



Archery Tag League Rules

Game Setup & Time:

- League is coed and teams will be 5-8 people (TBD based on participation)
- Additional players/subs are allowed. Substitutions must be made before game start (no mid-game subs)
- You will play 1 team per night in a best of 7 game series. Winner of the series will be determined by point totals:
 - 3 points: eliminating all opposing team members in an elimination game/or capturing both flags in capture the flag
 - 2 points: having more people “alive” on your team than the other team by end of time period
 - 1 point: Being tied at the end of the time period, but winning in Sudden Death
- We will rotate through different game styles during the course of the 7 game series including. Game styles included are described further below.
- For Time Consistency, each game will last no longer than 5 mins, with a 3 minute rest in between games.

Requirements:

- **All players are required to use equipment provided by Knockerball North Conway & may not use their own.**
- **All players are required to be wearing their facemask at all times during games.**
- **All players are required to have closed toed shoes**

Field Setup and Gameplay:

- The field and bunkers will be setup differently every week. Arrows will be placed behind each bunker and spread throughout the field before each game starts.
- Game starts with each team on their own wall. You are allowed to have an arrow in hand.
- Each player will start with a certain or infinite number of “lives” or “respawns”. This will vary based on the game setup, but will be explained/confirmed prior to the game.
- Upon the whistle, each team will be free to run anywhere on the field to attack the other team and/or complete the objective.
- When “hit”, player must put hands up and walk to the “elimination area”. If we are playing with additional lives, player must remain in “elimination area” for 5 seconds, and then can walk back into game
- “Hits” consist of the arrow striking an opposing player anywhere on their body. **Hits that do not count:**
 - If the arrow strikes the ground, wall, ceiling, or bunker before hitting the person
 - If the arrow hits the bow or arrow in the players hand
- Referee(s) will be on the field to manage play, however, all players are required to act honestly and identify when they’ve been hit
- If there is a “tie” between two teams at the end of the time period, each team will immediately go into “sudden death”. Sudden Death means that the first player to “hit” an opposing player will be the winner.



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Rules & Penalties:

- **Players are not allowed to do any of the following:**
 - Lie or be dishonest about being hit
 - Argue with the referee on a call/hit/judgement
 - “Block” shots with any piece of equipment including a bow or arrow in your hand
 - Physically contact any other players intentionally
 - Move bunkers intentionally
 - Hurdle (jump over) bunkers.
 - Shoot arrows before and/or after the whistle
 - Shoot more than one arrow at a time
 - Throw arrows at opposing players
 - Catch arrows in the air
 - Purposely target someone’s face/head
 - Drop your bow in the middle of the field

If a player is found to be violating any of these rules above, it will be an automatic elimination for that player in that game regardless of lives remaining, as well as possible forfeiture of the game for the team if act is egregious enough

Game Styles:

- **Game Style 1: Team Death Match (elimination):**
 - This game is simple elimination as your team tries to “hit” and eliminate all opposing players.
 - 3 various styles of play will be utilized:
 - **Single Elimination:** Each player has one life to live and that’s it!
 - **Multiple Lives:** Each player has a pre-established amount of lives and/or respawns, allowing for multiple hits. Player is not eliminated until the number of lives/respawns is exhausted
 - **Target Respawn:** This game starts identical to single elimination. Each player starts with one life, however, each team has the ability to bring back players. This is done by knocking out the targets on the opposing team’s target board. Targets must be knocked out after a player is eliminated (not before), and no one is allowed to obstruct the target and/or knock targets out for the opposing team, thus preventing them from bringing people back in.



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- **Game Style 2: Capture the Flag:**

- Each team will have a “base” on their end of the field and a flag on that base.
- The object of the game is to have both yours and your opponent’s flag retrieved and controlled on your base.
- If you are hit while retrieving the flag, you must drop the flag immediately.
- Players from the attacking side may pick the flag up and keep moving it
- Players from the defending side may pick up the flag and retrieve it back to their base. It must go back to the base. You are not allowed to “hide” the flag
- Players can defend the base and flag utilizing their bow and arrow, however, are not allowed to obstruct free access to the flag in any way. Players are also not allowed to steal the flag out of other players’ hands. Any attempt at either of these will result in an immediate elimination of the player from that game.
- If neither team controls both flags by the end of the time limit, sudden death team death match rules will be put in place, thus determining the winner by the next person hit.
- 3 various styles of play will be utilized:
 - **Single Elimination:** Each player has one life to live and that’s it!
 - **Multiple Lives Elimination:** Each player has a pre-established amount of lives and/or respawns, allowing for multiple hits. Player is not eliminated until the number of lives/respawns is exhausted
 - **Infinite Lives:** There is no elimination in this game. Each player “respawns” for 5 seconds after every time hit until the game is over. The way to win is completing the objective of capturing both flags and/or by sudden death at the end of the time limit.

Additional Game Styles may be introduced throughout the course of the season. Rules and objectives of these new game styles will be communicated with each team prior to introduction to game play.