

# Axe League Rules:



EST - 2019  
**WOOD & STEEL**  
AXE COMPANY



## 1. Match format:

- Each game consists of 10 throws
- Handicap is based off of 90% of 62 and recalculated each week
- All players must switch lanes each frame

## 2. Equipment:

- League throwers may use any axe provided by Wood & Steel
- Throwers may bring their own axe with prior approval from Wood & Steel
- Equipment can be no longer than 19 inches and no shorter than 12 inches.

## 3. Throwing Etiquette:

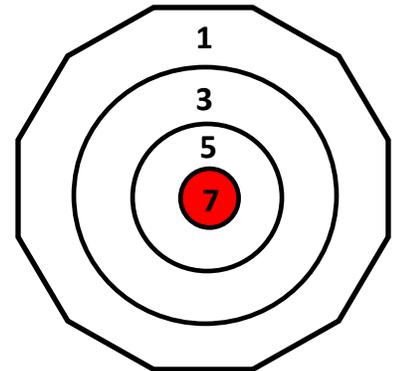
- An axe may only be thrown in one of the below three ways.
  - 2 hands, over the head
  - 1 hand, over the head
  - 1 hand, under hand
  - No other style is permitted
  - The blade of the axe must be facing the target at time of release
  - Throw at or about the same time, retrieve at the same time.
  - Only one rotation is permitted

## 4. Foot Placement:

- Foot placement must be on the axe platform.
- Foot faults are *not* called in this league

## 5. Point Value:

- The Bullseye, or red center is worth 7 points
- Next ring is 5 point
- Next ring is 3 points
- Outer most ring is 1 point.
  - No points are rewarded for hitting the wall boards



## 6. The Majority Rule:

- All scoring is based where the majority of the blade lands and stays in the target
- The area to be counted on an axe sunk into a target is the area that is breaking the surface of the target.
- Any part of the blade that is not making contact with the target, does not count.
- The amount of the blade that is buried deep into the target passed the surface is also not relevant.
- If players cannot agree, a judge must be called over to verify and provide a score.
- The majority rule will apply to the inside of the rings in question.

## 7. Drops:

- If the axe sticks and then falls out of the target, it is worth zero points, even if it sticks in for only a moment.
  - This includes any axe that falls out before the thrower approached the target.
  - This also includes any axe that requires a measurement or judge call.