



HOUSE RULES

Spring League 2019

DEFINING TERMS

- **Game** - One game consists of five throws each. The player with the highest total score of all five throws combined wins the game.
- **Match** - One match consists of two games. Should both opponents win one game each a tiebreaker will take place.
- **Tiebreaker** - A tiebreaker is a third game consisting of five throws each, with the player scoring the highest total combined points winning the match. The points scored in a tiebreaker game do not contribute towards a players overall total points score for the league.
- **Throwing line** - The throwing line is a physical line marked out on the lane and is four metres from the target.
- **Close call** - A close call is an instance in which a player or player(s) land an axe in the target and the value of the throw is not immediately obvious or clear to the players and or instructors.

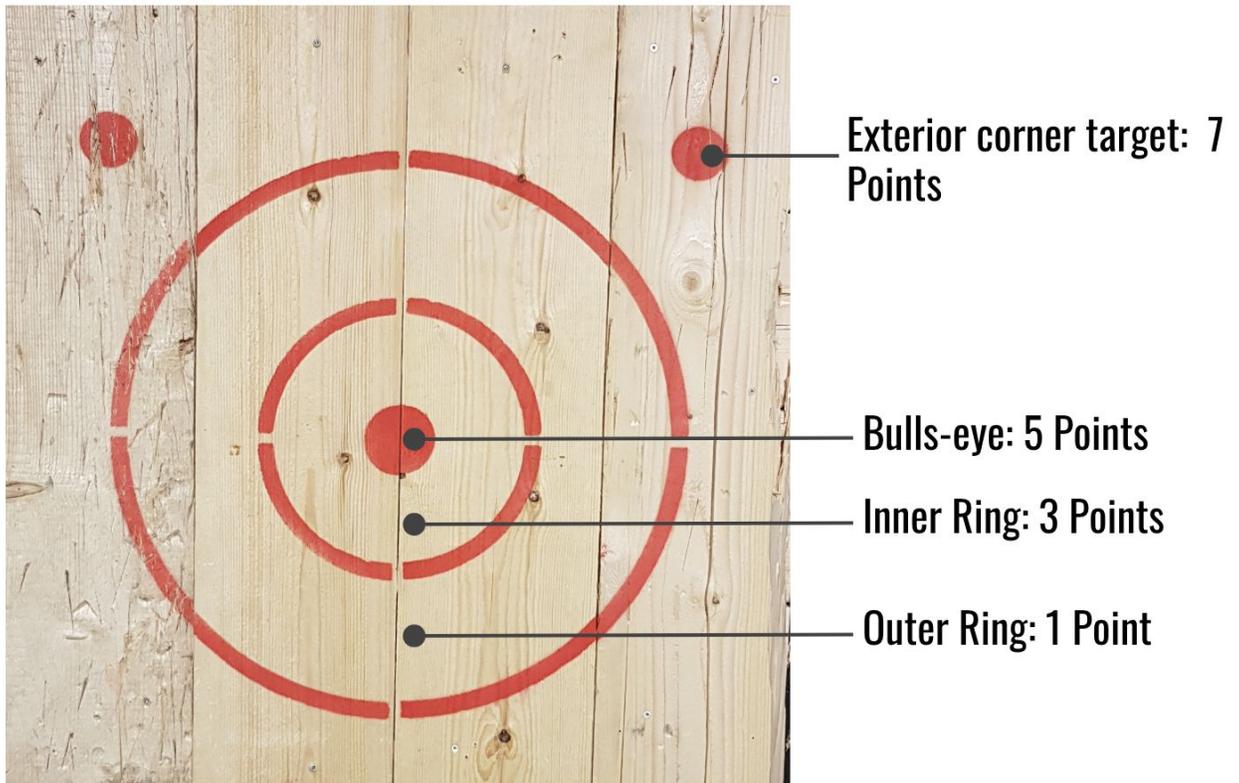
THROWING

- Players must not go beyond the throwing line with either foot when throwing an axe. Any part of the foot is permitted to be in contact the throwing line but must not fully cross the line otherwise the throw will be deemed as a fault and retaken.
- The permitted throws for league fixtures are as follows:
 - One-handed overarm.
 - Two-handed overarm.
 - One-handed underarm.
 - One-handed 1.5 rotation.
- Tips on improving your throwing technique will only be offered during practice games and are not permitted during a competitive fixture.

SCORING

- The Whistle Punks target is divided into four scoring zones. A standard 3 tier target with two smaller exterior corner targets.
 - **Outer ring** - one point
 - **Inner ring** - three points
 - **Bulls-eye** - five points
 - **Two exterior corner targets** - seven points

Any axes landing anywhere else outside of the outer ring will score zero points.



- Close calls are to be measured by the eye of an instructor, players are entitled to one second opinion (from another instructor) per match. If both instructors disagree the throws will be retaken.
- Should the axe blade be cutting the paint of a scoring line on the target, the points will be awarded for the higher scoring zone.

PLAYER ABSENCES

- In the instance of a player missing a session, another league player will be selected at random by the instructors to step in as their replacement. Neither player will be informed that one of the competitors is playing on behalf of the absent party, ensuring any form of collusion is avoided and the integrity of the match remains intact. This will only be permitted once per player per league.

- Subsequent absences will result in the player losing all 5 of their competitive fixtures for that gameweek. The matches will still be played with a stand-in player as above, avoiding the advantage of an automatic win for the opponent of the absent player. Should the stand in player win the fixture on behalf of the absentee no one will be awarded the points.

EQUIPMENT

- The only axes that are permitted for throwing are Whistle Punk's axes or an axe that has been purchased by the player from Whistle Punks. Players are not permitted to bring their own axes or any other instrument intended for throwing.
- Players are permitted to bring axes purchased from Whistle Punks in previous leagues. This is at the discretion of an instructor who will inspect the axe to ensure it's fit for throwing.
- Whistle Punks will take every measure to ensure league members are competing for a level playing field. This includes regular inspection and maintenance of the target boards to allow players the maximum opportunity to play to their highest level.

FORMAT

- Players will complete 5 competitive fixtures per evening.
- A maximum of 10 players will be competing on each lane.

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- The running order and estimated timings for each session:
 - **Practice matches** - 30-40 minutes
 - **Competitive fixtures** - 60 - 70 minutes
 - **Mini Games** - 20 - 35 minutes
 - The Format of the Winter League:
 - Five weeks of standard league play.
 - Gameweek six is a knockout tournament & awards night.

PRIZES

- The player who finishes gameweek five with the most amount of wins will win the Whistle Punks Winter League engraved trophy, to be awarded at gameweek six.
 - If one or more players have an equal number of wins at the end of gameweek five the total amount of points earned throughout the league season will be used to determine a winner.
 - Should one or more players have an equal number of wins and total points at the end of gameweek five, a single match will take place to determine the overall winner.
- The winner of each league will also win a further two prizes.
 - A ticket to the Greenwood Guild for an axe crafting workshop.
 - Entry into the Whistle Punks Champions tournament taking place 3rd November 2019 in Whistle Punks' London venue. The winner of the tournament will win £1,000.
- The player with the single highest number of points nationwide, from our London and Manchester Whistle Punks Winter leagues, will receive a bespoke handcrafted Peeled Mouse axe as a prize.

- The winner of the tournament on week six receives a Whistle Punks merch bundle. T-shirt, Mug and lanyard as well as other small prizes.
- Week six will also be a chance for instructors to present awards to players based on skill, attitude and improvement.