

**JIM THORPE SPORTS DAYS 2011**  
**ATHLETIC RULES**

**I. DETERMINING THE WINNER:**

Competition for points towards determining the overall winner of Jim Thorpe Sports Days (JTSD) among the competing Senior Service Colleges (SSCs) will be in the 17 sporting events. 1-mile relay, 2-mile relay; 5-mile run; 5K run; basketball, men's bowling; women's bowling; men's golf; women's golf; racquetball; soccer; softball, tennis, volleyball, trap, skeet, and cycling.

The Jim Thorpe Sports Days Commander's Trophy will be awarded to the SSC which accumulates the most points competing in the seventeen events. Each of the events for the SSC competition will have a maximum event value of 20 points awarded as follows:

First place team	8
Second place team	6
Third place team	4
Fourth place team	2

NOTE: Zero points will be awarded to any SSC that does not field a team in an event or does not have the required minimum number of personnel to complete an event. (Example: Army has the minimum of 3 women runners for the 5K run. Only two runners finish the race, the third becomes incapacitated on the route and can't finish. Army receives zero team points for the 5K run. However the two Army runners that did finish the 5K run are eligible for the individual awards).

a. Team trophies will be presented to the team winning each of the 17 events. The SSC winning the trophy will maintain the trophy until the next Jim Thorpe Sports Days competition.

b. Individual medals will be presented to all members of the first and second place teams (only individuals who are on the team roster at the time of presentations) in each of the 16 events.

c. Individual medals will be presented for the top three individual finishers in the following events: Women's 5K Run, Men's 5 Mile Run, Men's Golf, Women's Golf, Men's Bowling and Women's Bowling. (These awards are separate and distinct from team awards and have no value in the overall team scoring).

d. Team placement will be determined as described in the sport rules for competition, to include tiebreaking rules.

e. In case of SSC team point ties, tiebreaking rules are:

- (1) The SSC having the most first place team finishes.
- (2) The SSC having the most second place team finishes.

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- (3) The SSC having the most third place team finishes, fourth place finishes, until ties are broken.

f. If competition cannot be completed in any event, that event will be dropped from the competition and no points awarded.

**II. OFFICIALS**

a. Officials will be contracted with the Carlisle Barracks Sports Branch. Officials for basketball, soccer and volleyball will be from the National Federation of State High School Officials (NFSHSA) and the Pennsylvania Interscholastic Athletic Association (PIAA). Softball will be officiated by Amateur Softball Association (ASA) Umpires.

b. If required, non-participating players or coaches will be utilized to officiate the following events:

- (1) Racquetball – on-site Carlisle Barracks Racquetball Representative
- (2) Tennis – on-site Carlisle Barracks Tennis Representative
- (3) Bowling – Carlisle Barracks Bowling Manager
- (4) Golf – Carlisle Barracks Golf Pro

c. The following events will be officiated by the Carlisle Barracks Sports Staff:

- (1) 1 – mile relay
- (2) 2 – mile relay
- (3) 5 – mile run
- (4) 5 – K run

d. Score cards, record of matches, and score sheets will be completed, and authenticated by the chief official, team captains, and/or players themselves, as appropriate. The Jim Thorpe Sports Day individual event commissioner is responsible for ensuring the hard copies for his/her event are turned into the Sports Day Operations Center, not later than one hour after the completion of each game/match/meet/round, etc. Hand-held radios will be used to transmit immediate results to the Operations Center. However scores are not official until the signed scorecards or score sheets are received in the Ops Center.

**III. SUPPLIES:**

The following equipment/supplies will be the official equipment/supplies for the 2011 JTSD competition. All equipment/supplies will be furnished by the AWC Sports

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Director. Please do not bring practice balls for soccer, volleyball, basketball and softball, these will be provided.

