



# University of Illinois at Urbana-Champaign

## Campus Recreation

### Intramural Sports

### Archery Tag Rules

For more information on the general Intramural Activities policies and procedures, please read the Intramural Activities Handbook located on Fusion Play or the Campus Recreation website.

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### General Intramural Sports Policies and Procedures

#### Signing-In and Rosters

1. All players must present a valid I-Card in addition to their Illinois App to the Intramural Supervisor in order to sign-in and participate in an intramural contest.
2. An individual is bound to the *first* team they sign in for.
3. A participant can only play on 1 Co-Rec team *and* 1 single gender team (i.e. Men's *or* Fraternity Greek Cup).
4. If a player is found participating in the contest without having signed in with the Intramural Supervisor and doesn't have their I-Card and their Illinois App present, said team will forfeit the game and all forfeit fees and consequences will apply.

#### Forfeits and Defaults

1. Teams that are not present at their scheduled contest by game time or are unable to produce enough eligible players to field a team, will be assessed a forfeit aside from the Grace Period Exception.
2. A team may delay its right to win by forfeit and allow the other team a grace period of 10 minutes to acquire a properly equipped team through the Grace Period Exception:
  - a. Once a 10 minute grace period is granted by the team who is ready, they may not rescind their decision and take a forfeit before the 10 minutes passes.
  - b. If 10 minutes passes after the scheduled game time, and the minimum number of eligible players required to play for the opposing team has not arrived, then that team that is ready to play must accept the forfeit.
  - c. If the forfeiting team is able to obtain the minimum number of properly equipped players before the 10 minute grace period expires, game starting procedures will occur.
3. The team captain of a team that has forfeited will be assessed a \$5 forfeit fee. Additionally the team will be ineligible for playoffs.

4. If a team knows in advance that they will be unable to field a team on a given night; they may avoid the forfeit fee and loss of playoff eligibility by filing a default by 2:00pm on the business day of the contest.
5. A team that has one less than the minimum number of players required to start the contest will receive a default.

### **Sportsmanship**

1. The Intramural Activities Program expects all participants to respect and abide by all rules and policies, show respect and concern for the intramural staff, and refrain from abusive language, poor attitude, and manipulation of the rules to further their chance of winning.
2. Sportsmanship ratings are given to teams after each contests by Intramural Sports Leads, Supervisors, and game officials. These ratings reflect behavior before, during, and after a contest. For purposes of our sportsmanship ratings, we will not count administrative technical fouls and rule technicalities against a team's overall sportsmanship. The decision will be final and ratings will exist on the following scale:
  4. Team shows excellent sportsmanship and go out of their way to keep the game safe and fun. Team receives no unsportsmanlike conduct penalties.
  3. Team shows good-to-average sportsmanship, or *one (1) unsportsmanlike conduct penalty is assessed.*
  2. Team shows below-average sportsmanship and displays dissent to game officials before, during, or after contest. *Two (2) unsportsmanlike conduct penalties is assessed during the contest on either two separate participants, or on a single participant resulting in an ejection.*
  1. The intramural contest has been terminated due to *three (3) unsportsmanlike conduct penalties being assessed on one team throughout the contest. The three penalties can all be on separate participants or on one participant receiving two unsportsmanlike conduct penalties (resulting in an ejection) and a separate participant receiving an unsportsmanlike conduct penalty.*
  0. Team displays unacceptable conduct and sportsmanship. Game is canceled due to any of the following conduct:
    - Fighting or abusive, violent behavior.
    - Team repeatedly exhibits unnecessary roughness that jeopardizes the safety of other participants.
    - Spectator or player clearly gestures or shouts obscenities.
    - A game where more than 3 unsportsmanlike conduct penalties have been assessed to one team.

### **Playoffs**

1. To advance to playoffs during a season, a team must be one of the top 2 in their division.
2. Teams must have a sportsmanship rating average of at least 2.5 to advance to playoffs.
3. Captain must have completed the online Captain's Quiz prior to the end of regular season to advance to playoffs.
4. Teams must have NO regular season forfeits to advance to playoffs.
5. Teams that advance will be seeded in the bracket according to winning percentage, head to head results, sportsmanship and point differential at the end of regular season.

6. Wild Card is determined from the top two remaining teams out of the league.

### **Protests**

1. A team captain may protest player eligibility and rule interpretation, but *not* the judgement of the officials.
2. To file a protest, notification of the protest must be made to a game official at the time of the alleged infraction prior to the *next live ball*.
3. A player's eligibility must be protested *prior to the end of the contest*. No more than three (3) participants can have their eligibility protested during a single contest.

For more information regarding the policies and procedures of Intramural Activities please see the Intramural Activities Handbook on Fusion Play and the Campus Recreation website.

