



Archery Attack- Jail Break

General Information

All participants are responsible for the information contained in this manual.

Elastic Clause: The Program Directors shall have complete charge of Archery Attack events. Any and all situations not specifically covered by these rules shall be acted upon by the Program Director, and all actions by the Program Director will be FINAL.

If there are any further questions or ideas regarding the Archery Attack, please contact the program director.

Amendments

1. This manual or any section thereof, may be amended by the Town of Wellington Parks and Recreation through evaluation by, and with the feedback from, team managers, referees, etcetera, as deemed necessary.
2. If you have questions, ideas, or need information about Archery Attack, please call our office at (970) 568-7410 Monday through Friday between 1:00pm and 5:00pm.



Registration, Rosters, Transfers, and New Players

1. The keeping of the players' roster of each team, transferring of players, and the addition of new players shall be the responsibility, and subject to the approval, of the Program Director.
2. Team rosters are unlimited.
3. All players must be at least sixteen (16) years of age. No players may play before they are 16 years of age, **no exceptions.**
4. Rosters must be complete before the game starts. Player additions will not be allowed after the start of the first game.
5. Each player added must fill out and sign the roster before they will be allowed to participate.
6. Rosters will be filled out online. Managers must send the roster link they receive in their email after checkout to the players on their team. Players must fill out their information using the link prior to the first game.
7. Any player under the age of eighteen must have a parent or guardian sign a release waiver prior to participation (the waiver must be signed in presence of recreation staff).
8. Final decision regarding player eligibility will be made by the program director.
9. Players may only play on one team.
10. **Facility Policies:**
 - a. **All facilities may have different policies. It is the responsibility of all participants (players, spectators, coaches, etc.) to understand and follow all facility and Town of Wellington Parks and Recreation policies.**
 - b. No littering on facility or grounds.
 - c. Alcohol and Tobacco use is not allowed at any Town supported event or location.
 - d. Any player, coach, or team representative appearing to be under the influence will be asked to leave the facility immediately and will be reported to the Town of Wellington Parks & Recreation Office.
11. Athletic Braces:
 - a. All braces must have all metal covered and padded.
 - b. If braces are not covered properly, the player will not be allowed to participate.
 - c. All braces are subject to the approval of the officials.
12. Alcohol:
 - a. Alcohol is not allowed in any Town facility, at any Town parks, or at any Town of Wellington Parks & Recreation event.
 - b. Violators of this Town Ordinance will be suspended from league play and may face fines and or legal penalties.
13. Game Time:
 - a. If your game is in a rented facility, The Town's permits for rented facilities are for specific times. You will not be allowed inside facilities until the time scheduled for the first game and must leave after your scheduled time is over. Do not arrive early or stay late.



Archery Attack – Jail Break Rules

1. Starting the Game
 - a. Teams will begin on either side of the center line, back to back, facing their half of the court.
 - b. On the whistle, teams will run towards their end of the court where bows and arrows will be retrieved.
 - c. The whistle starts the game clock.
2. Time Limit:
 - a. There will be three matches against the same opponent in each game.
 - b. Each match will be 8 minutes long.
 - c. There will be a running clock.
 - d. There will be no time outs.
 - e. No warm ups will be allowed.
3. Safety Equipment:
 - a. Every player will be required to wear a safety mask.
 - b. Masks will be provided by Wellington Parks and Recreation.
 - c. Masks will be disinfected between players.
4. Number of Players:
 - a. No more than 5 players will be allowed on the playing field at one time.
 - b. A standard game consists of 5 players on each team.
 - c. Teams must have an equal number of players on each team.
5. Eliminating/Releasing Players:
 - a. Players will go to "jail" when they have been hit by an opposing teams arrow.
 - b. (1) player can be released from "jail" when one of their active players hits the target placed near the "jail" with an arrow.
 - c. **ALL** players can be released from "jail" when one of their active players gets an arrow through a hole in that same target.



