



LEAGUE RULES & GUIDELINES

Revised: March 26th, 2018

(NEW REVISIONS IN BOLD)

LEAGUE FORMAT

New: Team starting sides will be determined by a coin flip between the 2 captains prior to the match. (in the playoffs the higher seeded team will choose)

Players will switch sides after the 4th game break and the winner of the coin-flip can choose the sides for the deciding 9th game (if necessary)

Matches are a best of 9 games format. The winner of the weekly match is the first team to win 5 games.

Game format each week will be as follows:

New: Warm-up game (Pandemic)

Game 1- Elimination

Game 2- **Fireball & Golden Arrow**

Game 3- **Fifteen (5v5 game mode where tagged players rotate with their bench)**

Game 4- Engineer

2 Minute break to strategize bunker setup for the 2nd half and to switch sides

Game 5- Engineer

Game 6- **Fifteen (5v5 game mode where tagged players rotate with their bench)**

Game 7- **Fireball & Golden Arrow**

Game 8- Elimination

Game 9- Elimination (no bunkers, home team chooses the side)

Following the league match there will be a dog eat dog game to determine cumulative points for the individual dog-eat-dog rankings. (5 pts for 1st, 3 pts for 2nd, 2 pts for 3rd)

The top **10** players for dog eat dog rankings in the regular season will play in a dog eat dog final during the final week of the season. The winner of this match, as well as, the season leader in points will receive "top dog" t-shirt prizes.

For the remaining time after league matches **teams will be mixed up** and exhibition games will be run by our referee until the field needs to get setup for the next league match.

Teams will be ranked in the following order in the regular season:

- 1) Win percentage of matches
- 2) Least number of individual games lost throughout the season
- 3) Most individual game wins throughout the season
- 4) Head-2-head record between the 2 teams

If teams are still tied a coin flip will be used in order to determine ranking.

You can view the schedule & team rankings at: www.archerygamescalgary.ca/league-nights

PLAYOFFS FORMAT

Playoff matches will be 'best-of-11' – The winner of the playoff match is the first team to win 6 games.

Warm-up: Pandemic

Game 1 - Elimination

Game 2 - **Fireball & Golden Arrow**

Game 3 - **Fifteen (5v5 game mode where tagged players rotate with their bench)**

Game 4 - Engineer

2 Minute Strategy / Water Break

Game 5 - Engineer

Game 6 - **Fifteen (5v5 game mode where tagged players rotate with their bench)**

Game 7 - **Fireball & Golden Arrow**

Game 8 – Elimination

2 Minute Strategy / Water Break

Game 9 - The Works (Engineer, Fireball, Golden Arrow)

Game 10 - The Works (Engineer, Fireball, Golden Arrow)

Game 11 – Elimination, no bunkers, higher seeding chooses side

Team Roster & Substitutes

A team may only field a MAXIMUM of 8 players. A team may have more than 8 players on their roster, but a maximum of 8 players with a minimum of 2 females are allowed to play in each game. Extra players who are not playing are permitted to stand inside the arena on the sidelines. Teams can swap players out between games. **Note that the female minimum requirement is waived for independent teams as their team roster composition may not guarantee 2 or more females.**

Teams that show up and do not meet the gender quota do not forfeit, but will need to play shorthanded. Ex: A team of 6 males can play if they have no females present but will be required to play short-handed (fielding 6 players versus 8 players).

Teams must field a minimum of 5 players each week or will forfeit the match 5-0. An exhibition game where teams are mixed-up by the Archery Games referee will take place instead.

If you require a substitute player for any week please contact league@archerygamescalgary.ca. Players from other teams are also permitted to substitute during the regular season, but this will be prohibited during playoff matches.

If you have any first time players joining your team for the week, please have them arrive 30 minutes prior to the match and inform the League Coordinator on site so that they will run through the archery league rules with the player.

The archery league will consist of 9 weeks (1 week orientation, 6 regular season games and 2 playoff games)

League Gameplay Rules

General Gameplay Rules (applies to all games)

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) Arrows cannot be caught; catching an arrow will result in being called OUT.
- (c) If an arrow strikes another object first, such as: the ground, an inflatable bunker, the fence-line, or another player, the arrow will be dead on impact. This means that ricochet shots do not count and if you are struck by a redirected arrow you are NOT OUT.

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

- (a) Players get 3 seconds of safety in the safe zone.
- (b) Players in the safe zone longer than 3 seconds become live and can be hit.
- (c) Players who leave the safe zone cannot re-enter the safe zone within 5 seconds.
IE: "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 you will be counted OUT. If you are hit mid-air during a leap into the safe zone you'll also be counted OUT.
- (e) If you have an arrow loaded while in the safe zone you are no longer considered 'safe'. This includes entering the safe zone with an arrow loaded.**

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

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. Revived players have 5 seconds to re-enter play after being revived, if they do not do so this will result in the player staying OUT.

- (a) The order of players being revived will be in the order in which they were tagged.
- (b) 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 and it is considered a wasted target.
- (c) **PLAYERS CANNOT BLATENTLY STAND IN THE WAY OF THE TARGETS IN ORDER TO BLOCK SHOTS FROM THE OPPOSING TEAM. DOING SO MAY RESULT IN A PENALTY.**

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 and will result in the player being called OUT.

