

GAMEPLAY RULES

Section A: Safety

1. Axes
 1. Each and every axe is inspected prior to each league night to ensure the axe is up to standard.
 2. Broken axes may not be used.
 3. Axe Heads must be one solid piece of metal held tightly to the handle
 1. Axes Heads that have become loose or have an axe head that is easily removed (i.e. heads that are clamped or held into the handle by screw or pin) are dangerous and will not be considered for league play
2. Participants are instructed to grip the axe by the handle and only the handle.
 1. If an axe breaks or if a player would like to switch axes, they must notify the presiding official and are allowed up to 1 minute to switch axes.
3. Injuries
 1. If an injury occurs during league play and the player is deemed to be unable to finish the remaining matches by a judge or medical professional then they may make up their matches the following league night with no penalty.
4. Throwing
 1. Axes shall never be thrown when a participant is picking up an axe from the target area or when a judge is in the lane. This will result in an immediate disqualification (counted as a loss) for that match.

Section B: Pre-Game Rules

1. Minimum Age:

1. 12 years old age requirement or limit. Each affiliated location is allowed have an age requirement if they so choose..

2. Target Quality:

1. Targets should be relatively new and of sound quality prior to league commencement.
 1. When targets deteriorate to a point where excessive movement or 'wiggling' of the axes occur when they land in the damaged area causing or risking good throws to fall out, the boards should be switched out to ensure fair play.
 2. Boards all must be individually secured and not able to slide or lift off from the target during Competition.
 3. If a large piece of wood or chunk falls out during play, the player may request to have the board changed but the ultimate decision will fall on the axe throwing referee (judge).
 1. Requests for board changes must be made before a game begins.
 2. Requests for board changes cannot be made between games of a best 2/3 match set. The request must be made before the match begins.
 4. Targets must be sprayed with water from a spray bottle prior to the start of league play.
 1. If boards are continually hard, league members may request to have more water sprayed on the boards.
2. No-one other than the official judge may alter the boards before, during, or after any match unless authorized by the presiding official.
 1. This includes pulling out pieces of boards, chopping or softening the board with their axe, watering the boards, etc.

3. Warm Up Throws:

1. The number of warm-up throws allowed applies to all WATL sanctioned leagues and tournaments.
 1. Players may have up to 5 practice throws prior to their first match
 2. Players may have 1 practice throw prior to any subsequent match
 1. Players may have 1 practice throw between match games in the case of a best 2/3 match set
 3. Players are not allowed additional practice in empty lanes between matches for any sanctioned events (leagues, tournaments, etc.) unless otherwise approved
 4. An employed official may, at their sole discretion, determine a different amount of warm-up throws during any official hours.
2. The league will allow practice throws before official league start time subject to availability, fairness, and consent of referee on-premises.

Section C: Gameplay

1. Each match is played against different opponents, selected at random and consists of the following:
 - 10 throws per match.
 - In each match, players will take 5 throws then switch sides.
 - This ensures fair play when there's varying density in wood.
 - The winner of the match will be the person with the most points after 10 throws.
 - In the event of a tie after 10 throws, there will be sudden death:
 - No wearing earphones while throwing

Section D: Scoring

Scoring Area of Axe

- The axe head, blade and cheek up to the front of the eye but not past it.
- An axe's score is determined as the axe rests in the target and should not be removed to determine the score.
 - Please see exception for Duals throwing in Section P.
- If there is no visible eye of the axe in the top of the axe head then it counts as where the handle would meet if going straight through. To be determined by the official presiding over the match.
- Points

Axes must be inside the black line in order to count for that value:

- 6 points for the bullseye
- 5 points for the 1st ring (defined as the unmarked area between the bullseye and black ring around bullseye area)
- 4 points for the 2nd ring
- 3 points for the 3rd ring
- 2 points for the 4th ring.
- 1 point for the 5th ring.
- 8 points for the Killshot.
- If the axe falls before the presiding official scores the axe, the axe is counted as a drop

Section E: Axe Throwing

- Axe Throwing Technique:
- players are allowed to throw axes in one of two ways:
- Hand holding the axe, in an overhand or underhand position, with the blade facing the target before release.
- Hands holding the axe with the blade facing the target before release.
- No other style of throws are permitted.
- No throw will be thrown without a verbal or gesture signal of an Open Lane from the presiding coach and confirmed by all throwers.
- If no signal is given or confirmation received, and a throw is made by a thrower, then that throw will count as a throw fault.
- Throws must be taken within 20 seconds of each other.
- If a thrower throws after 20 seconds of the other thrower, this will result in a Throw Fault.
- Rotation: the axe must make approximately 1 rotation in order for it to count.
- If the axe is close to making a full rotation (i.e. 50% rotation) and a portion of the blade touches and sticks to the target, the throw counts.

Axe Throwing Distance

- One foot must be on the floor while the axe is thrown.
- Players feet may not cross the 12ft line until both axes have been verbally scored by the judge. Crossing the 12ft line before the judge scores both axes will result in a foot fault and the player's throw will be scored a zero.
- If a player calls for a second opinion, both players must return behind the 12ft line until the second judge calls the score.
- If a player touches their axe before a second opinion call is made, the original score given by the first judge stands.
- All Non-throwing Spectators must be to the side or at least 6ft behind throwers.

Misconduct

Purposeful Distractions are defined as, but not limited to: Excessive celebration, taunting, using abusive, threatening or insulting language, trash talking, stepping in the lane during a throw, excessive noises, offensive gestures to opponents or any purposeful distractions with the intent to distract a player during a league match or tournament round will not be permitted during games.