



SWEET AXE THROWING CO.

CODE OF BEHAVIOUR

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PART I

APPLICATION OF THE POLICY

1. Purpose

1.1. The Code of Behaviour provides the framework for dealing with event related breaches of discipline by players, coaches, parents/guardians and spectators who participate in or attend Sweet Axe Throwing Co. sanctioned events and team events in New Zealand.

This Code of Behaviour works in conjunction with the Code of Conduct written by the World Axe Throwing League, which can be found here - [WATL CODE OF CONDUCT](#).

2. General Principles

2.1. The purpose of the Code of Behaviour is to ensure the game of axe throwing is played according to uniform rules and to a high standard. Players are entitled to respect from opponents and the protection from irresponsible behaviour from every person involved within the sport.

2.2. The Code of Behaviour is based on the principle that the best axe throwing games are a product of concentration, discipline and enjoyment.

2.3. The Code of Behaviour is in addition to the World Axe Throwing League's (WATL) Code of Conduct. If anything in the Code of Behaviour is inconsistent with WATL's Code of Conduct or Gameplay rules, the relevant WATL conditions prevail to the extent of the inconsistency.

3. Application

3.1. The Code of Behaviour applies to violations occurring during Sweet Axe Throwing Co. events in New Zealand or at officially sanctioned activities related to these events. This includes any Sweet Axe or WATL events held at, or conducted by Sweet Axe Throwing Co. at third-party locations.

3.2. Players and spectators are considered subject to the Code of Behaviour from the time the event/tournament starts until the time it concludes.

Note: Elimination from or completion of an event does not release Players, parents/guardians or spectators from the Code of Behaviour

4. Definitions

| Term | Definition |
|------------------|---------------------------------|
| WATL | World Axe Throwing League |
| Sweet Axe / SWAX | Sweet Axe Throwing Co. Limited. |

| | |
|---------------------------------------|---|
| Venue | Any property owned/operated by Sweet Axe Throwing Co. including its immediate surrounds OR third party location where people are competing in a Sweet Axe event |
| Event | Any weekly competition, sanctioned tournament, or event held at a Sweet Axe venue. |
| Thrower | An individual participating in the activity of throwing axes |
| Spectator | An individual who is not participating in the activity of axe throwing. |
| League Runner | The Sweet Axe staff member that was assigned to oversee the management of the league for the season. This person should be a WATL Certified Judge and have a good understanding of the rules and the concepts of fair play. They have the authority to escalate disciplinary measures as required. |
| Appointed WATL Certified Judge | An individual who has completed their WATL Certified Judging Certificate AND has been appointed as a judge by Sweet Axe Throwing. Co. These are the first individuals who should be sought to give second-opinions on in-game calls. They have the authority to escalate disciplinary measures as required. |
| Sweet Axe Official | Sweet Axe staff in the paid positions of Supervisor or League Support Staff. These individuals have the authority to give second opinions when an Appointed WATL certified judge is not available to make the call. They have the authority to issue warnings and can make recommendations on disciplinary measures to an appointed Certified Judge or League Runner. |
| Appointed Scorer | An individual who is scoring the match who is not on a paid shift. They are not necessarily an appointed judge or an official. They can make basic in-game calls and give warnings but cannot issue second-opinions or escalate disciplinary measures. Reports to the appointed Certified Judge or Sweet Axe Officials as needed. |
| Disciplinary Committee | The Disciplinary Committee is appointed by Sweet Axe Throwing Co. Disciplinary Committees may penalise players for gross breaches of the Code of Behaviour regardless of whether or not a formal Code Violation was issued in respect of that breach. |
| Point Penalty | Refers to a thrower receiving a score of "0" on their next throw as the result of a breach of the code of conduct. |
| Game Penalty | Refers to a thrower receiving a score of "0" on all throws in their next game as the result of a breach of the code of conduct. |
| Suspension Point | Refers to points issued to throwers in relation to breaches of the code of conduct. Different violations carry different suspension point values; receiving more than 12 suspension points will result in immediate disqualification and removal from the league. |

5. Mutual Recognition

5.1. Any penalty imposed upon a player under this Code of Behaviour will be recognised and respected by all Sweet Axe venues & events. A player is not permitted to play any events during the time of any suspension imposed under this Code of Behaviour.

5.2. Other Axe Throwing Associations (including World Axe Throwing League) may be notified of any applicable penalty which may impact a player's ability to compete at events sanctioned by those Associations.

PART II

ADMINISTRATION AND PROCEDURE

6. Interpretation and On-Site Administration

6.1. All WATL Certified Judges and Officials appointed by Sweet Axe are empowered with the authority to interpret and determine game offences documented within these regulations and take appropriate action.

