

**STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY**

INTRAMURAL ARCHERY TAG

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
2. Each team will consist of six (6) players on the court at a time. Teams must begin and end the game with a minimum of four (4) players. Teams failing to be represented by at least four (4) eligible players at game time shall forfeit the game. The intramural supervisor shall have the official time piece. Substitutions can be made between games. No substitutions will be allowed during a game.
3. All teams must have a minimum of four (4) teams registered to their team on IMleagues to take part in the league. Any team failing to have the minimum amount of registered players by the registration deadline will not be approved to join the league.
4. Teams will play the best 2 out of 3 games. Games will have a 7 minute time limit.
5. The objective of the game is to have the most target spots remaining at the end of 7 minutes, or to eliminate all players / target spots from the opposing team.
6. Whichever team knocks all the centers out of their opponents 5-spot target first, has the least number of centers missing from their target after the 7 minute period, or eliminates all opponents on the other team wins the game.
7. If no centers have been knocked out, the team with the most players still in will win the game.
8. Games will begin with all arrows at the Center Line in the Neutral Zone. The beginning of each game will start with an opening rush. All players must wait behind their respective boundary line for the officials whistle. Once the whistle is blown, players can rush towards the Center Line to retrieve as many arrows as they can.
 - Players may not shoot an arrow while in the Neutral Zone.
 - If a player is shot in the Neutral Zone, they are out.
 - Players may not cross the line into the opposing team's zone.
9. Each team will have 3 barriers on their side of the Neutral Zone. A team cannot intentionally move the barriers. A player will be called out by an officials if they intentionally move a barrier.
10. A player is considered out and must leave the court if:
 - The player is hit with an opposing teams arrow in any of the following areas:

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- Players body (including the head)
 - Any and all clothing
 - Any equipment (bows, arrows, masks, etc.)
 - The player shoots an arrow that is caught mid-air by an opposing player
11. A player can return to the game if:
- A teammate catches an opponent's arrow in mid-air
 - A teammate knocks out one of the spots from the opposing team's 5-spot target.
 - Eliminated players re-enter the game in the order they are eliminated.
12. If a game ends in a tie there will be a 1-minute sudden death. The first team to get a player on the opposite team out, wins the game.
13. The officials will call have the final call on determining if a player was tagged, or if a player caught an arrow. If any rules violation occurs, it is up to the discretion of the official to determine if a player is declared out.

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