



UNIVERSITY OF WYOMING

Intramural Sports

Archery Tag Rules

(Updated 6/19/24)

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.

Please review [this video](#) before - Note that some rules vary

1. NUMBER OF PLAYERS

1. Teams consist of 5 players but may start/and or play with a minimum of 3 players. All players must be checked in with an intramural sports staff member before they are allowed to participate.
2. If the minimum number of players have not checked in prior to game time, this will result in a forfeit.
 - a) If a team is present, the captain has the option to wait 10 minutes or take the forfeit win.
 - b) If a team allows a grace period, they begin the match winning 1-0.
3. All players must wear a face mask and have the chin strap connected for the entire duration of live play.
4. All 5 starters will start with a bow, 2 arrows per player will be placed at half court.
 1. Arrows cannot be set up against blow-up shields.
 2. If a team has all arrows for 5 seconds without shooting or otherwise returning arrows to the opponent's side, they will be instructed to return arrows. They must return at least two arrows to the opponent.
 1. Failure/refusal to return arrows will result in the following penalties:
 1. 2 points awarded to the opposing team OR elimination of one player
 2. If the point or elimination penalty does not result in the end of the game (ie. Awards one team their 12th point or eliminates a team's final player), the clock will be stopped, players will return to their endlines, and play will resume with an equal number of arrows beginning on both sides of the court

2. LENGTH OF GAME

1. The time limit for each game is 5 minutes.
2. All matches will consist of the best three out of five games.



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1. Elimination – the first team to eliminate all of the opposing players, or the team with the most remaining players after 5 minutes will win the game
2. Points – The first team to 12 points, or the team with the most points after 5 minutes will win the 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
 1. EXCEPTION: The opposing team grants a 10-minute grace period
2. Should a team be granted the grace period, the following penalties will be assessed:
 1. The team who arrived on time will begin the match winning 1-0
 2. 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 2 forfeits, a 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 4. 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 or other jewelry 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.



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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.**

- **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.

- A player hit in the head with an arrow **will not count** as a point
- *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.

- 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.
- 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.

- **ELIMINATION**

1. The object of the game is to shoot the arrow at opposing teammates and contact one opponent to get them “out”. A shot arrow can only result in the elimination of one player. Either the shooter or the first person’s body hit by the arrow (without catching it) is eliminated. A player can be eliminated from the game in the following ways:

- Any person contacted by a LIVE arrow is out.
 - i. A player hit in the head will NOT count as an elimination
- If a person’s bow or held arrows is contacted by a LIVE arrow.



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- The person shooting the arrow is out if the arrow is caught by an opposing player while it is LIVE
 - i. In addition to getting the person shooting the arrow out, catching a live arrow also brings the earliest eliminated teammate back in
 - Any player that steps on or over the opposing 10ft line or continually stands outside the court border to avoid arrows is eliminated
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2. The arrow becomes DEAD when it hits:
 - The floor or items on the floor
 - i. Arrows that have only hit inflatable obstacles are still LIVE
 - Any wall/court divider, backboard/net/rim/track
 3. Another person's body (either in or out of the game). A person's body is defined as the whole body, including bows and arrows they are holding
 4. Each game will have a two-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.

- **OVERTIME**

1. If both teams are tied at the end of two minutes (equal number of points or equal number of players remaining), the game will enter sudden death. The next team to score a point or an elimination will win the game.

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. Players may NOT leave the boundaries to avoid being eliminated
3. Players that have left their zone properly and are outside of the boundaries cannot be hit with the arrow, and cannot shoot
4. Players can only shoot or be shot at while in their attack zones.
5. Players in the safe zone (between the 10 foot lines of the volleyball 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 OFFICIAL'S AND SUPERVISOR'S DISCRETION**



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- 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 or elimination if so.
- If teams have more than 5 players, additional players must stay on the sideline with a face mask on and strapped.
- Substitutions occur between games. Once a game has finished, players on the court may swap with players on the sidelines before the start of the next game.
- **SAFETY**
 - Players must respect and adhere to the officials at all times.
 - 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.
 - 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.
 - 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.
 - Violent or disrespectful behavior will not be tolerated, and the referee will remove you from the game or the facility, if need be.
 - 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.
 - 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, and may result in point(s), elimination, or removal from the match or facility.