



OFFICIAL CSSC COMBAT ARCHERY RULES

Latest Revision: 9/23/18

RULE 1: TEAM FORMATION

Section 1 Roster:

1. Number of Players. There is no maximum number of players allowed on a team roster. All players must be listed on the roster and sign the CSSC waiver to participate.
2. Adding Players. Players may be added at any time until the final tee shirt order date. After that time, until the third week of play, a team may add players by purchasing an individual late addition shirt (35\$ per shirt for teams of 10 or more players) or drop a player before it may add a player. The dropped player must provide his/her tee shirt to the added player. After the third week of play, team rosters are frozen. Teams must provide an updated roster to the league at the end of the third week. See the website for additional roster forms.
3. Players on the Field. A team can field no more than 10 players at a time. At least 4 of the players on the field must be women. A team must have at least 6 players, and at least 2 females, present at game time to avoid a forfeit.
4. Playing Short. A team may play with a full team of 10 if its opponent is short players.

Section 2. Player Restrictions

1. Age. Players must be 21 years old at the start of the season.
2. League Membership. Players may only play for one team.

Section 3. Uniforms

1. Tee shirts. CSSC will provide each team with tee shirts for its roster. All players must wear the CSSC tee shirt for each game.
2. Permitted Alterations. Players may add their names, numbers, and other similar personal information to their tee shirts. Players may also add depictions of the American flag. Players' additions may not cover the CSSC or sponsor logo.
3. Excluded Alterations. Players may not add any corporate information to their tee shirts, including website addresses and company names. Players may not include any offensive material on their tee shirts. Commissioner has the exclusive right to determine whether additions are offensive.
4. Penalty. Players who do not wear the official CSSC tee shirt will be sidelined for that game. Players who are caught exchanging shirts will also be sidelined, and if the players are not listed on the team roster, the team will forfeit the game and must pay a fine. Teams with player who violate alteration guidelines must purchase new CSSC shirts (\$35/shirt), and the team will forfeit all games until it has paid for the new shirts.
- 5: Game is played indoors. Shoes with non-marking soles are required. If outdoor play ever occurs, no cleats of any kind.
6. Wear comfortable per weather athletic clothing, you do not come into contact with other players.

RULE 2: THE GAME AND FORFEITS

Section 4. The Game

1. Game Time. The game shall be played between 2 teams of 10 players each, with 6 males and 4 females. As many games will be played as possible in 50 minutes with no games lasting more than 5 minutes. Winning team will have the most wins. When the time is up for any game the winning team is the one with the most players on the field. Ties are settled at the end.
2. Equipment. CSSC and CCA will provide all equipment
3. Team Coaches. Each team shall designate a coach to the Head Referee. If more than one player is selected, then the team should designate a speaking coach to make all decisions. The coach's first choice of any penalty is irrevocable.
4. Referee's Authority. The Head Referee has authority to rule promptly in the spirit of good sportsmanship, regardless of whether the situation is covered in the rules.
5. Coin Toss. The away team is the team that calls the coin toss. The coach who wins the coin toss will have a choice of sides for the first game. Every subsequent game has teams switching sides.
6. Arrow positions. After a game is over, players will help the ref collect arrows and place them along the center spread evenly from side to side.

Section 5.

The Clock

1. Length of the game. Game play lasts 50 minutes and this is a continuously running clock throughout all the game which are each no more than 5 minutes. At the 25 minute mark or the end of the game nearest to 25 min., if teams agree, an additional 2 minute break can be taken. (collecting arrows between games is a breather)
2. Running clock. The clock will run during all games but will stop for a serious injury or other special circumstances if deemed necessary by the referee. If an injury occurs, the player must leave the field for one down. The Head Referee will maintain the clock. The Head Referee will notify teams when there is one minute remaining in each game.
3. Time Expiration. If time expires while the players are still in the field, the winning team for that game is the one with the most on the field at that time.
4. Time Outs. There are no time outs during a game unless the ref deems it necessary.

Play of Game; Gender Plays

1. Teams start with each playing having a foot on their back line. Arrows are along the centerline.
2. Upon whistle blow, teams can employ whatever strategy desired. Only hands/arms can cross the centerline at any point.
3. After gathering arrows, a player must back up to the starting line before shooting the first arrow. During game play a player can shoot from the center bunkers. They have the option of asking a player to surrender or even arrow tapping an opponent. If the player does not surrender, they can be shot.
4. Throwing an arrow at an opponent is not allowed, and to arrow tap an opponent it must be knocked on a bow.
5. Getting out. If any part of a players body (from feet to hands and especially head) is hit with an arrow directly, that player is out. A ricochet from a bunker or a bow does not count as a hit. A ricochet from another player counts as a hit and means both players are out.
6. Catching arrows. An arrow can be caught via the shaft or just the tip. When an arrow is caught in the air and not trapped onto the ground, the shooting player is out. If there is a sidelined (dead/previously hit) player on the team of the arrow catcher, the first one shot is the first one to be re-spawned and enter the game.
7. If and only if a female is the last remaining player on a team, if she catches an arrow, 2 players respawn.
8. Out of bonds. The field will be lined with a designated tape color indicating where shooting can take place from. A player can go out of bonds on their side to collect

arrows but cannot shoot while out of bounds. If they are shot while out of bounds they are out. A player's foot can never cross the centerline. An arrow can touch the bow and arrow can touch the body but the body cannot. If a player does cross the center and shoot a player, that player is not out. If the ref does not see it, please use sportsmanship.

Ties and 5 minute games

1. The games are to be played at a nice speed, thus they are limited to 5 minutes to encourage activity and not hiding.
2. Many games will have a winner before the 5 minute mark. For those that make it to 5 minutes, the winning team will be the one with the most players on the field at whistle blow.
3. If both teams have an equal amount of players, the ref notes this as a tie and will be addressed after the 50 minutes are up.
4. Ties are handled in this manner. For every tie game there will be a tie breaker round. This requires a volunteer from each team. One stands on a back line, the other on the center line. Each gets one arrow to fire. One player turns their back to the shooting player and allows the player to shoot. Regardless of the outcome of that one arrow, both players turn around and the former target becomes the shooter. If both players miss, that gets recorded as a final tie. All ties throughout the night are solved this way. The same players can be used or each round can be different players. If leaving games as ties ends in the tally for the night being inconclusive (each team has 4 wins and 1 tie) the tie must be solved). However if one team has 5 wins and the other team only has 3 wins, the ties remain and the team with the conclusive victories are the winners. Even if there are 3 ties after tie-breaking rounds, and the team with 3 wins could theoretically win, our stance is that you should win outright when possible.

Section 6

Wrap up

1. After a winner has been determined, all team players must shake hands.
2. All players must collect arrows for the next game and place on the centerline.
3. Before handing over masks, each player must spray them with Lysol. The ref will wipe them out.
4. All players will bring bows to a designated area.