



Asia Pacific Axe Throwing Championship

Rules and Regulations Handbook

Regional Qualifiers, Multiple MANIAX Venues

Sunday 7th March, 2021

Asia Pacific Championship, Location TBA

Saturday 16th October, 2021



Welcome Axe Throwing Legends!

Thank you for taking the time to read the Asia-Pacific Axe Throwing Championship (APATC) Rules and Regulations handbook. The APATC is a tournament established in 2021, powered by MANIAX.

We're super excited to be launching what will be the first of many APATC tournaments and we can't wait to crown our first ever APATC Champion in October, 2021! Axe Throwers from across the region are welcome to register, whether you are affiliated with IATF or WATL, or perhaps you just like to sling steel in your backyards! You are all welcome!

Currently, regional tournaments are scheduled to take place in all MANIAX venues across Australia. Our venue locations include Adelaide, Brisbane, Melbourne, Perth and Sydney. The COVID19 situation has huge implications on the hospitality industry, but we understand it has likely affected the travel and logistical plans for any participant wishing to compete from outside of Australia, particularly those in New Zealand. Given the extenuating circumstances surrounding current global events, the crew at MANIAX and APATC are willing to work collaboratively with other venues in alternative regions. Simply contact enquiries@maniaux.com with any questions you may have.

The following rules and regulations handbook closely follows that laid out by the International Axe Throwing Federation (IATF), although we have made some alterations for your enjoyment. Please note, the rules and regulations with this handbook apply to both the APATC Grand Final and all Regional Qualifiers. It should be noted, however, the format of each tournament may vary from region to region based on the number of active competitors and other extenuating factors.

This is the first tournament of this kind in Asia-Pacific region and we can't wait to welcome you. Any feedback and comments you may have are extremely appreciated. Please contact enquiries@manix.com.au if you would like to get in touch!

Sincerely

The MANIAX Crew

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1.0. Welcome!

So what's APATC all about? Essentially, with travel to North America currently off limits, we thought it was a great opportunity for players within the Asia-Pacific region to show the world what they are made of. What better way than to crown the inaugural APATC champion!

The Grand Finals are set to take place on Saturday 16th October. On the day, at least two tournaments will occur, the “APATC Invitational” and “APATC Open”. The location of the APATC events will be determined closer to the date given current uncertainty around COVID-19.

1.1. The APATC Invitational

The Invitational tournament is the premium event that will host 20* of the best players from across the Asia-Pacific region. This tournament will consist of the top players who have qualified from Regional Qualification Tournaments.

*Subject to change

1.2. The APATC Open

The Open tournament will occur concurrently to the Invitational on Saturday 16th October. Any individual** may register to compete in the open.

** Competitors competing in the Invitational tournament are not permitted to compete in the open.

1.3. Regional Qualification Tournaments

Regional qualifications tournaments are scheduled to take place on Sunday 7th March 2021.

The tournament will consist of the following:

- A minimum of nine matches
- A solid one day of competition
- Potential qualification to the APATC Finals



2.0. Prize Money

APATC Invitational

First Place	\$2500 + MANIAX Platinum membership (Total Value \$3950)
Second Place	\$1000 + MANIAX Gold Membership (Total Value \$2200)
Third Place	\$500 + MANIAX Silver membership (Total Value \$1350)

APATC Open

The Open prize money will be announced closer to the date of the tournament.

In addition to the cash prizes on offer, there will be many other rewards to be won and goodie giveaways. More to be announced closer to the day of competition.



3.0. Tournament Structure and Format

The competition will consist of two phases. The first phase is a Round Robin marathon league. The top six competitors from each league will advance to the knockout elimination phase.

3.1. Finals Draw

The 20 competitors competing in the finals will be randomly drawn in Group “A” or Group “B”. However, competitors from the same region will be divided across both groups. For example, if Sydney has four qualified players competing in the finals, two will be drawn in Group A and the other two in Group B. The final draw will be announced upon completion of the regional competitions.

3.2. Round Robin

The round robin Marathon League will have the following structure:

- Each league (Group A and Group B) will consist of 10 Players
- Each Marathon league will be allocated one throwing lane.
- Each competitor from Group A will play each other once.
- Each competitor from Group B will play each other once.
- Competitors from both groups will therefore play a minimum of 9 games* in the round robin phase.

