

*Objective

The objective of archery is to “tag” members of the other team with your foam-tipped arrows. When an arrow hits a player, the participant is eliminated from the game. While removing members of the opposing team stacks the odds in your favor, your ultimate goal is to knock out the five centers on the spot-target located on the competitors’ side.

*Age Restrictions

Players must be at least eight years old to play Archery – no exceptions! Although this is not a dangerous game, players must still sign a waiver before each game. If the player is under 18, a parent or legal guardian must also sign the waiver giving the child permission to play.

HOW TO PLAY

There will be a designated referee, provided by the licensee, who will call players out, keep score and keep the game clock. The referee will be stationed in the technical area located off the playing field near the sideline of the safe zone at center field. The referee may move as needed to best oversee the match.

Player Equipment

Each player must be equipped with the following equipment before game play:

- 1 mask that covers the eyes, ears, & mouth
- 1 Bow
- 2 arrows
- 1 arm guard

Field Dimensions

Archery Tag can be played almost anywhere.

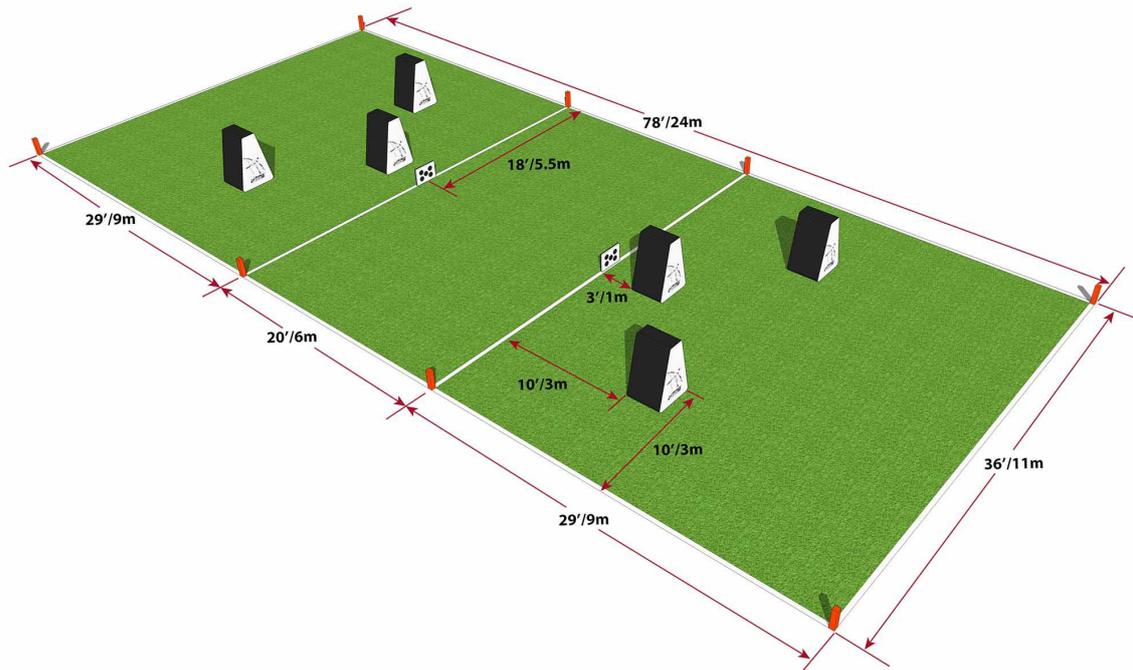
The field is divided into two 29' x 36' areas, with a 20' x 36' safe zone located at center field.

The center field safe zone separates the two sides for a total field length of 78' from end line to end line.

The Queue area (where substitute or out players wait) is a 3' x 12' box, and should be located 2' to 3' from the sideline.

The Technical area (where referee, scorekeeper and timekeeper are located) is a 3' x 12' box and should be located 2' to 3' from the sideline at the center of the field.

Spectators and those waiting to play should be a safe distance from the field on the sidelines along the Safe Zone or behind netting.



Placement of Targets

Place each 5-spot target in the center of the field on each side of the Safe Zone and centered on the field play. Reverse the knock-out spots so the circles appear as white spots on a black background on one side, and black spots on a white background on the other side.

Placement of Bunkers

Place 3 Archery bunkers on each side of the field (see illustration).

Place a bunker 3' back from the line of attack, centered behind the 5-spot target.

Place the 2 remaining bunkers midway between the front bunker and the sideline (Approximately 10' from the sideline).

PLAY STYLES

League Style (points)

This style of game play makes a great spectator sport because it is fast paced with many lead changes, and is more beneficial to newer players or those who are "paying per game." When a player is hit with an arrow, they remain in the game and continue to play.

Basic Rules

The object of this style is to score as many points as possible in the allotted time (typically 5 to 10 minutes depending on scheduling and number of players).

Points are scored in the following manner:

1 point is awarded for:

Shooting an opposing player with an arrow in one of the following areas:

Players body (including the head)

Any and all clothing (uniform)

Any equipment (bows, arrows, masks, etc.)

2 points are awarded for:

Knocking a spot completely out of the opposing teams target

Catching an opponent's arrow in mid-flight

Elimination Style (classic)

This option appeals to the more experienced players, or those who like more risk in the game.

When a player is hit with an arrow, they are out of the game until one of their teammates catches an arrow or knocks out one of the spots from the opposing team's 5-spot target.

Basic Rules

The object of this style of play is to have the most players and target spots remaining at the end of a timed game (typically 5 to 10 minutes depending on scheduling and number of players).

Getting a Player Out

A player is considered out and must leave the field if:

The player is hit with an opposing teams arrow in any of the following areas:

Players body (including the head)

Any and all clothing (uniform)

Any equipment (bows, arrows, masks, etc.)

The player shoots an arrow that is caught mid-air by an opposing player

Recalling a Player

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.