

18 North Central's Kick-Axe Axe Throwing Tournament

The mission of 18 North Central is to promote competition through sportsmanship and fair play. Our leagues/events should be played in a sportsmanship-like manner. Although competition may become intense, we expect our participants to maintain a high degree of sportsmanship up to and after the final throw. As a participant in any 18 North Central tournament or event, you must pledge to:

- Respect the game, play fairly, and follow all rules and policies.
- Accept & respect the decisions of 18 North Central officials.
- Demonstrate good sportsmanship before, during, and after games, win or lose.
- Be responsible for the sportsmanship of teammates and assist in maintaining a respectful environment for all participants.
- Be courteous to opposing players, teams, officials, spectators, monitors, or facilitators and treat all players and 18 North Central officials with respect.
- Help to maintain and keep all equipment and conditions at the facility in good condition.
- Obey all facility rules, while respecting all equipment, common areas, playing areas, parking areas, and surrounding neighborhoods.
- Refrain from the use of abusive language or profanity.
- Not engage in any behavior which would endanger the health, safety, or well being of any player, official staff member, or spectator.
- Not engage in verbal, written, or physical threats or abuse aimed at any participant, official, staff member, or spectator.
- Not initiate a fight, scuffle, or exchange with any individual (including but not limited to: pushing, shoving, punching, kicking, verbal threats or harassment).
- Not use alcoholic beverages at any location unless permitted by the facility/venue.
- Not allow, use or encourage illegal drugs at any location.
- Respect all decisions made by 18 North Central referees.

Gameplay Rules

Players will have 5 practice throws before their first match.

Players will have 1 practice throw before any subsequent matches.

An 18 North Central referee will notify players before their match begins.

- Each match is played against different opponents, selected at random and consists of the following:
 - 10 throws per match.
 - In each match, players will take 5 throws then switch sides.
 - This ensures fair play when there's varying density in wood.
 - The winner of the match will be the person with the most points after 10 throws.
 - In the event of a tie after 10 throws, there will be sudden death
- No wearing earphones while throwing
- Pauses in play
 - A presiding official may call a pause in play for any reason deemed necessary (rules review, confirmation, second opinion, etc...)
 - Should a Pause in Play occur, all match play must cease immediately and will resume at the discretion of the presiding official, where the pause began.
 - For Example: If one player has thrown but the opposite player has not and there is a Pause in Play called, the match will resume with the opposite player throwing as normal.
 - Players may be able to challenge a call or ruling which will create a pause in play
 - During this call, gameplay will be paused at that moment in time
- Throwing in a Wheelchair
 - For individuals who use wheelchairs, all standard league rules apply with the exception of the foot fault line.
 - Individuals in wheelchairs must have one wheel behind the 12ft line when throwing in competition play.
 - Any wheel on the wheelchair is acceptable as long as one of them is behind the 12ft line.

Scoring

1. Scoring Area of Axe
 1. The axe head, blade and cheek up to the front of the eye but not past it.
 2. If there is no visible eye of the axe in the top of the axe head then it counts as where the handle would meet if going straight through. To be determined by the official presiding over the match.
2. The black line awards points associated with the ring.
3. 5 points for the bullseye.
4. 4 points for the 2nd ring.
5. 3 points for the 3rd ring.
6. 2 points for the 4th ring.
7. 1 point for the 5th ring.
8. 8 points for the Killshot.

Killshot Throw

1. The Killshot is active for the 5th and 10th throw of the match only. Otherwise it will be treated as if the Killshot is not there.
 1. Before throwing for the Killshot, the player must make clear to the Judge and opponent they intend on throwing for the Killshot.
 1. This is referred to as “calling the Killshot” and activates it for the full 8 points.
 2. The player cannot change their call (Killshot or non-Killshot) once a Judge confirms, for that specific throw.
 2. The Thrower with the higher points must decide to call first. In the case of the tie, either thrower may volunteer to call first.
 1. If neither thrower volunteers to do so the Judge will flip a coin to decide and assign one player as heads, and the other as tails.
 2. The Judge will confirm a Killshot call (or a non-Killshot call) with the throwers prior to a throw being made.
 1. If a throw is made prior to a Judge confirming the call, the throw will be counted as fault.
 3. If the Killshot is called but the players axe does not hit the Killshot, then no points are awarded.
9. **Sudden Death**

