to qualify. Ties for awards are broken by the Reserve Week high score.
- 25/50 Straight Club - achievers earn a patch and recognition on the website for shooting perfection.



True Team® Scoring Example:

Event 4: Individual Points Earned Example (5 teams, 5 qualifying participants each)

	Event Score	Finish Place	True Team Points Earned
Team 5, Shooter 3	49	1	25
Team 3, Shooter 4	48	2	24
Team 2, Shooter 5	47	T3	22.5
Team 2, Shooter 1	47	T3	22.5
Team 1, Shooter 3	46	5	21
Team 1, Shooter 5	44	6	20
Team 4, Shooter 5	43	7	19
Team 4, Shooter 2	42	8	18
Team 3, Shooter 2	42	T8	16
Team 2, Shooter 3	42	T8	16
Team 3, Shooter 5	42	T8	16
Team 5, Shooter 5	40	12	14
Team 4, Shooter 3	39	13	13
Team 2, Shooter 4	38	14	12
Team 5, Shooter 2	37	15	11
Team 5, Shooter 1	35	T16	9.5
Team 2 Shooter 2	35	T16	9.5
Team 1, Shooter 1	33	18	8
Team 1, Shooter 2	30	19	7
Team 3, Shooter 3	29	20	6
Team 5, Shooter 4	24	21	5
Team 4, Shooter 1	22	T22	3.5
Team 1, Shooter 4	22	T22	3.5
Team 3, Shooter 1	21	24	2
Team 4, Shooter 4	19	25	1

Event 4 Results: Total Team Points Earned (add team's earned points)

	True Team Points Earned	Finish Place
Team 2	82.5	1
Team 5	64.5	2
Team 3	64	3
Team 1	59.5	4
Team 4	54.5	5

Overall Results: After 4 Events (add team's weekly earned points)

	True Team Points Earned	Place
Team 3	284.5	1
Team 1	260	2
Team 2	258.5	3
Team 5	253	4
Team 4	244	5

Awards

Team and individual awards will be announced on the League's website shortly after the completion of the last event.

Absent Athlete Scoring

If an athlete is absent for a week or cannot complete a round, a score of "0" will be entered. If no score is entered for an athlete, a "0" scores is automatically used when the scoring submission deadline expires.

- A "0" score will not count against the athlete's weekly average score used for tournament classifications.
- A "0" score will not count against the team's weekly score unless the team does not meet the minimum number of athlete scores required for the True Team® scoring.
- An athlete must post scores in all competition weeks to qualify for post-season performance recognition awards.



Reserve Score

The week prior to the first competition event week, each team will shoot in a "simulated" (not competing against other teams) competition and the scores will be used as a "reserve" score.

- The Reserve Week score will be saved in the scoring system and can be manually selected by the Head Coach for any week if the team cannot compete during any scheduled event due to inclement weather or other unforeseen circumstances.
- The Reserve Week scores must be used for the scheduled team and cannot be separated to be used for individual scores.
- Reserve Week scores will be used as a tiebreaker in determining year-end team and individual competitions.
- Reserve Week scores can be used multiple times if required.
- Reserve Week scores are used by selecting the "Use Reserve Week Score" button in the weekly score submission page in the Team Management System.
- Reserve Week scores are automatically used if no scores are entered before the score submission deadline.



Uncompleted Reserve Week

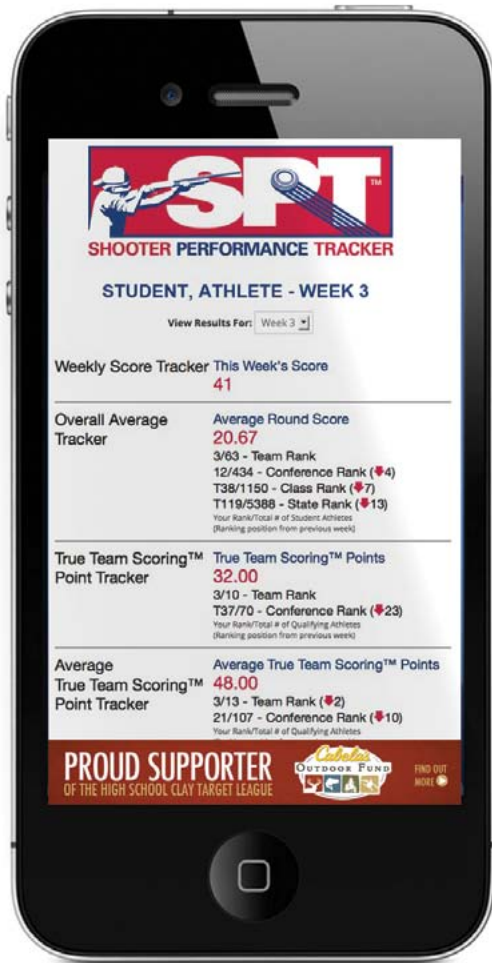
If the Reserve Week cannot be completed during it's scheduled week, follow the below preferences in the order as they appear to makeup the Reserve Week score:

- Reschedule the entire team or multiple squads to complete the Reserve Week event during the Week 1 Competition Week. Submit scores via email to the League for manual input.
- If the Reserve Week event cannot be completed during the first competition week, then compute the average scores for all student athletes for completed practice weeks and use them for your Reserve Week scores. Submit scores via email to the League for manual input.
- If your team needs to use the Reserve Week scores for a competition event week and no Reserve Week scores are entered in the Team Management System, then "0" scores will be used for all members.

Shooter Performance Tracker®

The Shooter Performance Tracker® (SPT) is an League-exclusive web-based performance tracking tool provided to all participants in the high school clay target league.

- Each athlete receives their SPT personal access after registration or from their coach
- Accessible on any computer, tablet or mobile device.
- Athletes can monitor their scores and ranking when compared against other athletes on their team, conference, class, and state.
- Athletes can share access to their SPT so friends and family can watch their favorite clay target league athlete.
- If a family has more than one student athlete participating on a team, they will need to use a different email address for each athlete to access the corresponding athlete's SPT statistics.
- Scores and rankings are updated every Saturday night after scores are posted.



25/50 Straight Club

Any student athlete that shoots 25-straight in the same round or 50-straight in two consecutive rounds on the same event day, they will receive an iron-on patch and recognition on the League's website to showcase their achievement.

- Patches must be earned during League-sponsored events only.
- Patches are supplied to the coaches prior to the start of the League.



Final Spring Events

Fun Week

The Fun Week follows the last week of competition and is intended for teams to host a fun event or practice for the tournaments.

Some ideas for Fun Week include:

- Host a picnic and fun shoot for school officials, city officials, parents, and sponsors of the team.
- Try other shooting sports like skeet, 5-stand, or sporting clays.
- Host an Annie Oakley shoot or try some other fun games.

Tournaments

The season-ending Trap Shooting Championship, Skeet Shooting Championship, and State Tournament are only venues that all teams have the opportunity to compete and have fun together.

Championships:

- All athletes are invited to participate.
- Small athlete registration fee includes targets and official t-shirt.
- Registration occurs in May and is coordinated through the team.
- Athletes compete against others with similar shooting abilities in classifications as determined by year-end average score.
 - Novice – 0-14.99 average
 - Junior Varsity – 15-18.99 average
 - Varsity – 19-25 average
- Individual and team awards in each classification.

State Tournament:

- Qualifying individuals and teams
- Individual and team awards in each classification.

Check the League's website for more information for all tournaments.

Thank You

Thanks to the efforts of schools, shooting ranges, volunteers, families, and supporters, young shooting sport enthusiasts are provided this experience that they will remember for a lifetime.



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