



BAR SPORTS RULES

// QUICK LINKS

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// PLAYER ELIGIBILITY

1. All Players must be at least 21 years of age and have current, adequate health insurance.
2. All players must be properly registered on a team during the season for which they are playing.
 - a. If a player is registered on more than one team within the league, they may only play for one team in the playoffs.
 - b. All players must agree to the Fray Liability Waiver as described in the Fray Terms and Conditions section of Player Registration.
3. Any use of an ineligible player will result in a forfeit.

// GAME PLAY

// AXE THROWING

1. Rock, Paper, Scissors shall determine which team has honors in the first set.

2. Axe throwing has two play options and the host will determine which option will be played.
3. OPTION A: TRADITIONAL - 30-45 minute games
 - a. A match will consist of two sets. Each set will consist of two teams throwing 10 total throws by each player.
 - i. All players on your team will throw during each set, throwing in order, 1 Axe each until you reach your 10 throws.
 1. Teams must keep the same throwing order throughout the set. They may however switch up their order for each new set.
 - b. The team with the highest average score will win the match.
 - c. On the 5th & 10th throws, players can call and go for the “Ringer” shot, which is double points for their throw, aiming for the green dot.
 - i. The team who is in the lead throws first. If the score is tied, the player on the left throws first.
 - d. No points will be awarded if a player calls “Ringer” and does not get it.
 - i. In the event of a tie after 10 throws, a sudden-death throw-off will take place until a winner is decided.
 1. **Sudden Death:** Sudden-death throw-off requires two throwers (1 from each team) to match off. Facing the board, the throwers will throw at the same time after the host calls “**Ready-3-2-1-Throw**”. The throw with the higher shot will win the sudden-death match-up, and their team will win the point.
 - e. Team captains will play a game of Rock, Paper, Scissors with the winning team captain to determine lane choice.
4. OPTION B: DUEL - 45-60 minute game
 - a. The general format is a head-to-head competition. Both teams will throw on the same lane.
 - b. One player from each team will throw 5 (five) times. The player with the highest score will be awarded 1 point for their team.
 - i. Players will alternate turns for each throw. For example, player 1 from team A throws 1st, then player 2 from team B 2nd, then player 1 from team A 3rd, then player 2 from team B 4th, etc.
5. Teams will have 2 matches per week they are assigned axe throwing.

// AXE THROWING - SCORING

1. OPTION A:

- a. The team with the highest average per set, will be the winner.
 - i. 7 points for the green dot aka “Ringer”
 - ii. 5 points for the bullseye - black
 - iii. 3 points for the 3rd ring - red
 - iv. 1 point for the 4th ring - blue
 - v. 0 points outside of rings or not on board
- b. If the Axe sticks in between two different rings, the higher point is awarded. The Axe only needs to break the paint of the higher point to be awarded.
- c. If the Axe falls out before it is retrieved from the target, then the throw will be counted as 0.

2. OPTION B:

- a. The team with the most duel wins, will be the winner.
 - i. 7 points for the green dot aka “Ringer”
 - ii. 5 points for the bullseye - black
 - iii. 3 points for the 3rd ring - red
 - iv. 1 point for the 4th ring - blue
 - v. 0 points outside of rings or not on board
- b. If the Axe sticks in between two different rings, the higher point is awarded. The Axe only needs to break the paint of the higher point to be awarded.
- c. If the Axe falls out before it is retrieved from the target, then the throw will be counted as 0.

// AXE THROWING - THROWING

1. Players are only permitted to throw one or two-handed overhead and the Axe must complete one full rotation.
2. Players must have one foot behind the throwing line before their throw starts.
3. Step throws are allowed but the Axe must move before the motion starts and players must not cross the front of the fault line at any point during their throw or their opponent's throw.
4. No “trick shots” are allowed. This means any throw that is not thrown from over the player's head with one or two hands.
 - a. The first offense will result in the loss of the next throw;
 - b. The second offense will result in a loss of 2nd throw;

- c. A third offense will result in player(s) not being allowed to play the remainder of their match(es) for the evening.

