

Axe Throwing League Rules and Regulations

Conduct

- Keep good sportsmanship in mind. **Respect players and judges before, after, and during the games.**
- Respect your equipment and keep it in proper condition.
- Refrain from abusive language or action towards anyone, and do not engage in violence or verbal threats against anyone else.
- If you break any facility rules or begin to act violent or abusive, verbally or physically, you will be removed from the facility and from the league. We reserve the right to ban any person from the facility if they break our rules enough times or commit unsavory acts while on-site.

Pre-game rules

1. Each player may choose to throw up to 5 times for practice.

- a. Before throwing an axe, **all players must sign a liability waiver for that day.** If you throw multiple days in a row, you must sign a waiver every day you visit.
- b. These throws can only happen before your match; you cannot interrupt any match with practice throws. A match must be 10 consecutive throws with no practice in between.

2. Any requests to change target wood must happen before the round begins.

- a. This can happen anytime before the round starts, before or after any practice throws.
- b. If a target becomes unusable during a round, players may switch to a different target to finish the match.

3. Players must abide by the facility rules.

- a. **You must wear closed-toed shoes.**
- b. Keep your hands off of the fences.
- c. Do not hand anyone an axe. Once you're finished, place it on the stump.
- d. Axes are not allowed behind the spectator line.
- e. No food or drink past the spectator line (aka in the field of play).
- f. No rough-housing or horseplay.
- g. **Drink responsibly.** We reserve the right to ban you from the facility if drinking gets out of hand.
- h. Do not pass the fault line until both players in the lane have thrown and the axes have landed.

Season attendance

1. A season is eight weeks long, with a different round of matches for every week. For the first 7 weeks, players must show up at least once per week to throw for their matches.
2. If a player knows they won't be able to throw, they are allowed to throw in advance for up to 2 weeks. **If a player misses a week, they are allowed to make up for those matches until the end of the seventh week.**
3. Players may come in anytime during the week from **Sunday-Friday from 3pm-9pm to make up** for missed weeks, not just on the normal Wednesday league nights.
4. If a player misses 3 or more weeks without making up, they will not be allowed to compete in the playoffs.

Playoff attendance

1. The playoff tournament is held at the end of the season, during the 8th week. **All players who make it into the playoffs must show up for their match.**
2. If a player does not arrive for their match after a **10 minute grace period** has ended, that player will lose the match automatically with a zero for all throws.
3. If the player arrives during the grace period, and is late again for another match, there will be no grace period and they will lose the match with a zero for all throws.
4. If a player is late for a third match, they will be immediately disqualified from that tournament.

Throwing

1. A league regulation throw consists of three different styles:
 - a. two hands, overhead;
 - b. one hand, overhead;
 - c. one hand, underhand;
 - d. no other style of throwing is permitted
2. Only use certain axes:
 - a. axes provided by the facility
 - b. axes with heads less than 2lbs
2. Foot placement must be between the fault line and spectator line.
 - a. Players may not step onto the rubber mat until both players in the lane have thrown and the axe has landed on the target or on the ground.

League Format

8-week Match System

1. A league is held over an 8 week period, with one round of matches per week for the first 7 weeks and a playoff tournament at the 8th week.

- a. One round happens once a week for the first 7 weeks. League night is on Wednesday from 6pm-9pm, and players are placed against random opponents. Players play 4 matches a week, played all at once when they come in. Season I will begin in late March or early April, you will get an email with all of the information needed.
- b. If you can't make it on Wednesday night, you can make up your matches from Sun-Fri 3pm-9pm. See the "Rules and Regulations" sheet, in the "Season attendance" section.
- c. The match points and win or loss for each player are updated to the leaderboards.

2. The 8th week will be playoffs and the championship match.

- a. Playoffs are held on the eighth week, as a single tournament. Think of the first 7 weeks as the qualifiers for the 8th week's tournament. The top 16 players of the league will be seeded.
- b. Players compete in a double elimination bracket, and instead of random opponents, the bracket is seeded based on the amount of matches won in the first 7 weeks. If multiple players have the same amount of matches won, the seeding is based on their total score for all 7 weeks instead.
- c. A double elimination bracket consists of two brackets: the winners bracket, and the losers bracket. Every player begins in the winners bracket, and the loser of each match goes to the losers bracket and has one more chance to win. If a player loses while in the losers bracket, that player is out of the tourney.
- d. The championship match will be the winner of the W bracket VS. the winner of the L bracket. The match will consist of a best 2 out of 3 matches to finish the championship.
- e. If the winner of the W bracket loses, a second round of best 2 out of 3 will be played, since every player has two chances. If the W bracket winner loses the second 2 out of 3, they lose for good.

Round format and scoring

1. Players come in once a week to play 4 matches against random opponents.

- a. Each match consists of ten throws.

- b. To win a match, players must score higher than their opponent for that week.
- c. If players tie, they will complete a tiebreaker when they come in for their next week's matches. Players throw a Big Axe at the clutch for the tiebreaker. Players get three throws; whoever gets closest to the center of the clutch wins.
 - i. Measured from the center of the blade to the center of the clutch.
 - ii. A judge will measure. If a player touches or removes the axe before the judge measures it, the opposing player will win the tiebreaker by default.

2. Scoring consists of four different circles: the bull, the red three, the blue one, and the clutch.

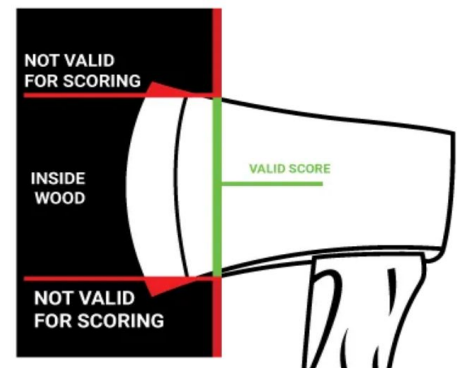
- a. The bull (black) is in the center of the board, worth 5 points.
- b. The clutches (green) are in the corners of the target, worth 7 points each.

3. Players must call clutch before throwing for the clutch to be live.

- a. Clutches can only be live in the fifth and tenth throw of a match.
- b. Accidental clutches are not valid; no call, no points.
- c. If a player calls for a clutch and hits any other point on the board, those points are not awarded.
- d. A clutch call can be taken back. Double check with your judge before you throw whenever you change your call, for your own sake. If the judge did not hear you call, you might lose your points.

4. Points scored count based on how much of the surface of the target is broken.

- a. Any part of the axe inside the wood does not count. If an axe breaks two point values simultaneously, the points given will be what the majority of the blade is stuck in.
- b. If players cannot agree or easily tell which points should be awarded, a judge will measure.
- c. The clutch is an exception to the majority rule; as long as a tiny part of the green surface is broken, it will count.



5. If an axe drops out of the board at any time before being grabbed by a player, the points aren't counted.

- a. If an axe drops while being measured, the player will get the lower point value of the two being measured.
- b. If a player touches or removes an axe before being measured, player will get the lower point value.