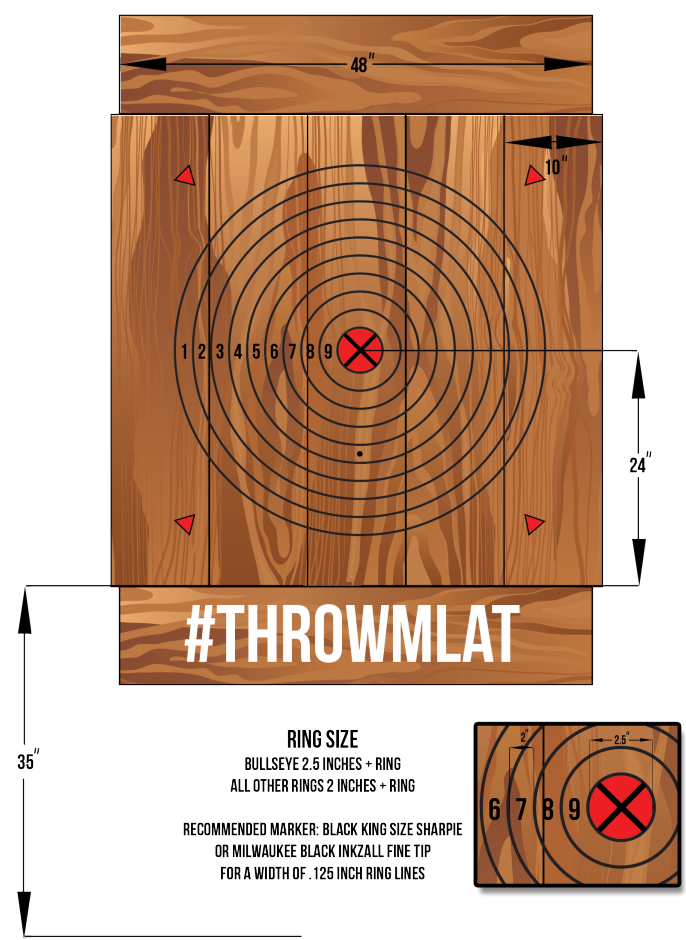




Be A Pro. Know The Rules.

# MLAT RULES & REGULATIONS (updated 3/28/23)

## TARGET DESIGN –

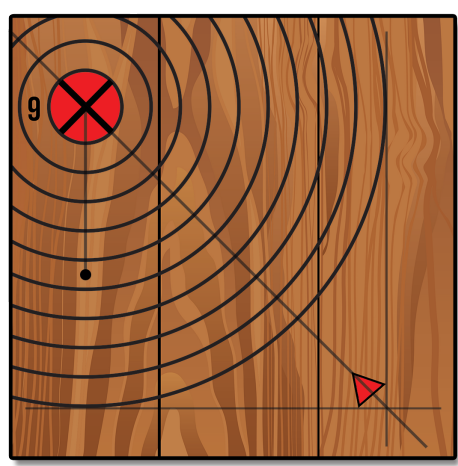


**DRAWING “THE SPLITS”**  
 EXTEND A PENCIL GUIDE LINE FROM THE OUTER MOST RING HORIZONTAL AND VERTICALLY UNTIL THE GUIDERS MEET AT THE CORNERS.  
 EXTEND ANOTHER GUIDE LINE FROM THE CENTER OF THE BULLSEYE TO THE CORNER CREATED BY THE GUIDES

THE SPLITS ARE 1.5 INCH EQUILATERAL TRIANGLES THAT POINT TO THE THE CENTER OF THE BULLSEYE FROM ALL 4 CORNERS.  
 THE 3 CORNERS OF THE SPLITS SHOULD TOUCH ALL 3 GUIDES DRAWN

**DRAWING “THE GRIMACE”**  
 THE TIE-BREAKER GRIMACE IS LOCATED BELOW THE BULLSEYE IN THE CENTER OF THE 5 RING.

THE GRIMACE IS .75 INCHES IN DIAMETER (19.05MM)  
\*AN AMERICAN DIME IS THE EXACT SIZE OF THE GRIMACE AND CAN BE USED AS A TRACING TOOL IF AN OFFICIAL STENCIL IS NOT AVAILABLE.



**An in-depth guide for creating an MLAT compliant target can be found on the [MLAT Youtube Channel](#).**

**GETTING STARTED** – The dead center of the bullseye is 59 inches off the ground, or 24 inches from the top of the footer board. The top of the footer board should be 35 inches from the ground.

