



INTERNATIONAL  
**EXTREME ARCHERY**  
FEDERATION

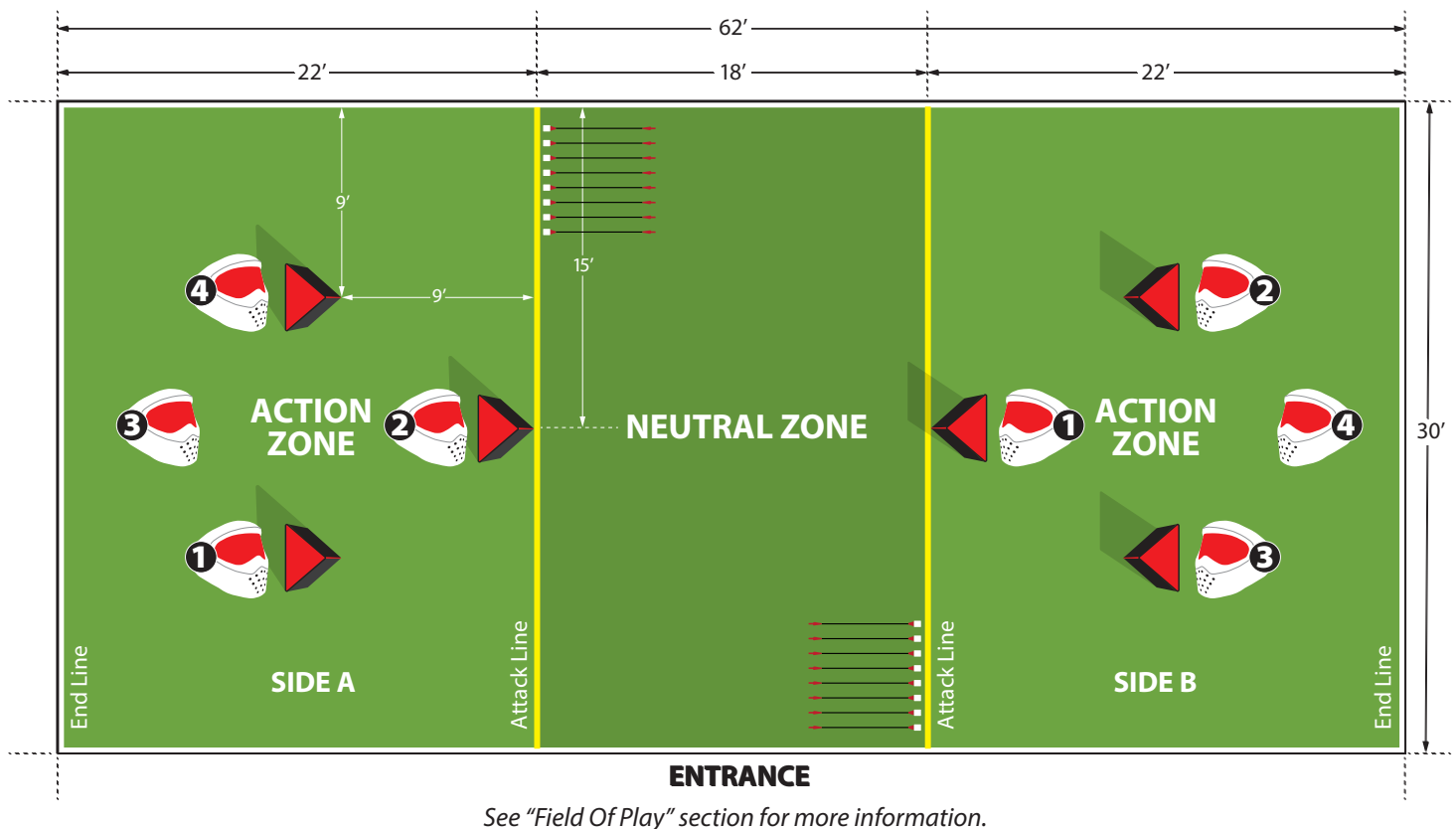
# OFFICIAL GAME RULES





## IEAF® LEAGUE RULES

**EXTREME ARCHERY:** Extreme Archery (most referred to as “archery tag”) is a fast-paced sport where teams compete by shooting specially designed Non-Lethal Arrows at each other from opposing ends of the field, separated by a Neutral Zone. Since its creation in early 2011, the Archery Tag® brand has been enjoyed by millions of people around the world and has been the leader in safety and innovation.



