Archery Tag - Extreme Archery 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 TN Tech Intramural Sports staff.

All rules are subject to change at the discretion of the TN Tech Intramural Sports Office, and the TN Tech 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 with a current, active membership to the fitness center may participate in intramural leagues, tournaments, and contests.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ **Players can compete for only one (1) team in each single-gendered league** and, if applicable, **one (1) co-rec league.** Once he or she checks-in for one (1) team, that player **CANNOT** transfer to another team in that league for the duration of the season.
- ✓ **For postseason eligibility, a player must have participated in at least one (1) regular season game.**
- ✓ Current varsity athletes cannot participate in their sport or related sport. Former varsity athletes cannot participate in their sport or related sport for one calendar year (365 days) after their official affiliation with a college or university team has ended.
- ✓ Current professional athletes cannot participate in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Teams should register by the deadline by registering on the Fusion Play App.

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) Winning Percentage, (2) Wins, (3) Sportsmanship, (4) Point Differential, (5) Games Played, and (6) coin toss.
- ✓ A tournament shall follow based on the seeding found in pool play.

Divisions (Subject to Change Due to Number of Registered Teams):

- ➢ Men's Recreational
- ➢ Women's Recreational
- ➢ Co-Ed 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.

Players

- ✓ The sport of Extreme Archery consists of teams of four (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 three (3) six-minute (6:00) periods.

Team Composition

- ✓ Each team will have four (4) players in the field at one (1) time, and a minimum of three (3) players are required to start the game.
- ✓ **Co-rec-**
- Please refer to the following table for legal team ratios.
- If a team has four (4) players signed in, that team may not play with less four (4) players at any point in the match.
  - Exception: A player becomes injured, and there are no eligible substitutes.

Number of players	Male to Female Ratio**
Four (4) Players	2:2 or 1:3

<u>A co-recreational team may never have more males than females on the court.</u>
<u>A co-recreational team must have at least one (1) male.</u>

<u>Rule 3: Playing Area & Equipment</u>



Playing Area

- ✓ All games will be played in the Main gym of the Marc L. Burnett Recreation Center inside of the Archery Tag Arena.
- ✓ 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.
  - Participants must remove all watches and necklaces prior to each contest.
  - **All Air Pods/Ear Buds/Headphones are PROHIBITED during IM Contests.**
- ✓ 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 must leave the field. 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 game not played without penalty (e.g. dropped from the league).
- ✓ To receive a default, the team captain or representative must notify the Intramural Sports Office by **2:00 PM on the day of the contest.**
- ✓ Sportsmanship Rating will be as followed:
  - Winning Team = 8
  - Defaulting Team = 5
- ✓ To verify that the request is legitimate, the team captain or representative must notify the Intramural Sports Office via e-mail or in person. Phone calls are not accepted.

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 before 2:00pm on the day of contest.
    - The final score shall be 2-0.
  - Receiving three (3) or more conduct warnings before, during, and after an Intramural contest.
    - If the forfeiting team is ahead, the final score shall be 2-0 in favor of the opposing team.
    - If the non-forfeiting team has the higher score, the game shall end with the existing score.
  - Defaulting two (2) games during pool play.
- ✓ If a team forfeits its first (1st) game of the season, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ Sportsmanship Rating will be as followed:

- Winning Team = 8
- Forfeiting Team = 2

✓ A second (2nd) forfeiture may result in removal from the league.

Grace Period

✓ If at least **one (1)** team member is **checked-in** at game time, the team will be granted a **five-minute (5:00)** grace period.
✓ Once a team reaches the minimum number of players to start the game, the game will start.
✓ A team may not wait for additional players once the minimum number of players have arrived.
✓ If the team has not reached the minimum number of players required to play at the end of the grace period, a forfeit will be declared.

Protests

✓ Intramural Sports Graduate Assistants and Professional Staff will consider eligibility protests.
✓ When protesting player eligibility:
- *Regular season*: The eligibility of any player may be protested at any point during the regular season (e.g. before, during, and after the contest; anytime during office hours)
- *Postseason Tournament:* Player eligibility must be protested before the end of the contest. **Protests made after the end of the game will be not recognized.**

Rule 5: Timing

Game Length

✓ A match consists of three (3) six-minute (6:00) 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 (1) three-minute (3:00) period. If the score is still tied at the end of the three minutes (3:00), another three minutes (3:00) 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 three (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 ten seconds (0:10) before a warning will be issued by the referee. A second (2nd) infraction will result in a two-point (2pt) penalty at the discretion of the

referee. Two-point (2pt) 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:



Players body (including the head)



Any and all clothing (uniform)



Any equipment (bows, arrows, masks, etc.)

3 POINTS



Catching an opponent's arrow in mid-flight

- ✓ Substitutions
  - If teams have more than four (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 always to respect and adhere to the decisions of the referee. 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.

Ejections

- ✓ When two (2) members of a team are ejected, that team shall forfeit the contest.
- ✓ Ejected players must leave the Fitness Center and/or Intramural Fields immediately and cannot return to play **ANY** sport until he/she has been cleared for participation by a professional staff member of the Intramural Sports Office.