- |                        |                                 |
|------------------------|---------------------------------|
| a. Softballs           | ASA Approved 44 Core.- 375 Comp |
| b. Basketball          | Wilson NCAA (Wide Channel)      |
| c. Volleyball          | Tachickara soft touch           |
| d. Soccer              | Brine collegiate competition    |
| e. Racquetball         | PENN Pro – tournament (green)   |
| f. Golf Balls          | Participants provide own        |
| g. Tennis Balls        | Wilson T 1000                   |
| h. Bowling             | Participants provide own        |
| i. Running events      | Numbers and batons provided     |
| j. Cycling Bikes       | Participants provide own        |
| k. Skeet/Trap Shotguns | Participants provide own        |

**IV. TEAM ROSTERS**

- a. Team composition must meet the following guidelines:

<b><u>EVENT</u></b>	<b><u>MINIMUM</u></b>	<b><u>MAXIMUM</u></b>
1 mile relay (women only)	4 person roster	4 person roster
2 mile relay (men only)	4 person roster	4 person roster
5K run (women only)	3 person roster	5 person roster
5 mile run (men only)	5 person roster	7 person roster
Basketball	5 person roster	15 person roster
Bowling (women)	4 person roster	6 person roster
Bowling (men)	6 person roster	8 person roster
Cycling	4 person roster	5 person roster

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Golf (women)	2 person roster	3 person roster
Golf (men)	8 person roster	12 person roster
Racquetball	4 person roster	6 person roster
Skeet	5 person roster	5 person roster
Soccer	11 person roster	20 person roster
Softball	10 person roster	15 person roster
Tennis	4 person roster	6 person roster
Trap	5 person roster	5 person roster
Volleyball	6 person roster	15 person roster

NOTE: In order for a SSC team to gain team points for any event, they must have the minimum roster strength participating (example Army must have 3 women participate and finish in the women's 5K run in order to gain team points in that event. If only one or two runners participate for Army, those runners may receive individual awards, but Army will receive zero team points).

b. Members for each sport may also include player-coaches. Non-playing coaches do not count in the roster total.

c. Participating members of Sports Day competition will be students of the current resident SSC class only. Staff, faculty and/or spouses may serve as coaches / managers / scorers / timers / commissioners, but cannot participate as a player.

d. A coaches meeting will be held Thursday 14 April 1500 in the Root Hall Cafeteria. All coaches should attend this meeting or have a team representative. At this time, a copy of your most recent roster will be submitted to the Sports Director. These rosters will not exceed the maximum number of players allowed for each particular event. Individual game/match line-ups will be completed prior to each event.

e. Each team will have until the start of their first competition for each particular event to make changes to their team roster. (Example: National and Army turn in their basketball rosters at the coaches meeting on Thursday afternoon. National and Army play their first game Friday at 0800. Either team may change their official roster until they put their official line up in the official scorebook prior to the 0800 game). Roster changes may be made after this only to replace an injured player. However, once a person is removed from a roster that person is off that particular roster for the remainder of the 2011 Jim Thorpe Sports Days competition for that particular event.

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**V. PROTEST**

a. The judgment of the game/match official or resident pro on the field/court of play will be final. Protests lodged on the basis of “judgment calls” made during the competition will not be a basis for protest.

b. All valid protests will be ruled on by the Protest Committee before any further play. When a protest is filed with the on-site commissioner, he/she shall immediately suspend play and contact by radio the Sports Director, and/or JTSD Faculty Advisor. Once all the facts have been heard, a decision will be rendered. That decision will be final, and then play will resume from the point at which play was suspended due to the protest.

c. The Protest Committee (a game official may be included in this committee if appropriate) will only be involved if the following conditions are met:

(1) The basis of the protest relates to an interpretation of that particular sport playing rules, and/or the rules contained in this document.

(2) The basis of the protest, if in regards to eligibility of a participant or of an administrative interpretation, must be presented in writing to one of the Protest Committee members not later than two hours after completion of the scheduled competition, with evidence to support the alleged violation.

