



UNIVERSITY OF WYOMING

Intramural Sports

Archery Tag Rules

(Updated 1/12/22)

All players must present a valid photo ID prior to each game. No exceptions!

Campus Recreation Staff will have the final say on all rules and their application. Spectators must remain in the designated areas. Misconduct of spectators, players, or coaches can result in an ejection or forfeiture of the game.

1. NUMBER OF PLAYERS

1. Teams consist of 6 players, but may start/and or play with a minimum of 4 players. All players must be checked in with an intramural sports staff member before they are allowed to participate.

1. Teams must have a minimum of 4 players to start a game.
2. Any player not checked in will result in a forfeit of the game.
3. All players must wear a face mask and have the chin strap connected for the entire duration of live play.
4. All 6 starters will start with a bow and two arrows.

2. LENGTH OF GAME

1. The time limit for each game is 10 minutes.
2. All matches will consist of the best three out of five games.
3. The first team to knock all of the opponents out or who has the most players left after the 10 minutes are up will win that game.

3. FORFEIT POLICY

1. When a team does not have the minimum number of required players, a forfeit is declared at game time. A forfeit of this nature will count as a loss and result in an automatic 0 for sportsmanship
 - a. **EXCEPTION:** The opposing team grants a 10-minute grace period, in which case the game clock starts at game time, and play continues with remaining time once the team becomes ready.
2. Should a team be granted the grace period, the following penalty will be assessed:
 1. The team granting the 10 minute grace period will automatically win the first game.



UNIVERSITY OF WYOMING

Intramural Sports

1. Final forfeit score is a 3-0 match win for the opposing team; granted at the end of the 10-min. grace period.
2. If a team takes a win by forfeit without allowing a grace period, the win is recorded as 2-0, with a 3 for sportsmanship.
3. If neither team is present with at least the minimum number to play, a double forfeit is issued.
4. Teams are allowed 2 forfeits per season. After 1 forfeit, team is no longer eligible for playoffs
5. Teams are allowed 1 default per season. By submitting a default online on imleagues.com, teams have decided to not attend their game, but because they notified the IM staff, the sportsmanship rating remains a 5. Teams will receive a loss for the game.

2. JEWELRY/EQUIPMENT/ACCESSORIES

1. To keep our equipment and your belongings in good condition, NO bracelets, smart watches, fitness trackers, watches, and earrings can be worn during game play. Only exception is a medical alert bracelet that must be taped down.
2. No hats are allowed under the masks while playing in the game.
3. Casts and/or other items deemed to be dangerous to you or others by the officials or supervisors may not be worn during the game.
4. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 2" of slow recovery rubber or similar material will be allowed.
5. All players must wear non-marking rubber-soled athletic shoes.
6. Campus recreation provides all bows and arrows, masks, and other equipment needed for the game. Use of your own bow will not be permitted.

3. LEAGUE STYLE GAME PLAY (POINTS or ELIMINATION)

- The league can be played two different ways as a "points" style or "elimination" style game. The game style will be dependent on how many teams are in the league or in the bracket.
- **POINTS**
 1. **When a player is hit with an arrow, they remain in the game and continue to play.**



UNIVERSITY OF WYOMING

Intramural Sports

- o **The player should notify officials they have been hit by putting one hand in the air.**
1. When a player is hit with an arrow, this counts as a point for the other team.
 - o A player hit in the head with an arrow **will not count** as a point
 - o *An arrow that ricochets off an obstacle/blow up barricade and hits a player **does** count as a point for the other team.

 1. When a player catches an arrow shot from the other team, this counts as a point for their team.
 - o An arrow that ricochets off an obstacle/blow up barricade and is caught **does** count as a point for the team that catches the arrow.
 - o An arrow that ricochets off the ground, any wall, or structure of the building is considered **dead** and **cannot** be caught for points

 1. During game play, the bow and arrows become part of the player. If the bow or arrow is hit with an arrow, that will count as a point for the other team.

 2. Knocking out one of the targets on the opposite side of your team's zone counts as 1 point.
- **ELIMINATION(Dodgeball style)**
 1. The object of the game is to shoot the arrow at opposing teammates and contact one opponent to get him/her "out". A shot arrow can only result in the elimination of one player. Either the thrower or the first person's body hit by the ball (without catching it) is eliminated. A player can be eliminated from the game in the following ways:
 - o Any person contacted by a LIVE arrow is out.
 - o If a person's bow is contacted by a LIVE arrow.
 - o The person shooting the arrow is out if the arrow is caught by an opposing player while it is LIVE(including after it has deflected off a ball in the opponent's hands)
 - o Any player that steps on or over the opposing 10ft line or continually stands outside the court border to avoid a thrown ball is eliminated

 2. The arrow becomes DEAD when it hits:
 - o The floor or items on the floor
 - o Any wall/court divider, backboard/net/rim/track



UNIVERSITY OF WYOMING

Intramural Sports

- o Another person's body (either in or out of the game). A person's body is defined as the whole body excluding the hand(s) holding a dodgeball
 - o Or a blown up obstacle
3. Each game will have a ten-minute time limit, and matches will be decided by a best-of-five game format. The first team to eliminate all opponents will be declared the winner of the game. If time expires, the team with the most players remaining will be declared the winner.

2. BOUNDARIES AND SUBSTITUTIONS

1. All players must remain inside of the boundary lines (black, basketball court lines).
 2. Players may leave the boundaries through their end-line only to retrieve stray arrows. They must return through their end-line.
 3. Players that have left their zone properly and are outside of the boundaries cannot be hit with the arrow.
 4. Players can only shoot or be shot at while in their attack zones.
 5. Players in the safe zone (middle of the court) cannot shoot or be shot.
 - If you shoot at a player in the safe zone, you will be ejected from the remainder of the match.
 - **THERE IS NO EXCEPTION TO THIS RULE AND IS UP TO THE OFFICIALS AND SUPERVISORS TO DECIDE**
- o Players are allowed to enter the safe zone to retrieve arrows but cannot stay in the safe zone for more than **10 seconds**. It is up to the officials to decide if a player has spent too much time in the safe zone and can call a point for the other team if so.
 - o If teams have more than 6 players, additional players must stay on the sideline with a face mask on and strapped.
 - o Substitutions are "live." No stoppage in play will need to occur for a substitution.
 - For Elimination play- there is no Substitutions during the game. Subs will have to sit the entire game out then come in the next game
 - Exception is injury. If a player is injured the official will stop the clock and the sub may go in and then once the injured player is off the court both teams will start at baseline and whistle will be blown to restart the game
 - o The player leaving the court to substitute out must hand their bow to the incoming player before the player can enter the court. This needs to be followed to ensure that



UNIVERSITY OF WYOMING

Intramural Sports

no one gets hit or the other team gets confused with who is on the court and who is subbing in/out.

o SAFETY

- o Players must respect and adhere to the officials at all times.
- o Masks must be worn **at all times** during game play. If the chin strap does not stay strapped from start to finish of the game, the player will be ejected for the remainder of the match.
- o If a malfunction with a mask occurs during live play, players must hold bow and hands in the air to catch the attention of the officials working.
- o Bows will be used only to shoot arrows with. They cannot be used under any circumstance to knock or block arrows in the air or assault any other player.
- o Violent or disrespectful behavior will not be tolerated, and the referee will remove you from the game or the facility, if need be.
- o NEVER dry fire a bow (pull the string back and release without an arrow). This can break the bows doing so can result in a warning, out, or point.
- o Do not shoot at or in the direction of: players in the safety zone, players on the side lines, or the referees. Any questionable behavior will be up to the discretion of the referees and staff on duty.