**SCORING POINTS** – A player is allowed a total of 2 throws per frame (if needed) to reach 10 points. When a player throws less than 10 points on the first throw a second throw is granted for that player to attempt and “close out” the frame with a maximum of 10 points.

*Example –*

*Throw 1: 9 is scored*

*Throw 2: The player now tries for a 1*

*If a thrower scores higher than 10 points total for the second throw, the second throw is counted as a 0. This is called a “**Bust**”*

*Example –*

*Throw 1: 6 is scored.*

*Throw 2: Player throws for a 4 but hits a 5. Bust!*

*Frame score: [6] [0]*

If the second throw scores less than the desired point value the axe is counted as valid points.

*Example –*

*Throw 1: 6 is scored*

*Throw 2: The player aims for a 4 but hits a 3.*

*Frame score : [6] [3]*

**Bullseye:** (marked “X” on the score sheet) The frame receives ten points plus a bonus of points on the next two throws (not necessarily the next two frames).

**Spare:** When a second throw of a frame is needed to score all ten points (marked “/” on the score sheet), the frame receives ten points plus a bonus of points in the next throw (not necessarily the next frame). A spare on the second throw in the tenth (final) frame receives a third throw for bonus points.

*In the event that one thrower hits a bullseye and the second thrower needs to throw for the spare, the player who hit the bullseye will stand back for 1 throw to allow both players to start the next frame together.*

Example –

Throw 1: 6 is scored

Throw 2: The player throws and hits a 4.

Frame score : [6] [/]

**FRAMES** – All Major League Axe Throwing games are 10 frames total.

**FRAME 10** – Frame 10 all players **must throw for a Split on throw 1**. The thrower has the option of choosing any of the 4 splits on the board. Each player must call/announce which Split they are throwing for to the judge. If the player hits the split on the first throw it is scored as a Bullseye. If the player misses the Split it is scored as a 0.

Throw 1 is worth either 10(bullseye) or 0 points.

**The second throw is always thrown at the bullseye.** This is the thrower's chance to redeem themselves if they missed the split on the first throw. A player who missed on throw 1 can save the frame by getting a bullseye and scoring a spare.

The second throw counts as normal point values. Any player who has missed the first Split must close throw 2 with a spare **or their game is over**. If the thrower does close out the second throw by hitting a spare they can continue to the third throw

**Hitting the first split and scoring a bullseye (X) on the first throw of frame 10 is a guaranteed 3rd throw.**

The Third and final shot must be thrown at one of the remaining 3 Splits. The player must call out the Split they are throwing for to the judge. The thrower can **not** throw at the same Split that was thrown at the beginning or the 10th frame.

The Third throw is worth either 10 or 0 points.

**Example 1 10th frame –**

Throw 1: Split is hit. Bullseye is scored.

Throw 2: Player throws for the Bullseye but hits a 9

Throw 3: Player throws at the Split to try for the spare and hits the split. (/)

Frame score: [X] [9] [/]

**Example 2 10th frame –**

Throw 1: Split is missed. 0 is scored.

Throw 2: Player throws at a Bullseye and hits a 9 (spare is needed to continue)

GAME OVER

Frame score: [0] [9]

### **Example 3 10th frame –**

Throw 1: Split is hit. X is scored.

Throw 2: Player throws at a Bullseye and hits X is scored

Throw 3: Split is hit. X is scored.

Frame score: [X] [X] [X]

**THE PERFECT GAME** – The maximum score is 300 points. A perfect game would consist of 9 consecutive bullseyes, Split, bullseye, Split.

**TIE BREAKER** – In the event of a tie the winner is determined by the tie-breaker grimace. The tie-breaker grimace is located below the bullseye in the center of the 5 ring.

Both players take one throw at the grimace. If one player hits the grimace they are deemed the winner. If neither player hits the grimace, both players take a second throw. The winner will be determined by who is closest to the grimace on the second throw. The axe throwing community has nicknamed this “Who sucks less?”.

If both players hit the grimace, the throwers will continue until someone misses.

**TARGET POINT VALUES** – Bullseye =10 points. Every consecutive ring moving outwards from the bullseye is valued at 1 less than the prior ring. When The Splits are active in the 10th frame they are scored as a bullseye (10 points).

**PRACTICE THROWS** – Throwers are granted 3 practice throws before each match.

**LANE CHANGES** – Players will switch lanes after the **5th frame** is completed to ensure lane and target board equality for all players.

