



UNIVERSITY RECREATION

Archery Tag Rules

The following is a summary of rules and regulations for Recreational Archery Tag. Some alterations may have been made specifically for UWG University Recreation. A complete list of our policies and procedures can be found in the [Recreational Sports Handbook](#). Questions can be directed to the Competitive Sports Office during normal business hours at imsports@westga.edu.

Facility

All Recreational Archery Tag games are played in the Campus Center Front Courts. Your game schedule on “My Rec Portal” will indicate which court you will be playing on. Should you need assistance locating your court, please ask the on-duty Recreational Sports Supervisor in the red or white polo. The address for the Campus Center is: 302 W Georgia Dr, Carrollton, GA 30117

Teams

Open

Teams consist of 5 players with a minimum of 4 required to start the game. A team can have a maximum of 10 players on their roster. There are no gender requirements for open games, all are welcome to participate together!

Equipment

A player wearing illegal equipment may not be permitted to play. This applies to any equipment which, in the opinion of the Recreational Sports staff, is dangerous or confusing. Types of equipment or substances which will always be declared illegal include:

- Jewelry
- Cut-off shirts
- Hard hats, billed hats, or visors
- Open-toed shoes, cleats, or non-athletic shoes (such as Crocs)
- Hooded sweatshirts
- Medical braces with any exposed metal
- Headgear with knots of any kind
- Sunglasses

Gameplay

The Game

The object of the game is to eliminate all opposing players by getting them “out”. the first team to legally eliminate all opposing players will be declared the winner. **If neither team has been eliminated at the end of the 30 minute time limit, the team with the greatest number of players and target spots remaining will be declared the winner.**

If a game is tied at the end of regulation play, the game will continue in sudden death overtime. Each player must have at least one arrow with them when overtime begins. The first team with a legal hit will be declared the winner.

Each game begins by placing bows along the end lines and arrows in the center of the Neutral Zone. Players then take position on their end line. Following a signal by the referee, players rush into the Neutral Zone to gather as many arrows as possible. Then players return to their Attack Zone to start shooting.

Players are “live” only when in their Attack Zone. They can shoot or be shot when in their Attack Zone.

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 Attack Zone. Players may not stop in the Neutral Zone. Players must be moving at all times. Any player who stops in the Neutral Zone has 5 seconds before a warning will be issued by the referee. A second infraction will result in an elimination from the game at the discretion of the referee.

When a player is hit with an arrow, they are out of the game until one of their teammates catches an arrow or knocks out one of the spots from the opposing team’s 5-spot target.

Boundaries

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stay arrows. They must return through their end-line before making a play on the opponent.

Timing, Substitutions, and Timeouts

A time limit of 30 minutes is established for each game. Most games will not last 30 minutes.

If teams have more than 5 players, the additional players must stay in a designated area on the sideline. Substitutions are “live” (no stoppage in play). The player leaving the field must hand their bow to the incoming player.

The only timeouts are for equipment safety issues and injured players.

Injury and Blood Rule

University Recreation does not provide accident insurance coverage for injuries received by Recreational Sports participants. Each participant should make sure they have their own coverage prior to participating. Injuries are a possibility. UREC Recreational Sports assumes no responsibility for injuries. However, basic First Aid will be available.

A player who is bleeding, has an open wound, or has any amount of blood on his/her uniform or on the player shall be considered an injured player. No player will be permitted to enter or reenter the game as long as there is blood on his/her jersey or uniform.

Any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.

Recreational sports staff has the right to withhold a player from play

Sportsmanship

The Sportsmanship Rating System is intended to be an objective scale by which teams’ attitude and behavior can be assessed throughout the regular season and the playoffs. Behavior before, during, and after a Recreational Sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system. Furthermore, the team is responsible for the actions of the individual team members and spectators related to it.

At the conclusion of each contest, the Recreational Sports Staff present will assign each team a Sportsmanship rating based on a grading scale of “1-4”.

4 pts- Good Conduct and Sportsmanship: Players cooperate fully with the officials and Recreational Sports staff. The captain is the only player to converse about rule interpretations and calls and does so in a polite and respectful manner.

The captain also has full control of their teammates. Team is respectful to their opponents, officials, scorekeepers, spectators and Recreational Sports staff.

*Teams who default will receive a 4-sportsmanship rating

3 pts- Average Conduct and Sportsmanship: Team members complain about decisions made by the Officials and/or show minor dissent. Team members show minor disrespect to someone involved in the contest.

2 pts- Below Average Conduct and Sportsmanship: Team shows verbal dissent towards officials And/or the opposing team. Captain exhibits minor self-control and little or no control over their team.

1 pts- Poor Conduct and Sportsmanship: Players constantly comment to the officials and/or opposing Team from the playing area or sidelines. Team captain has no self-control and no control over their team's actions.

0 pts- Very Poor Conduct and Sportsmanship: Team is completely uncooperative. Captain has no Control over teammates and/or themselves.

*Teams who no show

*3 Unsportsmanlike infractions or game forfeiture.

Any player that is ejected during a recreational sports game will be removed from the game. Please see the ejection process outlined in the Recreational Sports Handbook to review the process of returning to play.