Each player must meet one of the following conditions to sign-in:

1) Present their own, valid WildCard before each contest to be eligible to participate.

OR

2) Present a government-issued photo ID and community member pass to be eligible to participate.

NO EXCEPTIONS!

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of their physical condition should check with their family physician or the student health center before participating in Intramural Sports.

The officiating will be done by officials who are in absolute control of the event. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules.

1. Equipment and Divisions
   1.1 All bows, arrows, and helmets will be provided for the event. Participants must wear helmets at all times. Arm guards are optional.
   1.2 This is an open event so there are no gender requirements.

2. General Rules
   2.1 Inflatable obstacles will be set at the beginning of each game. Participants cannot climb or move obstacles at any point. If an obstacle falls over, it is to remain in that position until the end of the game.
   2.2 A player is considered out if they are hit with an arrow anywhere on the body or if it hits their bow. A player who is out should immediately raise their hand high in the air and walk off the court.
   2.3 Catching an arrow does not eliminate the shooter.
   2.4 Safety shots: If a participant is within 5 feet of an opponent, they must yell “safety!” which will eliminate the opponent without hitting the player with the arrow.
   2.5 Only one arrow may be released from a bow at a time.

3. Game Formats
   3.1 Game formats will be determined based off the number of participants and time allowed for the event. Examples of games that may be played are:
      3.1.1 Last Person Standing: Each participants is trying to eliminate all opponents and be the only remaining player in the game.
      3.1.2 Last Team Standing: Teams of 2-5 players working against each other trying to eliminate all opponents and be the only team remaining.

Updated 11/29/2021
3.1.3 **Three-in-the-Chamber:** Each player will be given only 3 arrows at the beginning of the game

3.1.4 **Head-to-Head:** Two teams will compete against each other trying to eliminate the other team.