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- Points will be awarded for an outright victory (4 pts) , big axe victory (3pts), and for a big axe loss (1pt) .
 - Zero points will be awarded for an outright loss.

*Please note all competition formatting, structure and fixtures are subject to change and will ultimately be affected by total competitor participation.

* The 9 game minimum is subject to change.

3.2.1 Award Points

Round robin games will award points in the following manner:

- Outright win = 4 points
- Outright loss = 0 points
- Win after Big Axe = 3 points
- Loss after Big Axe = 1 point

3.3. Qualification to Knock Out Phase

The Top six from each Marathon League will progress to the knockout stage of the competition. The top six players will be seeded from 1 to 6. For example if you finish first in Group A you will be seed as “A1”. If you finish 6th in Group B you will be seeded “6B”. Competitors who finish between 7th-10th will be eliminated at this stage of the competition. Time to start drinking!

Upon completion of the group phase, Players who finish First and Second in their groups (A1, A2, B1 & B2) will be awarded a “bye” and advance directly to the quarter finals (avoiding an elimination round). In the Quarterfinals players A1, A2, B1 & B2 will avoid playing one another due to their seeded advantage.

Competitors who finished between Third and Sixth in each group (A3, A4, A5, A6, B3, B4, B5 & B6) will qualify to compete in an elimination round. The winners of which will then advance to the Quarterfinals to compete against the highest seeded players. Competitors who are defeated at this stage will be eliminated from the competition.

3.4. Tied positions

In the event that two or more players are tied in a position on the Marathon Round Robin ladder, separation will be determined by the following:

1) Most outright wins.

The player with the most outright wins will place higher. If outright wins are the same, separation will then be determined by;

2) Head to head win. I.e. if two competitors are tied on points, the winner of the fixture between those two competitors will place higher. In the event that three or more participants are tied and points 1 or 2 are non-applicable, separation is determined by:

3) A five throw Big Axe Tie;

- Players will throw at the same time. If there are more than two players, another lane will need to be used. A draw will be made from two hats to determine which player throws in which lane. I.e Player 1 (Hat 1) had been drawn in Lane 3 (Hat 2).
- Five Big Axes to be thrown consecutively.
- The combined total of each throw will confirm the players final points.
- The highest scoring player will assume the highest available place in the ladder, and so on.
- Scoring is normal, except clutches will always be activated.

3.5. Knockout Fixture Guide

Elimination Round Fixtures:

E1: A3 V B6

E2: A4 V B5

E3: B3 V A6

E4: B4 V A5

Quarter Finals Fixture

QF1: A1 V E4

QF2: A2 V E3

QF3: B1 V E2

QF4: B2 V E1

Semi Finals

SF1: QF1 V QF4

SF2: QF 2 V QF 3

Grand Final

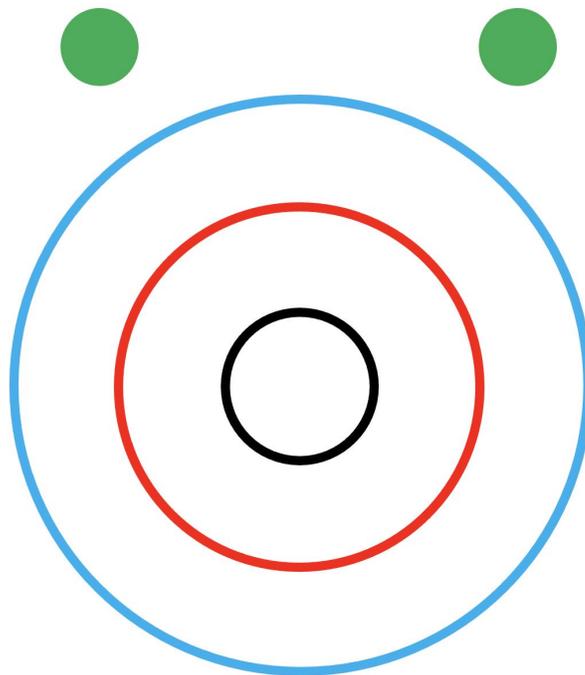
SF 1 V SF2



4.0. Boards and Targets

4.1. Specifications

- 5 x Pieces of untreated pine wood planks (1200 x 50 x 200).
- All other IATF specifications will be followed
- Painted on the pine will be the target design below.



