



LEAGUE RULES & GUIDELINES

Last revised: March 2019

LEAGUE FORMAT

Take your axe throwing skills to the next level and join like-minded players in our weekly league. Come in and throw Wednesday Nights from 7:30pm until 9:30pm. We will start officially scoring the matches for the week at 8pm sharp.

We will run a different style of tournament every week. How you place in the weekly tournament will give you points towards the regular season league standings. On the final week (week 6) we will run a final tournament where players will be seeded accordingly from the regular season standings. The winner of the tournament will be crowned the Axe Games League champion!

You can view the player rankings at: <https://axegames.com/omaha-axe-throwing-league/>

LEAGUE GAMEPLAY RULES

GENERAL GAMEPLAY RULES

Rule #1: All throws must occur within 14 feet of the target

- (a) **Please note:** At least one foot must start behind the black line (14 foot line) at the start of the throw. Throwers are permitted to step through their throws, and 1 foot is permitted to begin passed the 14 foot line, but if a player crosses the red line (10 foot fault line) while throwing the throw will be scored as a 0.

Rule #2: Axes must stick in the target for 3 seconds in order for the score to be recorded. (Scorekeeper's discretion)

Rule #3: The majority of the head of the axe determines the score:

- (a) Wherever 50% or more of the axe head lands will be the score recorded.
- (b) The referee's determination is final.

Rule #4: Players must obey all safety rules while in the facility:

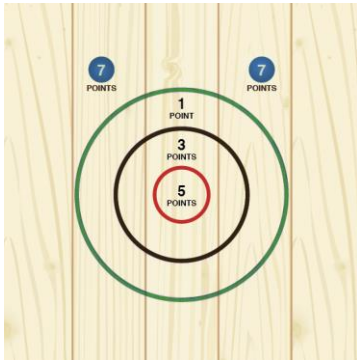
- (a) Failure to comply with safety procedures and rules in the facility may result in the player forfeiting their weekly score and may be asked to leave the League.

Rule #5: Players can use the axes provided by the facility, or can use their own axe with the following guidelines:

- (a) Axe heads must weigh 1.25 lbs – 1.75 lbs.
- (b) Axes must be between 13-17 inches long from the top of the head of the axe to the butt of the axe.
- (c) The blade of the axe must be no longer than 4" and must be fixed to handle of the axe.

- (d) Single bit blade, i.e. no blade or sharpened spike protruding from the back of the axe head.
- (e) Axe Games is not responsible for any damage done to personal axes while at the facility.

Rule #6: The scoring is as follows:



Green outer Circle = 1 point

Black Circle = 3 points

Red inner Circle = 5 points

Blue Circles = 7 points*

**Players can only go for this shot on the 5th throw of a round*

AXE THROWING GAMES

Players will earn points every week by placing in the different game of the week. These points will go towards the regular season rankings. The regular season rankings will be used to seed players for the playoffs (week 6)

WEEK 1: STANDARD ELIMINATION TOURNAMENT

Players will go 3 rounds of 5 throws, alternating targets every round.

The highest score in the round is the winner. The winner of 2 out of 3 rounds will move onto the next round of playoffs.

The Grand Final will consist of 5 rounds and the winner of 3 rounds will be crowned the League Champion.

TIE BREAKER

In the case of a tie at the end of a round, the players will go to sudden death and the player with the higher score will win the round

WEEK 2: BATTLEGROUNDS

Played in a free-for-all match (1v1v1 or 1v1v1v1)

Players have 30 hit points.

Players decide before they throw which opponent they want to “attack” by writing their name on a cue card. Once they land a shot they take away that number of hit points from that opponent.

Last person standing wins.

WEEK 3: CRICKET

Players are required to hit 10 different points on the target. (1,1,1,3,3,3,5,5,5,7) in order to complete the game. The order that you hit the placements on the target doesn't matter, players cross out numbers as they are hit. The player who takes the least amount of throws wins.

WEEK 4: HARE & HOUND

Players flip a coin to choose who is the Hare and who is the hound (winner of coin toss chooses)

Play best 2 out of 3, switching Hares & Hounds.

The hare must work through the boards hitting the (3, 5, 1, 3, 5) in that order.

The hare wins if he is able to do this without the hound passing them.

The hound starts at the 1 and works through the numbers (1, 3, 5, 1, 3 and 5) and tries to overtake the Hare.

Hares shoot first. The hound must pass the hare to win; they haven't won yet if they are on the same number.

WEEK 5: KILLER

Played as a free-for-all in a 1v1v1 match (or 1v1v1v1 if necessary).

Numbers are randomly drawn from a hat: containing a 1, and a 3, and a 5 (include a 7 if 4 people)

Each player has 3 lives and the goal of the game is for each player to hit their own number 3 times to gain status of KILLER. .

Once this has been achieved, they can go after their opponents' numbers and when hit they lose a life.

Once all lives are lost, they're out.

The winner will be the only person left with lives.

Note on playing with a 7 (4 player mode): Because hitting a 7 is much more difficult. The player who draws a 7 only has 1 life but only needs to hit the 7 once to obtain "killer" status

PLAYOFFS (WEEK 6): ELIMINATION TOURNAMENT

Players are seeded based on regular season rankings. Same rules as week 1.

INFRACTIONS

Minor Infractions:

These are smaller offences that do not have a major impact on gameplay or safety and that may have been done by accident or that can be disputed as an accident.

The Axe Games coach will use their discretion to penalize a player for a minor infraction, which could include zeroing the score for the throw where the infraction occurred

Major Infractions:

These are given for blatant or continued violations of the Axe Games rules such as verbal or physical abuse towards another player or Axe Games staff, or any instance that is deemed serious enough to put player and staff safety at risk.

Receiving a Major Infraction will lead to the weeks scores being zeroed out

If multiple Major Infractions occur, Axe Games has the right remove a player from the league (no refund given) and ban the player from returning for any following league seasons.

SAFETY

GENERAL SAFETY RULES

- 1) Players who are not actively throwing must stay behind the safety barriers at all times.
- 2) Crossing the red line and retrieving axes from the target may only occur once all axes have been thrown.
- 3) All players are required to wear closed toe shoes at all times. Failure to do so will automatically forfeit the weeks score.
- 4) No irresponsible behaviour with the axes will be tolerated.
- 5) Safety is #1 in the facility. If there is any breakage of axes or boards and the coach is unaware, the player must request assistance from an Axe Coach immediately.
- 6) If bringing a personal axe, it must be in a case or have the blade covered when in transportation to and from the facility.
- 7) If an Axe Coach notices a player becoming intoxicated, Axe Games reserves the right to refuse further alcohol service as well as axe throwing to the player.