### 1. MATCH:

- One regulation Match consists of 2 teams playing four Periods against each other for league or tournament play.
- Each period is 7 minutes in length for regular league matches. Tournaments consist of 4 periods that are 7 minutes long. Scrimmages consist of 2 periods that are 6 minutes each. Time is measured from the Play Clock, not real time.
- There is typically a 3 minute Break (intermission) between Periods, but this can vary.
- Teams switch sides of the field at the start of each new Period.
- In the case of a tie at the end of a match, play will be extended into a 2 minute overtime period(s) until a winner is determined.

## 2. START OF THE MATCH:

- Arrows are placed on each end of the Neutral Zone (see Field Layout) on each team's right, touching the opposing team's Attack Line.
- Players are directed to line up at the back of their side of the field with their bow in one hand, and one foot on their End Line.
- When Players are in the Ready Position, the Head Official starts the Play Clock and the start of the Period is indicated by one (1) long whistle blast.
- Players advance to the Neutral Zone to retrieve as many of their arrows as possible from their side of the Neutral Zone before returning to their own side of the field. One player acts as the "Runner" and will sprint out to grab the arrows, then retreat to their side, where they will toss arrows to their teammates.

## 3. SHOOTING:

- Players shoot arrows at their opponents from behind their Attack Line throughout gameplay.
- Players must remain behind their Attack Line when they are shooting.
- Shooting players in the Neutral Zone is NOT allowed and will result in a penalty against the shooter.
- If one team appears to be hoarding arrows in order to slow the pace of the game, a Stalling penalty will be called on the offending team. This penalty is at the discretion of the Referee.

## 4. SCORING:

- Extreme Archery is a team sport of strategy and scoring points against the opposing team. Points are awarded for hitting your opponent or catching their arrow. Points are deducted for each penalty. When a player is hit with an arrow, they remain in the game and continue gameplay.
- **Hit:** 1 point
  - Hitting an opponent (body, head, or equipment).
- **Catch:** 3 points
  - Catching an opponent's arrow in mid-flight.
  - A catch only counts on an arrow that has not first made contact with a bunker, netting or floor.
  - A catch is also allowed for an arrow that first strikes one player and is caught by another player. In this case the point for the hit will still count, but the catch will also count (1 point for the team that shot the arrow and 3 points for the catch).
  - A player must maintain control of the arrow for at least 2 seconds for it to count. Many players will briefly hold the arrow up in the air to signal their catch. *Example: Player 1 on Side A is hit with an arrow that is shot by Player 2 on Side B, and it bounces up in the air and is caught by Player 3. Here is how the interaction is captured by the Referee and Scorekeeper: Referee will say: "1 hit by 2, 3 catch by 2". The stats will show a "Hit" for Player 1 and a "Catch" for Player 3. It will also show a "Strike", as well as a "Fed" for Player 2*
- **Penalty:** 2 points are deducted against a player for each penalty (see the section on Penalties)
- **Scorekeeper:** Each Scorekeeper (Official) will be assigned to 1 team and will listen to the Referee(s) who are assigned to the same team (Referees on Side A will communicate with the Scorekeeper for Side A), and they are responsible for recording the points and player stats during play.

