

Total Axe - Last Days of Summer Tournament

Rules

Updated 7/2/2019

1. Targets
 - a. Targets are constructed from 5 boards arranged vertically next to each other.
 - b. The target contains 5 concentric circles, labeled from 1-6 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 outside of any circles, score no 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 4.25 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. On the last throw of each game, players must announce if they are attempting to hit the 8-ball before their throw. Once they announce it, they may not rescind the call. If the 8-ball is called, no other zone is scored on that throw.
 - i. If both players agree not to aim for the 8-ball on the last throw, neither may call the 8.
 - d. Axes must stay in the target long enough to be retrieved to score.
 - i. A player may retrieve their axe if their opponent delays throwing.
 - ii. Axes in dispute will be inspected by the scorekeeper. Once the scorekeeper has judged the throw, the score is counted even if the axe falls out.
 - iii. If an axe remains in the target for an extended period of time due to delays in throwing or inspection for a point, then falls, it will be scored (the lower number if in dispute).
 - 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. Match Play
 - a. Format is double-elimination. Players must lose two matches to be eliminated.
 - b. Each player receives five practice throws before their first match and one before each subsequent match.
 - c. Winner of a coin toss chooses side. Players alternate sides after each game.
 - d. Games consist of five throws.
 - e. The first four axes of each game are thrown at the same time

- f. On the fifth throw, the player in the lead throws first. In a tie, each players 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. If both players have hit a bullseye three times in a row, the 8-balls are the only zone in play
 - iv. 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.
6. Games per Round
- a. All matches are played until one person wins 4 games.