



Rules for In-House Competitions

Chill-AXE-In Axe Throwing in-house competitions are double-elimination, highest-score-wins.

Although Chill-AXE-In Axe Throwing is an affiliate of the WATL, and in-house competitions reference some of the WATL competition rules, in-house competitions are **not** official WATL sanctioned competitions.

Code of Conduct

- All competitors are to behave with **good sportsmanship**
 - This includes but is not limited to treating all referees and fellow competitors with **respect**
 - Decisions of referee(s) will be final.
 - Any competitor that displays disrespect by any means towards a referee will be withdrawn from the competition.
 - Offensive language or gestures, or purposeful attempts to distract other competitors will be disciplined as follows:
 - The first offense will result in a warning and a score of zero on the offending competitor's next throw (or previous throw, if the competitor has already thrown their last round)
 - The second offense will result in the offending competitor being withdrawn from the competition
 - Disciplinary action is at the sole discretion of Chill-AXE-In Axe Throwing officials

Axes

- Competitors may use the axes provided by Chill-AXE-In Axe Throwing, or may bring up to 2 of their own axes with certain conditions:
 - No double headed axes or axes with a point on the back
 - Blades must be no longer than 4"
 - Axes must be no longer than 19" as measured from the bottom of the handle to the top of the axe head
 - Axes must weigh in at no more than three pounds
 - A Chill-AXE-In Axe Throwing official must inspect the axe before the competition and deem it safe for competition
- Competitors may switch axes between throws



Rules for In-House Competitions

Rounds of Competition

- Each round consists of 10 throws between two competitors, unless the number of competitors calls for a “buy” (such as if there is an odd number of competitors)
 - Each round will be between two competitors, throwing on side by side targets
 - The competitors will swap targets halfway through each round, so each competitor throws 5 times at each target.
- All throws will be from behind the 12’ line
 - A competitor’s foot may land on the 12’ line, but cannot cross over the line
 - If a competitor’s foot crosses over the 12’ line, the score will be counted as zero for that throw
- Before each throw in a 10 throw round, the referee will ask each competitor if they are ready to throw
- Both competitors will verbally confirm to the referee that they are ready
- The referee will step out of the way, then tell each competitor they can throw when they are ready
- After the one competitor throws, the other competitor has 10 seconds to throw
- After each throw, the competitors are to stay behind the 12 ft throwing line while the referee approaches the targets and determines the score. After both scores are announced, competitors may approach the targets to retrieve their axes.
- A competitor is allowed to request a second referee’s opinion on scoring after approaching the target, as long as the competitor has not yet touched their axe

Double Elimination

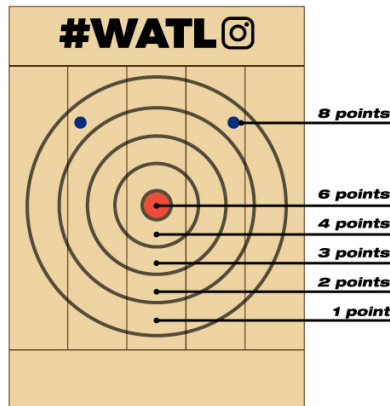
- Each competitor in a Chill-AXE-In’ Axe Throwing In-house competition will have the opportunity to participate in at least two rounds of play.
- In a competitor’s first round of competition:
 - The competitor who wins the round advances to the next round of competition
 - All competitors who place second in their original round of competition will be given the opportunity to compete in a second-chance competition. The one final winner of the second-chance competition will advance to the finals.



Rules for In-House Competitions

Scoring

- Scoring is according to the following chart (additional details follow):



- Non-bullseye rings:** When the axe blade breaks the black line on any ring other than the bullseye, the axe blade must be embedded in the wood of the higher point value (inner ring) to obtain the higher score. Otherwise, the throw is scored at the lower point value. An axe blade embedded in the outermost ring will be scored as 1.
- Bullseye rings:** When the axe blade breaks the black outline of the bullseye, but not the red of the bullseye, the score is 5. When the axe blade is embedded in the red of the bullseye, the score is 6.
- Kill shots:** Kill shots are the 8-point blue dots at the two top corners of the target
 - An 8-point kill shot must be called (right or left) before throwing
 - The competitor must call a kill shot before either competitor throws
 - A competitor may call a kill shot twice in a 10 throw round
 - The competitor may call the right or left kill shot until the axe blade breaks the called kill shot
 - After the axe blade breaks the called kill shot (right or left) the competitor may not throw for that kill shot again in the 10 throw round, but may call the opposite kill shot.
 - The referee must confirm after a right or left kill shot is called, that the kill shot is open (aka, the competitor has not already thrown that kill shot in the current 10 throw round)
 - An 8 point kill shot is one that is called (right or left) by the competitor, in which the axe blade breaks the called blue dot. If the axe blade does not break the called blue dot, the score is 0.
 - If the axe blade breaks the blue dot, but a kill shot was NOT called, score is 1



Rules for In-House Competitions

- An axe must remain stuck in the target until the throw is scored
 - Any axes that initially stick in the target but fall to the floor before the throw is scored will be counted as a zero
 - A throw is considered to be scored after the referee has announced the score and the competitor has touched their axe to remove it from the target
 - One competitor's axe is not required to stay in the target while the other competitor's score is disputed in order to be scored, only until the competitor accepts their own scoring and removes their axe from the target

Scoring Officials and Disputing a Score

- Scoring will be done by a Chill-AXE-In Axe Throwing referee
 - For any decisions that are close, a second Chill-AXE-In Axe Throwing referee will be called in to help determine the scoring
 - The referee(s) decisions are final
- If a competitor requests a second opinion on the referee's decision, a second referee will be called in.
 - The competitor may not touch their axe until the decision between the original and second referee is final.
 - If the competitor touches the axe before the scoring decision is final, the competitor's score will be the referee's original call.
- If a second referee is needed for a decision, an "all stop" will be called, during which time no axes will be thrown
 - If an axe has already been thrown by one competitor, their competitor for that round may throw before the "all stop" becomes effective
 - The second referee will call the decision in their primary lane, before entering the lane that called for the second opinion



Rules for In-House Competitions

Overtime

- In the event that a score is tied at the end of a 10 throw round, both competitors must call a kill shot and throw for the called kill shot
- If one competitor breaks the kill shot with their axe blade, and the other does not, the competitor who broke the kill shot with their axe blade will be declared the winner of the round
- If neither competitor breaks the kill shot with their axe blade, the distance from the closest embedded part of each axe blade to the blue dot will be measured with a ruler, and the competitor whose axe blade is closest will be declared the winner of the round
- If both competitors axe blades break the called kill shot, the overtime round will continue following the same rules until a winner is declared

Warm ups and Practice Throws

- Players may have 5 practice throws when they step up to the lane for their first scored round, before their first scored round commences
- Players may have 1 practice throw before any subsequent scored round, in the lane where the round will take place, before the scored round commences