## 5. PLAYER STATS:

Stats are kept on each player for number of times they are Hit, along with their Catches, Strikes and Penalties. Each arrow that hits a player or is caught by a player is accounted for. Players know who they hit (Strikes), who hit them (Hits), arrows that they caught that they caught (Catches), and who caught their arrow (Catch Against (Fed)). The following stats are calculated for each player:

- Catches
- CPM - Catch Per Minute
- Catches Against
- CAPM - Catches Against Per Minute
- Strikes
- SPM - Strikes Per Minute
- Hits
- HPM - Hits Per Minute

A player's "value" can be calculated in the following example: Blue team player number 5 caught 4 arrows (12 points), was hit 8 times (-8 points), and had 1 penalty (minus 2 points). His net score would be (12-8-2) equals a net score of 2. Another stat that is what is referred to as the Catch to Hit Ratio "CHR". Here is an example: Player 5 above would have a "CHR" of 50% (4 catches divided by 8 hits).

## 6. TIMEOUTS:

- Time Outs are called by an Official and are typically used for stopping the game. This is most commonly used when there is a broken arrow on the field, broken equipment (bows, bunkers or masks), in rare cases of an injury, or for Unsportsmanlike Conduct and Penalty Occurrences.
  - Once the issue is addressed the play clock will resume.
  - Players drop their arrows on the field where they stand.
  - Players are directed to their respective End Lines (In league play the Head Official may opt to have players resume from paused position instead).
  - When Players are in Ready Position, the Head Official starts the Play Clock and the Period resumes at the sound of the whistle.

## 7. ALTERNATES/SUBSTITUTIONS:

- Player substitutions are allowed during and between Periods. Only one (1) substitution is allowed during a period..
- To substitute players, the coach or substitute player must check in with the Head Official to let them know what player is coming to the field, and which player will be coming on the field.
- If substituting during a Period, the Player being replaced must first exit the field from the Neutral Zone. After the player has exited the field, then the Substitute Player may enter through the Neutral Zone to join their team.

## 8. RESPONSIBILITIES:

- All Players, Providers, Officials, and Tournament Directors are responsible for knowing and understanding the IEAF® Rules, as well as the Official Signals, and assessed Penalties when rules are broken.

## **9. PENALTIES:**

- All penalties are at the discretion of the Referees, final decision is at discretion of the Head Official.
- During tournament play, a Referee blows 1 whistle blast upon the commitment of any penalty for the team they are assigned. After the whistle blast, the Referee will demonstrate the appropriate signal to indicate the type of penalty assessed, and the number of the offending Player. League rules are more relaxed and the Referee will correct the player who committed the infraction.
- In the case of a Challenge, the Play Clock will stop and all Officials will meet privately to discuss the Challenge. The Head Official has the deciding vote.

## **10. END OF GAME:**

- Prior to the end of a period, an audio message will announce “30 seconds” when there are 30 seconds remaining on the clock. 3 whistle blasts will signal the end of the Period or Match

## **11. WINNING:**

- The team with the most total points after 4 Periods wins the Match in both league and tournament play.
- Tournaments may be set up with single or double elimination brackets.
- Total Match scores are recorded for both teams throughout the league sessions and tournaments.
- The team with the greatest number of match wins at the end of the league session will be declared the league champion.
- Cumulative team points scored throughout the league session will serve as a tiebreaker.

# **FIELD OF PLAY**

## **1. FIELD OF PLAY**

- The field consists of a 30 foot x 62 foot, rectangular-shaped area that is flat, dry, and free of debris and tripping hazards:
- An 18 foot Neutral Zone separating each team’s Action Zone.
- Boundary Lines include the following: End Lines enclose the back of each Action Zone
- Attack Lines separate the Neutral Zone from the Action Zone
- The perimeter lines are white
- The Attack lines are yellow

## **2. ARROWS**

- 16 IEAF®-certified Non-Lethal Arrows that have been safety inspected are provided by the Tournament Director to be used during Period/Match play.
- Prior to the start of a Period the arrows are divided equally and are placed on the Attack Line at opposite ends of the Neutral Zone. Each team’s arrows are on their right on the Attack Line of the opposing team, as they advance to the Neutral Zone to collect arrows.

