

ROCKY MOUNTAIN AXE THROWING TOURNAMENT RULES AND REGULATIONS

SECTION A

AGE REQUIREMENTS

Minimum Age

1. Social Axe enforces a minimum age of 15 years. Each location will have full discretion to implement a change to the minimum age requirement if they so choose.

SECTION B

PRE-GAME RULES

Target Quality

1. Targets should be relatively new and of sound quality prior to league commencement.
 1. When targets deteriorate to a point where excessive movement or 'wiggling' of the axes occur when they land in the damaged area causing or risking good throws to fall out, the boards should be switched out to ensure fair play.
 2. If a large piece of wood or chunk falls out during play, the player may request to have the board changed but the ultimate decision will fall on the League Official (coach).
 3. Targets must be sprayed with water from spray bottle prior to the start of league play.
 1. If boards are continually hard, league members may request to have more water sprayed on the boards.

Warm Up Throws

1. Players have up to 5 practice throws prior to their first match.
2. Players have 1 practice throw prior to any subsequent matches.

3. The League Official will notify players when their match will commence.

SECTION C

GAMEPLAY

MATCH FORMAT

1. Standard Match Format

1. Every regulation match consists of 3 rounds:
 1. Each round consists of 5 thrown axes per round;
 2. Player must win 2 of 3 rounds to win the match;
 1. In regulation competition, players always throw all three rounds even if one player has won the first two rounds;
 2. Tracking of total points over 15 throws in all regulation matches is mandatory;
 3. If a player wins the first round and ties the next 2 rounds this is still considered a match win as they have won the majority of the rounds in the match.
2. The match points and win/loss then be recorded and uploaded to the leaderboards.
3. After 7 weeks, the 8th and final week of each season will be the playoffs and final match to determine the season champion. See Play off section for details.

*Players switch lanes between each round; This ensures fair play when there's varying density in wood.

4. Big Axe Tie-Breakers

1. If players are tied at the end of the three rounds, a Big Axe tie breaker occurs. A tie occurs when all three rounds result in an overall tie;
 1. Each player has won 1 round, lost 1 round and tied 1 round;
 2. All three rounds are tied.
2. A Big Axe round is played in sudden death fashion:
 1. Players use Roe-Sham-Bo to determine who throws first: winner chooses;
 2. Each Player is granted 1 practice throw but can chose not to use it only if they state "NO PRACTICE" before they throw the first throw.
 3. Players alternate one throw each per big axe in sudden death fashion using device scoring rules until there is a winner
 4. If both players tie again, they must continue with sudden death throws until there is a winner.
 5. Points are not counted or tallied during sudden death

Only the **HOUSE BIG AXE** can be used for Tie-Breakers

SECTION D

SCORING

Points

1. 5 points for the bullseye.
2. 3 points for the 2nd ring.
3. 2 points for the 3rd ring.
4. 1 points for the 4th ring.
5. 10 points for the green cans, also known as the can shot.

1. **The can shot is only available on the fifth and final throw of the round.**

1. Otherwise the green cans are worth 0 points
2. During all league matches, the League Official will provide a countdown starting from 3 (3,2,1), to indicate when the axes are to be thrown.
 1. On this final throw, axes **MUST** be thrown at the same time. If an axe hits the target before the second player's axe leaves their hands, the late thrower will be given 0 points.

Technicalities

1. **Majority Blade:** If the axe is in 2 rings simultaneously, then the player is awarded the points for the ring that holds a majority of the blade (League Official will measure if not immediately obvious).

**** Majority Blade excludes the CAN shots****

2. **Stick and Stay Policy:** the axe must remain in the target for the throw to count.
 1. If the axe falls out before the axe is retrieved, then the throw will be counted as 0 points.
3. **No Delays in Throws:** Players may not "delay" in throwing the axe in hopes that opponent's axe may fall out of the target or use delays for strategic advantage.
4. **Oddball Throws:** on the rare occasion that the axe sticks to the target with the back of the blade, the shaft of the axe or any other part of the axe, the throw still counts and points awarded accordingly.

