



BOSTON PLAY INS

2002



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A	Initial Release	8/29/2025	CGC

Table 1 - Revisions



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1. Scope

1.1. Purpose

This Document is created to be used as a template for all future documents.
Delete the content and fill in with the required information

1.2. Reference Documents

Document Number	Description	Rev
2000	OFFICIAL ICAA TOURNAMENT GAMEPLAY	-

2. Details

- Tournament Fees: \$200 per team
- Start Date: September 6th, 2025
- Start Time: 5:00 PM
- End Time (est): 9:00 PM
- Location: Archery Games Boston, Chelsea, MA

3. Rules

- All Gameplay rules will follow the document: **2000- Official ICAA Tournament Gameplay Rules**

4. Tournament Format

- 4 Teams will compete in a double round robin format to determine the standings



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- Round robin: Each team plays every other team once
- Each Team may field 6-8 players on their roster
- Only 6 players will be active on the field at a time
- Up to 2 additional players (substitutes) can start on the sideline and rotate in as revivals occur.
- The top 3 teams at the end of the round robin will be invited to compete in the ICAA Boston 2025 Championship
- Rankings will be based on Net Points → Points For → Points Against → Head-to-Head Matchup
- During rounds where arrows are placed in the Neutral Zone at the start of the round, arrows will be arranged in a way where they are placed “head-to-tail”.
 - There will be markers on the field to indicate the placement of the head of the arrow

5. Match Format

- Each Game/Match will have a time limit of 20:00 minutes
- There will be at most 5 rounds played in each match
 - If a team wins 5 rounds before the 20:00 time limit has been reach, the match will be concluded
- Each round will not have a time limit
- A team must eliminate the entire enemy team in order to be rewarded 1 point
- There will be a coin flip to determine the initial type of round to start the match
 - Heads - Arrows Start in the middle of the field
 - Tails - Players start with an arrow in hand



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- All following rounds will alternate from whichever the initial round is
- The Home team will always be the “Green” side and Away will always be the “Yellow”

6. Infractions

6.1. Delay of Game

- A team may earn a “Delay of Game” penalty for either a player, multiple players, or a whole team is delaying the resetting of a round or taking an extreme length of time
- The offending team will receive a Yellow Card, as well as having to start the following round with a player disadvantage

6.2. Verbal Warnings

- These will be given to players who commit an offense that does not have a major impact on gameplay, or may have been done by accident. These are issued at the ref’s discretion.

6.3. Yellow Cards

- A Yellow Card is given to a player for any infraction that the referee needs to stop play for. Some examples of actions that will give a yellow card are:
 - Violating the shooting rules of the neutral zone (foot on the line)
 - Goaltending
 - Playing in the sideline
 - Not going out when hit, requiring the referee to stop play to call the player out
 - Calling a catch that hits an object that should result in an out
 - Behavior that could grow into more aggressive behavior
 - Arguing with the referee
 - Throwing equipment (Bows, arrows, helmets) in an aggressive manner
 - Yelling over to the opponent’s side regarding a hit or a catch



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- One non-aggressive comment, while not preferred, is acceptable, to let someone know they got hit or did not make a legal catch. Any more than that and the player will be given a yellow card. If an issue with a certain player persists, please tell your captain and/or the referee

6.4. Red Cards

- If a Red Card is given to a player, that player will be immediately removed from the field of play and disqualified for the rest of the match. The player cannot be replaced and the team must play the remainder of the match with one fewer player on the field.
- A player can receive a red card from:
 - Receiving 3 yellow cards in one match
 - Any violent, aggressive, or destructive behavior
 - Causing an extreme disruption multiple times in a match

6.5. Progression of Penalties

- A team will receive progressive penalties based on the number of fouls (yellow cards) committed during each match
 - 3 Yellow Cards: The last player to collect a yellow card must start the following round on the sideline. The team must start at a player disadvantage as if they have had a player eliminated. They may earn a revive to bring a player back in
 - 5 Yellow Cards: The last player to collect a yellow card must start the following round on the sideline. The team must play the entire rest of the round with a player disadvantage (5 active players on the field maximum)
- Yellow cards will not stay with the players throughout the season
- However, red cards do. If a player receives 2 red cards over the course of the tournament, they will be disqualified for the remainder of the tournament with no refund



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