Winter 2018

Archery Attack League Rule Book

Archery Attack

www.archeryattack.com

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Archery Attack League Rules

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1.0 General Information

The following rules and regulations are created with the intent of facilitating the enjoyment of the sport for all participants irrespective of their skill level. The rules are subject to review, and at the conclusion of each league, will be reviewed by the committee and may or may not be revised based on the analysis of the previously completed league.

It is the responsibility of the player to ensure that they have read and understood the rules enclosed within. In the circumstances of confusion or controversy regarding the rules, Archery Attack Management reserve the right to make a final ruling concerning the matter.

1.1 Code of Conduct

Players will know and understand all playing and safety rules.

The referee's decisions on the field are final, respect their integrity and judgment.

Be responsible for your actions and maintain self-control at all times.

1.2 Safety Rules

Safety masks must be worn at all times whilst a match is in progress. Only masks specifically approved for Archery Attack are permitted to be used in the league.

Strictly no physical contact. Participants may never touch another player or their equipment.

Alcohol or drugs are not allowed on the premises, nor are players under the influence permitted to participate.

Do not tamper with the hire equipment. If you are having trouble with your equipment, alert a staff member.

All bows must only have a draw weight of up to and inclusive of 30 pounds.

1.3 Unsportsmanlike Behaviour

It is understood that the nature of the game is fast paced and competitive, however it is expected that every player conducts themselves in an appropriate manner.

Behaviour that is detrimental to the game will not be tolerated under any circumstance. This includes but is not limited to

1. Racist, sexist or homophobic comments directed at the other team.
2. Unnecessary roughness, physical abuse, fighting or attempting to assault another player.
3. Rude verbal taunting.
4. Intentionally inflicting pain or loosing arrows at close range at another players' face.
5. Excessive use of foul language.
6. Cheating.

In order to protect players, Archery Attack management and the league organisers reserve the right to deliver official warnings and suspensions to players found in violation of any of the above, and may ask the instigator to leave the playing field or, in severe circumstances, leave the premise.

2.0 The Playing Field

At present, the league is held at the Archery Attack Arena only. The playing field is 22 meters long and 12 meters wide. A 2 meter thick, black line divides the field into two equal halves. Similar lines denote the rear boundary areas for each team.

3 pairs of matching bunkers will be evenly distributed between the two sides of the playing field.

The layout of bunkers will be left right reversed on both sides of the field.

A spot target will also be placed in front of each teams rear most bunker.

The rear most bunker should be positioned in the middle of the field, width wise, with the front of the bunker being 2 metres into the field. The spot target is set up 1 metre in front of the bunker. The target should be weighted down to prevent movement

No team or team member is permitted to alter the playing field at any time.

Deliberately altering the field and obstacles whilst in a match will result in the elimination of that participant. Any tampering of the field at any other time before or during the session will result in disciplinary action. At the referee's discretion, persistent offences related to altering the playing field may be deemed worthy of misconduct penalised by official warnings.

Apart from the rear boundary line, all players must remain in the playing field whilst in game. Players are not to move out of the playing area unless they have been eliminated and are making their way off the field.

3.0 The Equipment

All players are required to wear all prescribed safety gear.

It is recommended that players wear sports shoes and matching colored tops.

3.1 Protective Gear

The most important and essential piece of protective gear are the safety masks. If you wish to provide your own mask, it must be a goggle covering a minimum of the eyes and face, and securely fastened around the head with a band. The mask must be meet the ASTM standards for impact resistance and resilience.

The mask must be worn at all times whilst a match is in session. Under no circumstances are masks allowed to be removed whilst a round is in session.

Knee and elbow pads are permitted to be worn, but must be of soft construction and non-abrasive.

Players are permitted to wear bracers or armguards in order to protect their arms from bruising inflicted by the bow string.

Referees have the final say on whether or not the protective equipment is of an acceptable standard.

3.2 Bows

At this point, the only bows that players are permitted to use are the recurve bows provided by Archery Attack. Recurve bows, by design, place greater strain on the materials used by the bow. Combat Archery, by its very nature, also has a higher risk of having the bow bump into other objects, in comparison to target archery. As a direct result, only the bows provided by Archery Attack are permitted for use due to the strict quality control that ensures safety of each bow.

3.3 Arrows

Only arrows supplied by Archery Attack are permitted for use. These arrows are specifically designed, and have been rigorously tested to meet our safety standards.

4.0 Teams

Teams are made up of a minimum of 6 players. Exceptions will be made in extenuating circumstances, subject to a written application to the league's management. Teams can be comprised of any number of players of any gender. All team members must be registered and have signed the waiver. In the case where the player is under 18, a parent or legal guardian must sign the waiver. The waiver is valid for the duration of the league/tournament.

Any external substitutes must sign the waiver as well as pay the substitution fee.

A team must have a minimum of 4 players in order to be able to take the field. If a team is unable to field enough players, the match fee and result is forfeited.

Registration

Prior to commencement of the league, teams and their players need to lodge a registration with Archery Attack Management. Registration fees must be paid before the commencement of the season.

Registration and match fees will be communicated to team captains when teams are registered.

5.0 The Game

A single match of arrow tag runs for 60 minutes in duration, and is comprised of 10 rounds. The rounds run for 5 minutes in length. Rounds are won by accumulating points, as described in section 5.9.

If at any time, there are only 2 team members remaining on a side, a 30 second countdown begins. At the end of the countdown, if any team has 2 players or less on the field, the game will go into Sudden Death (5.4). The official time keeping of the match will be conducted by the referee. The referee has the discretion to pause the clock for any stoppages, and can shorten intervals in the event that match is running late.