4.2. Scoring Values

- The Bullseye (on or within the black ring) is worth 5 pts.
- On or within the red ring is worth 3 pts.
- On or within the blue ring is worth 1 pt.
- The green dot in each corner, or Clutch (TM*) is worth 7 pts.

4.3. Clutch

- Players must declare that they are going to throw for Clutch before attempting, also referred to as 'Calling Clutch' or to 'Call Clutch'.
- Players can only throw for Clutch on the 5th and final throw of the round.
- An accidental Clutch is not valid, even on a 5th throw. No Clutch Call means no zero points.
- Once Clutch is called, only that point area is valid and all other point areas are worth zero, meaning that if a player calls for Clutch but hits a bullseye, they receive zero points.

4.4. The Majority rule

- All scoring is based on 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 wooden target does not count. The amount of blade buried deep into the target passed the surface is also not relevant.
- If they cannot agree, players must call for a third party measurement from the device.

A Clutch is an exception to the majority rule:

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- When throwing for Clutch, as long as any of the axe blades is breaking the green Clutch paint, then the throw is good.
 - Green paint refers to the originally drawn circle that represents the Clutch point and not any paint drips or deviations from that circle.
 - Call for a referee if there is a debate, similar to a device call.



5.0. Match Format

5.1. Match length

- Round Robin Marathon matches will be the best of three rounds.
- Knockout matches up to the semi final will be the best of five rounds.
- The Grand final will be the best of seven rounds.

5.2. Match Rules

- Each round consists of five thrown axes per player, per round.
- A match is won by scoring more points than your opponent.
- Players must win two of three rounds to win the match in the round robin phase.
- Players must win three of five rounds to win the match in the knockout phase.
- A Player must win four of seven rounds to win the grand final match.
- Both competitors must complete all rounds in a match. For example, in a round robin tie, the third round must be played even if the one player has won that match by winning the previous two rounds.
- Tracking of total points over the course of fifteen throws is mandatory in all regulation matches.
- If a player wins the first round and ties the next two rounds this is still considered a match win as they have won the majority of the rounds in the match.
- Players must switch lanes between each round.

5.3. Big Axe Tie Breaker

If players are tied at the end of the three rounds, a Big Axe tie breaker occurs. For example, if each player has won 1 round, lost 1 round and tied 1 round, that match is drawn and a Big Axe Tie breaker is required to determine the winner.

- A Big Axe round is played in sudden death fashion.
- Players use Rock-Paper-Scissors to determine who throws first: winner then chooses whether to throw first or second.
- Players alternate one throw each per big axe round.
- Straight to points and highest score wins. Players must “Bull in” to unlock the clutch.

5.4. Fifth Throw Etiquette

On the fifth axe of a round, it is customary and sporting for the point leader to throw first. This is so the person in the losing position is aware of how many points they must get on their final throw to win (e.g. Clutch needed to win). If a match is out of reach (> 7 point lead), or for any other reason, the losing player can choose to throw first.

5.5. Final Axe Call

In a given round, before both throwers throw their final (5th) axe, they may mutually agree upon, or individually choose, their ‘final axe call’, any of three courses of action for their final throw:

1. Bullseye,
 2. Clutch
 3. No call at this time (usually made because they want to hear what their opponent wishes to throw first).
- These decisions are considered ‘locked in’ once the throwers have discussed their calls with each other and made those calls official to the scorekeeper of the match.
 - These calls, once finalised with the scorekeeper, cannot be changed or rescinded.
 - PLEASE NOTE: If a competitor throws their axe without conferring with their opponent or scorekeeper AND without calling Clutch, that throw is to be considered a regular throw for points by default regardless of whether or not their axe hits the Clutch.

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- If both throwers cannot decide on a course of action, cannot decide their throw order within a round, or both refuse to choose one option before their opponent declares their intent, this will be considered a 'stalemate' and will result in the point leader of that round being required to make their call and throw first, or, if there is no point leader in that round, the leader in rounds won over the course of the match will be required to throw first. If both players are in a true tie, then both players will be forced to throw for bullseye and Clutches will be considered dead.



