



1UP Axe Throwing League Outline

League Structure

- Team Structure: 16 teams, 4 skilled players, and 2 league nights
- League Nights:
 - Two nights per weekday for competitive weekly matches
 - Mondays and Tuesdays
 - 2 hour play with a match start time of either 6 PM or 8 PM
 - Downstairs Axe Throwing Area (Bays 1-4)
- Playoffs
 - Top four teams (2 per league night) compete for a chance to win the Axe Throwing League Championship

Standings Example

Monday League	Record	Total Points		Tuesday League	Record	Total Points
Team 1				Team 1		
Team 2				Team 2		
Team 3				Team 3		
Team 4				Team 4		
Team 5				Team 5		
Team 6				Team 6		
Team 7				Team 7		
Team 8				Team 8		

Game Structure

- Players on opposing teams will go head to head against one another. The winner of each head to head matchup will receive a team point. This process will repeat for all four players and opponents. For example, let us call the teams Team A and Team B. Player 1 from Team A will face Player 1 from Team B. Player 2 from Team A will face Player 2 from Team B. As mentioned above the process will continue for all 4 players. After all four matchups in a game have been played, the team with the most team points will win that game. A match will consist of a maximum of 3 games. If there is a tie, a tie breaker will be implemented. The tie breaker will consist of total personal points from the entire team. The team with the highest combined personal points will be deemed the winner of that particular game. Since this is a best of 3 series, a team will have to win 2 games to win their match.

Game Operations

- Matches: Players from each team engage in head-to-head competition
- Game Format: Game encompasses 10 throws per player, meticulously calculated to test precision and skill with a max of **5 minutes** each head to head matchup
- Game is decided by a **best of 3 series**
- Team: Teams will consist of 4 players and 4 players only
- Scoring: Precision is paramount as scoring is determined by most points, maintaining fairness and integrity throughout
- Kill Shot: A pinnacle moment of intensity, the elusive Kill Shot can only be called on the 5th and 10th throw, rewarding accuracy with 8 points while any misstep results in a score of zero
- Lane Switch: A strategic maneuver, participants gracefully swap lanes after every 5 throws, enhancing the dynamic nature of the competition
- Axepert: A distinguished arbiter of the sport, the Axepert diligently ensures that scoring and rules are meticulously upheld, preserving the esteemed integrity of the league

Operations

- Equipment: Axes can be brought in or provided by 1UP

- Bring your own specifications: “Blade 4 1/2in | Cant be over 3 ½ LBS | Length no more then 20in”
- Bracket Board: Match schedules will be displayed on the website

Rules

- Posted Rules: Axe-throwing rules must be followed at all times
- Team Points: Revered accolades are bestowed upon the triumphant victors of each round, exemplifying excellence and teamwork
- Personal Points: Individual achievements are meticulously recorded, serving as a decisive tiebreaker in moments of intense competition
- Equipment: Esteemed teams have the privilege of providing their own carefully chosen axes, reflecting their commitment to precision and performance
- Duration: A renowned 8-week season graced with 1 match per night, offering ample opportunities for teams to showcase their prowess and ascend to greatness
- Sessions: With unwavering dedication, league sessions are steadfastly held on Monday and Tuesday evenings at two different times
- Tiebreaker: In the event of a captivating tie, the illustrious title of victory is awarded to the team boasting the highest personal total game score, distinguishing them as the paragon of skill and precision.
- Signed Waiver required for all participants

Handicap:

Example

	<u>Ashley</u>	<u>Jeffrey</u>
Game 1	42	58
Game 2	28	66
Game 3	24	74

Average 31.33 66

Difference of the two AVG's

$$\underline{66-31.33= 34.67}$$

(since fractions do not count in matches the difference is rounded up or down)

Ashley gets a **35 point** handicap in the matches

Ashley Score with Handicap Jeffrey

Game 1	42+35	<u>(76)</u>	<u>58</u>
Game 2	28+35	<u>(63)</u>	<u>66</u>
Game 3	24+35	<u>(59)</u>	<u>74</u>

Pricing

- Registration: Teams are cordially invited to partake in the league festivities with a nominal and ***non-refundable registration fee*** of \$25, reflecting the hallowed nature of the competition. (100% of the deposit will go towards the League Pot)
- Weekly Fee: \$20 per person to participate in league

Perks

- Merchandise of course... opportunities to score exclusive merch from our league sponsors
- 25% discount on weekday axe throwing sessions outside of league nights, fostering skill development and camaraderie
- Happy Hour specials during league play to unwind and have a great time with fellow participants
- Cash Prize Pool for Playoff winners!

Disclaimer

League play is meant to be recreational and social. Rules and regulations are subject to change as needed with or without notice. Appropriate conduct is required at all times; participant's not abiding by acceptable standards of conduct or league rules may be asked to leave the league. A signed Waiver is required for all participants; refusal to sign will result in not being able to participate.