## **3. NEUTRAL ZONE**

- Players can only remain in the Neutral Zone for time necessary to gather arrows, at the discretion of the Head Official. Players that try to “bait” the other team into shooting them, by acting like they are crossing the line, only to hesitate.
- A Player is considered to be in the Neutral Zone if at least one foot has fully cleared or broken the plane of the Attack Line.
- Players cannot shoot arrows for any reason while in the Neutral Zone.
- Players cannot intentionally shoot at players who are in the Neutral Zone.
- If a player collects an arrow that is crossing the Attack Line, they may only grab the arrow from the part that is in the Neutral Zone and may not reach over the Attack Line into the opposing team's area.

#### 4. ATTACK LINE

- Players cannot break the plain of the opposing team's Attack Line with any part of their body or piece of equipment, at any time. If an arrow is straddling the Attack Line, a player may grab the arrow by the part that is still in the Neutral Zone. Reaching over the Attack Line will result in a penalty.

#### 5. BOUNDARIES

- All active Players must have both feet on or inside the End Lines and Side Lines during gameplay.
- If the player's foot touches the area outside of the End Lines or Side Lines, he/she is deemed to be out of bounds.
- Violation of these boundaries will result in an Out of Bounds penalty.
- No climbing or leaning on the arena netting in order to gain an advantage. Doing so will result in an Out of Bounds Penalty.

## OFFICIALS

### 1. RESPONSIBILITIES OF OFFICIALS

- Head Officials are responsible for checking all equipment at the start of each match during a tournament.
- He/she ensures the field and equipment meet the Standard Requirements and follows the game closely to ensure all Coaches, Players, and Officials adhere to the stated Rules and Regulations.
- Two Referees begin the Match posted on opposing ends of the field so they are watching the backs of the players. Each Referee is responsible for watching his or her side of the field.
- Each Official is required to be equipped with their own whistle, referee jersey, and an IEAF®-Approved communication device for communicating Hits, Catches, Strikes and Penalties for sanctioned leagues and tournaments.
- Before the start of a Match, the ScoreRite™ System will sound the whistle 2 times to signal a 30 second warning prior to the end of each Break and all Players are directed to their respective End Lines.
- When Players are in Ready Position, the Head Official starts the Play Clock which will signal the start of the Match/Period.
- During tournament play, a Referee blows 1 whistle blast upon the commitment of any penalty for the team they are assigned. After the whistle blast, the Referee will demonstrate the appropriate signal to indicate the type of penalty assessed, and the number of the offending Player.
- The Scorekeeper keeps track of Hits, Catches and Penalties for the players on the team that he or she is assigned to.
- The Referee communicates to the Scorekeeper through a headset and using hand signals. In the case of a Challenge, the Play Clock will stop, and all Officials will meet privately to discuss the Challenge. The Head Official has the deciding vote.
- The ScoreRite™ System keeps time and will sound the whistle 3 times to end the Period/Match.

### 2. WHISTLES

- **1 Whistle Blast:** Begins Match, restart play after an Official Time Out, and signal any Penalty
- **3 Long Whistle Blasts:** Discontinue play immediately/end of Match

### 3. PENALTIES

In most cases, penalties are called against an individual player, and most are a 2-point deduction from the player and his or her team.

- **Equipment Violation**
  - Not having the bow in hand. (2 point penalty)
  - Not properly wearing the mask during game play. (2 point penalty)
- **False Start** - A player's hand leaves the back of the arena or foot leaves the end line prior to the official's whistle signaling the start of the game. The game will be restarted with a 5 second delay for the team in being able to retrieve arrows.
- **Snatching** – Taking an arrow from another player who already has possession. (2 point penalty)
- **Neutral Zone Infraction** - (2 point penalty)
  - A player shoots an arrow for any reason while in the neutral zone.
  - A player deliberately hits an opposing player who is in the neutral zone.
  - A player stays in the neutral zone for more than is necessary to gather arrows (10 seconds)
- **Out of Bounds** - One or both feet of a player crosses the End Line or Side Lines (pushes against side of arena). (2 point penalty)
- **Attack Line Violation** – One or both feet of a player crosses the Opposing team's attack line. (2 point penalty)
- **Stalling** - When a team is determined to be hoarding arrows in order to slow the pace of the game, at the discretion of the Referee. (2 point penalty)
- **Unsportsmanlike Conduct** - Any behavior that is outside the rules of the sport or is demeaning to an opponent, to officials, or to the image of the sport. Interpretation is at the discretion of the head official. This penalty can be assessed to any players/team official. Such acts include, but are not limited to the following: (a) unnecessary physical contact with officials or other players such as pushing, shoving, striking, etc., (b) attempting to make unnecessary physical contact with other players even if no contact is made, (c) using abusive, threatening, or insulting language or gestures to opponents, teammates, officials, and/or spectators, (d) taunting, baiting, or ridiculing an opponent verbally, and (e) removal of one's facemask on the field of play during a celebration or confrontation with a game official, other player, or spectator. (4 point penalty and ejection from the match. Third offense – team disqualified from the Tournament).

