



BOSTON CHAMPIONSHIP

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1

of


7

Table Of Contents

1. Scope.....	3
1.1. Purpose.....	3
1.2. Reference Documents.....	3
2. Details.....	3
3. Rules.....	3
4. Tournament Format.....	3
5. Match Format.....	4
6. Infractions.....	5
6.1. Delay of Game.....	5
6.2. Verbal Warnings.....	5
6.3. Yellow Cards.....	5
6.4. Red Cards.....	6
6.5. Progression of Penalties.....	6

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Table 1 - Revisions

	CREATED BY:	DATE CREATED	DOCUMENT TITLE				
	CGC	9/20/25	BOSTON CHAMPIONSHIPS				
	REV	DATE UPDATED	DOCUMENT NUMBER				
			2003				
				Sheet	2	of	7

1. Scope

1.1. Purpose

This Document is the format for the matches and tournament for the 2025 Boston Championship

1.2. Reference Documents

Document Number	Description	Rev
2000	OFFICIAL ICAA TOURNAMENT GAMEPLAY	-

2. Details

2.1. Tournament Fees.

2.1.1. Team Fee: \$360 USD.

2.1.2. Free Agent Fee: \$50 USD.


2.2. Once 6-8 Free Agents are registered, a new team will be created with the Free Agents. If there are not enough Free Agents by the Tournament date, Free Agents will be refunded in full.

2.3. Start Date: October 25th, 2025.

2.4. Start Time: 4:00 PM (Please Arrive for the Start Time).

2.5. End Time (est): 12:00 AM.

2.6. Location: Archery Games Boston, Chelsea, MA.

	CREATED BY:	DATE CREATED	DOCUMENT TITLE				
	CGC	9/20/25	BOSTON CHAMPIONSHIPS				
	REV	DATE UPDATED	DOCUMENT NUMBER				
			2003				
				Sheet	3	of	7

3. Rules

- 3.1. All Gameplay rules will follow the document: [2000- Official ICAA Tournament Gameplay Rules.](#)

4. Tournament Format

NOTE: Number of rounds played and team subject to change

- 4.1. 6 Teams will compete in a round robin format to determine seeding for a single elimination Playoff Bracket.
- 4.1.1. Round robin: Each team plays every other team once.
- 4.2. Each Team may have 6-8 players on their roster.
- 4.3. Each team may have up to 6 players active on the field at any given time.
- 4.4. Up to 2 additional players (substitutes) can start on the sideline and rotate in as revivals occur.
- 4.5. Rankings will be based on Record → Wins → Losses → Net Points → Points For → Points Against → Head-to-Head Matchup.
- 4.6. 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”.
- 4.6.1. The arrows get placed with the head of the arrow along the center of the neutral zone, with the direction of the arrow alternating.
- 4.6.2. There will be markers on the field to indicate the placement of the head of the arrow.



CREATED BY:	DATE CREATED	DOCUMENT TITLE					
CGC	9/20/25	BOSTON CHAMPIONSHIPS					
REV	DATE UPDATED	DOCUMENT NUMBER					
		2003					
			Sheet	4	of	7	

5. Match Format

- 5.1. Each Match will have a time limit of 20:00 minutes.
- 5.2. There will be at most 7 rounds played in each match.
- 5.3. The match will conclude either after 7 rounds, or the 20:00 timer has elapsed, whichever comes first.
- 5.4. If there is a tie at the end of the time limit, a final round will be played as a tiebreaker, the point earned will not be counted towards the total but the team will be awarded a win/loss.
- 5.5. Each individual round does not have a time limit.
- 5.6. A team must eliminate the entire enemy team in order to be rewarded 1 point.
- 5.7. There will be a coin flip to determine the initial type of round to start the match.
 - 5.7.1. Heads - Arrows Start in the middle of the field.
 - 5.7.2. Tails - Players start with an arrow in hand.
- 5.8. All following rounds will alternate from the previous round.
- 5.9. The Home team will always be the "Green" side and Away will always be the "Yellow".

6. Infractions

6.1. Delay of Game

- 6.1.1. 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
- 6.1.2. The offending team will receive a Yellow Card, as well as having to start the following round with a player disadvantage



CREATED BY:	DATE CREATED	DOCUMENT TITLE					
CGC	9/20/25	BOSTON CHAMPIONSHIPS					
REV	DATE UPDATED	DOCUMENT NUMBER					
		2003					
			Sheet	5	of	7	

6.2. Verbal Warnings

- 6.2.1. 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

- 6.3.1. 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.

- 6.3.2. 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

- 6.4.1. 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.
- 6.4.2. A player can receive a red card from:
- Receiving 3 yellow cards in one match.



CREATED BY:	DATE CREATED	DOCUMENT TITLE					
CGC	9/20/25	BOSTON CHAMPIONSHIPS					
REV	DATE UPDATED	DOCUMENT NUMBER					
		2003					
			Sheet	6	of	7	

- Any violent, aggressive, or destructive behavior.
- Causing an extreme disruption multiple times in a match.

6.5. Progression of Penalties

6.5.1. 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).

6.5.2. Yellow cards will not stay with the players throughout the tournament.

6.5.3. 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.



CREATED BY:	DATE CREATED	DOCUMENT TITLE					
CGC	9/20/25	BOSTON CHAMPIONSHIPS					
REV	DATE UPDATED	DOCUMENT NUMBER					
		2003					
			Sheet	7	of	7	