

TimberVault Axe Throwing League

PREMATCH RULES

1. Handling Your Axe

- TimberVault axes are not to be removed from the lanes at anytime unless instructed to do so by a member of TimberVault staff. Anywhere outside of the lanes, the blade of a player's own axe must be covered or sheathed while carrying an axe, regardless if that axe is in a bag, holster or outside of the thrower's hands;
- Sound isolating devices are not permitted while throwing axes unless specifically required due to a medical condition;

e.g. including, but not limited to, headphones and earplugs.

2. Lane Choice

1. Players may use Rock-Paper-Scissors or a coin flip to decide upon which lane they start in.
2. Players get 3 single practice throws before their first match of the session;
3. No practice throws are allowed once a player has completed their first match.

3. Signalling Match Start

- After warm up throws are complete, but before a match officially begins, players should perform a courtesy clinking of axe heads, side against side;
- If this does not happen, there is no penalty: It is strictly a courtesy and sign of sportsmanship that harkens back to the beginning of the sport.

4. Changing Target Wood

1. League runners (The venue staff member nominally in charge of league operations for that particular session.) may change a target's face boards at any point in between matches or otherwise deemed necessary.
2. Any player may request a change of a target's face boards but that request should be made before the match begins, before players determine their starting target choice
3. Board changes must be approved by the League Runner or a match official and may be denied if the board is considered 'fine' to throw on by either of those people.
 - If a player has completed their warm up throws then requests a board change, those boards may only be changed if the request is approved by the League Runner or Match Official, and not once the match has officially begun.
 - If a large piece of wood falls from the target during match play, creating a void or large gap on the target, it is acceptable for the League Runner or match official to add screws to reattach this piece and repair the target;
 - Similarly, if the corner of a board pulls away from the backboard during match play, screws may be added during the match to re-attach that board to the backboard by a League Runner or match official;

4. Keep in mind: Only a League Runner or Match Official may decide mid-match to change a faulty board (ie: when axes aren't sticking, there are too many knots, the board is too dense, etc.)

If that decision is made;

- It can only be made at the discretion of the League Runner or Match Official and cannot be simply at the request of either thrower.
- Can only occur once both players have thrown an equal amount of times on the board in question. (Eg. after round 2 when both players have each thrown 5 axes on the board in question, before continuing to round 3)

5. Target Interference

No spectator or thrower, whether involved in a match or observing, may interfere with any in-play target, be that striking the target, chopping at Clutches, adding screws to said targets, etc., outside of their official counted throws.

- A player may use the back of their axe to hammer loose target wood back into place in between throws.
- Should a target require maintenance or any outside manipulation, the throwers will request the League Runner and/or Match Official to make any necessary adjustments. This could include replacing boards, hacking out knots, screwing in a split piece of board, repainting an errant target line, etc.
- This does NOT include wetting or watering the boards, which can be done at any point during the match by either thrower involved in the match or any third party.

Standard Match Format

1. Every regular season match outside of playoffs consists of 3 rounds:

2. Each round consists of 5 sets of 3 throws per player, per round;

3. Players must win 2 of 3 rounds to win the match;

- Players always throw all three rounds, regardless if one player has won the first two rounds, winning the match;
- Tracking of total points over the course of 15 throws is mandatory in all matches;
- If a player wins a round and ties the other two rounds this is still considered a match win as they have won the plurality of the rounds in that match.

4. Players switch lanes between each round (after every set of 5 throws);

5. If players are tied in rounds won at the end of three rounds, a tie breaker occurs to determine a winner. Ties in rounds won can occur if;

- Each player has won 1 round, lost 1 round and tied 1 round;
- Players have tied each of the three rounds.

2. Scorekeeping

1. During league play, each player is responsible for relaying their scores accurately to the scorekeeper and their opponent.

- A league runner may be used at any time to confirm an axe's score.

2. Each player must confirm the score of any throw spanning more than one point value with their opponent before relaying them to the scorekeeper.

