

# JAX FRAY



## Axe THROWING RULES

### // QUICK LINKS

**Eligibility // Schedule + Timing // Golden Rule // Shirt Notice  
// General Policies**

### // PLAYER ELIGIBILITY

1. All Players must be at least 21 years of age and have current, adequate health insurance.
2. All players must be properly registered on a team during the season for which they are playing.
  1. If a player is registered on more than one team within the league, they may only play for one team in the playoffs.
  2. All players must agree to the Fray Liability Waiver as described in the Fray Terms and Conditions section of Player Registration.
  3. All players must agree to and fill out the STUMPY's HATCHET HOUSE Liability Wavier on their first week of play.
  4. Any player not wearing closed toed shoes will be unable to participate.
3. Any use of an ineligible player will result in a forfeit.

## // SCHEDULE & TIMING

1. Plan to arrive at least 10 minutes prior to the start time to check in with the Host and sign your consent form.
2. Following Axe throwing, everyone is encouraged to continue socializing at Stumpy's!
3. Players may arrive up to 30 minutes prior to the start of their scheduled game to warm up using the designated warm-up lane.

## //GAMEPLAY

1. **Traditional - 30 minutes per time slot.** A match will consist of two teams throwing 10 total throws, 5 throws per team.
  - a. The team with the highest cumulative score will win the set point. The first team to win 4 sets, wins the match.
    - i. A set is the completion of 10 throws per team
      1. All players on your team will throw during each set, throwing in order, 1 Axe each until you reach your 10 throws.
        - a. Teams must keep the same throwing order throughout the set. They may however switch up their order for each new set.
      - ii. For each new set, teams will switch throwing lanes
      - iii. A match ends when a team reaches 4 set points.
    - b. On the 5th & 10th throws, players can call and go for the "Ringer" shot. Which is double points for their throw, aiming for the Bullseye.
      - i. The team who is in the lead throws first. If the score is tied, the player on the left throws first.
        2. No points will be awarded if a player calls "Ringer" and does not get it.
    - a. In the event of a tie after 10 throws, a sudden-death throw-off will take place until a winner is decided.
      - i. **Sudden Death:** Sudden-death throw-off requires two throwers (1 from each team) to match off. Facing the board throwers will throw at the same time after the host calls "**Ready-3-2-1-Throw**". The throw with the higher shot will win the sudden-death match-up, and their team will win the point.
2. Team captains will play a game of Rock, Paper, Scissors with the winning team captain to determine lane choice.
3. Teams will have 2 matches per week.

## //SCORING

1. **Traditional** - The team with the highest combination of their 10 throws will be the

winner.

- a. 10 points for the red dot aka "Ringer"
- b. 5 points for the bullseye
- c. 4 points for the 2nd ring
- d. 3 points for the 3rd ring
- e. 2 points for the 4th ring
- f. 1 point for the 5th ring

2. If the Axe sticks in between two different rings, the higher point is awarded. The Axe only needs to break the paint of the higher point to be awarded.

1. 3. If the Axe falls out before it is retrieved from the target, then the throw will be

counted as 0. **//THROWING**

2. Players are only permitted to throw one or two-handed overhead and the Axe must complete one full rotation.

3. Players must have one foot behind the throwing line before their throw starts. 3. Step throws are allowed but the Axe must move before the motion starts and players must not cross the front of the fault line at any point during their throw or their opponent's throw.

4. No "trick shots" are allowed. This means any throw that is not thrown from over the player's head with one or two hands.

a. The first offense will result in the loss of the next throw;

b. The second offense will result in a loss of 2nd throw;

c. A third offense will result in player(s) not being allowed to play the remainder of their match(es) for the evening.

## // Roster Size Chart

| Sport Promotion Official Size | Max Roster Size | Woman Minimum |
|-------------------------------|-----------------|---------------|
| Axe Throwing: 4-6             | 8               | NA            |

## // PLAYERS & SUBSTITUTIONS

1. **Traditional** - Each team must have a minimum of 3 throwers per game.

2. Teams must designate a captain prior to the start of the game.

3. Substitute players (players not on the roster) may be used at any time in the regular season. Substitutes are not permitted during playoffs.
  - a. All substitutes must be **REGISTERED PLAYERS** on another team registered for Axe Throwing during the season for which they are substituting;
  - b. Teams may use additional substitute players above the player minimum with the opposing team's consent. Teams who agree to play under these conditions must notify the Host before the start of the game and the outcome of the game will stand as is.

## // EQUIPMENT, UNIFORMS & FACILITY USE

1. All equipment will be provided on-site.
2. Players should make every effort to wear the official Fray division shirt.
3. If an individual or team violates the facility's Code of Conduct, they may be asked to leave and a refund will not be issued.
4. Players must wear closed toed shoes.

## // PLAYOFFS & STANDINGS

1. Playoffs are determined after the regular season has concluded and are based on scheduling and other league logistics. Playoffs are not guaranteed.
2. Standings are automatically sorted in Commish based on the teams' Win-Loss-Tie record. If there is a tie in the standings, we sort based on the following information in order until the tie is resolved:
  - a. Head-to-head matchups
  - b. Score differential
  - c. Points For
  - d. Points Against

## // FORFEITS

1. Teams have until 5 minutes past the designated start time to field the minimum number of players. The 5-minute grace period is considered part of the overall game time. If a team is unable to reach the minimum number of players, the game will be deemed a forfeit.
  - a. Teams may play a "legal game" with less than the required minimum number of players with the opposing team's consent. Teams who agree to play under these conditions will lose the option of receiving a forfeit win and the outcome of the game will stand as is. Teams must notify the Host before the start of the game;

- b. **First Forfeit** - Loss of game and warning issued;
- c. **Second Forfeit** - Loss of game and Fray reserves the right to remove the team from the playoffs;
- d. **Third Forfeit** - Loss of game and Fray reserves the right to remove the team from the league with no refund.

2. In the case of a forfeit, the final score is recorded as

- a. Traditional: 4-0

## // GOLDEN RULE

First and foremost, all Fray leagues are 50% Social and 50% Sport. While we have staff // officials, we expect individuals to respect the league's culture of fair and fun play. Foul language and rough play will not be tolerated. Individuals who cannot adhere to our standards of fair play and sportinglike conduct may be asked to leave the league. We want everyone to have fun and be social while enjoying a great sport. We will do whatever we can to make sure all players are having fun!

## // SHIRT NOTICE

**During week 2 of the season, all players will be given JAX Fray shirts for their team that are required to be worn for the duration of the season. Failure to wear the JAX Fray team shirt for a game may result in a player not being able to play in that week's game. Wearing the designated season's team shirt will be required during both the regular season and playoffs in order to participate in the game.**

## // GENERAL POLICIES

Fray is proud to relieve captains of the burden of paying for full teams. We accept individual player payments and allow prepayment for additional players and/or full teams. We are also proud to welcome those who do not have a full team (small groups and free agents) to participate in our league.

Because our mission is to make fun possible, these policies make it easier for people to get involved with and build community through social sports.

All registrations are on a first-come, first serve basis. Any roster that does not reach our official size (based on each sport) is eligible to receive free agents and/or small groups. Rosters made up of primarily free agents and/or a collection of small groups may have more players than the

standard roster size. This policy is in place to help ensure free agent teams are able to consistently field a team each week.

## // FACILITY CANCELLATIONS

1. One week is built into the end of each season;
2. All players will be notified via email;
3. If more than one facility cancellation occurs, Fray will try to find another week if possible to make up the games, but it is not guaranteed.