(3) Protest resolution will be announced by the Sports Director and/or the Army Faculty Advisor. All decisions by the Protest Committee will be final.

**VI. SPORTS RULES:**

The method of competition will be double elimination, for all team events, except in sports such as golf, bowling, cycling, and all running events, where teams will compete against each other in one group match/meet.

**The format for competition and rules for each of the sports will be as follows:**

**a. BASKETBALL:** Competition will be in accordance with the National Federation of State High School Associations (NFSHSA), and the format will be double elimination. Each game will be played in four eight-minute periods. All overtime periods will be three minutes in length. Each team is allowed five time outs per game, with an additional time out for each overtime period.

**All time outs will be 60 seconds in length. No 30 second time outs.**

**b. MEN'S BOWLING:** Competition will be in accordance with the United States Bowling Congress (USBC rules, no handicap). Each team consist of six bowlers. Each

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team will divide its six bowlers into two squads of three bowlers each day (A and B Squad). A team captain may replace a squad member with one of the two substitutes on the roster at any time during the match, but **no bowler can bowl more than six games during the competition**. A replaced bowler cannot re-enter the same 3 game set from which he was removed. Total pins for each team will be computed as follows. After squads (A and B) have bowled each day, each team will keep only the five best scores for each game.

Example: Army's A Squad have the scores for their first game, Bowler 1 – 125, bowler 2 – 180, bowler 3 – 210, Army's B Squad have the scores as follows for their first game, bowler 1 – 200, bowler 2 – 205, bowler 3 – 150, giving the highest individual scores of 215, 205, 200, 180, and 150. The low score of 125 bowled by A Squad's bowler 1, is thrown out and the five highest scores are used to compute the score for team Army's first game (950). This system is used to compute the scores for all 6 games bowled to determine the winner.

In the event of teams being tied for position after final scores are computed, the scores for all six bowlers for all games bowled will be computed to determine the winner. In the unlikely event this also produces a tie; it will be decided by the team with the highest individual 6 – game series (6 games by one bowler).

Individual medals (noted in paragraph l.c. above) will be awarded to the top 3 bowlers based on total pin count. (There is no provision for averaging games for bowlers pulled out of the competition with less than 6 games bowled.)

**c. WOMEN'S BOWLING:** Competition will be in accordance with the United States Bowling Congress (USBC rules, no handicap). Each team consist of four bowlers. A team captain may replace a squad member with one of the two substatutes on the roster at any time during the match, but **no bowler can bowl more than six games during the competition**. A replaced bowler cannot re-enter the same 3 game set from which she was removed. Total pins for each team will be computed as follows. After each day, each team will keep only the three best scores for each game.

Example: Army's women have the scores for their first game, Bowler 1 – 125, bowler 2 – 180, bowler 3 – 210, bowler 4 – 200 giving the highest three individual scores of 180, 210, 200. The low score of 125 bowled by Army's bowler is thrown out and the three highest scores are used to compute the score for team Army's first game (560). This system is used to compute the scores for all 6 games bowled to determine the winner. In the event of teams being tied for position after final scores are computed, then the scores for all four bowlers for all games bowled will be computed to determine the winner. In the unlikely event this also produces a tie, it will be decided by the team with the highest individual 6 – game series (6 games bowled by one bowler).

Individual medals (noted in paragraph l.c. above) will be awarded to the top 3 bowlers based on total pin count. (There is no provision for averaging games for bowlers pulled out of the competition with less than 6 games bowled.)

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**d. GOLF (MEN):** Competition will be in accordance with USGA rules; medal play; 36 holes; shotgun start at 0800 Friday, 15 April 2011, and 0800 Saturday 16 April 2011, (Groupings for second round established by scores from round 1 – lowest score from each SSC grouped into foursomes). A maximum of 12 players for each SSC on team roster. Foursomes for Friday will consist of one golfer from each SSC grouped based on handicap provided. Lowest eight gross scores for each SSC (each day) will be used for team total score.