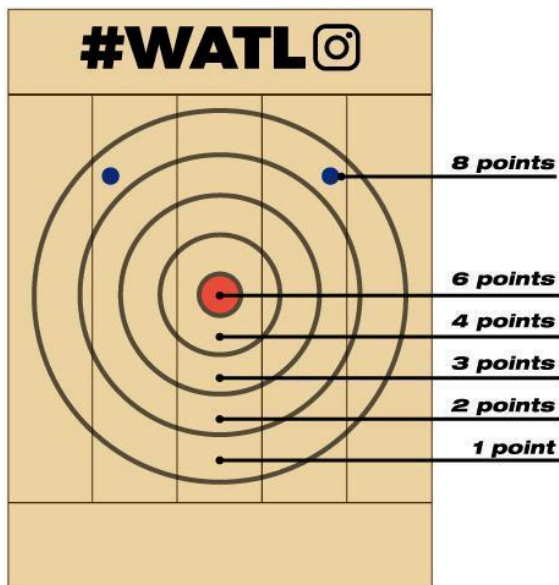
- If players cannot agree on the value of a throw, they must call for a third party who may use a measuring device.

3. A third party league member is encouraged to keep score during any given match, however, players are ultimately responsible for keeping track of which throw they are on within a round and how far along they are in a match.

4. Players may pause to check their score, throw number, or rounds won at any time during a match with the scorekeeper.

STANDARD SCORING

1. Point Values

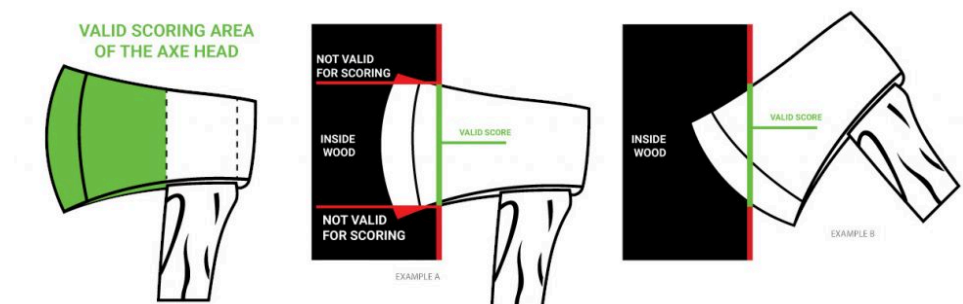


2. Clutch™ (Kill Shot)

1. Players must declare their intention to throw for Clutch before they throw, also referred to as 'Calling Clutch' or to 'Call Clutch';
2. Players can only throw for Clutch on the last throw (one axe) of the 5th and final set of throws of each round;
3. An accidental Clutch is not valid, even on a final throw. No Clutch Call means no points;
4. Once Clutch is called, only the Clutch point area is valid and all other point areas are worth zero points (meaning that if a player calls for Clutch but hits a bullseye, they receive no points.)

3. The Majority Rule

1. All scoring is based on where the majority of the blade lands and stays in the target;
2. Scoring takes place as with the following diagram:



3. Clutch is an exception to the majority rule:

- When throwing for Clutch, as long as any part of the axe blade is breaking the blue Clutch paint at the surface of the target, the throw is good and counts for points:
- Blue paint refers to the originally drawn circle that represents the Clutch and not any paint drips or deviations from that circle;
- If paint is missing from the circle due to being knocked out by previous throws, players are to use the assumption of the originally drawn circle (ie. imagining the circle is fully intact).
- If players cannot agree on how to score a specific throw or throws, they must call for a third party measurement using the device;

4. Drops

1. If the axe strikes the target and falls, or sticks in the target and then falls out, it is worth zero points, no matter how long the axe has stuck in the target before falling:

- This includes any axe that falls out at any time before the thrower has approached the target and pulled their axe from it;
- This also includes any axe waiting to be measured.
- If the axe falls from the target as a third party is actively measuring the throw (meaning the device is out and at the axe blade) then the thrower receives the lower point value of the two being measured:
- This is because the thrower is responsible for throwing well enough to have a solid stuck axe to be measured, but in case of third party error, if the axe has stuck up until the point of measurement they will receive the lesser value rather than zero;

2. If a player rushes to the target to prevent a wobbling axe, they must

- Never do so before their opponent has thrown their axe that round.
- Still obey the 'pause' rule, preventing a foot fault

5. Declaring Your Intention For Final Axe

1. Once reaching the 3rd axe of the 5th set of throws in any given round, in regular play, both players are encouraged to confer with each other about their intentions for their final axe. At that time:

- Players may declare their intention to call Clutch,
- A player may decide to not make a call at this time, waiting to hear what their opponent intends to throw first or simply wanting their opponent to throw first.

