



## **GAME RULES**

Each team is to stay on their side of the safety zone. After a player's initial arrows are shot, he or she can find replacement arrows on the field. Players may enter the safety zone to retrieve arrows, but cannot shoot or be shot in the safety zone. Players cannot remain in the safety zone to avoid being tagged. If an arrow flies outside of the field boundary, a player may retrieve it, but must re-enter the field immediately after retrieving the arrow. Outside boundaries are considered safe zones; players cannot shoot from or be "tagged" when recovering arrows outside of the Archery Tag® field of play.

A "tagged player" is eliminated from play and must leave the playing field to stand off to the side with his or her mask still in place. Eliminated players re-enter play in the order they were eliminated when someone from their team catches an arrow in flight, knocks out one of the target centers from the opposing team's 5-Spot Target, or if one minute has passed, whichever occurs first. Head shots and not bow shots are not counted.

Bunkers are on the field to hide behind, not to lean against. Do not use bow to deflect an arrow because this can damage the bow and arrow.

When the Referee blows the whistle or horn the game is ON! The winning team is determined by one of three ways: (1) whichever team knocks all the centers out of their opponents 5-Spot Target first; (2) have the least number of centers missing from their target after the allotted time frame (five to 10 minutes); or (3) eliminates all opponents on the other team. When one of the above has occurred, the Referee will blow the whistle or horn signifying the game is over and players should exit the field.

## **EVENING THE ODDS**

It is important that the teams are as even as possible, unless teams want a specific type of game (girls vs. boys, family vs. family, etc.) In most cases, kids should not be playing against adults.