// CURLING

1. Rock, Paper, Scissors shall determine which team has honors in the first round.
2. Players then alternate sliding stones, aiming for the House (circular target) so they come to rest past the Mid-Pitch Line.
3. Curling has two play options and the host will determine which option will be played.
4. OPTION A: TRADITIONAL
 - a. Each team begins with a total of 4 stones (stones are the green and red pieces that travel on the ice). The aim is to have more stones closer to the button (the white circle inside the red circle in the middle of the House) than your opponent after each round when all 8 stones have been thrown.
 - b. Teams will split their players on both sides of the Pitch and each player will slide at least 1 stone every other round.
 - c. The board will be cleared of all stones before a new round is commenced at the other side of the Pitch.
5. OPTION B: SOCIAL
 - a. Each team begins with a total of 8 stones (stones are the green and red pieces that travel on the ice). The aim is to have as many stones near the button (the white circle inside the red circle in the middle of the House) after each round when all 8 stones have been thrown.
 - b. Teams will keep all of their players on one side of the Pitch and each player will slide at least 1 stone each round.
 - c. The board will be cleared of all stones before a new round is commenced at the other side of the Pitch.
6. When sliding the stone to the opposite side of the board, your hand must not pass the outer green circle of the House on the side you are shooting from.
7. Any stone that falls into the Gutter or doesn't pass the Mid-Pitch Line, will be removed from play.
8. Any stone that hits the side or end of the lane will be removed from play (no bank shots off the side or back of the lane).
9. No lifting the stones off the ice or stepping on the ice. Repeated infractions will be penalized.

// CURLING - SCORING

1. Teams will be awarded points for landing their stones in the target zone/House.
2. 7 points will be awarded to a player with a "Full Cover". A Full Cover is when your stone is fully in/covers the Button (white area inside the red circle inside of the target circle/House).
3. 5 points will be awarded to a player who lands their stone on the red circle fully or is touching the red circle and the Button/inner white circle inside the red circle.
4. 3 points will be awarded to a player who lands their stone on or touching the white circle between the red and green circles.
5. 1 point will be awarded to a player who lands their stone on or touching the outer green circle.
6. Points will be awarded if any part of the stone is touching a scoring area.
7. The points for the round are determined by subtracting the team with the highest score minus the team with the lowest score in the end/round.
8. The game ends when the first team gets to a total of 21 points. The team who scores 21 points first must win the game by two (2) points.
9. Once a team reaches 21 points, the other team may still finish the round of 4 stones to tie, win, or get within 2 points.
10. If after the allocated 30-minute game time, neither team has reached 21 points, the team leading after the last round of sliding will be declared the winner.

// DUCKPIN BOWLING

1. A game consists of 10 frames.
2. The maximum number of balls rolled in each frame is two.
3. All players on your team will bowl all 10 frames.
 - a. I.e. If Team A has 4 players, then all 4 players will roll 2 balls each; if Team B has 6 players then all 6 players will roll 2 balls each to end the frame.
4. Rock, Paper, Scissors shall determine which team has honors in the first round.
5. Teams will play two games on the weeks they are assigned Duckpin Bowling.

// DUCKPIN BOWLING - SCORING

1. Traditional bowling scoring.
2. If after the allocated 30-minute game time the game is not complete, the team leading after the last full frame completed will be declared the winner.
3. The team with the highest average score will be the winner.

// Game Show

1. Rock, Paper, Scissors shall determine which team has honors in the first round.
2. Teams will be combined to create larger teams (up to 25 players per side).
3. This is a lively game show experience with games such as *Survey Shout Out*, *Wheel of Winners*, or *Price It*.

// GAME SHOW - SCORING

1. Each game will be scored by the venue.

// GOLDEN RULE

First and foremost, all Fray leagues are 50% Social and 50% Sport. While we have staff // hosts, we expect individuals to respect the league's culture of fair and fun play. Foul language and rough play will not be tolerated. Individuals who cannot adhere to our standards of fair play and sportsmanship may be asked to leave the league. We want everyone to have fun and be social while enjoying a great sport. We will do whatever we can to make sure all players are having fun!