6.2. The appointed Certified Judge may declare a point penalty for a single flagrant violation of this Code of Behaviour or continuous violations after the first offence. Note: a lane scorer may not declare a point penalty without consultation with an appointed WATL Certified Judge or Sweet Axe Official.

6.3. The League Runner is the final on-site authority regarding the interpretation of game and tournament offences within the Code of Behaviour.

Table 1: Roles and levels of authority

| Penalty Types | Lane Scorer | Sweet Axe Official | Appointed WATL Certified Judge | League Runner/ Supervisor | Venue Manager |
|-------------------|-------------|--------------------|--------------------------------|---------------------------|---------------|
| Verbal Warning | ✓ | ✓ | ✓ | ✓ | ✓ |
| Point Penalty | | | ✓ | ✓ | ✓ |
| Game Penalty | | | | ✓ | ✓ |
| Disqualification | | | | | ✓ |
| Suspension Points | | | | | ✓ |
| Appeal Decision | | | | | ✓ |

After a call is made by the lane scorer, the lane scorer or throwers may request a second opinion from an appointed WATL Certified Judge or, if a certified judge is unavailable, another Sweet Axe official. **The second opinion is the final call and can not be disputed further.**

- If the axe in question is touched by any thrower before the decision is made, the thrower who touched the axe will receive a 0 for that throw.
- While a second opinion is being discussed, throwers must return behind the fault line.
- Judges will not take advice, second opinions, or consultation from any throwers or spectators.
- Any throwers found to be persuading or advising an official/judge will receive a Code of Conduct violation.

7. Disciplinary Process

7.1. Players who breach the Code of Behaviour (detailed in Appendix 1) at an event will be subject to the following suspension points system:

Table 2: Game/Match offences

| Match Offence | Misconduct Offence | | Serious Misconduct Offence | |
|--------------------------|--------------------|-------------------|----------------------------|-------------------|
| | Immediate Penalty | Suspension Points | Immediate Penalty | Suspension Points |
| First Offence | Warning | 1 | Game Penalty | 5 |
| Second Offence | Point Penalty | 3 | Disqualification | 10 |
| Third Offence | Game Penalty | 3 | - | - |
| Fourth Offence | Disqualification | 10 | - | - |
| Spectator Offence | Point Penalty | 3 | Game Penalty | 5 |

*Offences are viewed as cumulative. Each time a “Code of Behaviour Violation Notice” is issued, that counts as an offence and will escalate the disciplinary process. Eg. if you are given a violation notification for “Unsportsmanlike Conduct” and within 12 months are issued with a violation notification for “Purposeful Distraction” you will be onto your second offence at minimum (the Disciplinary Committee possess the right to jump straight to a higher offence level based on the severity of the incident).

7.2. The Lane Scorer, after consultation with a Sweet Axe Appointed Certified Judge, considering all the facts, may determine that a significant violation warrants an immediate match penalty without progressing through the above stages. In addition, after consultation with the League Runner it may be determined that the violation also warrants disqualification from the remainder of the league season/ tournament.

7.3. Where any point penalty is applied in accordance with these regulations the player shall be notified immediately where a League Runner or Sweet Axe appointed Certified Judge is present.

7.4. If the point penalty cannot be issued during the specific game, a code violation second offence will still be issued.

7.5. The League Runner must determine any Game Penalty situation.

7.6. Any penalty awarded during a Duals game shall be imposed against the team.

Note: suspension points will apply only to the offending player

7.7. For on-site violations reported by any Sweet Axe Official, the League Runner after consultation with a Sweet Axe Official, considering all the facts, will determine the relevant penalty which may include suspension/disqualification.

8. Penalties

8.1. Suspension points will be accumulated over a 12-month period and removed twelve (12) months after they are imposed.

8.2. Players with the total number of Suspension Points will receive the following penalties:

a. Every five (5) points – a game penalty

b. Every twelve (12) points – Immediate removal from the current season and ineligibility from registering for the following season. Throwers will not be allowed to participate in any Sweet Axe events or activities while serving this suspension. The dates of the suspension will be determined by Sweet Axe Throwing Co. and advised to the relevant player prior to the suspension commencing.

c. Balance of 16 points at any time – non-inclusion in any and all of the upcoming Sweet Axe Throwing Co events/teams including but not limited to: League Nights, including the week eight tournament, tournaments, special events, and WATL events Note: non-inclusion will commence for twelve (12) months from notification of Suspension Points balance.

9. Administration and Notification

9.1. In Lane – by an Official. If a player commits an offence, an Official will approach the player as soon as practical and notify the player of the Code Violation. If an intervening point or points have been played this will not deem the code to be undeliverable.

9.2. Out of Lane – by an Official. If a player commits an offence, an Official will approach the player as soon as practical and notify the player of the Code Violation.

