



WATL Competitor's League Guide

DO NOT COPY OR DOWNLOAD THIS GUIDE. Instead, save the direct link to the live document. The guide will continue to be updated as rule changes are made.

This guide is only intended to provide competitors with a simplified WATL gameplay manual for leagues. This is not intended to replace the [Official WATL Rules Page](#). In the event that something here conflicts with the rules page, the rules page overrides anything outlined here. Please make sure you read the rules page in its entirety.

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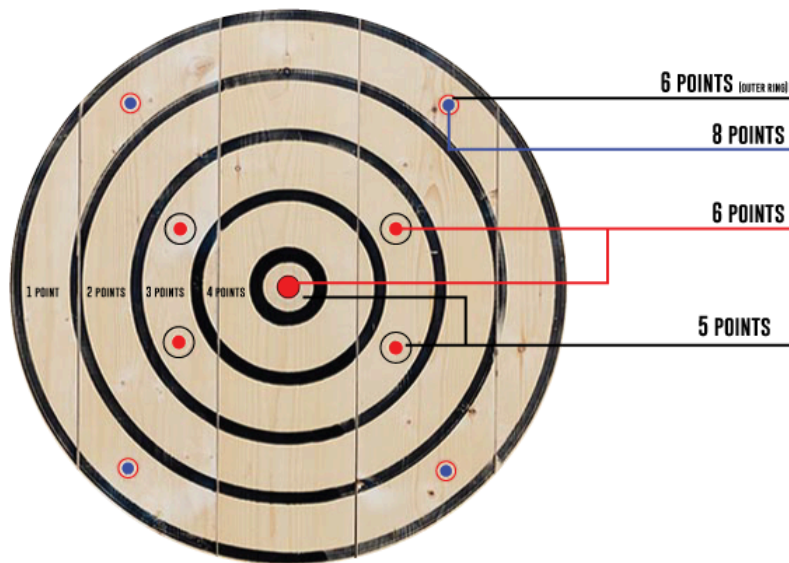
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SPECIFICATIONS

Scoring

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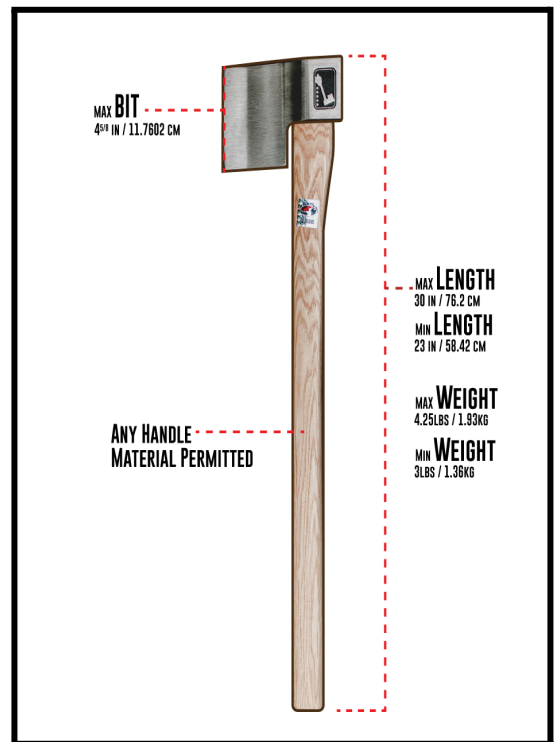
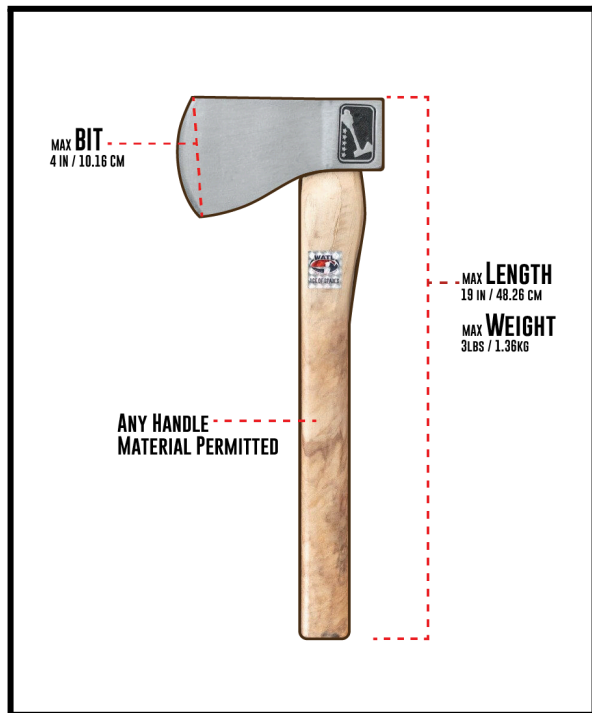
Axe Regulations

HATCHET

(Used In Hatchet and Duals)

BIG AXE

(Used In Big Axe)



LEAGUE FORMAT

There are 4 league seasons per year (Seasons 1-4) and each season runs for 8 weeks. The first 7 weeks are regular game play and the 8th week is league playoffs.

