

Total Axe Skills Tournament Rules

1. Targets
 - a. Targets are constructed from 5 boards arranged vertically next to each other.
 - b. The target contains 4 sets of 3 concentric circles, labeled from 1-3 points.
 - 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 at or before the advertised start time. Players who are late are disqualified.
4. Gameplay
 - a. Players must throw from behind the foul line and remain behind it until the axe has completely stopped.
 - b. On the first throw, players aim at the top set of circles. On each subsequent throw, players aim at the target below the previous (first at the top target, second at the second highest, etc).
 - c. Players only score axes contacting the center board and touching the correct target for that throw (first axe can only score the top target, second only scores the second highest, etc.)
 - d. Players score the innermost zone that the head of the axe is contacting.
 - e. 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. The player forfeits the current game
 2. Purposely crossing the foul line more than three times will result in ejection.
5. Seeding Round
 - a. Each player throws 16 axes, four on each of four lanes, for total score.
 - b. 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. Each player receives four practice throws before their first match.
 - b. Games consist of four throws.
 - c. The first three axes of each game are thrown at the same time
 - d. On the fourth throw, the player in the lead throws first. In a tie, each player's throws together.
 - e. In the event of a tie game in the tournament:
 - i. Each player throws one axe at the same time together until the tie is broken.
 - ii. The same order for targets is followed during the tiebreaker (first throw at the top target, second at the second-highest, etc).
 - iii.
7. Games per Round
 - a. During the round of 32 and 16, matches are played until one person wins 3 games.
 - b. During the round of 8, 4, and finals, matches are played until one person wins 4 games.