## EQUIPMENT

**1. BOWS:** Each player is required to use an IEAF® approved bow

- Equipment will be tested by Officials prior to all sanctioned events.
- The player must maintain control of his/her bow throughout gameplay.
- Players may use their own IEAF® approved bow.
- Players may use their own string on their IEAF® approved bow.
- Draw weight maximum is 29 lbs at 28 inches of draw.
- The brace height of the bow may be adjusted to suit the player's preference.
- Bows may be supplied by the League/Tournament Provider, and/or by the Players.



**2. MASKS:** Each player is required to use an IEF® approved foam mask.

- IEF® approved masks specially engineered for the sport of Extreme Archery.
- Mask must cover the entire face, forehead, and ears.
- The mask must always remain secured to the player's head and cover his/her face during gameplay.
- Masks may be supplied by the League or Tournament Director. Players may use their own IEF® approved mask.

**3. ARROWS:** All sanctioned leagues and tournaments must use IEF® approved competition arrows.

- Arrows are only to be supplied by the IEF® Provider/Tournament Director.
- Arrows will have a maximum weight of less than 500 grains.
- Arrows must be inspected after each match to verify they're safe and without damage before they re-enter game play.

## **DRESS CODE**

### **1. LEAGUE PLAY:**

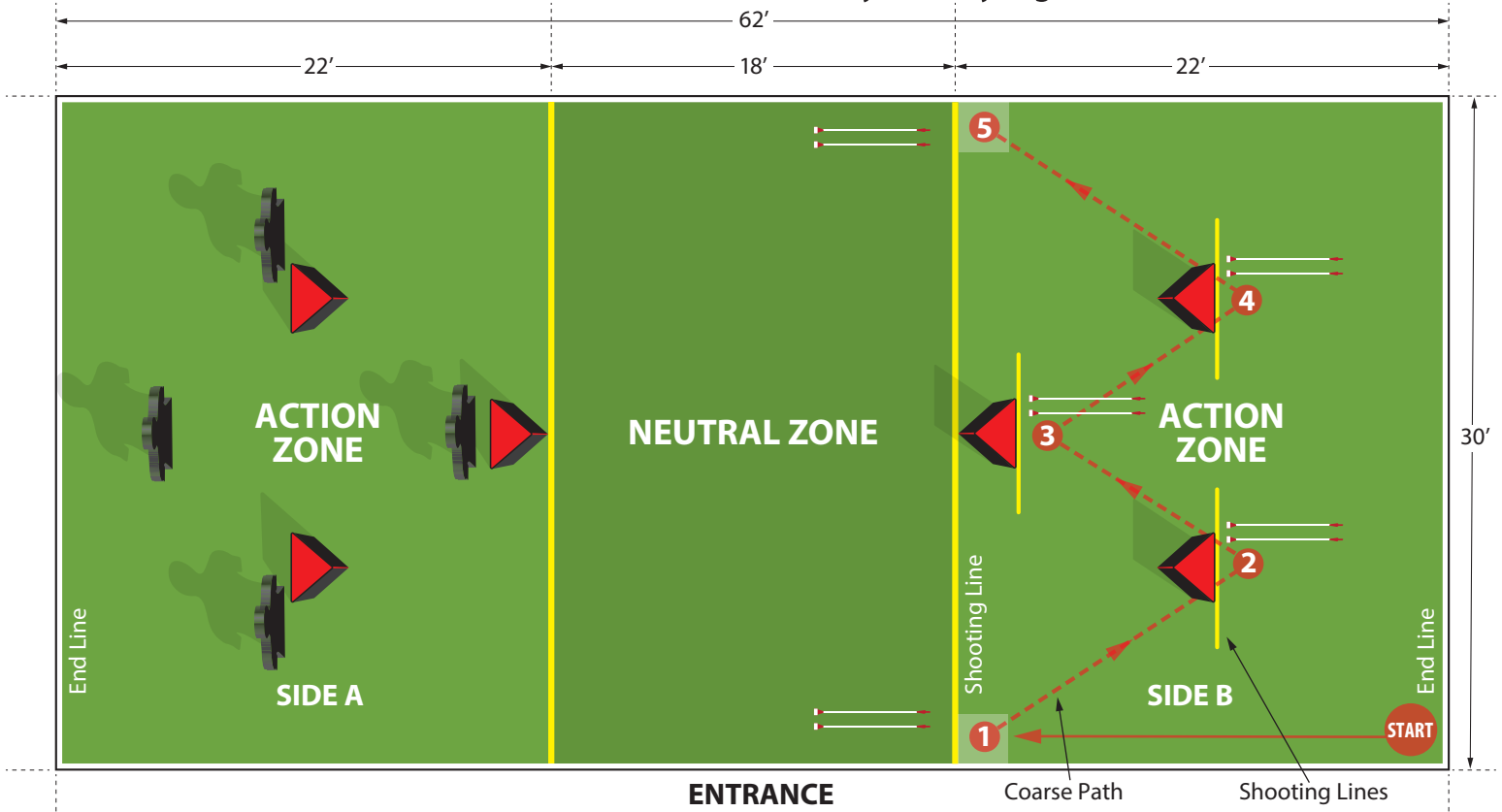
- All participants must wear athletic shoes that cover the entire foot and are free from cleats of any kind.
- All clothing shall be free of profanity and other obscene material.
- No jewelry or piercings that could pose a safety risk are allowed.
  - Approved jewelry and/or piercings will be at the discretion of the Head Official.

### **2. TOURNAMENT PLAY:**

- All participants must wear athletic shoes that cover the entire foot and are free from cleats of any kind.