**FAULT/THROWING LINE** – Throwers must throw from behind the fault line. The fault line is 145 inches from the forward-facing plane of the target boards. Be sure not to measure from the wall the target is mounted on.

**FOOT FAULTS** – A thrower’s feet must be behind the fault line when the axe is released. A thrower’s feet may cross the throwing line after their axe has hit the target. If any part of the foot crosses the throw line before the axe has hit the target will result in that axe being scored a 0. Be aware of the throwers next to you! Crossing the fault line does not mean it is safe to retrieve your axe.

**THROWING SAFETY** – *At the start of each frame, players must throw within 15 seconds of each other. If a player scores a bullseye on the first throw and does not require a second throw that player must wait for their opponent to close out the current frame before throwing again.*

**AXES** – Maximum bit/blade length 4.5 inches. Maximum overall axe length 23 inches. Maximum total axe weight of 3lbs. There is no restriction on handle materials. Single blade axes only.

*Axe length is measure from the bottom of the handle (knob) to the top of the eye.*

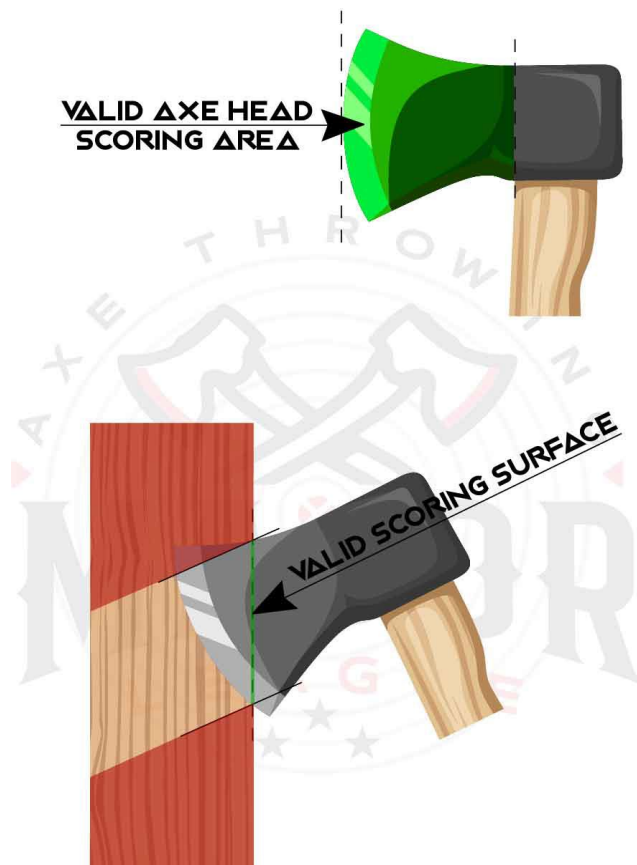
**CHANGING AXES** – Axes may be swapped to any MLAT approved axe of any size as long as the change does not impede gameplay or the progress of the match. The official judge of the match can rule that changing of the axes must stop for the player(s) in question. That player must use a single axe for the remainder of the match.

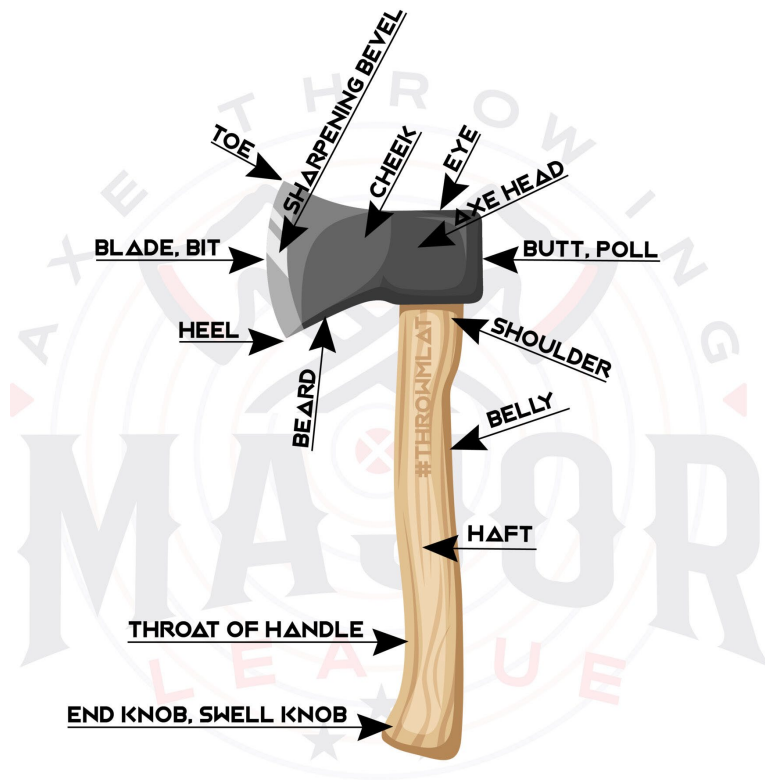
If an axe breaks during the match a player can change to an alternate axe. Repairs cannot be done during a match if the repair will impede gameplay progress. The judge can rule that an axe is unsafe to continue use and that player must use another axe.