### **Equipment**

1. All players are required to bring a valid I-Card or show an Illini ID on the Illinois App at all Intramural contests.
2. Jewelry is not allowed during any Intramural contest. Jewelry must be removed and not taped over.
  - a. If a participant would like to wear medical alert bracelets or religious jewelry or headgear, they can have the pieces approved by the Assistant Director of Competitive Sports and Community Programs. To learn more about this process, please reference our Intramural Activities Handbook.
3. Closed-toed, non-marking shoes are required. Gym or running shoes are recommended.
4. Participants will be provided with facemasks, bows, and arrows.
  - a. *Participants must wear facemasks at all times.*

### **Contest Timing**

1. Contests will start at the time they are scheduled on Fusion Play. Teams should check in with the Intramural Supervisor 15 minutes prior to the scheduled game time.
2. Teams will have thirty (30) minutes to complete one contest (or match).
  - a. Each match will consist of two (2) fifteen (15) minute halves.
3. Within the half, teams will attempt to complete as many games as possible.
  - a. Each game will have a seven (7) minute limit.
  - b. When there are three (3) minutes remaining within the game, players will be allowed to advance to the opponent's attack line (half court).
  - c. When there is one (1) minute remaining within the game, players will be permitted to move anywhere within the playing area.

### **Players**

1. Team rosters on Fusion Play are unlimited.

2. Teams will play with six (6) players on the court at one time. A minimum of four (4) players is needed to start or continue a match.
3. Substitutions are unlimited and may occur between games.

### **Game Rules**

Intramural archery tag games will be played using modified rules of Elimination Style Archery Tag.

#### **Playing Area**

1. Archery tag games will be played on a basketball court. The boundary lines of a basketball court will be the boundary lines of the playing area.
  - a. If an arrow flies outside of the playing area, a player may retrieve it and re-enter the field immediately. If a player does not re-enter the playing space immediately, the game official at their discretion, can call the player “out”.
    - i. A player can be “tagged” when retrieving an arrow from outside the playing field.
2. The playing area is divided into two areas with a Neutral Zone located at the center of the playing area.
  - a. Players may not shoot arrows from within the Neutral Zone. If a player shoots an arrow while in the Neutral Zone, they may be called “out” by the game official.
    - i. A player can be “tagged” while retrieving arrows from within the Neutral Zone.
  - b. Players may not cross the center line into the opposing team’s Neutral Zone. If a player crosses the center line they may be called “out” at the discretion of the game official.
  - c. The boundary of the Neutral Zone is the Attack Line.
    - i. At the official’s discretion, when 3-minutes remains in a game, the Attack Line will be moved to the other side of the Neutral Zone.
      1. When 1-minute remains, the official can determine the Attack Line no longer exists, allowing players to move anywhere within the playing area.
3. Each team will have three (3) barriers on their side of the Neutral Zone.
  - a. If a player intentionally moves a barrier, they may be called “out” at the discretion of the game official.

#### **Start of the Game**

1. To start the game, all arrows will be split into two (2) piles to be placed on each team’s respective side of the center line within the Neutral Zone. The beginning of each game will start with an opening rush.
  - a. All players must wait behind their respective boundary line for the official’s whistle.
  - b. Once the whistle is blown, players can rush towards the Neutral Zone to retrieve as many arrows as they can from their respective pile.

4. Players are subject to be “out”, or eliminated as soon as the game official blows their whistle to start the game.

### **Basic Playing Rules**

1. A player is considered out and must leave the playing area if they are hit by an opposing team’s arrow in any of the following areas:
  - a. Player’s body (including the head)
  - b. Any and all clothing
  - c. Any equipment (bows, arrows, masks, etc.)
2. A player can rejoin the game if one of their teammates catches an arrow *or* knocks out one of the spots from the opposing team’s 5-spot target.
  - a. Players can only rejoin the game in the order they are eliminated.
  - b. The player who shot the caught arrow is out and must leave the playing area.
  - c. If a player shoots an arrow into one of the basketball hoops, all eliminated players of their team may re-enter the playing area.
3. A team can win a game in one of the following ways:
  - a. Knocking out all of the 5-target spots within the opposing team’s target first.
  - b. Eliminating all of the opposing team’s players.
  - c. Having the most players remaining in the playing area at the conclusion of the seven (7) minute game.
4. To win a match (or contest), a team must win the most games within the 30-minute scheduled contest.
  - a. If a contest is tied after two (2) fifteen (15) minute halves, teams will play a final overtime shootout. The winner of the overtime game will be the winner of the contest.
    - i. Each team will select one (1) team member to participate in overtime.
    - ii. No half court, and there will only be 1 arrow.
5. **Mercy Rule**
  - a. At any point in the second half, the team leading by 7 points is awarded the win.

### **Contact Information**

If you have any questions or concerns please contact the Intramural Office via email at [intramurals@illinois.edu](mailto:intramurals@illinois.edu) or via phone at 217-244-1344. Our office is open Monday-Friday, 9am to 5pm.