Teams switch ends after each round.

Player substitutions may only occur between rounds.

5.1 Round Start

Each team will start at opposite ends of the playing field. All team members must be completely on the boundary line.

There is a centre line that divides the playing field into 2 equal halves. Each team will place the head of their arrows on the centre line, with the fletching pointing out towards their side. On game start, players run in to collect as many arrows as they can from their side. After the opening rush, any arrows that may be left in the middle are able to be collected by either side.

Players must return to their boundary line before they are permitted to start loosing arrows.

5.2 Round Stoppages

Round stoppages may occur, at the referees discretion, in cases of injury or ruling confusion. In the case of a stoppage, the round timer will be paused, whilst the issue is addressed. Players are free to move during the stoppage, but are not permitted to collect arrows from the ground. Prior to resuming the clock, the referee will alert players to assume defensive positions before recommencing play.

5.3 Round End

When 5 minutes from the round start has elapsed, the referee will blow the whistle 3 times, call “round end” and instruct all players to lower their bows, to indicate that the round has finished. Players are under no circumstances allowed to loose any more arrows after the round has ended. Any violations will result in penalties being applied to the offending player.

The round will also end if a team is successful in eliminating all the players on the other team.

At the end of the 5th round, a half time break will be held.

5.4 Sudden Death

At any point in the round, if there are only 2 players left on a team, a 30 second timer will begin to count down. The round enters Sudden Death, when a team has 2 players left on the field and the 30 second countdown has elapsed. The referee will sound the whistle twice and call “sudden death”. Upon this signal, players are free to move anyway on the playing field, which includes crossing the central line.

When the round has entered Sudden Death mode, players can no longer return to play through spot targets being knocked out, but catching an arrow still counts. Points are still awarded for knocking out spot targets.

Players may choose to surrender during sudden death. This is done by raising both arms in the air. If the last player remaining on the field surrenders, they concede the max possible points for target hits to the opposing team.

Players are under no circumstances permitted to shoot at a player who has surrendered.

Players are not allowed to defend their target by blocking the target with their bodies. Players must remain on their feet whilst defending a target and are not permitted to be within the same square as the target.

5.5 Hits

A hit is counted as only the head of the arrow striking any part of a player. This includes the player's body, head, bow and any arrows held.

The arrow must be shot from the bow to hit an opposing player. Thrusting the arrow to hit another player is not a valid elimination, and repeated offences will result in penalties.

Once the arrow head has struck a player, it is no longer considered in play. It is not possible to eliminate two players, by skimming the arrow off one player into another.

If the arrow comes into contact with any of the surrounding walls, safety netting or roof, it is no longer considered in play.

So long as the arrow does not change its direction of flight by more than 90 degrees, it is considered in play. To this extent, it is possible for an arrow to ricochet off bunkers and hit players.

Any hit, as defined above, is counted as an elimination.

5.6 Eliminations

If a player is eliminated, they must move to the closest boundary of the playing field in a timely manner before moving to the designated "out area". They will also indicate that they are out of play by holding their bow above their head. They are not to hinder play by loitering in the area, or behaving in such a manner that it obstructs either team from attempting to play.

If the player that was eliminated was holding arrows at the time, the player may pass the arrows to their teammates. Eliminated players are not permitted to collect arrows from the ground to distribute to their teammates as they exit the field.

5.7 Reviving Players

Players can be revived by 1 of 2 ways.

The 1st is by catching an arrow that is in play and has not struck any objects or players. The arrow must have been shot by a member of the opposing team.
The catch must be "on the full", made with the player's hands and the player must be in full control of the arrow. Catching an arrow by any other means, such as between the torso and arm, or between the legs, is not a legal catch. Players must not come into contact with the head of the arrow whilst

attempting to make a catch. The best way is to catch the arrow on its shaft. If a player attempts to catch an arrow but drops it, they are still safe so long as the player did not come into contact with the head of the arrow. It is possible to attempt to catch an arrow and accidently deflect it into a teammate, thereby eliminating them.

The 2nd way in which players can revive eliminated teammates is by shooting and knocking out the spot targets, which are set up in front of each teams rear most bunker

Players are revived in the order in which they were eliminated. Only players that were in the round are able to be revived. A player is considered in play as soon as they step off the side boundary lines and back into the playing field.

5.8 Rule Enforcement

Rules will be enforced primarily by an honesty system. It is expected that players display good sportsmanship and act honestly when deciding whether or not they are hit, eliminated, or whether or not a player revive was within the rules outlined above. Referees will also assist in enforcing rules.

In the event that the teams cannot agree on a decision, it is the responsibility of the referee to make the ruling, and their decision is final. Teams are free to seek clarification on a ruling during the interval.

Any cheating, blatant dishonesty or failure to follow the directions and ruling of the referee or match officials will result in penalties.

5.9 Points

Points are awarded on the following basis.

1 point – Each player still eliminated at the end of the round

1 Point – Each spot target knocked out.

6.0 Player Misconduct and Penalties

All players are expected to act in a sporting manner and show respect to match officials and each other. Players are required to act in accordance with the code of conduct outlined in section 1.1. Behaviour deemed by the referee to be in breach of these regulations will be penalised and can lead to a yellow card or a red card being issued to the player.

Yellow cards are a given as a warning to the player for their behaviour in the match. Players who have been cautioned with a yellow card may continue playing the game. If a player is issued a 2nd yellow card in the same match, they are immediately issued a red card.

Red cards are used for grievous breaches of conduct, and may be issued without prior warning to the offense. A player who is issued a red card will be required to immediately leave the field, and are excluded from the remainder of the match. Furthermore, the team the player was on will play with one player short