

RCSSC AXE THROWING TEAM RULES

These rules were last updated on January 2, 2019.

RULE 1: TEAM AND PLAYER RULES

Section 1. Team Formation

- 1. Leagues Offered.** There is one Axe Throwing league: **SUPER SOCIAL**. SUPER SOCIAL is designed for teams/individuals who love to socialize and have LIMITED athletic skills.
- 2. Season.** Axe Throwing is offered on Wednesdays with over-flow on Tuesdays beginning at 6:00 PM (or later).
- 3. Number of Players.** There is a minimum/maximum of six (6) players required on a team roster with no less than two (2) females. A Team size is six (6), no more, no less. All players must be listed on the roster and sign the RCSSC waiver before participating in a game.
- 4. Adding Players.** Teams can add players at any time until the final tee shirt order date. From the order date through the third week of play, a team must drop a player before it may add a player. The dropped player must give his/her tee shirt to the added player. After the third week of play, team rosters are frozen. See the Commissioner for additional roster forms.
- 5. Playing Short.** A team must have at least four (4) players present to start a game to be eligible for full points awarded, one (1) of whom must be female. A team will EVENLY distribute the missing player's throws to all team members. **EXCEPTION**—if only one (1) Female present, then she throws all 10 times for the 2nd Female spot required to be present.
- 6. Match.** Sixty (60) Throws per team. Last approximately one (1) hour.

Section 2. Player Restrictions

- 1. Age.** Team members must be 21 years old by the start of the season. (Must have Valid ID)
- 2. Professional or Division I Athletes.** Players who have participated in Division 1 axe throwing in the last five years may not participate in the RCSSC. (lol)
- 3. Team Membership.** Players may only play for one team, regardless of division.
- 4. Violations.** Teams that violate the rules in this section will forfeit the entire season's games **and must pay a fine.**

Section 3. Uniforms

- 1. Tee shirts.** RCSSC will provide each team with tee shirts for its roster. All players must wear the official RCSSC tee shirt for each game. NO Flannel Shirts can be worn over league shirt. Flannel or other garments are allowed under only, or around the waist.
- 2. Permitted Alterations.** Players may add their names, numbers, and other similar personal information to their tee shirts. Players may also add depictions of the American flag. Players' additions may not cover the RCSSC or sponsor logo.
- 3. Excluded Alterations.** Players may not add any corporate information to their tee shirts, including website addresses and company names. Players may not include any offensive material on their tee shirts. The Commissioner has the exclusive right to determine whether additions are offensive.

4. **Penalty.** Players who do not wear the official RCSSC tee shirt will be sidelined for that game. Players caught exchanging shirts will also be sidelined, and if the players are not listed on the team roster, the team will forfeit the game and must pay a fine. Teams with players who violate alteration guidelines must purchase new RCSSC shirts (\$20/shirt), and the team will forfeit all games until it has paid for the new shirts.

RULE 2: MATCHES

Section 1. Facilities and Equipment

1. **Facility.** TBA – **Bad Axe** (2053 W Broad St. 23220; Upstairs)
2. **Equipment.** RCSSC will provide all required equipment.
3. **Warm up Throws.** Teams will be allowed to have 5 warm up throws overseen by Staff. *(if time allows it)*
4. **Referees.** RCSSC will provide a “Coach” to oversee all matches.

Section 2. Clock

1. **Match Time.** A match will take about 60 minutes, but will depend on league size and play. First games start @ 6:00pm or later.
2. **Game Clock.** A RCSSC Staff member will keep the official game time.
3. **Throws.** All throws will be called by the RCSSC Staff “Coach”. Players must all throw at the same time. Count of 3-2-1-THROW, then the throws must proceed.

Section 3. Match Play. (60 throws---10 throws/player)

1. **SAFETY.**
 - a. **CLOSED TOE SHOES ONLY.** We love your toes!
 - b. **DRINKING & THROWING.** RCSSC Staff Reserves the right to sit any player who he/she thinks is too intoxicated to throw properly OR is acting in an unsafe manner in/near the throwing lanes.
2. **Match.** Consists of Two (2) teams each having Sixty (60) Throws. Each player, Six (6) on a team, throws ten (10) times. Matches last one (1) hour. Two (2) throws per player are used during the “Spinner rounds” the Fourth (4th) and Seventh (7th) Throw. The Team with the highest total points wins!
 - a. Every team member present and able to throw must toss all 10 times.
 - b. Each thrower will have two (2) five (5) round throws.
 - c. Throwers will alternate their set of throws in a consistent line up order and **MUST** stay in that order.
 - a. Male/Female order does not matter.
 - d. Each team must have six (6) throwers per match. At least four (4) to have all 60 throws count.
 - e. No thrower may throw more than Twenty (20) axes in any given match.
 - f. If a team has less than the four (4) throwers show up for a match, than a score of 0 points will be counted for Ten (10) throws of each missing player up to 2, (20 throws).
 - g. If only two (2) or three (3) throwers show up they may play but their score will be capped with 40 throws or 50 throw respectively.
 - h. When less than Six (6) throwers are present, your opponent will chose two (2) different players from your team to throw each set of the 5 throw rounds. (**prior to start of match**) Your team can decide which set each will throw.
 - i. If only One (1) Female thrower shows up, that person will be throwing for both female positions, Twenty (20) throws.