Weeks 1-7: Regular Season

- Every league week, each competitor plays 4 games.
- If a competitor misses a week of league, they are allowed to make them up the following week. competitors can also pre-throw their games if they know they will miss the following week.

Week 8: Playoffs

- On the 8th week of league play, a single or double elimination tournament is held to determine a season champion.
 1. Overall standings from Weeks 1- 7 set the seed for the playoffs. It's best to think of the first 7 weeks as qualifying for the week 8 Playoff Tournament.

DIVISIONS

Competitors have the option to choose to compete as Rec or Amateur competitors in the Hatchet discipline*. Division designations are defaulted to Amateur for all new competitors. If a new competitor wishes to compete as Rec after already starting as Amateur, they can contact WATL directly to have their status changed**. Email watl@worldaxethrowingleague.com.

**There are no divisions for Big Axe and Duals disciplines.*

***Division changes will only take place between seasons.*

Pro

Hitting any scoring area within the 5-ring closes all scoring areas within that ring for the remainder of the half.

- Hitting inside the same 5-ring a second time in a half will result in a score of 0. For example:
 - *If the center 6 is hit on throw 1 and the center 5 hit on throw 3, throw 3 will count as a 0 (or vice versa).*
- If an axe touches a closed value, the axe will score based on the typical value of the ring vs the current value of the ring. (An axe in both the 4 and a closed 5, will score 0, not 4).
- All non-Killshot values open when opponents switch sides.

Amateur

Hitting a 5 or a 6 closes only that 5 or 6 for the remainder of the half.

- Any closed point values (aside from Killshots) once hit a second time in a half will score according to the ring's value that the closed point value resides in. For example:
 - *Hitting a closed 6 while the 5 value is open, results in a 5.*
 - *Hitting a closed outer 5 will result in a 3.*
- All non-Killshot targets open when opponents switch sides.

HATCHET LEAGUE

Hatchet Gameplay

- 10 throws per game, thrown from the 12ft fault line.
 - In each game, competitors will take 5 throws and then switch sides.
 - Pro competitors play the second half of the game from the 15 ft fault line
 - Throws must be taken within 10 seconds of each other.
 - If there is a tie after 10 throws, there will be sudden death.
- Hitting any 6 point bullseye closes that bullseye for the remainder of the half.
 - Hitting the same bullseye in the same half is a score of 5.

- Bullseyes reopen once competitors switch sides at the half.

Hatchet Killshots

- There are 4 Killshots on the targets, 2 upper and 2 lower, active for any throw during the 10 throw game. The inner Killshot is worth 8 points and the outer is worth 7 points.
 - Before throwing for the Killshot, the competitor must "call the Killshot" and make clear to the Judge and their opponent that they intend on throwing for the Killshot.
 - The competitor cannot change their call once a Judge confirms the intent to throw a Killshot.
- competitors may call 2 Killshots at any time during a game. If a Killshot is hit, all Killshots at that height are closed and competitors must go for the other height.
 - *EXAMPLE: hitting the top right Killshot closes both upper Killshots and the next Killshot attempt must be at either lower Killshot.*
- If a competitor drops on any throw (except the 10th), they may attempt an additional Killshot.

Hatchet Sudden Death

- If competitors are tied after 10 throws, the game enters sudden death. ONLY Killshots are active during sudden death throws.
 - The first throw can be taken at any Killshot. All subsequent throws, if necessary, must be taken at the next Killshot rotating clockwise.
 - If both competitors hit the same score (inner or outer) Killshot, they will continue clockwise.
 - If both competitors miss the Killshot, the distance will be measured to determine the competitor who is closest to their Killshot. The competitor with the shortest distance is awarded the win.

Weeks 1-7 of league follow the gameplay format above. On the 8th week of league play, a double elimination tournament is held to determine a season champion. The Week 8 Playoff tournament is set up in the App using the [league rules](#) format. However, venues can run the Playoff tournament under [tournament rules](#) if they wish. Most venues opt to follow league rules.

Rules for Big Axe and Duals leagues are the same as Hatchet with the following exceptions.