9.3. Off-Site – by the Disciplinary Committee. If an offence deemed to be serious enough, or impactful enough on the tournament or league season, the Disciplinary Committee reserves the right to apply the Code of Behaviour accordingly, and will contact the player and notify the player of the Code Violation.

9.4. Report

The Official shall complete a [Code of Behaviour Violation Notice](#) for Sweet Axe Throwing Co, for each offence received by a player.

9.5. Notification of Suspension Points

Sweet Axe Throwing Co. will share the [Code of Behaviour Violation Notice](#) to notify players of their current accumulation of suspension points, and any applicable penalties.

9.6. Notification of Suspended Players

Sweet Axe Throwing Co. will notify the following parties of any Suspended Players:

- Suspended Player – via email to the last known address provided by the player
- Complainant/victim/impacted thrower (if applicable)
- League Runner of Sweet Axe Throwing Co.
- WATL
- Lloyd Bombell & Sarah Hilyard

10. Disciplinary Committees

10.1. Any player that breaches the Code of Behaviour may be subject to further penalty as decided by a Disciplinary Committee appointed by Sweet Axe Throwing Co.

10.2. Disciplinary Committees may penalise players for gross breaches of the Code of Behaviour regardless of whether or not a formal Code Violation was issued in respect of that breach.

11. Appeals

11.1. Any player issued with a Code Violation for an on-site offence may appeal to Sweet Axe Throwing Co. The Notice of Appeal shall be filed in writing within five (5) days of being notified of the Code Violation.

11.2. For the purpose of clarity, the decision of the Official at the event shall be final.

11.3. Grounds for Appeal will rest only with the reversal of Suspension Points and/or penalties imposed by the Disciplinary Committee.

11.4. Attached to and included with the Notice of Appeal shall be a statement by the player as to the facts and circumstances of such incident along with any other evidence that the player desires to submit.

11.5. Upon receipt of such an Appeal, Sweet Axe Throwing Co. shall conduct a reasonable investigation of the facts and circumstances surrounding the incident.

Appendix 1

Game and Tournament Violations

1. Application

1.1. This document applies to all events in New Zealand and should be utilised in conjunction with the discipline regulations contained in the Code of Behaviour.

1.2. The definitions that appear in the Code of Behaviour apply equally to this document

2. Interpretation and On-Site Administration

2.1. All accredited Officials appointed by Sweet Axe are empowered with the authority to interpret and determine game offences documented within these regulations and take appropriate action.

2.2. An Official may declare a point penalty for a single flagrant violation of this Code of Behaviour or continuous violations after the first offence. Note: a Lane Scorer may not declare a point penalty without consultation with an Official.

2.3. The League Runner is the final on-site authority regarding the interpretation of game and tournament offences within the Code of Behaviour.

3. Violations - Behaviours considered to be Misconduct or Serious Misconduct

This list is not exhaustive but aims to provide a list of examples where the behaviour of Sweet Axe league members, staff, or spectators may be considered inappropriate and may give rise to disciplinary action. Behaviours that may be considered Misconduct could also be considered Serious Misconduct when the context, frequency or impacts of the behaviour are taken into consideration.

3.1. Physical abuse:

Unauthorised touching of an official, opponent, spectator or other person.

3.2. Verbal abuse:

A statement directed at an official, opponent, spectator or other person that implies dishonesty or is derogatory, insulting or otherwise abusive.

3.3. Audible obscenity:

The use of words commonly known and understood to be profane or offensive and uttered clearly and loudly enough to be heard by the officials.

3.4. Visible obscenity:

The making of signs by a player with their hands and/or axe or obscene gestures that commonly have an obscene meaning or impact to a reasonable person.

3.5 Purposeful Distraction

Purposeful Distractions are defined as, but not limited to: Excessive celebration, taunting, using abusive, threatening or insulting language, trash-talking, stepping in the lane during a throw, excessive noises, offensive gestures to opponents or any purposeful distractions with the intent to distract a player during a league match or tournament round will not be permitted during games

*If the first purposeful distraction is a gross violation, intended to either save the player from a loss, intimidate the opposing player, or be an act of aggression against the opposing player or Judge, WATL or the presiding Judge may elect, at their sole discretion, that the player causing the purposeful distraction to be removed from the tournament, league and/or facility.

3.6. Axe and equipment abuse:

Players shall not violently, with anger or frustration, hit, kick or throw an axe or other equipment within the precincts of the tournament site. Abuse of equipment is intentionally and violently destroying or damaging axes, equipment or intentionally and violently hitting the target, fencing, benches or other fixtures during a game in act of anger.

3.7. Unsportsmanlike conduct

Players shall at all times act in a sportsmanlike manner and respect officials, spectators and others. Unsportsmanlike conduct is defined as misconduct that is clearly detrimental to the game but that may not fall specifically within other violation categories.