In the event of teams being tied for a position after final scores are computed, then the lowest score from the other four players will be added to the total (now using lowest nine scores). If ties still exist, then go to the tenth lowest scores and the 11 and the 12<sup>th</sup> until a winner is determined. In the unlikely event this also produces a tie; it will be decided by the team with the lowest individual gross score, then second, third etc.

Individual medals (noted in paragraph l.c. above) will be awarded to the three golfers with the lowest 36 hole scores

**e. GOLF (WOMEN):** Competition will be in accordance with USGA rules; medal play; 36 holes shotgun start at 0800 Friday, 15 April 2011, and 0800 Saturday 16 April 2011, (Groupings established by scores from round 1 – lowest score from each SSC grouped into foursomes). A maximum of three players for each SSC on team roster. Foursomes for Friday will consist of one golfer from each SSC grouped based on handicap provided. Lowest two gross scores for each SSC (each day) will be used for team total score.

In the event of teams being tied for a position after final scores are computed, then the lowest score from the third player will be added to the total. In the unlikely event this also produces a tie, it will be decide by the team with the lowest individual gross score, then second, third etc;

Individual medals (noted in paragraph l.c. above) will be awarded to the three golfers with the lowest 36 hole scores.

**f. GOLF TIE BREAKER FOR MEN AND WOMEN:** In the event one of the tied teams only has the minimum number required participants then each team tied will appoint 1 player to participate in a sudden death play-off. The participants involved in the play – off will begin on hole #1. If a tie still exists then players will proceed to hole #9. Play offs will be held strictly on holes 1 and 9.

**WHEN FORWARDING YOUR TEAM ROSTERS FOR BOTH MEN AND WOMEN, PLEASE INCLUDE HANDICAPS. THESE WILL BE USED FOR PAIRINGS IN THE FIRST ROUND.**

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Any participant using an illegal club will be disqualified from all competition and may not be replaced on the team. Only clubs that are authorized to be used for tournament play in the United States will be considered legal.

Preferred lies will be in effect as follows: In your own fairway only, the ball may be marked, cleaned and replaced within 12 inches, no nearer the hole. The rule applies to closely mown areas around the green as well as in other portions of the fairway. If doubt exists as to whether a ball is in the fairway, consultation with other members of the playing group will be used to resolve the issue.

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In the event that during play a circumstance arises that is not covered in the USGA rules or this document, or if doubt exists in the mid of the player, a provisional ball should be played in addition to the original, until a ruling can be obtained from the Club Professional.

Ground under repair: Free drop, one club length no closer to the hole.

Out of bounds is defined by the inside edge of the jogging track, fences, paved roads and white stakes.

Area adjacent to holes #3 and #17 is considered a waste area.

A maximum score of double par is allowed. Please pick-up at that time to speed up play.

**g. RACQUETBALL;** Competition will be in accordance with ARA rules: The format will be double elimination. Each match will consist of one doubles and two singles playing best two out of three games.

(1) Players designated to play as singles, may not compete as members of the doubles team during the same match. Prior to each match, each team coach will simultaneously hand the official his/her lineup. In case of player injury, the extra player on the team roster can be substituted for the injured player. Under no circumstances can any player participate in more than one match (singles or doubles) in any SSC head-to-head competition

(2) A match between each team (doubles or singles) will be best two of three games. Each game will be played to 15 points, (first player to 15 wins), with a third game (tie breaker) played to 11 points (first Player to reach 11 wins).

(3) The winner of the head-to-head competition will be the winner of at least two of the three matches. Points toward the overall racquetball competition will be awarded as follows:

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**h. TENNIS:** Competition will be in accordance with United States Tennis Association (USTA), and the format will be double elimination. Each match will consist of one doubles and two singles playing the best two out of three sets.

(1) Players designated to play as singles may not compete as members of the doubles team during the same match. Prior to each match, each team coach will simultaneously hand the official his/her lineup. In case of player injury, the extra player on the team roster can be substituted for the injured player.