**BLADE SCORING** – If the blade touches or “bumps” the line, the throw counts for the higher point value. It does not need to cross into the ink/paint line, only touch. The plane where the axe meets the target surface is the only scoreable surface. The blade inside of the target wood is not valid for scoring.

If the blade “pushes” or alters the line on the board but the metal of the blade does not touch ink/paint it does not count.

**TOO CLOSE TO CALL** – When a throw has been deemed too close to call the score is marked as the LOWER point value.





## LEAGUES –

**SEASON DATES:** Venues have a 12 week window to finish the 8 week season. Season start dates will not change.

**Winter : Jan 1 -March 31**

**Spring : April 1 – June 30**

**Summer: July 1 – Sept 30**

**Fall : October 1 – Dec 31**

**Games** – Each player will throw a total of 4 games per league night. Wins and losses will be tracked for seeding purposes.

### **Season Length –**

8 Weeks Total. Players compete in a 7 week season with a final championship tournament on week 8.

Players total scores will be calculated and sorted by highest average to determine the leaderboard.

7 week wins and losses determine seeding in the week 8 tournament.

**Week 8** – Double elimination tournament. Handicap is in effect. Tournament seeding is calculated highest W/L ratio.

**HANDICAP** – *\*Handicap percentage is subject to change.*

Handicap is only in effect for the final league tournament on week 8.

**How to calculate Handicap** – Subtract a player's 7 week average from the Base "Pro Status" Score of 220 ( $220 - 140 = 80$ ), then multiply that number by the Percentage Factor ( $80 \times 50\% = 40$ ). That player's handicap is 40.

If that player throws 160 in round 1 of the tournament, add the 40 point handicap to the round 1 score. 200 would be the adjusted score.

If a handicap results in a decimal value, the decimal is dropped.

**"SANDBAGGING"** – Intentionally throwing a low average during the 7 week season to receive a higher handicap in the week 8 tournament.

Sandbagging is deemed unsportsmanlike conduct and cheating. If it appears that a player is sandbagging it will be up to a majority vote of 3 official MLAT judges. If the judges deem the player to be sandbagging, this will result in removal from the league or tournament.

**"The Drop Rule"** – MLAT has a handicap **10 point drop rule**. A player's average can not drop more than 10 points per season. This is to prevent a player or team from intentionally dropping their average to score a significantly higher handicap. After a player or team establishes its base average it can not drop more than 10 points the next season even if the averages would allow it.

*Example:  
A player's introductory Season 1 average is 200.*

*In Season 2 the same player scores a 150 average. ( $200 - 150 = 50$ ) 50 point change*

*According to the Drop Rule, the player's average can only drop 10 points. The Season 2 average is changed to 190 ( $200 - 190 = 10$ ) instead of 150.*

**DOUBLES LEAGUE** – Standard MLAT 10 frame league scoring structure. A team of 2 throwers vs. 2 throwers. Teammates alternate **every throw**. Same rules apply as standard league.\*

**BIG AXE LEAGUE** – Standard MLAT 10 frame league scoring structure. Big Axe must consist of axe heads of weight 2lbs or more with a maximum head weight of 3lbs. Handles must consist of over 22 inches in length with a maximum length of 31 inches. Single blade axes only Same rules apply as standard league\*

**TEAM LEAGUES** – Teams consist of 4 players. Each week, teams will compete against one other team. Best of 3 rounds. All 4 players will throw a standard MLAT 10 frame game per round. The teams average will be calculated for each round earning them a team win or loss for that round. Best of 3 rounds wins that week.