BIG AXE LEAGUE

Big Axe league is thrown with a larger axe from the 15 ft fault line. The major difference between this league and Hatchet is that it requires more room to throw a larger axe and each game is only 7 throws.

Big Axe Gameplay

Standard WATL Gameplay, Regular Season, and Playoff rules apply with exception to the below additions/changes:

- 7 throws per game, thrown from the 15ft fault line.
 - competitors will not switch sides during the 7 throw game.
- 5s and 6s can only be scored on the center target; the outer bullseyes are not active for Big Axe.
- The bullseye does not close out.

Big Axe Killshots

- Killshots can only be called on any throw but only hit Killshots close; there is no requirement to alternate heights until sudden death.
- A Killshot is considered a hit (worth 8 points) if it touches any part of the Killshot (inner or outer)
- A third Killshot attempt is not awarded on a drop.

Big Axe Sudden Death

- Big Axe sudden death follows the same rules as Hatchet with the exception that Killshots are considered hit if any part of the Killshot is hit, inner or outer.

Big Axe Tournament Rules

- The only tournament specific rule for Big Axe follows the sudden death rules, with the exception that Killshots are considered hit if any part of the Killshot is hit, inner or outer.

DUALS LEAGUE

Duals is a partnered competition where two competitors each throw their standard axe (hatchet) simultaneously at the same target at the same time.

Duals Gameplay

- 5 throws per game per team, thrown from the 12 ft fault line.
 - Teams will not switch sides during the 5 throw game.
- For an axe that is embedded into another axe (a Robin Hood), both axes will receive the points of the first axe embedded in the target.
- 5s and 6s can only be scored on the center target; the outer bullseyes are not active for Duals.

- The bullseye does not close out.

Duals Killshots

- Each TEAM is allowed to call for 2 Killshots. (These can be taken separately or on the same throw). there is no requirement to alternate heights until sudden death.
- A Killshot is considered a hit (worth 8 points) if it touches any part of the Killshot (inner or outer)
 - Killshots close after both axes are scored. 2 axes touching the same Killshot on the same throw scores 16 points (provided both competitors called Killshot).
- A third Killshot attempt is not awarded on a drop.

Duals Sudden Death

- Both teammates must still individually rotate Killshot attempts in a clockwise pattern.
- If one team hits more Killshots than the opposing team, they will be awarded the win.
- If the same number of Killshots are hit by both teams, sudden death continues clockwise unless 0 Killshots are hit.
- In the event 0 Killshots are hit by all competitors, the judge will measure to determine a winner.
 - The axe closest to the Killshot on each team will be measured to determine the winning team.

There are no tournament specific rules for Duals; it follows the same league rules during any sanctioned or Week 8 playoff tournament.

DEFINITIONS

- Official league - axe throwing league hosted at a participating WATL affiliated venue that follows the rules and regulations of the WATL. Official leagues must meet minimum participation requirements and be hosted within the Official League seasons as set forth by WATL
- Recreational (rec) league - axe throwing league hosted at a participating WATL affiliated venue that does not have to follow the rules and regulations of WATL. Rec leagues do not have to meet a minimum number of participants and can be hosted at any time throughout the year
- Hatchet league - consists of competitors throwing standard hatchets, singularly, against one opponent (10 throw games)
- Duals league - consists of competitors throwing standard hatchets in teams of 2, against another team of 2 competitors (5 throw games)
- Big Axe league - consists of competitors throwing big axes, singularly, against one opponent (7 throw games)

- League Week - Weeks 1-7 of each season, consisting of 4 games per competitor
- Week 8 Playoffs Tournament - Week 8 of each season, a single or double elimination playoff tournament to determine a league season champion (venue discretion)
- Game - consists of 10 throws against another opponent (Hatchet), 5 throws per team (Hatchet Duals), or 7 throws (Big Axe)
- Match - consists of 3 games, the winner being the first to win the best 2/3 games
- Double elimination - all participants must lose twice to be fully eliminated from the tournament
- Warm up throws - 3 practice throws before the first game, 1 practice throw before all subsequent games
- Killshot - the blue circles at the top and bottom left and right of the target. Inner Killshots are worth 8 points and outer are worth 7 points
- Bullseye - the red circles in the center of the target, or situated in the 3 ring (Hatchet only). For outer bullseyes, the red circle is worth 6 points and the line around it are worth 5
- Foot fault - occurs if a competitor crosses the stated fault line (12ft for Amateur Hatchet, 15ft for Pro Hatchet, 12ft for Duals, and 15ft for Big Axe) before the judge verbally scores both competitors' axes
- Sudden death - occurs when competitors are tied after a game. Only Killshots are open during Sudden Death
- Judge - trained individual in charge of scoring league and tournament games

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