(2) A match between each team (doubles or singles) will be two of three sets. Sets tied at 6-6 will advance to a 9 point tie-breaker, first to 5 points wins.

**I. VOLLEYBALL:** Competition will be in accordance with National Federation of State High School Associations (NFSHSA) rules, and the format will be, double elimination. Winner of each match will be the best two out of three games. All games will be scored using rally points, to 25. Games must be won by two points, with no ceiling. Let serves must be played. Substitution will be player for player and will be unlimited.

(1) Any ball that hits anything above the playing court (hanging baskets) or outside of the playing court (basketball goals) will be considered out of play and will result in a point scored.

**Libero substitutions will not be used in JTSD competition.**

**J. SOCCER:** Competition will be in accordance with the National Federation of State High School Associations (NFSHSA) rules, and the format will be double elimination. Games will consist of two, 30-minute halves, and a ten-minute half time. Unlimited substitution is allowed as controlled by the referee. In the interest of safety, **sliding tackles will not be allowed.**

(1) If a contest is tied after regulation play, there will be a shoot out. Coaches will select five players to kick penalty shots. The team that scores the most penalty shots is awarded the win. If there is still a tie after the initial shootout, there will be a sudden death shoot out. Coaches will select a sixth player to make penalty shots. If additional shootouts are necessary coaches will select a different player from the remaining players on the roster to make a penalty shot until a winner can be determine. If the entire roster has been depleted, and additional shootouts are still necessary teams will start over using the same alternating different players for each round until a winner can be determined.

**NOTE:** to determine how many different players will kick penalty shots for each match, will depend on the team with the lowest number of players participating in that particular match. (Example Army has 20 players dressed and participating, ICAF has 15 players dressed and participating. For the penalty shots Army will only have to use 15 different players to shoot penalty shots). The number 15 matches ICAF's dressed participants.

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**k. SOFTBALL:** Competition will be in accordance with American Softball Association (ASA) Slow Pitch Softball, and the format will be double elimination.

(1) No time limit; however, there is a **10-run rule**. If after five innings, one team is winning by 10 runs or more, the official declares the team with the most runs as the winner. In case of a tie score at the end of seven innings, extra innings will be played until a winner is determined. Home team for all games will be determined by a coin toss.

**EXAMPLE:** In a game (Friday morning) ICAF is winning over Army 23 – 1, in the second inning. There is a severe weather warning. The Sports Director has the authority to end this game awarding ICAF the winner and starting the next game ASAP in order to make every effort possible to ensure that all ten games in the softball competition are played.

**Only softball bats that are ASA, NSA or USSA approved will be used for this event**

**l. ONE-MILE RELAY (WOMEN ONLY):** Competition will be in accordance with National Federation of State High School Associations (NFSHSA) Track and Field rules. Relay teams for each SSC will consist of four runners. No metal spiked shoes. There will be a staggered start and the baton must be passed in the designated lane and limits. Each runner will run one-quarter mile (once around the track). Places will be determined according to the order of finish

**m. TWO-MILE RELAY (MEN ONLY):** Competition will be in accordance with National Federation of State High School Associations (NFSHSA) Track and Field rules. Relay teams for each SSC will consist of four runners. No metal spiked shoes. There will be a staggered start and the baton must be passed in the designated lane and limits. Each runner will run one-half mile (twice around the track). Places will be determined according to the order of finish.

**NOTE:** The baton must be carried **IN HAND** by each runner participating at all times during his/her leg of the relay race. Also at no time will anyone be allowed to pace runners. Only participants will be allowed in the infield. All other persons must stay outside the track or in the stands.