// GENERAL POLICIES

Fray is proud to relieve captains of the burden of paying for full teams. We accept individual player payments and allow prepayment for additional players and/or full teams. We are also proud to welcome those who do not have a full team (small groups and free agents) to participate in our league.

Because our mission is to make fun possible, these policies make it easier for people to get involved with and build community through social sports.

All registrations are on a first come, first serve basis. Any roster that does not reach our official size (based on each sport) is eligible to receive free agents and/or small groups. Rosters made up of primarily free agents and/or a collection of small groups may have more players than the standard roster size. This policy is in place to help ensure free agent teams are able to consistently field a team each week.

// Roster Size Chart

Sport	Promotion Size	Official Size	Max Roster Size	Women Minimum
Bar Sports	4	6	8	N/A

// Teams & Substitutions

1. Teams must have the required 2-player minimum to start the game. The maximum number of players for a game is 8.
2. Substitute players (players not on the roster) may be used at any time in the regular season. Substitutes are not permitted during playoffs.
 - a. All substitutes must be registered players on another team and/or in another Fray league that is currently in play.
 - b. Teams may use additional substitute players above the player minimum with the opposing team's consent. Teams who agree to play under these conditions must notify the Host before the start of the game and the outcome of the game will stand as is.
3. Teams have until 5 minutes past the designated start time to field the minimum number of players. The 5 minute grace period is considered part of the overall game time. If a team is unable to reach the minimum number of players, the game will be deemed a forfeit.
 - a. 5-minute grace period.
 - b. Teams may play a "legal game" with less than the required minimum number of players with the opposing team's consent. Teams who agree to play under these conditions will lose the option of receiving a forfeit win and the outcome of the game will stand as is. Teams must notify the Host before the start of the game.
4. Teams must designate a captain prior to the start of the game.

// Equipment, Uniforms & Facility Use

1. All equipment will be provided on site. All players must use the equipment provided.
2. Players should make every effort to wear the official Fray shirt.
3. If an individual or team violates the facility's Code of Conduct, they may be asked to leave and a refund will not be issued.

// Scoring

1. If the match/game results in a winner:
 - a. The final score will be recorded as 1-0.
2. If the match/game results in a tie:

- a. The final score will be recorded as 1-1.

// Game Set Up & Duration

1. Each team will rotate between the available games at the bar. Please review the API information on phxfray.com for specifics regarding the bar where your game will take place.
2. Game durations range from 30 to 90 minutes. Some games are scheduled as single matchups per night, while others may be played as doubleheaders. Please review the API information on phxfray.com for specifics regarding the bar where your game will take place.
3. Regular Season Games can end in ties. Playoff games will continue until a winner is decided.

// Playoffs & Standings

1. Playoffs are determined after the regular season has concluded and are based on scheduling and other league logistics. Playoffs are not guaranteed.
2. Standings are automatically sorted in Commish based on teams' Win-Loss-Tie record. If there is a tie in the standings, we sort based on the following information in order until the tie is resolved:
 - a. Head-to-head matchups
 - b. Score differential
 - c. Points For
 - d. Points Against
 - e. Coin Flip
3. Playoffs will be played as a combined average score for each team playing in the playoffs, for each of the bar sports.

// Forfeits

1. Teams have until 5 minutes past the designated start time to field the minimum number of players. The 5 minute grace period is considered part of the overall game time. If a team is unable to reach the minimum number of players, the game will be deemed a forfeit.
 - a. 5-minute grace period
 - b. **First Forfeit** - Loss of game and warning issued
 - c. **Second Forfeit** - Loss of game, and Fray reserves the right to remove the team from the playoffs.

- d. **Third Forfeit** - Loss of game and removal from the league with no refund
2. In the case of a forfeit, the final score recorded as 1-0.

// **Weather & Cancellations**

1. One week is built into the end of each season.
2. All players will be notified via email if games are canceled.
3. If more than one cancellation occurs, Fray will try to find another week if possible to make up the games, but it is not guaranteed.
4. Should a game not make it to the halfway mark, as denoted above, the game will be deemed incomplete and rescheduled to restart at the beginning.