2. If both players agree on a course of action, regardless if those actions are different, and that is made clear to the scorekeeper, players may proceed with their final throws.

3. If both players cannot agree on a course of action, cannot decide their throw order within a round, or both refuse to declare their intention, this will be considered a 'stalemate' and will be resolved by:

- The point leader of that round being required to make their call and throw first; or,
- If there is no point leader in that round, the leader in rounds won over the course of the match will be required to throw first; or,

- If both players are in a true tie, then both players will be forced to throw for bullseye and Clutches will be considered dead.
4. After the players have discussed their calls with each other, agreed on their courses of action and mutually made those calls official to the scorekeeper of the match, these decisions are considered ‘locked in’.
 5. Locked in calls, once confirmed with the scorekeeper, can be changed or rescinded if both players mutually agree to make a change together.
 6. If a competitor throws their final axe in a round without conferring with their opponent or scorekeeper and without calling Clutch, that throw is a regular throw and not a Clutch attempt by default regardless of whether or not their axe hits the Clutch.
 7. If a competitor calls Clutch and throws without conferring with their opponent or scorekeeper, that throw is considered a Clutch throw and scored accordingly. Their opponent may then decide whether they want to also throw for Clutch or simply throw for bullseye.

6. Tiebreakers

1. Players use Rock-Paper-Scissors or a coin toss to determine who throws first prior to beginning the tiebreaker: winner chooses whether they wish to throw first or second;
2. Players are allowed 1 practice throw prior to their first tiebreaker and none thereafter.
3. Players alternate one throw each.
4. A tie-breaker round is played in “sudden-death” fashion, highest scoring throw wins;
 - If Player A scores a 4 and Player B, scores a 3 or lower, Player A wins;
 - If both players score equal point values then they throw again;
 - Play continues until players throw unequal scores and a winner is declared;
5. Clutch can be called on any throw during the tiebreaker under the following conditions:
 - Throwers must have thrown a bullseye, scoring a 6 in the tiebreaker round before being able to call a tiebreaker Clutch in the same match tiebreaker.
 - Once both players have thrown a bullseye, each scoring a 6 at some point in that tie breaker, Clutch can then be called by either player at any time through the rest of their tiebreaker.
 - Clutch can be called for the remainder of the tiebreaker, regardless of whether those Clutches are hit or missed when called.
3. If bullseye has not been successfully thrown in a tiebreaker, Clutch cannot be called during the round by that player.
4. This process will repeat during each tiebreaker round a player finds themselves in during a match.

*Clutch: the term ‘Clutch’ is a registered trademark of BATL Global Corporation, used under license to the International Axe Throwing Federation and all of its members.

ATTENDANCE & FORFEITS

1. Attendance

1. All players are subject to a 15 minute limitation on late arrivals on a league night, or the need to leave early:

- The league will accommodate lateness of up to 15 minutes after official league start time;
- Players that need to leave early must commit to staying at least 15 minutes after official league start time;
- If a player arrives more than 15 minutes late into the official league time, thus breaking the 15 minute rule, then their opponents may leave at that 15 minute mark and the absence will count against the late player – not the player who was on time and decided to leave early having completed all other matches;
- If a missed match is not successfully completed by the end of Week 7, then the latecomer would receive a forfeit loss.

2. On the other hand, if a player leaves less than 15 minutes from league start time, and before finishing their matches, or accommodating late comers who arrive within the 15 minute rule, then that player becomes responsible for all matches missed and will be marked absent.

3. Exceptions may be given to the 15 minute rule but only with the consent of that player's opponents that night, as well as with League Runner approval.

