



PLAYERS - Extreme Archery consists of teams four players on opposing sides, separated by a Neutral Zone. Teams must begin the game with the same number of players.

THE GAME - The object of the game is to score the most points in a timed game. Points are awarded for "hits" (1 point when you hit an opponent with specially designed non-lethal arrows) and "catches" (3 points when catching an opponents arrow in mid-fight). When a player is hit with an arrow, they remain in the game and continue to play.

BOUNDARIES - During play, all players must remain within the boundary lines.

PLAYER CONDUCT - Players are to respect and adhere to the decisions of the referee at all times. Masks must be worn during game play. Respect all players. Bows and arrows are to be used only as intended for game play. Under no circumstance are bows or arrows to be used as a shield, or to knock arrows out of the air. Violent or disrespectful behavior will not be tolerated. Obscene language and/or gestures will not be tolerated.

THE OPENING RUSH - Players take a position on their end line. Following a signal by the referee, players rush into the Neutral Zone to gather their arrows. Each team's arrows are on their right. Players then return to their Action Zone to start shooting.

ZONE RULES - Players are "live" only when in their Action Zone. They can only shoot or be shot when in their Action Zone (behind their Action Line). Players in the Neutral Zone (middle of the field) cannot shoot or be shot. Players in the Neutral Zone are only permitted to retrieve arrows and return immediately to their Action Zone. Players may not stall in the Neutral Zone and must return to their Action Zone within 10 seconds before a warning will be issued by the referee. A second infraction will result in a 2 point penalty at the discretion of the referee. 2 point penalties may be assessed for crossing over the opposing team's Action Line, stalling, shooting someone in the Neutral Zone, or being out of bounds.

ALTERNATE PLAYERS - If teams have more than 4 players, they can substitute players during play or between periods.

PAUSE IN GAME (TIMEOUTS) - The only timeouts are for equipment safety issues and injured players. On the rare occasion of an injury, immediately notify the referee to stop play and attend to the injured player.

For complete rules, request the IEAF Official Game Rule book: media@globalarchery.com