3. Throws.

- a. Players will throw from the boxed area marked on the floor, 12-15 feet away from the targets. Each box is 3 feet wide.
- b. Each team must have four (4) throwers per match for all 60 throws to be counted.
- c. Players must have their lead foot in the boxed area when throwing the axe.
 1. The other foot (back foot) may be behind and outside the boxed area.
 2. Players will not be penalized if their back foot is touching any lines in the box.
- d. A player's lead foot is allowed to touch the front line during the throw but no part of their foot may cross the line.
 1. If any part of their foot is over the front line at the commencement of their throw or at or after the release of the axe throw, their throw will be counted as a zero.
 2. If any part of their foot is over the line after the axe is released the throw is valid and counted.
 - i. Players may not step forward, over the line during their axe throw.
 - ii. This exception is after the axe has been thrown/released and the player's momentum pushes them forward, past the line.

3.1 Axe Throwing Technique.

- a. Players must throw axes in the two handed hold ONLY. Both hands must be grasped to the ax handle. (Unless there is a physical disability).
 1. 2 hands holding the axe & over or behind the head.
 2. 1 hand holding the axe & over or behind the head (Physically disabled players only).
- b. No other style of throws are permitted. (*at these times*)
- c. 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.

3.2 Warm Up Throws.

- a. Players may have up to 5 practice throws prior to match start time.
- b. The league will allow practice throws before official league start time subject to availability, fairness and consent of RCSSC staff on premises

3.3 Axe Throwing Distance. Players will throw from the boxed area marked on the floor, 12-15 feet away from the targets. The lines are marked with paint 1-3" thick. Each box is 3 feet wide

- a. Players must have their lead foot in the boxed area when throwing the axe.
 1. The other foot (back foot) may be behind and outside the boxed area.
 2. Players will not be penalized if their back foot is touching any lines in the box.
- b. A player's lead foot is allowed to touch the front line during the throw but no part of their foot may cross the line.
 1. If any part of their foot is over the front line at the commencement of their throw or at or after the release of the axe throw, their throw will be counted as a zero.
 2. If any part of their foot is over the line after the axe is released the throw is valid and counted.
 - i. Players may not step forward, over the line during their axe throw.
 - ii. This exception is after the axe has been thrown/released and the player's momentum pushes them forward, past the line.

4. "Coaches" - RCSSC STAFF.

- a. Coaches 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 coach may approach the participants and enter this 6' radius to provide instruction.
 2. An axe should never be thrown until a coach has provided a demo and instruction for which the participant has been present.

- b. 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.
 - i. Coaches 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).
 - ii. Coaches may give up to 2 warnings per match to individuals who are throwing too early.
- c. Axes are to be retrieved only when both axes have hit the target or the floor.
- d. 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.

5. **Scoring.** Each thrower will Throw ten (10) times. The points will be scored after each throw at target value unless thrown during the “Spinner Rounds”, the 4th and 7th throw. The score is recorded on the score sheet, then the next thrower may step up to the line. After Five (5) throws, Thirty (30) team throws, the teams will switch lanes.

- a. Throwers will throw at the same time.
- b. **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.
- c. **Touching the Line.** If the axe is in 2 rings simultaneously, then the player is awarded the points for the higher valued ring.
 1. As long as the axe is touching the higher value ring, the higher amount of points is awarded.
- d. **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.
- e. **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.
- f. During the **Final Throw** of each player in the match, the “Coach” will provide a countdown starting from 3 (3,2,1), to indicate when the axes are to be thrown. 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.

6. **Points.** When all throws are finished, each player's 10 throws will be added together, and the team that has the highest total points scored wins the Match. A Match is over once all 60 throws (50 or 40 when 3 or fewer teammates are present) have been completed.

- a. The black line awards points associated with the ring.
 - 6 points for the RED bullseye.
 - 4 points for the 2nd ring.
 - 3 points for the 3rd ring.
 - 2 points for the 4th ring.
 - 1 point for the 5th ring.
- b. 10 points for the blue balls, also known as the Kill Shot.
 - The Kill Shot is only available on the tenth and final throw of player in the match.
 - Otherwise the blue balls are worth 1 point (the value of the ring they are in).

