

Campus Recreation Intramural Sports Archery Tag Rules

NO ID, NO PLAY, NO EXCEPTIONS!

\* **All final decisions will be made on the discretion of the Intramural Sports Assistants\***

***Players, Field and Equipment***

**Team Rosters**

* Each game begins with 5 players competing on a side; others will be available as substitutes.
* Substitutes may enter the game only between games or in the case of injury.
* No more than twelve players are allowed per team. A team must have a minimum of four players or a maximum of five players on the court at the start of the game. A team with less than four players will automatically forfeit the game. Teams are required to have a Co-Rec gender difference no greater than 1 at any time during play.

 Teams may not remove players from their roster after the first two games of the season. Players may not, at any point, change teams once they have participated in a game. Teams may add players to the roster only until the start of their second game. Rosters may not exceed 12 players.

 In order to participate in any intramural contest, all students, faculty and staff must present a valid Stanislaus State University photo ID to the scorekeeper prior to playing in the game.

 All students registered at, Stanislaus State University are eligible to participate in the intramural sports program administered by the Campus Recreation department. Extension courses do not qualify an individual for intramural competition.

 Stanislaus State University faculty, staff and alumni are eligible to participate in intramural sports if they purchase a membership to the SRC Student Fitness Center.

**Boundaries**

* During play, all players must remain within boundary lines.
* Players may pass through their end line only to retrieve arrows. up and is lying on the ground.
* When retrieving an arrow, the player must also immediately re-enter the playing court only through their end line. Note: A player not immediately re-entering the playing area may be declared out.
* A player may be handed an arrow from out of bounds, provided the player receiving the arrow remains completely within their team's field boundary. Players may not be handed an arrow while standing out of bounds.

**A player shall not:**

* Have any part of their body contact the playing surface on or over a sideline.
* Exit or re-enter the field through their sideline.
* Leave the playing field (sideline or end line) to avoid being hit by, or attempt to catch, a ball.
* Have any part of their body cross over the centerline and contact the ground on their opponents’ side of the court.

-Note: A player may, without penalty, step on the centerline. Player will be declared out.

 Exception-During opening rush, many players cross the centerline.

 Officials should refrain from calling players out unless a definite advantage is gained by the action.

**Equipment**

* Competitors are required to use the bows and arrows provided by the Campus Recreation Intramurals Sports Program.
* Participants must wear shoes, shirts and shorts/pants suitable for athletic activity.
* All clothes/uniforms are considered part of the player’s body.

***Game Play***

* Matches will begin with a coin flip.

-The team winning the coin flip will have a choice of sides to begin the match.

-Teams will alternate sides after each game.

* The object of the game is to eliminate all opposing players by getting them OUT. An out is scored by:

 a. Hitting an opposing player with a LIVE thrown arrow (head shots count).

 b. Catching a LIVE arrow thrown by an opponent.

 c. Causing an opponent to lose control of a held arrow as a result of contact by a thrown LIVE arrow (usually occurs when a arrow is being used to block a thrown arrow).

 d. An opposing player stepping out of bounds.

 e. A player holding the arrow more than 10 seconds without a shooting the arrow!

 f. A thrown arrow that strikes or is caught by an opposing player without/before contacting the ground, another player, a non-held ball, official or other object.

* Bunkers are on the field to hide behind, not to lean against. Do not use bow to deflect an arrow because this can damage the bow and arrow.

**Timing, Time-outs, & Substitutions**

* There are no time outs. Stoppages allowed only in the event of an injury.
* Only the court official's whistle starts and stops the clock.
* All players are in jeopardy until the court official recognizes AND signals the end of regulation time.

**Beginning the Game**

* Prior to beginning a game, an equal number of arrows are placed along the centerline.
* Players then take a position behind their Bunkers.
* Following a signal by the official, teams may approach the centerline to retrieve the arrows. Teams may only retrieve arrows placed anywhere on the centerline.

**Opening Rush Rule**

* Each/every arrow retrieved at the opening rush must first be taken beyond the attack line and into the team's backcourt before it may be legally thrown at an opponent.
* Arrows don’t become live until they cross behind the 10 foot line.
* Attack line restrictions end when all arrows have been taken into the backcourt following the Opening Rush.

**Declaring a Winner**

* The first team to legally eliminate all opposing players will be declared the winner.

**NO ID, NO PLAY, NO EXCEPTIONS!**