AXE THROWING DISTANCE & TECHNIQUE

Axe Throwing Technique

1. Social Axe players are allowed to throw axes in one of two ways:

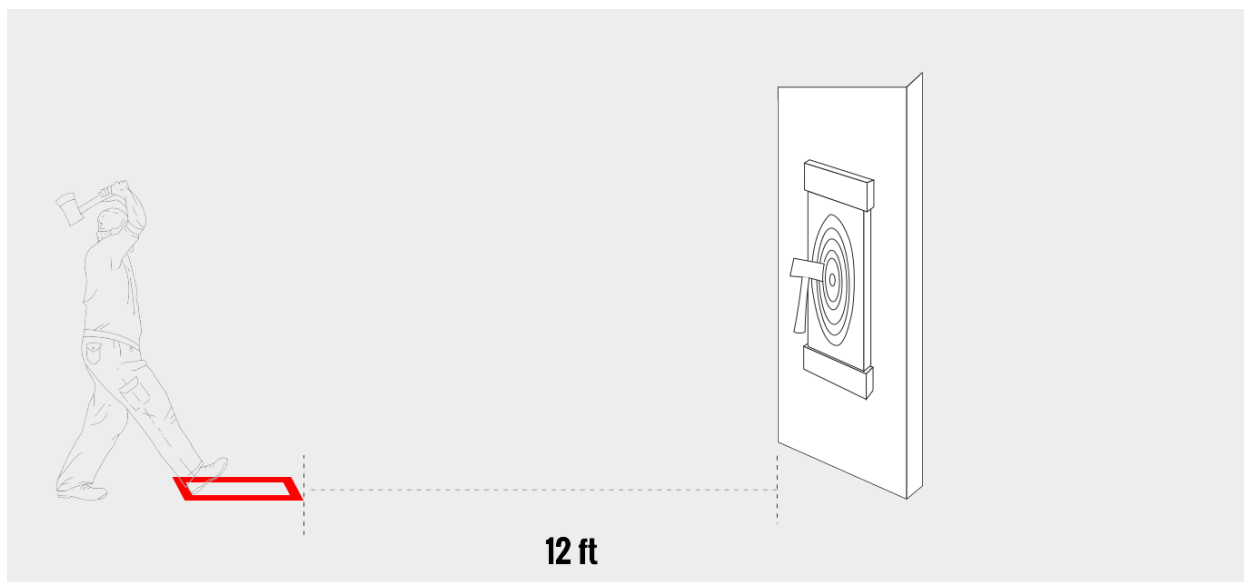
1. 1 hand holding the axe & over or behind the head.
2. 2 hands holding the axe & over or behind the head.

2. No other style of throws are permitted.



1. **Rotation:** the axe must make approximately 1 rotation in order for it to count.

1. If the axe is close to making a full rotation (ie. 50% rotation) and a portion of the blade touches and sticks to the target, the throw counts.



Axe Throwing Distance

1. **Axe Throwing Distance:** Players will throw from the blue line area marked on the floor, 15 feet away from the targets. The lines are made from 3" inch thick paint and must be painted on the floor.
2. **Foot placement for a standard throwing axe**
 1. When setting up to throw, a player's stationary foot must be touching the blue line at all times.
 2. Once the motion to throw the axe has begun, the player may take a full step forward bringing their rear foot to the front of their body and planting it as the motion to throw continues:
 1. This foot that has now moved from the back of the player to plant on the floor in front, once planted, must not leave the ground again until the axe has left the hand of the player and has been thrown;
 2. During the motion of the throw, any steps taken before crossing the back plane of the blue line do not count towards the legal step count.
 3. Neither foot can cross the plane of the red line
3. **Foot placement for a Big Axe**
 1. When setting up to throw, a player's lead foot may be on top of, behind, or in front of the green line.
 2. Once the motion to throw the axe has begun, the player may take a full step forward bringing their rear foot to the front of their body and planting it as the motion to throw continues:
 1. This foot (that has now moved from the back of the player to plant on the floor in front) once planted, must not leave the ground again until the axe has left the hand of the player and has been thrown;
4. **The Red Foot-Fault Line**
 1. The red foot-fault line is a solid red line between the blue throwing line and target:

1. The Red Foot-Fault line is 110" from the back of the plywood backboard, measured as if the backboard reached all the way to the ground.
2. Players must not cross the red foot fault line until both players have thrown their axe :
 1. After throwing there must be a noticeable pause from both throwers before crossing the red foot-fault line to approach the target, if there is no pause, it will count as a fault:
 1. This means every player must stop all forward momentum for a moment in time before approaching the target to retrieve, even if they are the second player to throw at that time.
3. The penalty you receive from a fault increases with the amount of times you fault on that night of regulation play:
 1. On the first fault, you forfeit the throw on which the fault occurred;
 2. On the second fault, you forfeit the round in which the fault occurred;
 3. On the third fault, you forfeit the match in which the fault occurred and in regulation play you are done throwing for the night. You will also receive a 0 score for the rest of the evening. Scoring received prior to the third fault will count.
 1. This could also count as an absence if that player is not able to make up those matches on another night.
 4. Faults reset each week of regulation play.
4. In a playoff tournament the 3 fault rule still exists for that night and if a third fault occurs, that player is disqualified out of the playoff tournament.
5. **Crossing the Red Foot Fault Line**
 1. The red foot fault line may be crossed but only to clarify the point value of the axe thrown and to retrieve the axe:
 1. both throwers must acknowledge that the fault line will be crossed before either player approaches the target:
 1. This indicates that play has stopped.
 2. If the player is taking a closer look to confirm point value, they may do that while leaving the axe in target, report the point value, then cross the fault-line back to the block and only then may the second player take their next throw:
 1. After which both players may approach and retrieve their axes under the fault line rules for approach.
 3. If a device is needed, that may be called, again acknowledging that play has stopped:
 1. once measured by a League Official that axe may be removed from the target and returned to the player before their opponent throws their next axe.
6. **The Big Axe Fault Line**
 1. When throwing Big Axe, the Blue Line becomes the Big Axe Foot Fault Line:

1. If a player crosses the blue line while throwing, it counts as a fault;
 1. A throwers foot may touch, but not cross the Blue line.
2. If a fault occurs, the throw the fault occurs on becomes an automatic zero and play continues.

CEILING HEIGHT

1. 12 ft minimum/clear height (within the throwing lane) is required for safety reasons.

ATTENDANCE & ABSENCES

Late Arrivals and/or Early Departures

1. Players are allowed to arrive up to 15 minutes late, after official league start time.
2. Players are allowed to leave up to 15 minutes early, prior to the end of the scheduled official league time.
3. If a player arrives late, after the 15 minute official start time or leaves earlier than the 15 minute league completion time:
 1. The player that was scheduled to go against them will be granted an automatic win, but will perform 15 throws and have their points recorded.
 2. The late player will automatically receive a loss and a zero for all throws.

Absences

1. Players are allowed to miss up to 2 days of regulation play during the season. However, no make up matches will be allowed.
2. If a player misses 3 or more league days they will not be allowed to throw in the house tournament or the Belt Championship.
3. This rule is exempt for the current champion only.

Playoff Exception

1. Players are required to arrive to the playoffs at the start of regulation play.
2. If a player is not present when their match begins, a 10 minute grace period will be offered as long as the 10 minutes does not extend past the previous 15 minute late rule.
 1. If the player does not show up, they will forfeit their match and the player that is present will be awarded the win.
 2. If the player arrives during their grace period, but is late for their next match, they will be immediately disqualified.

HOUSE PLAYOFFS

1. The top 32 players with the highest total of accumulated match wins at the end of 7 weeks of play will make it to the final week for playoffs where the house champion will be decided. In the event of a tie at the end of the season, the amount of total points wins will determine the standings for playoffs.
2. Initial tournament match-ups will be determined as follows:
 1. The player with the highest total wins will throw against the player with the lowest total wins. The second highest total wins from the regular season is matched against the second lowest total wins of qualifying players and so on so that the two players with the median scores are matched up.
3. The tournament follows a double elimination structure for the house tournament.