1. In the event of a tie after 10 throws in a single match, the match enters into sudden death.
 2. ONLY Killshots are allowed during all sudden death throws.
 3. Players will remain in their respective targets for sudden death throws (no switching of targets required).
 4. Players may not score on the same killshot twice in a row. Players must alternate Killshots.
 5. Both players must throw within 10 seconds of each other but not before Judge confirms that the lane is open.
 6. In the event that both players miss the Killshot during Sudden Death, a measuring tape or accurate measuring device will be used to measure the distance from the closest valid scoring area of the axe head to the closest edge of the Killshot. The player with the shortest distance will be awarded the match.
 1. If Player 1 has an axe that has dropped and Player 2 misses the Killshot, but is on the board, Player 2 will be awarded the match.
 2. If a player touches their axe before a measurement is made, the match is awarded to the opposing player.
 7. Points are not counted or tallied during sudden death.
10. **Tallying Scores**
1. When the axe is resting in its final place it will be scored.
 2. The points from the axe will be determined by where the scoring area of the axe head meets the surface of the wood that the axe head is embedded into.
 3. All scores must be verified by a presiding official or Judge. If a presiding official is also competing in the league then their scores must be verified by another third party.
- No thrower regardless of position in venue or 18 North Central may submit scores for themselves without verification from a third party.**
4. If a thrower touches any part of the axe before the presiding official announces the score, the throwers points are marked as 0.
 5. If the score is too close to make an accurate call by eye, the presiding official will benefit the thrower and give the higher points.
 6. If a thrower attempts to touch any part of their opponents axe at any time during a match without permission they will be suspended from the match.
11. If the axe falls before the presiding official scores the axe, the axe is counted as a drop

12. A Break (breaking) is defined as when the surface of the axe is embedded in the wood and has the marked surface of the target area visible on both sides of the axe head.
13. If the axe breaks multiple sections of the target simultaneously, then the player is awarded the points for the higher valued section.
 1. Axes must be inside the black line in order to count for that value
 1. Touching the black line will not give you the point value; the axe must be inside the higher scoring area to receive those points
 1. For example: touching the black line in the bullseye counts as a 4, but breaking it (red on both sides) counts as a 5. This concept is now equally applied across the targets rings
 2. To gain the points for the killshot the axe must be breaking the blue.

Axe Throwing

1. Players are allowed to throw axes in one of two ways:
 1. 1 Hand holding the axe with the blade facing the target before release.
 2. 2 Hands holding the axe with the blade facing the target before release.
 2. No other style of throws are permitted.
 3. No throw will be thrown without a verbal or gesture signal of an open lane from the presiding referee and confirmed by all throwers.
 1. If no signal is given or confirmation received, and a throw is made by a thrower, then that throw will count as a throw fault.
 2. Throws must be taken within 10 seconds of each other.
 3. If a thrower throws after 10 seconds of the other thrower, this will result in a Throw Fault.
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1. Rotation: the axe must make approximately 1 rotation in order for it to count.
 1. If the axe is close to making a full rotation (ie. 50% rotation) and a portion of the blade touches and sticks to the target, the throw counts.
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1. One foot must be on the floor while the axe is thrown.
 2. Players feet may not cross the 12ft line until both players have thrown their axes
 1. Axes must be scored before crossing the line

1. An exception is made for throwers in wheelchairs.
2. All non-throwing spectators must stay behind fence.

Tournament Play

Tournaments will be a double elimination bracket style format. Each player will be randomly paired with another, and face off until a victor is named. The loser will then be paired with another player, and face off again for another chance. After two losses, that player will be eliminated from the tournament. Play will continue in this fashion until the tournament champion is declared the winner.