6. "Jail":
 - a. A teams "jail" square will be set up on the opposing teams side of the court.
 - b. Once a player has been hit by an opposing teams arrow, they must go to their "jail" square.
 - c. Once in the jail square, the player must put on (1) "handcuff" (colored wristband) and wait until they are released.
 - d. Once a player is released they must run from their "jail" square to their "handcuff storage" and place their handcuff in the storage bin before they can continue to play.
 - e. While a player is running from the "jail" to the handcuff storage bin, they are still considered "inactive players". They cannot shoot players.
 - f. If an "inactive player" is hit by an opposing teams arrow, they can continue to the "storage bin". They will not have to go back to "jail". Only active players can be sent to "jail".
7. Barricades:
 - a. Do not move the barricades. They must be left where they are placed.
8. Substitutions:
 - a. Substitutions cannot be made while in match play. New players, who are on your roster, can be subbed out at the beginning of each match.
 - b. Exception- Substitutions can be made in case of injury.
9. Results of the Game:
 - a. If all players are "jailed" before the time limit of 8 minutes the opposing team will be declared the winner.
 - b. If at the end of the time limit of 8 minutes neither team has all team members "jailed" the team with the fewest number of "handcuffs" (arm bands) in their storage container will be declared the winner of that match.
 - c. The best two out of three matches will win the game.
10. **Any games cancelled by Wellington Parks and Recreation Staff may be rescheduled on a different night and location than the regularly scheduled games (subject to availability).**



Communicable Disease Rule (Blood Rule)

Teams are responsible for supplying their own clothing and first aid supplies.

1. Whenever a player suffers a laceration or wound where bleeding or oozing occurs, the game will be stopped immediately.
2. The player will be removed from the game until the bleeding has stopped and the wound is adequately covered.
3. If a legal substitute is available, he/she will replace the injured player and play will continue.
4. If no substitute is available, the game clock will be stopped for up to five (5) minutes to enable the injured player to dress his/her wound.
5. The player may re-enter the game only with the official's approval. This means bleeding must be stopped and/or wound covered.
6. Any article of clothing that is saturated with blood must be removed and replaced.

Sports Code of Conduct

The Sports Code of Conduct applies to all sports organized by the Town of Wellington Recreation Department, whether taking place on Town-owned property, or on any other property that the Town has arranged to use.

Definitions:

Town: The Town of Wellington

Coach: The person designated as a team's spokesman. This person may be either a player or non-player.

Field of Play: The part of a court, field, ring, or other sports venue that is considered within the boundaries of regulation play of a particular sport.

Site Supervisor: A Town employee in charge of the operation and staff of a scheduled sports game, match, or event, as well as this Code of Conduct.

Coordinator: The Town's Recreation Coordinator or other person as appointed by the Town of Wellington Parks and Recreation Department.

Official: A person who the Town has arranged to be present at a sports venue for the purpose of administering the rule of the game, match, or event, as well as this Code of Conduct.



Parent: The legal guardian or other family member responsible for a child who is under the age of eighteen and is participating in a sport sponsored by the Recreation Department.

Participant: Any coach, player, parent, spectator, official or any other person involved in any way with any sport sponsored by the Town of Wellington Parks and Recreation Department.

Participation: Any involvement in a Town of Wellington Parks and Recreation Department sport, including spectating, officiating, playing, coaching, volunteering, or attending a sporting event.

Player: A person who physically participates in a sport or is on the roster of the team or group participating in the sport.

Probation: A period of time during which a person who has previously violated the Sport Code of Conduct may have no further violations.

Recreation Department: The Town of Wellington Parks and Recreation Department.

Sport: Any Recreation Department organized activity or event that is listed under the category of "sports" in the most recent catalog of offerings or a new yet to be advertised activity that is run by a recreation staff member who is specifically designated by organizational chart as a member of the sports team.

Spectator: A person who watches a sport for entertainment with no physical involvement.

Sportsmanship: Conduct, such as fairness, respect for one's opponent and officials, and graciousness in winning or losing, that are appropriate to one participating in a sport.

