

Archery Tag Rules

Any rule and situation not specifically covered are subject to the current Archery Tag Game Rule Book and the judgement and discretion of the intramural sports staff.

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules.

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University who have a valid Fitness Center membership may participate in intramural activities.
- ✓ Players can compete for only one team. Once he or she signs in for one team, that player cannot transfer to another team for the duration of the season.
- ✓ For postseason eligibility, a player must have participated in at least one regular season game.
- ✓ The Intramural Coordinator or Assistant Coordinator shall make the final decision on eligibility issues.

Registration

- ✓ Teams should register before the deadline on FusionIM (recreation.tntech.edu)

Rule 2: League and Tournament Format & Team Composition

League and Tournament Format

- ✓ A pool play section shall precede the postseason tournament. The overall number of registered teams will determine the number of pools and number of teams in each pool.
- ✓ Pool standings will determine a team's eligibility for the postseason tournament. The following criteria will determine the pool play standings: (1) number of wins, (2) sportsmanship rating, (3) point differential, (4) head to head, and (5) coin toss.
- ✓ A tournament shall follow based on the seeding found in pool play.

Divisions

- Men's Recreational
- Women's Recreational

The Game

- ✓ The object of the game is to score the most points during a timed Match. Points are awarded for "hits" and "catches". A "hit" against an opponent = 1 point. A "catch" is worth 3 points when an opponent's arrow is caught in mid-flight. When a player is hit with an arrow, they remain in the game and continue to play.
- ✓ Points are also awarded for knocking out the targets. 1 target = 2 points (Maximum of 10 points per round).

Players

- ✓ The sport of Extreme Archery consists of teams of 4 players on opposing sides of the playing field, separated by the Neutral Zone. Teams begin the game with the same number of players on the field

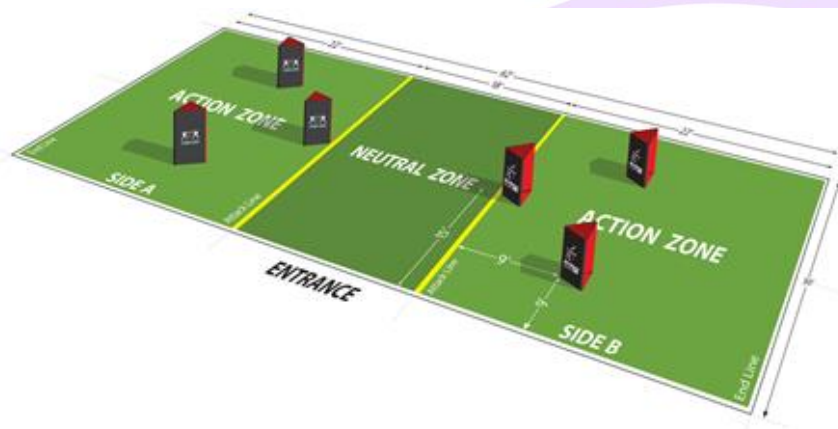
Match Format

- ✓ A match consists of 3 6-minute periods.

Team Composition

- ✓ Each team will have four players in the field at one time, and a minimum of three players are required to start the game.

Rule 3: Playing Area & Equipment



Playing Area

- ✓ All games will be played in the MAC gym of the Marc L. Burnett Recreation Center.
- ✓ Teams must occupy their half of the court during the contest.

Bows, arrows, and bunkers

- ✓ The Intramural Sports Office shall provide all bows, arrows, and bunkers.

Clothing & Equipment

- ✓ All attire and equipment are subject to the approval of Intramural Sports staff. Any clothing or equipment that is deemed unsafe or illegal must be removed prior to competition.
- ✓ IM staff reserves the right to ask participants to remove or conceal clothing that, in the opinion of IM staff, displays offensive or demeaning language or imagery.
- ✓ Proper athletic attire is required. Non-athletic clothing including but not limited to jeans, dress pants, dresses, khakis, and blouses is prohibited.
- ✓ Footwear
 - Players are required to wear athletic shoes (e.g. basketball shoes, running shoes, tennis shoes).
 - Footwear including but not limited to boots, cleats, open-toed shoes, crocks, and sandals is strictly prohibited.
- ✓ Jewelry
 - Religious or medical jewelry is permitted and must be taped down against the body.
 - All watches and necklaces must be removed prior to the start of the contest.
- ✓ Headwear
 - Players may wear knit or stocking caps, headbands, and hair control devices made with soft and non-abrasive material.
 - Headwear including but not limited to baseball caps, bandanas with knots, hard plastic hair devices, bobby pins, and safety pins is strictly prohibited.

- ✓ Pads/Braces
 - Leg & knee braces covered with soft, pliable material and free of any sharp edges are allowed.
 - Compression sleeves and wrist sweatbands are permitted above the waist.
 - Casts and other equipment made of hard, unyielding materials may not be worn above the waist.
- ✓ Blood
 - Participants that are bleeding, have an open wound, and/or have an excessive amount of blood on the uniform will be directed to leave the game. The bleeding must be stopped, the open wound must be covered, and/or the bloody uniform must be changed before the player can return to the game.