BELT CHAMPIONSHIP TOURNAMENT

1. A Minimum of 8 players to a Maximum of 16 players may qualify for the Belt Championship Tournament playoffs. League Officials will determine and

announce at the beginning of the league how many throwers will qualify for the Belt Championship Tournament

2. That number of throwers will be selected from each individual house to make up the Belt Championship Tournament
3. A championship belt will be awarded to the winner. The belt remains in the champion's possession until the next Belt Championship. If the title is lost to a new champion, possession of the belt will transfer to the new champion.

SAFETY

1. Axes - Each and every axe is inspected prior to each league night to ensure the axe is up to standard.
 1. Broken axes may not be used.
 2. League Officials ensure the blades of the axes are sharp enough to hit AND stick to the target, but are not razor sharp to the touch.
 3. Participants are instructed to grip the axe by the handle and only the handle.

LANES

1. Lanes - Each throwing area is designated as a throwing lane. Fences or walls block this area from the rest of the facility to keep throwers and axe all contained in a safe environment.
 1. Only the two participating throwers and the axe League Official are allowed in inside the lane at one time. This includes ensuring the area behind the throwers is clear of any other person up to 6'.

LEAGUE OFFICIALS

1. League Officials must always be present while members are throwing during league play.
 1. A 6' radius should be maintained around every participant holding an axe, however, the League Official may approach the participants and enter this 6' radius to provide instruction.

2. An axe should never be thrown until a League Official has initiated a Match and instruction for which the 2 participant have been present.
2. **Throwing:** Axes from each player should be thrown at the same time.
 1. If an individual throws an axe after the other axe has hit the target, the individual who threw their axe late will have their throw disqualified and counted as a zero.
 1. League Officials may give up to 2 warnings per match to individuals who throw up to 3 seconds after the first throw (when both players are at the line and ready to throw).
 2. League Officials may give up to 2 warnings per match to individuals who are throwing too early.
 3. On the third warning the player will be disqualified for the rest of the evening's official play and score will be marked as 0 for the remaining period of play
3. Axes are to be retrieved only when both axes have hit the target or the floor.
4. Axes shall never be thrown when a participant is picking up an axe from the target area. This will result in an immediate disqualification (counted as a loss) for that match.

TARGETS

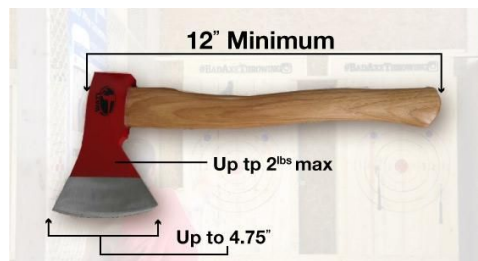
The Target

1. The targets are built from 7 2x6 wooden boards that are 4' in length. The first layer would be arranged horizontally, then the outermost layer, on which targets will be drawn, is arranged vertically.
2. Cover wall in OSB or plywood.
3. The targets should be made of two layers SPF wood.
4. The first layer of 2x6 wood drilled onto the SPF wooden wall are called backboards. The backboards can be made of 6' feet long of 2x10 lumber. This will be the backboard where you will then drill your target boards against.

1. The end product is a backboard that is 4' feet x 6' and another layer of SPF that fully covers the back at 4' feet x 6' as well.

Axes

1. All Social Axe certified axes must confirm to the following standards:
 1. The axe head can weigh up to 2lbs maximum.
 2. The blade on the head should be no longer than 4.75" maximum.
 3. The handle may be made of wood, steel or plastic and length be at least 12- 20" inches long, including the handle in the eye of the head of the axe.
1. The length includes the top head of the axe where the wood is inserted, to the bottom of the shaft.



Awards

1. The regional winner will be awarded a Social Axe branded trophy for their region.