



## Official Archery Tag Rules – Coed 6-on-6

<b>OBJECTIVE</b>	<ul style="list-style-type: none"> <li>The objective of archery tag 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.</li> <li>To win a game, a team must eliminate all 6 opposing players from the court, or knock out the five centers on the spot-target located on the competitor’s side.</li> </ul>
<b>GAME LENGTH</b>	<ul style="list-style-type: none"> <li>Matches will consist of as many 7-minute games that can be played in the 55 minute time period. Each game won will count for one point. If a game is still being played when time expires, the team with the most live players on the court at the time will win the game. Ties are allowed during the regular season.</li> <li>Games start and end according to your online SSC schedule.</li> <li>If games start late, games must finish at the scheduled time (e.g. 6:15pm-6:55pm).</li> </ul>
<b>EQUIPMENT &amp; SAFETY</b>	<ul style="list-style-type: none"> <li>All equipment will be provided at the facility.</li> <li>Players must use the provided archery equipment (includes a special bow and protective facemask).</li> <li>Training on proper handling of the equipment and shooting technique will be provided before gameplay.</li> </ul> <p>For safety reasons, do not:</p> <ul style="list-style-type: none"> <li>Take off your safety mask while inside the court.</li> <li>Dry fire the bow (shooting the bow without an arrow).</li> <li>Shoot a broken arrow or one without a foam tip.</li> <li>Shoot arrows at someone from point-blank range or in the safety zone.</li> <li>Throw equipment or use them to obstruct arrows.</li> </ul>
<b>PLAYERS ON COURT, GENDER RATIO AND DEFAULTS</b>	<ul style="list-style-type: none"> <li>Teams are comprised of 6 players.</li> <li>Teams must play with a minimum of 2 males and 2 females on the court at all times.</li> <li>A team can play with a minimum of 4 people, as long as 2 of the players are male and 2 are female.</li> <li>Captains may agree to waive the rules regarding minimum players and gender ratio before the game starts.</li> </ul>
<b>REFEREE</b>	<ul style="list-style-type: none"> <li>Games are to be refereed by the provided SSC official.</li> <li>Referees are present to educate players on equipment use, general archery techniques, and ensure rules are followed.</li> <li>SSC referees have full authority to enforce all rules including calling players out at their discretion.</li> <li>Although a referee is present at all games, players are to still call themselves out when hit by an arrow.</li> </ul>
<b>GAME SET-UP</b>	<ul style="list-style-type: none"> <li>To start the game, each team stands at their respective back wall without any arrows.</li> <li>Arrows are placed evenly throughout the safety-zone by the referee.</li> <li>3 inflatable obstacles are placed on each side of the court by the referee. Obstacles are not allowed to be moved.</li> <li>The referee will blow the whistle to start the game.</li> <li>Teams should switch sides at the half-way point of the match.</li> </ul>
<b>GENERAL GAME RULES</b>	<ul style="list-style-type: none"> <li>The 6 players that start each game are the only players that can play during that particular game (i.e. for that point). Teams can alter their roster for each game as long as gender requirements are met. Injured players can be substituted midway during a game if necessary (keeping gender ratio).</li> <li>It is the responsibility of all players to make a fair and honest call as to whether or not they were hit. The referee has the final call.</li> <li>At the start of each game, players can only retrieve and shoot 1 arrow before attempting to gather additional arrows for themselves or their teammates.</li> <li>Players can only shoot one arrow at a time</li> <li>Players must always have their bow in hand. If a player drops their bow, they are automatically out.</li> <li>Players are not allowed to throw arrows at opponents.</li> <li>Players can pass arrows to their teammates (hand-to-hand), but are not allowed to throw/toss them.</li> </ul>
<b>PLAYER ELIMINATION AND PLAYER ADDITION</b>	<ul style="list-style-type: none"> <li>A player is eliminated for being tagged with an arrow in the following manners:             <ul style="list-style-type: none"> <li>Players body (including the head)</li> <li>Any/all clothing (uniform)</li> <li>Any equipment (bows, arrows, masks, etc)</li> <li>Anything touching that players counts as a hit</li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>• Eliminated/substitute players should stand/sit on the side of the court out of the way of play as much as possible. A bench area should be defined and then considered out of bounds. Live players may only enter this area to retrieve arrows. Eliminated players must remain wearing their protective facemask. An eliminated player cannot pass arrows to a live player.</li> <li>• Once a player has been hit with an arrow and is out, they must raise their hand while exiting the floor. This way opponents will not intentionally strike again. Any arrow that hits an 'out' player as they are heading off the court is a dead arrow. Please leave the court quickly.</li> <li>• An arrow is considered 'dead' as soon as it hits the floor, walls, ceiling or obstacles around the court (e.g. basketball hoops, etc). A player is not eliminated after being hit by a dead arrow. All other arrows are considered 'live'.</li> <li>• If a 'live' arrow hits a player then rebounds and hits another player on the court and the arrow hits the ground or wall, both players are out. If the arrow rebounds off a player and another player catches it (as a continuous action without touching the ground) the shooter is out and the player who had the arrow rebound off them is safe.</li> <li>• There are two ways in which a team can return a previously eliminated player to the court. <ul style="list-style-type: none"> <li>○ If a player catches a 'live' arrow. In this situation, the opposing shooter is also out.</li> <li>○ If a player knocks out an opponent's 5=spot target.</li> </ul> </li> <li>• The player that returns to the game must be the first player who was ruled 'out' during that particular game (and the order of returning players should be maintained - e.g. the third player to be eliminated will be the third player to return to the court). This player is considered a live player once they touch the back wall and are not allowed to pick up an arrow before touching the wall. It is recommended players line-up in order of elimination on the bench.</li> <li>• If a player is hit with a live arrow from their teammate, they are not out.</li> </ul>
SAFETY ZONE	<ul style="list-style-type: none"> <li>• A 10-foot area in the middle of the court, known as the safe zone, separates the court into two equal sides.</li> <li>• Players may enter this area to retrieve arrows.</li> <li>• A player standing in the safe zone cannot shoot opponents, however they can be hit by an opponent.</li> <li>• Players cannot jump from their own side of half and land on their opponent's side in the attempt of getting an opponent out. Only the shooter is out in this scenario. This is also known as the kamikaze rule. No player is allowed to cross beyond the safe zone to reach the opposing side</li> </ul>
PLAYOFFS	<ul style="list-style-type: none"> <li>• A game can end in a tie during the regular season.</li> <li>• Playoff games should only be 50 minutes in length in anticipation of needing the extra time to settle a tie.</li> <li>• In the playoffs, a game that is tied at the end of regulation time is decided by one final game.</li> <li>• Team playoff position: Ties in the standings will be broken first by head-to-head play. If there are more than 2 teams that are tied, all the teams must have played each other in order for the results to go to head-to-head. Otherwise, least points against, then +/-, then most points for will determine the placement in that order.</li> <li>• The SSC office will update the playoff schedule once all scores have been submitted and after the last regular season game. Please do not assume the time/location of your playoff game until team names have been posted into the schedule.</li> </ul>

Remember... Always Have Fun!