

# Total Axe - May the Fourth Tournament Rules

Updated 3/7/2019

1. Targets
  - a. Targets are constructed from 5 boards arranged vertically next to each other.
  - b. The target contains 5 concentric circles, labeled from 2-6 points. Outside of the 5 concentric circles, there are 4 smaller circles labeled with an 8 (the 8-ball), which are only in play on the last throw of each game. Throws that land in the center 5 boards, outside of any circles, score 1 point.
  - c. The foul line is placed 10 feet from the target.
2. Equipment
  - a. Axes must measure between 12 to 18 inches in total length.
  - b. Axes must have no more than one blade, measuring between 3 to 4 inches.
3. Attendance
  - a. Players must arrive within 15 minutes of start time. Players who are more than 15 minutes late may continue with the throws missed counted as zero.
4. Gameplay
  - a. Players must throw from behind the foul line and remain behind it until the axe has completely stopped.
  - b. Players score the innermost zone that the head of the axe is contacting. The 8-ball can only be scored on the last throw of each game.
  - c. If a player touches or crosses the foul line before the axe has stopped moving:
    - i. First offense: the player is given a verbal warning
    - ii. Second offense: the player scores 0 for the throw
    - iii. Third and each subsequent offense:
      1. During seeding, the player's next four throws are counted as zero (or final four if there are less than four remaining).
      2. During match play, the player forfeits the current game
      3. Purposely crossing the foul line more than three times will result in ejection.
5. Seeding Round
  - a. Each player throws 32 axes, four on each lane, for total score.
  - b. The top eight players receive two byes in the tournament.
  - c. Players 9-16 receive one bye in the tournament.
  - d. Players 17-32 receive no byes.
  - e. In the event of a tie for seeding, there will be a throw-off using the same format as match play.
6. Match Play
  - a. Format is double-elimination. Players must lose two matches to be eliminated.
  - b. Each player receives four practice throws before their first match and one before each subsequent match.
  - c. Games consist of four throws.
  - d. Highest seed chooses side. Players alternate sides after each game.
  - e. The first three axes of each game are thrown at the same time
  - f. On the fourth throw, the player in the lead throws first. In a tie, each player's throws together.
  - g. In the event of a tie game in the tournament:
    - i. Each player throws one axe at the same time until the tie is broken.
    - ii. The 8-ball is not in play at the start of the tie-breaker.

- iii. After both players have hit a bullseye three times in a row, the 8-balls are the only zone in play
- iv. After 3 consecutive 8-balls, players must announce and hit an 8-ball of their choice. Each successive throw must be at the next 8-ball in a clockwise direction.

7. Games per Round

- a. During the first two rounds of the “winner’s bracket”, matches are played until one person wins 3 games.
- b. After the first two rounds, matches are played until one person wins 4 games.