Sports Venue: An area improved with fencing, buildings, bleachers, goals, turf or other landscaping, lines or other markings or any other facilities intended for use by players, officials, spectators, or anyone else participating in a sport. Examples of sports venues include but are not limited to fields, courts, tracks, gymnasiums, field houses, arenas, pools, ice rinks and bowling alleys.

Suspension: Loss of the privilege to participate in any manner in a Recreation Department sport.

Unsportsmanlike: Exhibiting poor behavior through negative, disruptive, or inappropriate actions.



Prohibited Acts:

1. Physically attacking any other participant or any Town staff person. This includes but is not limited to striking, shoving, kicking or otherwise touching or subjecting another person to physical contact in a threatening or alarming manner.
2. Refusing to abide by an official's decision and/or contest such decision in an unsportsmanlike manner.
3. Using racial slurs, ethnic slurs, sexual slurs, or obscene, threatening, or challenging language or gestures.
4. Harassing, insulting, taunting, or unsportsmanlike demonstrations of dissent in any form.
5. Using unnecessary roughness in the play of a game against an opposing player.
6. Throwing or cause to be deposited any object onto the field of play.
7. Violating the Town of Wellington's open container ordinance, or other state or local alcohol or drug laws, while at a sports venue, or enter the field of play while under the influence of drugs or alcohol.
8. Smoking in/on any sports venue, or while coming off or going on the field of play, or while on the field of play, whether indoors or outdoors.
9. Display other unsportsmanlike conduct before or after games or events, or while at a sports venue during a scheduled activity, game, match, or event.

Enforcement

1. The minimum penalty for smoking is a warning, and the maximum penalty is ejection from the game, or prosecution according to facility policies.
2. Minimum Penalties: Ejection from the current sports activity or event and suspension from the next scheduled game, activity, or event. Any participant who is ejected must leave the sports venue immediately. This means going far enough away that he or she cannot be seen or heard by any participant within the sports venue. Minimum penalties may be imposed onsite by an official or field supervisor.



3. Medium Penalties: Suspension for up to the remainder of the scheduled season of up to one year, and one or more years on probation. After review of the alleged violation by Recreation Department staff, medium penalties may be imposed if (1) another infraction has occurred by the individual resulting in a penalty within the past calendar year; (2) the individual violated more than one section of this Code during the current incident; and/or (3) in the judgment of staff, the severity of the infraction justifies penalty beyond the minimum but not to the maximum level. Medium penalties may be imposed in addition to minimum penalties.
4. Maximum Penalties: Suspension for one to five years. Maximum penalties may be imposed if, after review of the alleged violation by Recreation Department staff, it is determined that the severity of the violation justifies the maximum penalty, based on negative impact to the program, other participants, spectators, and/or staff. Maximum penalties may be imposed in addition to minimum and/or medium penalties.
5. Any behavior that is also a violation of law may result in criminal charges.
6. Any participant who engages in three or more of the prohibited acts described above during any twelve-month period shall be suspended for up to five years, followed by two years of probation.
7. Any participant who engages in a prohibited act while on probation shall be suspended for one to five years.

Appeals

Appeals of any enforcement decision may be made by submitting a written statement of appeal to the Recreation Manager within fifteen (15) calendar days of the issuance of the decision to be appealed. If an enforcement decision is not appealed within fifteen days of issuance, it is considered final.

The statement of appeal must include a description of the decision in question and related events, and the basis for the appeal. The appealing party may provide any additional information he or she believes is relevant in support of the appeal.

The Recreation Manager will conduct such investigation as he or she determines to be appropriate, given the basis of the appeal and the related facts, and may conduct an informal hearing on the matter in his or her discretion. In the alternative, the Recreation Manager may convene an Appeals Board made up of Town staff who have no personal involvement in the decision being appealed, and such board shall conduct an appropriate investigation.



The Recreation Manager or Appeals Board, if one is convened, shall issue a written decision on the appeal within thirty (30) days from the filing of the appeal. The written decision shall include an explanation of the basis for the conclusion reached.

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