



## **RIB INDUSTRIAL LEAGUE RULES – 2026**

Please share with each member of the team!

**Shoot Dates: April 22<sup>nd</sup> – July 8<sup>th</sup>**

Banquet July 15<sup>th</sup>

### **Team Options – All men, all women or co-ed**

- 5 person teams
- 4 person teams
- 3 person teams

### **Team Divisions**

- After all teams have registered, teams will be divided into Divisions based on number of people on each team, Shooting Style, Men, Women, Co-ed.
  - All teams/individuals in a division must shoot the same range as the teams in their division each week as stated on their scorecard. Shooting a different range will be cause for disqualification of the week's scores.
  - The first two weeks of shooting will determine your average.
1. Teams must consist of 3, 4 or 5 shooters to be eligible for awards. Your initial registration will determine the official number of people on your team. Traditional Division shooters will shoot individually unless there is enough interest to form teams.
  2. Shooters must be at least 16 years of age or older. Any shooter under the age of 18 must shoot with an adult at all times. Violation of this rule is unacceptable and may result in team disqualification.
  3. Each team member must shoot seven times to be eligible for awards unless determined otherwise by the league chairperson.
  4. A team handicap will be used. Handicap will be 80% based on a scratch score of 1400 for 5 person teams, 1120 for 4 person teams, & 840 for 3 person teams. Handicap will be based on your team's three (3) most recent scores with the oldest score dropped each week.
  5. Team standings will be determined by a point system. Each division will have their own point system. The number of points awarded will be determined by the number of teams in each division. The team having the highest score for that night will be awarded the highest number of points and so on. First place for the league in each division will be awarded to the team with the most accumulated points over the 12 score period. In the event of a tie, a shoot off will take place the last night of shooting – banquet night. Each team will be assigned a witness for this shoot off.
  6. Individual awards will be given to First, Second, and Third place in each division. A team sponsor award will be given to the First place team in each division. All Sponsors will be recognized.

7. To qualify for points, each week a 5 & 4 person team must field at least 2 shooters, 3 person team must field at least 1 shooter for that night. **Substitutes are only permitted long-term and MUST BE APPROVED BY LEAGUE CHAIRPERSON or CO-CHAIRPERSON.** Any absent shooter's scores will be his/her average.
8. If a shooter misses the first 2 weeks of qualifying rounds, the team handicap for qualifying rounds and the first night of shooting will be based on a blind score of 200 for women and 250 for men. No make-ups are allowed. If a shooter regularly shoots with their team and can't make a particular night or morning, he/she may shoot in the morning or afternoon that same day, **providing the person shooting has a witness** (this does not necessarily have to be another shooter). All team members must shoot the same range.
9. New shooters may only join a team with approval from the league chairperson, and will only be considered during the first week of the league. **Absolutely no changes to the number of shooters on a team will be accepted after April 27<sup>th</sup>, 2026.**
10. If you shoot mornings, you must register before 10:00am to shoot. Anyone who does not, will then be asked to shoot in the afternoon. There is no shooting between the morning and afternoon shooting times unless special permission is given by the league chairperson.
11. Morning shoot times: 7:30am – 11:00am
12. Afternoon shoot times – pick up your card between 3:30pm – 7:00pm. **ALL SCORE CARDS MUST BE TURNED IN BY 8PM WEDNESDAY NIGHT. ANY CARDS NOT RECEIVED BY THIS TIME WILL BE GIVEN AN AUTOMATIC ABSENCE AND LAST PLACE POINTS FOR THAT WEEK.**
13. No practice will be allowed on any of the ranges prior to shooting for score on league dates. During Industrial League, teams who shoot their rounds for score and wish to shoot a second round may. Score cards from the first round must be turned in before a second round can be shot. Scores for the second round will NOT count. Shooters shooting their round for competition will have first use of the range, therefore a second round may not be shot before 7:00pm (this will help with back ups).
14. No indoor shooting is allowed during league night.
15. A banquet will be held on July 15, 2026 - ONLY TEAM MEMBERS AND ONE SPONSOR ARE ABLE TO ATTEND.
16. All teams will designate one person each night who will keep the scorecard for the team. Only shooters shooting by themselves will need to have their card witnessed.
17. State law prohibits bringing alcoholic beverages onto the property. **ALL ALCOHOL MUST BE PERCHANGED ON PREMISES.**
18. **For safety reasons, we ask that NO CHILDREN UNDER 16 ARE PERMITTED to RIB during the Industrial League shooting. (Special requests for children can be made to the league chairperson and, if approved, must be accompanied by an adult at all times.)**
19. **ANYTHING YOU TAKE WITH YOU INTO THE RANGES YOU ARE TO BRING BACK OUT WITH YOU. PLEASE DO NOT LEAVE GARBAGE, BEER CANS, WATER BOTTLES, ECT. ON OUR RANGES!!**

## Shooting Rules

1. Any type of bow may be used except cross bows. Arrows shall have field points or target points – no broadheads.
2. Use of sights, mechanical release, optics or string walking is permissible.
3. In order to avoid back-up situations due to shooting styles, teams that are causing the delays should allow teams following to shoot through.
4. Archers will shoot in groups of no more than five and no less than two. No shooter can shoot the course alone and be able to turn in a score.
5. Any arrows found on the range must be turned in to the registration table.
6. Overdraw shooters must meet NFAA Safety Standards.
7. Please report any “Robin-Hoods” to the scorers table.

## Scoring Rules

1. Each shooter should carry sufficient arrows to complete a round.
2. For **Paper Targets**, each member of a team will shoot four arrows per target, one at each shooting stake. Scoring for Paper Targets is **5 for each bullseye and 3 for a body hit**. Total of 20 points possible. A hit that cuts the line of the bullseye will be scored as a bullseye.
3. For **3D Targets**, each member of a team will shoot 2 arrows per target. Two shooting stakes will be clearly marked for 3D shooting. Scoring for 3D Targets is **10 for each bullseye and 6 for each body hit**. An arrow cutting the bullseye ring will be scored as a bullseye. Total of 20 points possible.
4. Arrows passing through the target but still in the bale may be counted if another arrow pushed through the target from the rear alongside the questionable arrow and back through the target is in the scoring area.
5. Witnessed arrows passing completely through the scoring area and bale will be scored as three points.
6. An arrow glancing off the ground, a tree or bush and striking a target will count.
7. Scorecards must be added and turned in to the registration table as soon as the team is finished shooting. Any cards not turned in by the end of the night will result in a last place score for that night. It is the responsibility of the team captain to turn in the scorecard before leaving.
8. A maximum of two minutes will be allowed for looking for lost arrows if there is a team waiting to shoot.

## Questions??

Contact Industrial League Chairman –

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