**n. 5-MILE RUN (MEN ONLY):** Competition will be in accordance with National Federation of State High School Associations (NFSHSA) Track and Field rules. The first five runners from each SSC will be computed in the scoring. Cross-country scoring method (one point for 1<sup>st</sup> place, two points for 2<sup>nd</sup> place, three points for 3<sup>rd</sup> place etc.) will be used. (Scoring using this method will be computed based solely on the finishing places of those runners on a team that finishes with at least 5 runners.)

(1) SSC team with the lowest point total is the winner.

(2) In case of tie in points, lowest individual time from tied teams determines team placing.

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**EXAMPLE:** A runner from the Marine War College finishes 1<sup>st</sup>, an Army War College runner finishes 2<sup>nd</sup>, and an ICAF runner finishes 3<sup>rd</sup>. Marines aren't competing for the overall trophy and Army only has 4 runners finish. ICAF is awarded 1 point for the team event 1<sup>st</sup> place finish.

**o. 5-K RUN (WOMEN ONLY):** Competition will be in accordance with National Federation of State High School Associations (NFSHSA) Track and Field rules. The first three runners from each SSC will be computed in the scoring. Cross-country scoring method (one point for 1<sup>st</sup> place, two points for 2<sup>nd</sup> place, three points for 3<sup>rd</sup> place etc.).

(1) SSC team with the lowest point total is the winner.

(2) In case of tie in points, lowest individual time from tied teams determines team placing.

**EXAMPLE:** A runner from the Marine War College finishes 1<sup>st</sup>, an ICAF runner finishes 2<sup>nd</sup>, and an Army War College runner finishes 3<sup>rd</sup>. Marines aren't competing for the overall trophy and ICAF only has 2 runners finish. Army is awarded 1 point for the team event 1<sup>st</sup> place finish.

**p. CYLING:** Competition will be in accordance with the USCF rules.

(1) 5 – Man team short course Team Time Trial (TTT)

(2) The fourth (4<sup>th</sup>) rider of each team will be the official recorded time for each team after 4 completed laps.

(3) Cyclist are not required to be UCI licensed for this competition.

(4) All riders must wear protective cycling helmets while on the course.

(5) Line up at starting line near the shoulder in departure order sequence at least three minutes before the scheduled starting time or at the direction of the starter.

(6) Ride to the right as you would when normally using the road.

(7) When passing teammates, abide by the traffic laws pertaining to passing another road user. Do not pass to the right .

(8) Course marshal will be positioned at all turns.

(9) 5 minute rule in staggering the teams on the course is to prevent competitive racing against teams.

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(10) Ride through the finish line continue riding in the same direction so as not to interfere with riders finishing behind.

(11) If a rider is dropped from the team's main group out on the course, he/she may continue to complete the course as long as it doesn't interfere with other groups.

(12) Once a rider has finished they are to return to the staging area parking lot. Do not go back to the course.

(13) No rider will be handed supplies during their time on the course.

(14) No team support vehicles are authorized on the course.

(15) In case of accidents pass information onto the next marshal.

**q. TRAP & SKEET**

1. Each school will enter a 5 man trap team and a 5 man skeet team. A school who does not have enough participants can enter one 5 man team to shoot both events.

2. Events will take place beginning at 0900 15 April 2011 at the Carlisle Game and Fish shooting club. There will be two trap and two skeet ranges running simultaneously.

3. Rules for trap will be Amateur Trap Associations (ATA) and Skeet will Be National Skeet Shooting Association (NSSA).

4. Events will be twelve gauge, using shot loads not exceeding one and one-eighth (1-1/8) ounces and no shot smaller than No. 9 or larger than 7-1/2 shall be used in any load. Storage of shotguns will be arranged for participants upon arrival at Carlisle Barracks with transportation provided to competition site.

5. Each team will shoot 4 rounds (100 targets). Winner of the event will be high combined team score total out of 500 targets. A winning team will be awarded for trap, skeet, and overall (best score out of a 1000).