3.8. Conduct unbecoming

A player, spectator, or staff member who behaves in a manner considered to be detrimental to the best interests of the event and the sport.

3.9. Incorrect scoring

If, in the opinion of an Official, an incorrect axe call is a deliberately blatant action by the lane scorer, that player will automatically receive a point penalty and may receive a Code of Behaviour Violation Notice.

3.10. Unreasonable delay

Game play shall be continuous, and a player shall not unreasonably delay the game for any cause. If the League Runner feels that the game is not being played at a reasonable pace, they will inform the lane scorer and the following action will be taken:

- The lane scorer will inform throwers that they will have ten seconds after returning over the foul line to begin their throwing motion.
- The lane scorer will announce "lane open" to let the throwers know when the ten seconds starts.
- If the first five seconds pass and no one has begun their throwing motion, the lane scorer will begin to count out loud "6..., 7..., 8..." etc to let the throwers know how much time has elapsed.
- If neither thrower has begun their throwing motion within the allotted ten seconds, it will be a foul and both throwers will receive a "0" for that throw.

- Once one thrower's axe has come to a rest, WATL's "10 second" rule will then be in affect. See below for exact wording from the World Axe Throwing League rules.

"Section C: Gameplay. (ix) Throws must be taken within 10 seconds of each other.

(ix a) If a thrower throws after 10 seconds of the other thrower's axe coming to rest, this will result in a fault."

"Section D: Scoring (xiii) If a stalemate is caused by both throwers refusing to call a Killshot, or initiate a throw, the Judge will make a verbal announcement that each thrower has 10 seconds to declare their intent to go for Killshot after which time the ability to call kill will no longer be available."

3.11. Best efforts

A player shall always use best efforts when playing a game. The League Runner will be the sole judge of penalties for not putting forth best efforts.

3.12. Leaving the lane

A player may not leave the lane area during a game without the permission of an Official. A player who violates this may be penalised by a Sweet Axe Official.

3.13. Match Fixing & Sandbagging in League Play or Tournaments

If any player is found to fix a match to achieve a desired outcome, during league play or tournaments, then that player will be banned from all WATL tournaments & leagues. Players may appeal the ban, one year after the offence, pending review of the Commissioner

3.14 Live Targets.

Axes shall never be thrown when a participant is picking up an axe from the target area or when a judge is in the lane. This will result in an immediate disqualification (counted as a loss) for that match.

3.15 Board Tampering/Alteration

No one other than the presiding match judge may alter the boards before, during, or after any match unless authorised by that individual. This includes, but is not limited to pulling out pieces of boards, and chopping or softening the board with their axe.

Violation of this rule by a thrower results in a 0 for their next throw. If this occurs during or after the last throw of a match, the action will be considered a violation of the Code of Behaviour.

* Watering a board is not considered an alteration.

** Boards may only be watered by a Thrower before the start of the match.

3.16. Social media platforms | All persons participating in any way in the league/tournament must refrain from making comments on any social media platform that attack, disparage or criticise other players, league/ tournament organisers, officials, Sweet Axe Throwing Co. or staff.

4. Misconduct v. Serious Misconduct

| Misconduct | Serious Misconduct |
|---|---|
| Aggressive language (shouting, talking over, belligerence) | Abusive language & bullying (verbal and non-verbal) |
| Disrespectful behaviour. Disrespectful behaviour that is repeated or serious enough will be classified as serious misconduct. | Discriminatory behaviour- Including but not limited to: contemptuous, discriminatory or denigratory words or actions concerning race, language, religion, gender, or sexual orientation |
| Dangerous behaviour- any behaviour which would endanger the health, safety, or well being of any Thrower, official, staff member, or spectator. *If done deliberately this could be serious misconduct | Violence or deliberately dangerous or malicious behaviour |
| Any verbal or non-verbal intimidation, threats of physical violence, trash talk, abusive language, profanity, threats, or general disrespect during any league or tournament towards any presiding Certified Judge, WATL Official, thrower or spectator will not be tolerated and will result in the immediate removal from the league or tournament. | Under no circumstances are live targets allowed. No thrower is to throw an axe at a target while there is a person or live object in between or in front of the thrower. |
| Not use alcoholic beverages at any location unless permitted by the facility/venue. | Drug use or supply- including but not limited to bringing illegal drugs to any Sweet Axe premises, competition or event. |
| Verbal or non-verbal sexualising or unwanted behaviour. Unwanted behaviour if repeated or serious enough will be classified as serious misconduct. | Sexual misconduct and harrassment defined as <i>'any unwelcome or offensive sexual behaviour that is repeated, or is serious enough to have a harmful effect.'</i> |