Team total wins and losses determine the leaderboard and seeding on the week 8 tournament. Player wins and losses can be calculated for bragging rights but does not affect team standings.

*Team player attendance* – If a teammate can not make it for that week that player will be granted a 0 for their matches. The team will need to step it up to improve the team average.

*Team Player Tardiness* – The games must go on. A player can pick up when they arrive. No make up games allowed. A player will receive a 0 for any games they miss.

**LEAGUE ATTENDANCE** – (excluding team leagues)

**ABSENCES**– Throwers are allowed 2 absences. Make up games must be taken the same day they return to leagues. If a player would like to throw their make up games before their absence, this is allowed.

**TARDINESS**– Throwers are allowed a 10 minute late window from league start time. League will start without that thrower. If the missing player's match starts without that thrower, that thrower will take a loss and a score of 0 for that match. Their opponent must complete their match with no opponent.

## **TOURNAMENTS –**

*Tournament rules and regulations may be subject to change.*

**MAJOR TOURNAMENT HANDICAP** – A player's most recent sanctioned MLAT league handicap (full attendance and completed league) will be used for all officially sanctioned Major MLAT tournaments. These tournaments include MLAT Opens, Majors, National or World Championships. A handicap can be carried over from up to 4 seasons back (1 year). If a player has not finished an officially sanctioned league they do not qualify for a handicap.

\*Missing attendance or uncompleted leagues are invalid.

**MINOR TOURNAMENT HANDICAP** – A player's most recent sanctioned MLAT league handicap (full attendance and completed league) will be used for all officially sanctioned Minor MLAT tournaments. A handicap can be carried over from up to 4 seasons back (1 year). These tournaments include sanctioned venue tournaments held at official MLAT venues.

If a player does not carry a league handicap a 5 game qualifying handicap can be completed at the player's time and expense with an official MLAT judge at the tournament venue. It is up to the venue to decide when qualifying can be completed or if any monetary cost to the thrower.

**“SANDBAGGING”** – Intentionally throwing a low average during the 8 week season or during the 5 game qualifying to receive a higher handicap.

Sandbagging is deemed unsportsmanlike conduct and cheating. If it appears that a player is sandbagging it will be up to a majority vote of 3 official MLAT judges. If the judges deem the player to be sandbagging, this will result in the removal of the player in question from the tournament.

**“THE DROP RULE”** – MLAT has a handicap **10 point drop rule**. A player's average can not drop more than 10 points per season. This is to prevent a player or team from intentionally dropping their average to score a significantly higher handicap. After a player or team establishes its base average it can not drop more than 10 points the next season even if the averages would allow it.



**TOURNAMENT ATTENDANCE** – A player has 5 minutes from the time the match is called to be at the proper axe lane for their matchup. If a player has not arrived within the 5-minute time frame that player forfeits their match and will take a loss.

**TOURNAMENT PLAY** – All tournaments are double elimination. Single-game matchups. Randomized seeding. One loss will send a player to the Bottom Bracket. Two losses the player is eliminated from the tournament. Top Bracket must defeat the winner of the Bottom Bracket in the Best of 3 matches.

## **JUDGING/JUDGES –**

**For regular league play**, a judge can be any MLAT venue axe coach or trusted individual who is fluent in the rules of MLAT and can be relied upon to make fair and accurate judgment calls for the game/league if necessary.

**For regular league play**, players may relay their throw scores to the scorekeeper/judge on the honor system as long as both players agree that the relayed scores are truthful and accurate. If there is a dispute between the players on scoring a judge chosen by the venue has the deciding vote on what the official score of the throw/throws under dispute will be.

**NOTE: A venue can choose to have all throws verified by a judge for any or all games if they see fit.**

**OFFICIAL MLAT JUDGES:** All MLAT Major Tournaments must be judged by an Official MLAT Judge. Players may relay their throw scores back to the judge but each throw must be verified by the judge regardless. MLAT Official judges are chosen by MLAT as trusted judges and have proven to be fluent in all aspects of MLAT rules and regulations according to the most up to date rules on the MLAT website and have shown the integrity to make fair and accurate judgement calls.

## **PRO STATUS –**

**Players who have achieved an average of 230 in 3 or more League seasons in a row will be granted an “MLAT Professional Axe Thrower Pro-Card”. Pro-Cards are not only for bragging rights, but also grant a discounted entry fee to all MLAT Major Tournaments. Pro-Cards must be presented when registering/purchasing entry into a major tournament.**