2. Absences

1. All players may miss 1 week of regulation play per season and make up those matches over the following weeks:

- Players may only miss additional weeks of play with the express permission of the league organiser;
- This does not apply to the final week however, as there are no further weeks to make up matches;
- Players that miss the final week will forfeit any unplayed matches.
- Notice must be given in time to play matches that will be missed during the week prior to planned absence;

3. Forfeits

1. Players that win by forfeiture without play will receive the standard points per win and their average score thrown that week will be applied to that match:

- This average includes all matches thrown that week, whether originally scheduled, or made up from other weeks.
- The player who receives the forfeit loss will earn 0 game points, but their average score per game played will remain unchanged.

2. In the event that two players miss a single scheduled match on the same or separate weeks, and it cannot be made up by the end of regular season play, the following are possible outcomes:

- If Player A misses a match during week 6 but has provided proper absence notification, moving the match to week 7, and their opponent is present week 6, but misses week 7 without proper notification, Player A will receive the forfeit win and Player B receives the forfeit loss;
- If Player A misses a match without absence notification on week 6, and Player B is in attendance week 6 and has provided proper notification they are going to be absent on week 7, Player A, regardless if they are in attendance week 7 or not, will forfeit the match as they did not provide proper notification and Player B will receive the forfeit win;
- If Player A and Player B both miss a match scheduled on week 7, then both players will forfeit that match and receive a forfeit loss:
- This also applies if both players missed an earlier scheduled match that was then moved to week 7, and both miss the rescheduled match.
- The present player who receives a forfeit win may request the option of ‘forfeit with play’ to allow them to play out the forfeited match against a random opponent.
- This match will be considered an automatic win, regardless of points scored within the match but those points will count towards a player’s season.

A league runner or match official may deny this request based on time limitations during a given league night.

THROWING ETIQUETTE & FOOT FAULTS

1. Axe Throwing Style And Rotation

1. A WATF throw may be thrown in any one of three ways:

- two hands, over the head;
- one hand, over hand;
- one hand, under hand;

2. When a player gets ready for their throw and is in their throwing stance, the blade of the axe must be facing away from the body of the thrower. Any throwing stances that start with the blade of the axe facing away from the target are not permitted;

3. The axe must make roughly one rotation before impact for a throw to count.

2. Foot Placement And Throw Motion When Using A Standard Throwing Axe

1. When setting up to throw, the player indicates they are ready to throw by pausing with one of the player’s feet planted completely behind the black throwing line.

- ‘Planted’ means a stationary placement; there is no requirement for the entire foot to be flat on the ground, merely a portion of it must be in contact with the ground (ie; simply the toes, just the heel, etc.)
- A player’s lead foot must be behind the black line.
- The planted (back) foot may be planted off center to the left or right of the black line, as long as it is still entirely behind the back of the black line in relation to the target.

2. During the throwing motion, the player may take one step and one step only, once past the black line

3. The axe release may happen at any point during the motion, however, must be released before pausing at the end of the stepping motion.
4. Once the throw is complete, neither foot may leave the ground.

END OF SEASON TOURNAMENT FORMAT

League EOS Tournaments are arranged as a double elimination tournament with a 16 player maximum size (there is no minimum size):

1. Double Elimination means players must lose twice to be eliminated from the tournament. The first loss will send a competitor into the B Bracket. The second loss will remove them from the bracket altogether.

2. The final match will always be between 1 undefeated competitor (who remained in A Bracket) and a competitor that has suffered 1 previous loss (the in-so-far winner of B Bracket):

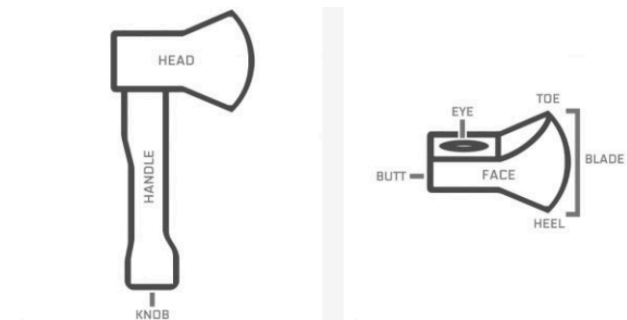
- This means the player entering with a previous loss must defeat the undefeated player in two full sets to constitute two losses.