Rule 4: Forfeits, Defaults, & Protests

Defaults

- ✓ A default is a forfeiture without penalty
- ✓ To receive a default, the team captain or representative must notify the IM Office by 2:00 PM on the day of the contest.

Forfeits

- ✓ A forfeit is defined as one of the following:
 - Failing to field a team for an intramural contest without contacting the Intramural Sports Office. The final score shall be 2-0.
 - Receiving three or more conduct warnings before, during, and after an Intramural contest. If the forfeiting team is ahead, the final score shall be 2-0. If the non-forfeiting team has the higher score, the game shall be terminated with the existing score.
- ✓ Forfeits automatically withdraws you from Post-Season play.
- ✓ Sportsmanship Rating will be as followed:
 - Winning Team = 8
 - Forfeiting Team = 2

Grace Period

- ✓ If at least **one** team member has signed in, the team will be granted a five-minute grace period.
- ✓ Once both players are present to start the game, the team must start when directed by IM staff.
- ✓ A team may not wait for additional players once the minimum number of players has been reached.
- ✓ If no players are signed in at game time and the Intramural Sports Office has not been contacted, the game will be declared a forfeit.

Protests

- ✓ During the contest, the judgment of the referee is not subject to protest.
- ✓ Teams may only protest player eligibility before the contest.

Rule 5: Timing

Game Length

- ✓ A match consists of 3 6-minute periods during pool play.

Overtime

- ✓ Since overtime is not played during pool play, games may end in a tie.
- ✓ During the postseason tournament, the overtime procedure is as follows:
 - Overtime will be one three-minute period. If the score is still tied at the end of the three minutes, another three minutes will be played and so on until winner is determined.

Determining the Winner

- ✓ The referees award points during the match, the winner will be the team with the most points at the end of all 3 periods.




Rule 6: Playing Rules

Playing the Game

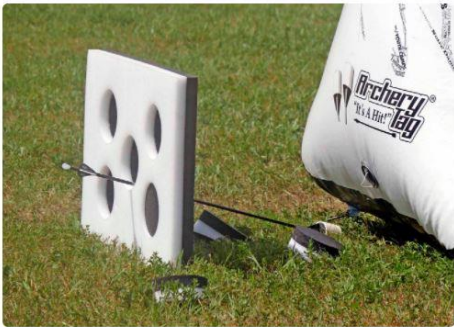
- ✓ Opening Rush
 - Players take a position on their end line. Following a signal by the referee, players rush into the Neutral Zone to gather their own teams designated arrows. Each team's arrows are on their right. Players then return to their Action Zone to start shooting.
- ✓ Zone Rules
 - Players are "live" only when in their Action Zone. They can only shoot or be shot when in their Action Zone (behind their Attack Line). Players are not allowed to shoot from the Neutral Zone and players cannot shoot at players who are in the Neutral Zone. Players in the Neutral Zone are only permitted to retrieve arrows and return immediately to their Action Zone. Players may not stall in the Neutral Zone and must return to their Action Zone within 10 seconds before a warning will be issued by the referee. A second infraction will result in a 2-point penalty at the discretion of the referee. 2-point penalties may be assessed for crossing over the opposing team's Attack Line, stalling, shooting someone in the Neutral Zone, or being out of bounds.
- ✓ Out of Bounds
 - Arrows that enter out of bounds areas are picked up by teammates and returned to the in-play areas.
- ✓ Scoring

1 POINT

Shooting an opponent player with an arrow in one of the following areas:


 <p style="font-size: small; margin: 0;">Players body (including the head)</p>	 <p style="font-size: small; margin: 0;">Any and all clothing (uniform)</p>	 <p style="font-size: small; margin: 0;">Any equipment (bows, arrows, masks, etc.)</p>
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2 POINTS



Knocking a spot completely out of the opposing teams target (optional)

3 POINTS



Catching an opponent's arrow in mid-flight

- ✓ Substitutions
 - If teams have more than 4 players, they can substitute players only between periods
 - Injured players may be substituted during the period during the stoppage of play.

- ✓ Timeouts
 - The only timeouts are for equipment safety issues and injured players. On the rare occasion of an injury, immediately notify the referee to stop play and attend to the injured player.
- ✓ Player Conduct
 - Players are to respect and adhere to the decisions of the referee at all times. Masks must be worn during game play. Respect all players. Bows and arrows are to be used only as intended for game play. Under no circumstance are bows or arrows to be used as a shield, or to knock arrows out of the air. Violent or disrespectful behavior will not be tolerated. Obscene language and/or gestures will not be tolerated.
- ✓ Players are not allowed to entice or bait opposing players while in the neutral zone. Any player abusing the neutral zone will be assessed a yellow card in addition to the point penalties described above.