6. A tie between two teams will be broken by a complete round (25 targets) (trap or skeet) with the high score of the round designating the winner. If a tie still exists after the completion of a full round shoot off, the two teams will designate their top two shooters and shoot miss and out until a winner is designated. Trap will be station 3 singles moving back until one shooter remains. Skeet will be a doubles shoot-off conducted at doubles stations 3-4-5, miss-and-out by station.

7. Basic Round Procedures (from NSSA and ATA)

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**Squad Shooting Procedure for a Round of Skeet**

a. A squad shall start shooting at Station 1 in the order in which the names appear on the score sheet. The first shot scored lost in the round shall be repeated immediately as the optional shot.

b. The first shooter shall start shooting singles at Station 1, shooting the high house target first and the low house target second. Then, loading two shells, he/she shall proceed to shoot doubles (shooting the first shot at the target from the nearest skeet house and the second shot at the target from the farthest skeet house) before leaving the station. The second shooter shall then proceed likewise followed by the other members of the squad in their turn.

c. Then the squad shall proceed to Station 2 and repeat the same sequence as on Station 1.

d. The squad shall then proceed to Station 3 where each shooter will shoot at a high house single target first and a low house single target second before leaving the shooting station.

e. The same procedure shall be followed at Stations 4 and 5.

f. Upon advancing to Station 6 the leadoff shooter will shoot singles in the same sequence as at the previous stations. Then, loading two shells, he/she shall shoot doubles by shooting at the low house target first and the high house target second before leaving the station. The other shooters will follow in their turn.

g. The same procedure will be followed on Station 7.

h. The squad will then advance to Station 8 where each shooter shall shoot at a target from the high house before any member of the squad shoots at a target from the

i. The squad shall then turn to Station 8 low house and the leadoff shooter will shoot at the low house target.

j. The shooter shall repeat the low house target for his/her optional shot before leaving the station, provided he/she is still straight (no lost targets in the round). The other shooters will follow in turn.

k. At this time the shooters should verify his/her own score.

**Squad Shooting Procedure for a Round of Trap**

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a. The round begins with one shooter at each of the five stations, with each shooter's gun open until it is one's turn to shoot; only one shell is loaded for single trap.

b. A shooter should stay on his stand and must keep the gun muzzle down range as he ejects and reloads; it is a breach of etiquette to step back after a shot and/or to hold the muzzle in a dangerous manner.

c. Once a shooter takes his place on the station, he is expected to remain in place and should not swing the gun around or hold it in a field-style position while waiting.

d. The lead off shooter is the one who starts on station one and he calls the squad ready. The firing sequence goes from left to right, station one to five respectively, with each shooter firing at one target in turn.

e. After the shooter on station five has fired, it is again the lead off shooter's turn, and this is repeated through five clays. Then, the scorekeeper will call, "Change!" and each shooter moves one station to the right, with the person on five moving around the back of the line to the first station. Trap etiquette dictates that the next line does not begin until that shooter has gotten settled on station one.

f. The original shooter, from station one, fires the first shot of each new set of five. This rotation and sequence is continued until all shooters have fired at five targets per station for the total of 25 shots.

g. At this time the shooters should verify his/her own score.

h. Each range will have a score keeper provided. Scorer will be final judge on whether a target has been hit. Scorer will be responsible for designation of irregular targets in accordance with N SSA and ATA rules.

i. All shooters will provide their own eye and ear protection required for participation on the Carlisle Game and Fish ranges.

j. Participants will be requested to assist in setup and clean up of range at the completion of competition.

**VII. SUMMARY:**

a. Rules for competition may not be changed

b. Rulings, clarification, explanations will only be rendered by the Jim Thorpe Sports Days Protest Committee, addressed earlier.

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c. Any participant who is disqualified from a game/match for an unsportsmanlike act will be disqualified from participating in that particular event for the remainder of the 2010 Jim Thorpe Sports Days competition.

d. The purpose of Jim Thorpe Sports Days is friendly competition between SSCs. Coaches must place strong emphasis on conditioning, safety, and good sportsmanship.