3. Tournament rounds on the winners side are best of 3 out of 5 rounds.
4. Tournament rounds on the losers side are best of 3 out of 3 rounds.

AXE SPECIFICATIONS

1. Axe Weight Specification

Weight is defined as the total weight of the axe, including the head and handle.



The minimum weight is:

1.5 lbs

680 g

The maximum weight is:

2.5 lbs

1,134 g

2. Axe Handle Specification

The handle must be made from wood or fibreglass.

The handle length is measured from the knob (bottom) of the handle to the eye (top) of the axe head (see Measuring the Handle).

If the handle protrudes from the eye (top) of the axe head, the protruding length is not included in the measurement of the handle length (see Measuring the Handle).

The minimum handle length is:

13"

330 mm

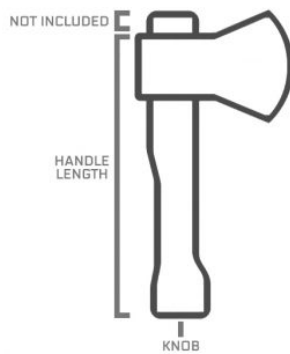
The maximum handle length is:

17"

432 mm

MEASURING THE HANDLE

Measure the handle from the knob to the eye of the axe head.



Axe Head Length Specification

The head length is measured from the blade to the plane of the butt of the axe head, perpendicular to the handle (see Measuring the Head Length).

The minimum and maximum head length are required at all points over the blade edge (see Measuring the Head Length).

If the axe head features any protrusion from the butt of the axe head, the protruding length is not included in the measurement of the head length (see Measuring the Handle).

The minimum head length is:

4.75"

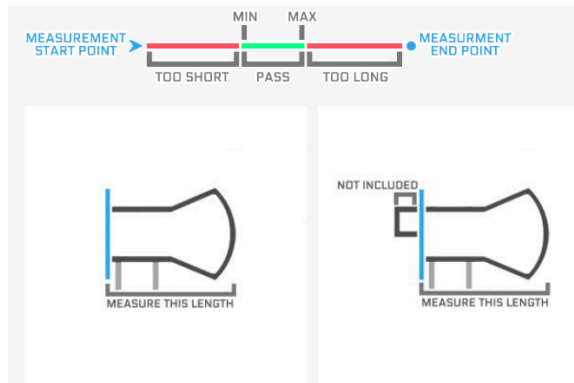
121 mm

The maximum head length is:

7"

178 mm

MEASURING THE HEAD LENGTH



Measurements made from the blue arrow to the blue area are within the minimum and maximum lengths.

Measure the length between the plane of the butt and the blade edge, perpendicular to the handle.

Protrusions from the butt are not included in the length measurement.

Measure from butt to blade. This measurement is an acceptable length.

Measure from blade to butt. This measurement is an acceptable length

REPEAT THE MEASUREMENT OVER THE WHOLE BLADE EDGE

Measure from butt to blade. All measurements shown here are between the minimum and maximum length.

Measure from blade to butt. All measurements are between the minimum and maximum length.

All measurements shown here are above the maximum length.

All measurements shown here are below the minimum length.

Axe Head Height Specification

The head height is measured on the face (side) of the axe head, parallel to the handle (see Measuring the Head Height).

The minimum and maximum head height are required at all points over the axe head (see Measuring the Head Height).

The minimum head height is:

1.5"

38 mm

The maximum head height is:

4"

102 mm

MEASURING THE HEAD HEIGHT

Measurements made from the blue arrow to the blue area are within the minimum and maximum heights.

Measure the height of the axe head parallel to the handle.

Measure from the bottom to the top of the axe head. This measurement is an acceptable height.

Measure from the top to the bottom of the axe head. This measurement is an acceptable height.

