



TOURNAMENT RULES & GUIDELINES

Last revised: August 11th, 2017

Archery Tournament Rules

Rule #1: Any shot that directly strikes any part of a player's body is considered a hit and the player is out.

- (a) If a player's bow or the arrow that the player holds is directly struck by an arrow it will be considered a hit and the player will be out.
- (b) If an arrow strikes an object, such as, the ground, an inflatable bunker, the fence, or another player the arrow will be dead on impact. This means that ricochet shots do not count and that if you are struck by a redirected arrow you can stay in the game.
- (c) Catching arrows is not permitted, all contact will be counted as a good hit.

Rule #2: You cannot get hit and you cannot shoot an arrow from the safe zone in the center of the field.

- (a) Players are only allowed in the safe zone for 3 seconds at a time. (the referee will count them down).
- (b) Players in the safe zone longer than 3 seconds become live and can be hit in the safe zone.
- (c) Players must also leave the safe zone for at least 3 seconds prior to re-entering. "Straddling the safe zone" is not permitted.
- (d) Two feet must be planted within the safe zone to be considered safe, if you have one foot in and one foot out it will be considered a good hit. If you are hit mid-air during a leap into the safe zone you'll also be counted out.

Rule #3: Teammates can be revived through hitting an opposing team's target out.

- (a) When players are revived they must touch their own team's fence when coming back into play. Revived players are not permitted to pick up an arrow before doing so and will be back into play immediately upon touching their own fence line.
- (b) The order of players being revived will be in the order in which they were tagged.
- (c) **Hitting out targets to revive players** – A player will be revived for every opposing target that is hit out. This means that multiple players can be revived from one shot if multiple targets are hit out with that shot. If a target is hit when there are no players out the revival is not banked revival and it is considered a wasted target.

Rule #4: Players cannot hold more than 1 arrow at a time.

- (a) Throwing or kicking arrows with your body in any fashion is not permitted.

Rule #5: Players must hold onto their bows at all times while in play.

Rule #6: Players are not permitted to cross into the sidelines while in play (where the referee and team benches are); this is considered out of bounds. Any player crossing into the out of

bounds area will be given a warning on the 1st infraction and called out on subsequent infractions.

Rule #7: Abuse towards Archery Games referees or other players will not be tolerated. Referees can give out a yellow card or red card at their own discretion. A player receiving a yellow card during a match will sit out the next game; A player receiving a red card will sit out the remainder of the matches.

Rule #8: The game is over when all of the players from one side are eliminated or when the 4 minute timer runs out.

- (a) If time runs out the winning team will be the team with the most players remaining players when the clock hits zero.
- (b) If the number of players is tied after time runs out the game will immediately go into sudden death mode – the next team to either strike a player or hit an opposing team’s target will be the victor.

Rule #9: Call your own shots (the referee can’t see everything). Raise your arm high in the air if you have been hit, drop your arrow and come off to the sidelines.

Game Specific Rules

Fireball

Rule #1: Fireballs are introduced into the field approximately 5 seconds into the game into the center of the field by the archery games referee.

Rule #2: Fireballs can be used to tag opposing players instead of arrows

- (a) Fireballs are live in the safe zone – players tagged in the safe zone with a fireball are deemed out (you still cannot throw a fireball from the safe zone)
- (b) Fireballs cannot be caught – you are out if it strikes any part of your body (bow & arrows included)
- (c) Players cannot block shots with fireballs – you will be out.
- (d) Players cannot drop their bows to shoot a fireball – your bow must stay on you at all times.
- (e) Fireballs cannot be used to knock out targets

Engineer

Rule #1: Teams are given 30 seconds prior to the match to move their 2 bunkers.

- (a) Bunkers must stay a minimum of 5 feet away from the wall and the safe zone.
- (b) Placement of bunkers cannot interfere with your team’s targets. (ie: you cannot place a bunker in front of your target.)

Tournament Format

Best 2 out of 3 matches

Games will go in this order: Elimination – Fireball – Engineer

Home team (or top seeded team) can choose their side.

Best 3 out of 5 matches

Games will be played in this order:

Elimination-Fireball-Engineer-Fireball (engineer setup stays in play) - Elimination (engineer setup stays in play)

Home Team (or top seeded team) can choose their side.

Round Robin tie-breakers

- 1) Number of points
- 2) # of individual games won
- 3) # of individual games lost
- 4) Team record against each other
- 5) Coin Flip

Safety Rules

- 1) Wear your helmet at all times while playing.
- 2) Do not “dry-fire” your bow.
- 3) Sliding on the AstroTurf is ill advised.
- 4) Keep your fingers in and hold your bow with a closed fist when firing.
- 5) If you are striking your arm with the bow string please request an arm guard from our staff.
- 6) If you are having any equipment malfunctions or require assistance please bring it to the attention of an Archery Games referee immediately.