6.0. Lane and Fault Lines

6.1. Foot placement for a standard throwing axe.

- When setting up to throw, a player's lead foot may be on top, beside, behind, or in front of the black line.
- At that point, their back foot must be planted completely behind the black line.
- The back foot may be planted off center to the left or right of the black line, as long as it is still entirely behind the back of the black line in relation to its distance from the target.
- During the motion to throw the axe, the player may take a full step forward bringing their rear foot to the front of their body and planting it as the motion to throw continues.
- This foot that has now moved from the back of the player to plant on the floor in front, once planted, must not leave the ground again until the axe has left the hand of the player and has been thrown.
- During the motion of the throw, any steps taken before crossing the back plane of the black line do not count towards the legal step count.

6.2. Foot placement for a Big Axe

- When setting up to throw, a player's lead foot may be on top of, beside, behind, or in front of the blue line.
- At that point, their back foot must be planted completely behind the blue line.

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- During the motion to throw the axe, the player may take a full step forward bringing their rear foot to the front of their body and planting it as the motion to throw continues.
 - This foot (that has now moved from the back of the player to plant on the floor in front) once planted, must not leave the ground again until the axe has left the hand of the player and has been thrown.
 - During the motion of the throw, any steps taken before crossing the back plane of the blue line do not count towards the legal step count.

6.3. The Red Foot Fault Line

- The red foot fault line is a solid red line between the throwing block and target.
- The Red Foot Fault line is 110” from the back of the plywood backboard, measured as if the backboard reached all the way to the ground.
- Players must not cross the red foot fault line until both players have thrown their axe .
- After throwing there must be a conscious pause from both throwers before crossing the red foot fault line to approach the target, if there is no pause, it will count as a fault.
- This means every player must stop all forward momentum for a moment in time before approaching the target to retrieve, even if they are the second player to throw at that time.
- The penalty you receive On the first fault, you forfeit the throw on which the fault occurred.
- On the second fault, you forfeit the round in which the fault occurred.
- On the third fault, you forfeit the match in which the fault occurred and in regulation play you are done throwing for the night.

6.4. Crossing the Red Foot Fault Line

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- On the final axe of a round, the red foot fault line may be crossed but only to clarify the point value of the axe thrown.
 - Both throwers must acknowledge that the fault line will be crossed before either player approaches the targets, this indicates that play has stopped.
 - If the player is taking a closer look to confirm point value, they may do so while leaving the axe in target, report the point value, then cross the fault line back to the block and only then may the second player take their next throw.
 - After which both players may approach and retrieve their axes under the fault line rules for approach.
 - If a device is needed, that may be called, again acknowledging that play has stopped.
 - Once measured by a third party that axe may be removed from the target and returned to the player before their opponent throws their next axe.

6.5. The Big Axe Fault Line

- When throwing Big Axe, the Black Line becomes the Big Axe Foot Fault Line.
- If a player crosses the black line while throwing, it counts as a fault. A throwers foot may touch, but not cross the Black line.
- If a fault occurs, the throw the fault occurs on becomes an automatic zero and play continues.



7.0. Hatchet and Big Axe Specifications

7.1. Standard Throwing Axe (Hatchet) Requirements

- The handle must be made from wood, no other material is allowed.
- The axe must be a single bit blade, ie: no blade or sharpened spike protruding from the back of the axe head.

7.1.1. Height

- The length must be a minimum of 13” long and cannot exceed a maximum of 17” long.
- This measurement begins from the bottom (butt) of the handle to the top of the axe head. See Image 2.1 (2.1.2)
- If any of the handles protrudes from the top of the axe head (eye) it does not count towards the minimum or maximum handle length.

7.1.2. Weight

- The axe head must weigh between 1.25 and 1.75 pounds. Please note, referees and officials will refer to the stamped or advertised weight of an axe. If there is no stamped weight, a referee or official may weigh an axe including the handle to assess its combined weight.

7.1.3. Blade Length

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- The face (blade) of the axe must be no longer than 4" and must be fixed to the handle of the axe.

7.2. Big Axe

- The axe must be a single bit blade, ie: no blade or sharpened spike protruding from the back of the axe head.
- The axe head must weigh between 2.25 and 2.75 pounds. Please note, referees and officials will refer to the stamped or advertised weight of an axe. If there is no stamped weight, a referee or official may weigh an axe including the handle to assess its combined weight.
- The handle must be wood; for competition, handle length must be at least 25" including the handle in the eye of the blade
- The face (blade) of the axe must be no longer than 4 5/8" and must be fixed to the handle of the axe.