REPEAT THE MEASUREMENT OVER THE WHOLE AXE HEAD

Measure from the top to the bottom of the axe head. All measurements shown here are between the minimum and maximum height.

Measure from the bottom to the top of the axe head. All measurements shown here are between the minimum and maximum height.

Both measurements shown here are unacceptable, one is too short, the other too long.

Blade Length Specification

The blade length is measured from the heel to the toe of the blade (see Measuring the Blade Length).

The minimum blade length is:

3"

76 mm

The maximum blade length is:

4"

102 mm

MEASURING THE BLADE LENGTH

Measurements made from the blue arrow to the blue area are within the minimum and maximum lengths.

Measure from the heel to the toe of the axe head.

Measure from the heel to the toe of the axe head. This measurement is an acceptable length.

Measure from the toe to the heel of the axe head. This measurement is an acceptable length.

While this axe head may be an acceptable length and height, the blade measured from toe to heel is too long.

While this axe head may be an acceptable length and height, the blade measured from toe to heel is too short.

6. Attaching The Axe Head To The Handle

The axe head must be fixed to the handle with an eye-wedge or a pin.

"Floating" axe heads, where the head is wedged on a tapering handle, and only held on by gravity, are not allowed.

ACCEPTABLE / NOT ACCEPTABLE

A flat butt is acceptable.

A blade protruding from the butt is not acceptable.

A blunt protrusion from the butt is acceptable.

A spike protruding from the butt is not acceptable.

The blade must be one smooth, sharpened edge that forms a convex curve or straight line from heel to toe. This is to avoid an unfair reduction in the axe head cross section measured at the plane of the board during gameplay.

- The blade cannot be concave.
- The blade cannot have notches cut out.
- The blade cannot have multiple edges.

A convex blade edge is acceptable.

A straight blade edge is acceptable.

A concave blade edge is not acceptable.

A notch in the axe head away from the blade edge is acceptable.

A notch in the blade edge is not acceptable.

Multiple blade edges is not acceptable.

The axe head must not have any holes through the faces (sides).

No holes through the faces is acceptable.

Any holes through the faces are not acceptable.

The path along the top of the axe head from the toe of the blade must curve smoothly back to the handle without any abrupt decreases in the height of the axe head. This is to avoid an unfair reduction in the axe head cross section measured at the plane of the board during gameplay.

A head with no abrupt changes in height is acceptable.

A head with a flat profile from toe to handle is acceptable.

A head with an abrupt decrease in height is not acceptable.

The path along the bottom of the axe head from the heel of the blade must curve smoothly back to the handle without any abrupt decreases in the height of the axe head. This is to avoid an unfair reduction in the axe head cross section measured at the plane of the board during gameplay.

A head with no abrupt changes in height is acceptable.

A head with a flat profile from heel to handle is acceptable.

A head with an abrupt decrease in height is not acceptable.

Axe Modification And Customization

Allowed

Some modifications and customizations to the axe head and handle are explicitly allowed, provided the axe dimensions remain within the allowed physical specifications (weight, height, lengths, silhouette, see above):

Routine blade sharpening;

Painting the axe head or handle;

Changing or replacing the handle;

Adjustments to the grip of the handle. For example: tape, sanding the handle, etc.

Decorative etching into axe handle, the butt of the axe head, or the face (side) of the axe head, away from the blade edge such that the etching does not interfere with measurement during gameplay;

Thinning the faces (sides) of the axe head.

NOT Allowed

Some modifications and customizations to the axe head and handle are explicitly disallowed, even if the axe dimensions remain within the allowed physical specifications:

Adding material (welding, gluing, or otherwise) to the axe head that would render its use unsafe or would confer an unfair advantage by affecting the measurement at the plane of the board for gameplay;

Removing material (drilling, cutting, melting, or otherwise) from axe head that would render its use unsafe or would confer an unfair advantage by affecting the measurement at the plane of the board for gameplay;

Cutting notches into the blade edge;

Etching close the blade edge such that the etching interferes with measurement during gameplay;

Referee's Final Decision

The final decision on whether an axe can be used for gameplay will be made by the on-site referees at each competition.