



CODE OF CONDUCT

- BE COURTEOUS TO OPPOSING PLAYERS, TEAMS, OFFICIALS, SPECTATORS, MONITORS, OR FACILITATORS AND TREAT ALL PLAYERS WITH RESPECT
- HELP TO MAINTAIN AND KEEP ALL EQUIPMENT AND CONDITIONS AT THE FACILITY IN GOOD CONDITION
- OBEY ALL FACILITY RULES, WHILE RESPECTING ALL EQUIPMENT, COMMON AREAS, PLAYING AREAS, PARKING AREAS
- REFRAIN FROM THE USE OF ABUSIVE LANGUAGE OR PROFANITY
- NOT ENGAGE IN ANY BEHAVIOR WHICH WOULD ENDANGER THE HEALTH, SAFETY OR WELL BEING OF ANY PLAYER, OFFICIAL STAFF MEMBER, OR SPECTATOR
- NOT INITIATE A FIGHT, SCUFFLE, OR EXCHANGE WITH ANY INDIVIDUAL (INCLUDING BUT NOT LIMITED TO: PUSHING, SHOIVING, PUNCHING, KICKING, VERBAL THREATS OR HARASSMENT)
- NOT USE ALCOHOLIC BEVERAGES AT ANY LOCATION UNLESS PERMITTED BY THE FACILITY/VENUE
- NOT ALLOW, USE OR ENCOURAGE ILLEGAL DRUGS AT ANY LOCATION
- UNDER NO CIRCUMSTANCES ARE LIVE TARGETS ALLOWED! NO THROWER IS TO THROW AN AXE AT A TARGET WHILE THERE IS A PERSON OR LIVE OBJECT IN BETWEEN OR IN FRONT OF THE THROWER



GAMEPLAY RULES

1. Throwing

1. Axes shall never be thrown when a participant is picking up an axe from the target area or when a judge is in the lane.

Pre-Game Rules

1. Minimum Age:

1. BASHER'S BATTLE AXES do not enforce any age requirement or limit. Each affiliated location is allowed have an age requirement if they so choose.
MUST BE OVER THE AGE OF 17 TO PARTICIPATE.

1. Throwing in a Wheelchair

1. For individuals who use wheelchairs, all standard league rules apply with the exception of the foot fault line.
 1. Individuals in wheelchairs must have one wheel behind the 12ft line when throwing in competition play.
 2. Any wheel on the wheelchair is acceptable as long as one of them is behind the 12ft line.

Axe Throwing

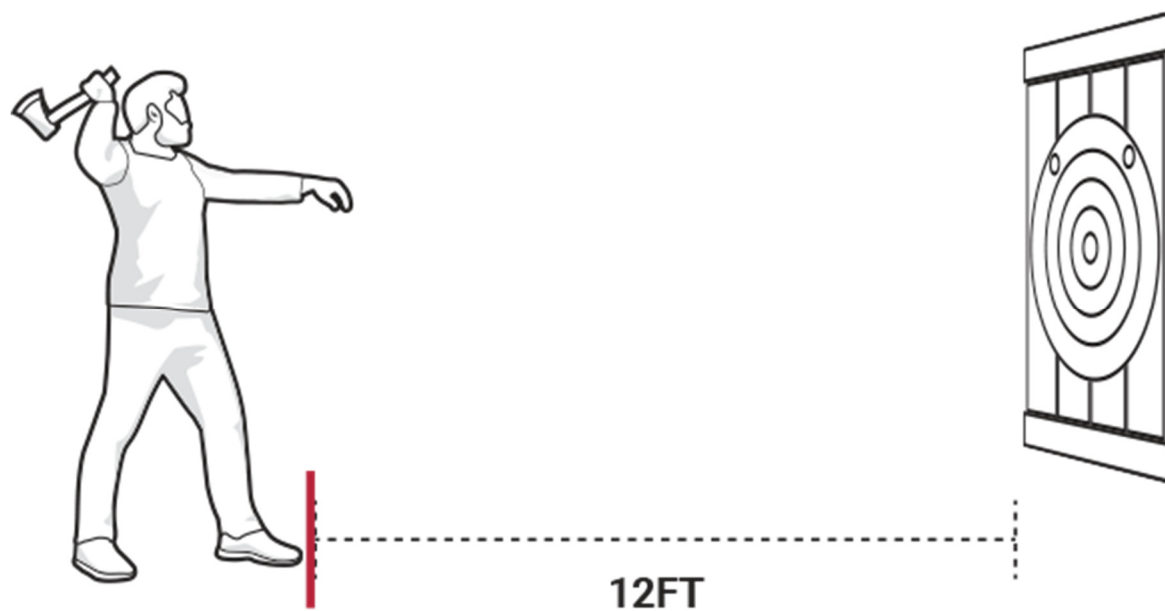
Axe Throwing Technique:

1. BASHERS BATTLE AXE players are allowed to throw axes in one of two ways:
 1. 1 Hand holding the axe, in an overhand or underhand position, with the blade facing the target before release.
 2. 2 Hands holding the axe with the blade facing the target before release.
2. No other style of throws are permitted.
3. No throw will be thrown without a verbal or gesture signal of an Open Lane from the presiding judge and confirmed by all throwers.
4. Rotation: the axe must make approximately 1 rotation in order for it to count.
 1. If the axe is close to making a full rotation (ie. 50% rotation) and a portion of the blade touches and sticks to the target, the throw counts.



Axe Throwing Distance

1. One foot must be on the floor while the axe is thrown.
2. Players feet may not cross the 12ft line
 1. If a player calls for a second opinion, both players must return behind the 12ft line until the second judge calls the score.
3. An exception is made for throwers in wheelchairs.
4. All Non-throwing Spectators must be to the side or at least 5ft behind throwers.





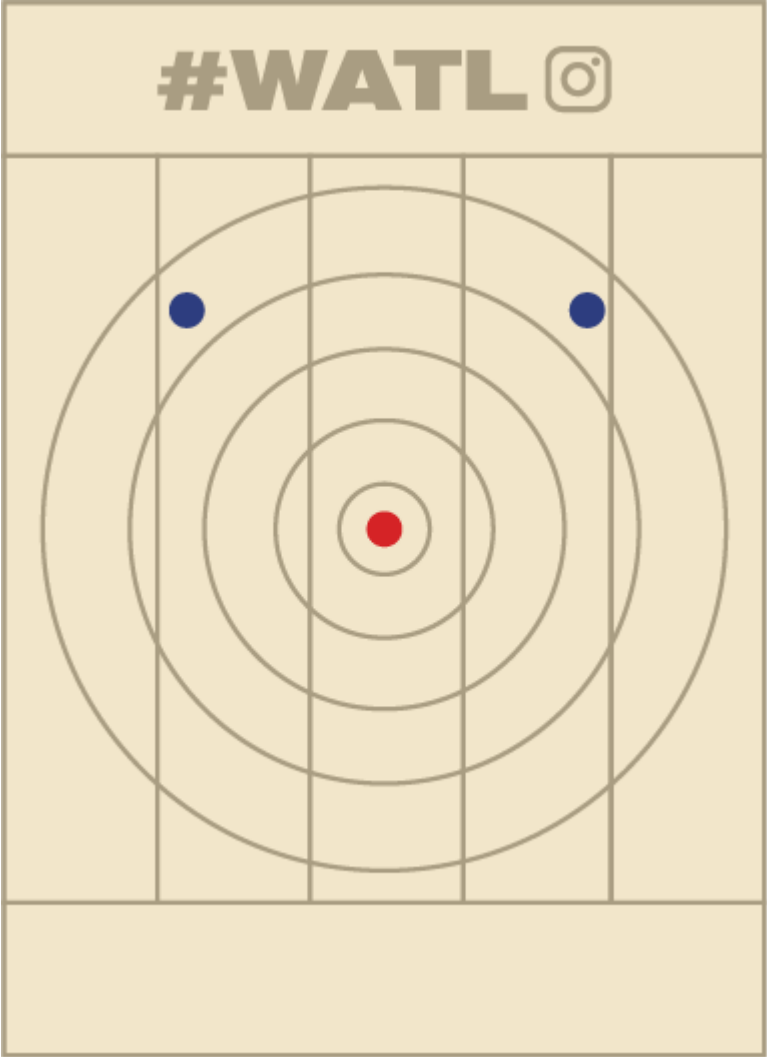
Baskers Battle Axes Scoring

1. Scoring Area of Axe

1. The axe head, blade and cheek up to the front of the eye but not past it.
2. An axe's score is determined as the axe rests in the target and should not be removed to determine the score.
3. If there is no visible eye of the axe in the top of the axe head then it counts as where the handle would meet if going straight through. To be determined by the official presiding over the match.

2. Points

1. Axes must be inside the black line in order to count for that value:
 1. 6 points for the bullseye
 2. 5 points for the 1st ring (defined as the unmarked area between the bullseye and black ring around bullseye area)
 3. 4 points for the 2nd ring
 4. 3 points for the 3rd ring
 5. 2 points for the 4th ring.
 6. 1 point for the 5th ring.
 7. 8 points for Killshot



8.