7. **Bonus Throw Points – Spin Wheel w/ Points.**

- a. **Black Dot.** Worth the # of points shown on the Spin Wheel.
- b. **Green Dot.** Worth 2x the points shown on the Spin Wheel.
- c. **Pink Dot.** Worth 3x the points shown on the Spin Wheel.
- d. **NON Spinner Rounds.** Dots are worth nothing other than the value of the ring it is in.

8. Targets - Quality.

- e. 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 axe throwing referee (coach).
 3. Targets must be sprayed with water from spray bottle prior to the start of league play.
 - i. If boards are continually hard, league members may request to have more water sprayed on the boards.

9. **Sharpening Axes.** Hand sand block will be provided. WE STRONGLY RECOMMEND you ask the RCSSC "Coach" to sharpen the blade if ANY major dings – bend – breaks, etc occur.

10. **Axes/ Hatchets.** WILL BE PROVIDED BY RCSSC. NO OTHER AXES MAY BE USED. (*at this time*)

11. **Substitutions.** No Substitutions ALLOWED.

12. **Time Outs.** No time outs.

13. **Score Keeping.** RCSSC will provide the scoring device.

RULE 3: FORFEITS

1. **Avoiding Forfeit.** If a team knows in advance it will not have enough players to field a team, and the team contacts the Commissioner 24 hours before match time, a forfeit fine will not be assessed. This notice will allow the opposing coach to inform his/her team of the forfeit. Email forfeit to Forfeit@rivercityssc.com.

2. **Minimum Players.** A team may play short the entire match. If a team has less than the 4 throwers show up for a match, than a score of 0 points will be counted for 10 throws of each missing player up to 2, (20 throws). If a team does not have at least one(1) female during the match, it will be assessed a loss and a \$50 forfeit fine will be assessed.

3. **Forfeit Fine.** Any team assessed a forfeit fine must pay the fine before the next scheduled match. If the fine remains unpaid, the team will be excluded from playing until it is paid, and the team will receive losses for matches on the schedule. The \$50 fine will be contributed to the forfeiting team's opponent's bar tab the following week. The fine recipient must use the tab the following week: the tab will not be carried over.

RULE 4: SPORTSMANSHIP

1. **Social Aspect of League.** The league's focus is on being social, not winning or losing

- a. Teams & Throwers are encouraged to introduce themselves to their opponents prior to the first throw of each player.
- b. Teams are encouraged to "line up" after their match and shake hands, give high fives, or otherwise congratulate their rivals.
- c. Axe Throwing is considered a game for the civilized and friendly. While healthy competition is encouraged, any player deemed to be acting in an unsportsmanlike manner Examples of unacceptable conduct include (to include cussing, shouting or heckling) and or League Reps will have final decision on any issues regarding enforcement of this rule.

2. **Rules.** Players are expected to know the rules and abide by them.

3. **Unsportsmanlike Conduct.** Any RCSSC member that does not conduct himself or herself, whether on or off the field, in a manner that demonstrates courtesy and respect for his/her own teammates and other teams will be removed from the league. RCSSC staff will keep a record of all players and/or teams who engage in unsportsmanlike conduct. Bowlers will be warned on their first instance, removed from the game on their second (and their score fore-fitted) and finally removed from the league on their 3rd infraction.

4. **Types of Illegal Conduct.** Unsportsmanlike conduct includes, but is not limited to, the following:

- a. Throwing an axe/hatchet with unnecessarily excessive force.
- b. Arguing with officials or other players.
- c. Intentional grabbing, slapping, or pulling on the lane structure or its supports.
- d. Abusive or insulting language to any other player or referee.
- e. Throwing the axe in an unsportsmanlike manner.
- f. Excessive badgering of players.
- g. Excessively rude conduct to other bar patrons or bar staff.

5. **Player Penalties.** Ejected players cannot play in the following week's match. Players who engage in two offenses will be suspended from the league and cannot participate in any RCSSC sports for one year.

6. **Team Penalties.** Teams that engage in two offenses will be ineligible to participate in any RCSSC sports for one year.

7. **Fighting.** Fighting will result in a player's or a team's permanent suspension from the RCSSC.

RULE 5: TEAM STANDINGS

1. **Points Awarded.** Points will be awarded to teams as follows: Win, 3 points; Tie, 1 point; Loss, 0 points.

2. **Playoffs.** The Commissioner will determine the number of teams making the playoffs in each division. The computerized playoff wizard will break regular season record ties. Playoff games may be scheduled on days other than regular game days.

1. In the event of a tie after 10 throws, there will be sudden death "**Throw Offs**"
2. ONE player from each team will be chosen by their teammates to have a Throw Off.
3. The chosen players will throw again a final time and the winner will be the team that scores the higher points during that throw. The Blue "Kill Shot" Dots will be worth 10 pts.

REMINDERS

- PLEASE police yourself.
- Coaches are responsible for controlling their teams. We are all adults. Enough said.
- The RCSSC officials have the final call on all game rules.

