ROSTERS: This is a four-player tournament. **Teams may have no more than 6 players on the roster. Teams must meet the minimum roster requirements by the end of registration in order to be included in the tournament.** The exact format of the tournament will depend on the number of entries.

**FORFEIT PROCEDURE:**
1. If a team fails to have the required number of participants at the scheduled game time, the opposing team who is present will automatically win the game by forfeit. The captain of the forfeited team will be charged a $25 fee on their University fee bill.
2. If a team chooses to withdraw from the tournament for any reason after registration is complete, the captain will be charged the $25 forfeit fee.

**GAME RULES:**
1. All players must wear the provided masks during gameplay.
2. The object of the game is to eliminate all opposing players or score the most points before the time expires.
3. During play, players must remain within the boundary lines except when leaving through the end-line to retrieve stray arrows. Players who leave through the end-line must return to play through their end-line.
4. The game will begin with all arrows placed in the center of the safe zone. Players begin behind their end-line. When the horn sound players may run to the middle and retrieve as many arrows as possible. Players must return to the attack zone prior to shooting.
5. Players can only shoot or be shot when in their attack zone, players may only enter the safe zone to retrieve arrows and must exit the safe zone immediately.
6. Players who are hit by an arrow shot by an opponent are “out” and must leave the playing field without delay.

**SCORING**
- Exact scoring format will depend on the number of teams that enter

If you have any questions, please contact Kelsey Cato (Coordinator of Intramurals and Tournaments) at 860-486-2357 or by email: Kelsey.Cato@UConn.edu

Schedules and results will be available on the IMLeagues webpage.