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 stands); this is considered out of bounds.

Rule #7: 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 the referee will blow the whistle and bring all players back to the fence-line. The game will go into SUDDEN DEATH MODE – the next team to either strike a player or hit an opposing team’s target, will be the winning team.

Rule #8: 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 immediately and come off to the sidelines.

Rule #9: Players are not to alter the setup of the field – targets and bunkers are to remain where they are setup. (Exception: in the game ‘engineer’ teams will be permitted to move their bunkers)

Stoppages of play: From time to time, games will need to be stopped mid-match (helmet dislodged, any threat to the safety of the players, targets getting knocked over etc.) In these instances, the ref will make the call of whether play needs to be stopped and blow the whistle to stop play. If a whistle is blown players are to drop anything in their possession (except their bow) and return to the back fence – after which, play will resume on the next whistle. Players will be verbally warned or penalized for attempting to gain an unfair advantage during these periods (gathering or moving arrows).

Specific Game Rules

Elimination

Our standard game of elimination, please refer to the rules listed above.

Fireball & Golden Arrow

In addition to the standard elimination rules, the following applies in this game mode:

Rule #1: Fireballs are introduced into the field approximately 10 seconds into the game (in the safe zone).

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 will be counted OUT even if they are within the 3 second safety period.
- (b) Fireballs cannot be thrown from the safe-zone
- (c) Fireballs cannot be caught – you are out if it strikes any part of your body (bow & arrows included)
- (d) Players cannot block shots with fireballs – you will be out.
- (e) Players cannot drop their bows to shoot a fireball – your bow must stay on you at all times.
- (f) Players can hold an arrow and fireball at the same time, but must also keep their bow on them at all times
- (g) FIREBALLS CANNOT BE USED TO KNOCK OUT TARGET

Rule #3: 2 golden arrows will be put into play and you can now also revive a teammate by striking a player on the opposing team with a golden arrow. The player who is struck will be OUT and the team who shot the golden arrow will revive one player. Like targets, golden arrow hits cannot be banked...if you have no one to revive, then it cannot be saved for a revival at a later time. **The first player to grab the Golden Arrow from the middle will take possession of the Golden Arrow. No wrestling over the arrows!**

Engineer

In addition to the standard elimination rules, the following applies to 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 targets.*)

Fifteen

In this game mode each team starts with 5 players on the field, and the remainder of their players on the bench. The players on the bench will rotate into the game as players are tagged.

This game follows standard elimination rules with the following exceptions:

A) targets are removed from this game, revives via rotation are automatic

B) each team will always have 5 active players on at any given time (5v5)

C) Whenever a player is tagged by an arrow, the other team scores a point and that player will immediately swap spots with a player from their bench (non-starting players must rotate in before tagged players are eligible to return. This game follows the first-in, first-out rule once all players have rotated in once).

D) An incoming player may enter the field as soon as a tagged teammate crosses the sideline.

The first team to score 15 points will be declared victorious.

INFRACTIONS

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

The Archery Games referee will use their discretion to penalize a team at the start of the next game (playing short 1 player) for all minor gameplay infractions. The team will start minus one player but can revive back to their full strength as soon as possible.

Major Infractions: These are given for blatant or continued violations of the archery games rules, verbal or physical abuse towards another player of the archery games staff, or any instance that is deemed serious enough to issue a yellow or red card.

A player can receive a Yellow card for committing any of the following offences:

- Committing an offence after receiving a verbal warning about the same action or similar
- Taking more than one arrow from Safety Zone, or swiping more onto your side
- Guilty of unsporting behaviour (not going out when tagged)
- Affecting play when tagged out (Firing an arrow, blocking targets or players, hindrance by slow walking etc)
- Continued complaining or arguing with refs; yelling over the field of play at the opposition
- Knocking over the targets on your side, or causing a major shift to the targets that affects play

A player can receive a Red card for committing any of the following offences:

- Aggressive behaviour towards players, ref or staff
- Any violent or physical contact with another player, ref or staff
- Receiving 2 yellow cards within the same match

Consequences

During the match: A player who receives a yellow card will receive a penalty at the start of the next match.

If a player receives a red card, or 2 yellow cards in the same match they will immediately be dismissed from the field of play and can play no further for the entirety of the match. The player who is dismissed cannot be replaced; their team must play the remainder of the games with one fewer player on the field.

Post-match: Collecting a total of (2) Red Cards throughout the season will result in that player missing the week following the final card. If infractions are deemed serious enough by the league, larger suspensions or eviction will be issued without refund.

SAFETY

General Safety Rules

- 1) Wear your helmet at all times while in the arena.
- 2) Do not "dry-fire" your bow.
- 3) Sliding on the AstroTurf is ill advised (*especially in shorts*).
- 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 there is any breakage in the archery equipment, your archery equipment is malfunctioning or you require any assistance please bring it to the attention of the Archery Games referee immediately.
- 7) When you are hit raise your arm high in the air and take to most direct route to the sidelines.