- No jewelry or piercings that could pose a safety risk are allowed.
  - Approved jewelry and/or piercings will be at the discretion of the Head Official.
- All clothing shall be free of profanity and other obscene material.
- All team Players and Coaches are required to wear matching jerseys.
- All Players must wear Official IEF® jerseys for sanctioned tournaments.
- Each player must have a number on the front & back of his/her jersey.
  - Number on the back shall be 8".
  - Number on the front will be 5" in the middle front above the team logo.
- All team Players are required to wear the same color bottoms.
  - Shorts must fall at or below the player's mid-thigh and shirts must cover the entire midriff and shoulder area.

# EXTREME ARCHERY CHALLENGE

by Archery Tag®



## THE CHALLENGE

Make as many shots to the Target Dummies with ten arrows while following the “W” shaped Course Path before the clock stops.

## COURSE PATH

Start at the End Line. At the whistle, rush to the two arrows in the Neutral zone, then follow the “W” path that consists of five shooting stations where two arrows are located at each station. You must be behind the Shooting Lines when firing at each station.

Points are awarded for each arrow that hits a target. The clock counts down until the last arrow (all ten) has been shot and scored. Bonus points awarded for each second remaining on the clock.

## POINTS

- Body Shot +10 points
- Head Shot +20 points

## BONUS POINTS

- 100% hit accuracy +10 points
- Seconds left on clock +1 point (per second)

## PENALTIES

- Not following the “W” course path -10 points
- Stepping over the shooting line -10 points

## POINT EXAMPLES:

3 Body Shots: 3 x 10 pts = 30 points  
 4 Head Shots: 4 x 20 pts = 80 points  
 5 Seconds left on clock = 5 points





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