

IATF Rules Survey 2023 Results

Results Observations Summary

Standard Leagues

Players in Standard leagues want to continue playing in a less competitive environment. They are not interested in the Premier ruleset and are adverse to a highly-competitive environment. The intensity of Premier leagues is not fun for these players. A high percentage indicated they would quit throwing axes if the only option was to play in leagues that feature more competitive rules (i.e. Premier bullseyes).

Big Axe

Big Axe is very well-liked by players and spectators. Most do not believe tie breakers take too long, but do believe that Big Axe clutch attempts should be limited to prevent Big Axe clutch attempts from dragging on.

Premier Rules

Premier rules are well-liked as they are now. There is broad support for points awarded for a touch-clutch.

Unifying Rules

The survey supports the continuance of both Standard and Premier rules. While there is some support for a unified ruleset, newer and less skilled players have indicated they are at high risk of discontinuing play if Standard rules are not offered. The IATF views growing and retaining a base of new players as a key priority. Standard throwers make up about 70% of the active community.

Target Dimensions

Players like the target dimensions how they are. They see no need for adjusting the dimensions of any of the current rings or Clutch sizes.

Number of Axes in a Match

This was the most polarized topic on the survey. Players were asked whether they should be limited to using one hatchet and one Big Axe during a match. Opinions were divided and strong. Newer and less experienced players tended to view this limit more negatively. Regardless, we

don't view this as an urgent issue to address and individual tournament hosts are welcome to add this stipulation to their specific tournaments if they choose.

Original Survey Objectives

- To understand if we need to address a near-bullseye and a clean-three being equal
 - Survey does not indicate this is a priority.
- Solve the problem of a touch-clutch (unsuccessful Premier) and a total miss, or dropped axe, being equal in Premier rules
 - Survey indicates addressing this is a priority.
- Do we need to unify the ruleset to allow for larger league communities to exist?
 - Survey does not indicate this is a priority.
 - Survey indicates this would actually be detrimental.
- Recognize that different skill levels exist, how are we addressing that if we unify the ruleset?
 - Survey suggests maintaining separate rulesets is servicing the needs of different skill levels.
 - Maintaining separate rulesets also supports tournament circuit skill differentiation.

Proposed Rule Amendments

We believe these amendments are warranted, straightforward and supported by the survey results.

Standard Rules

1. The number of missed Big Axe clutch attempts will be limited to three at which point, players must return to throwing for bullseye. Should both players hit a bullseye again, they can again attempt a clutch. And once again, will have 3 attempts before having to go back to bullseye.

Premier Rules

1. The number of missed Big Axe clutch attempts will be limited to three at which point players must return to throwing for bullseye. Should both players hit a bullseye, they can again attempt a clutch. And once again, will have 3 attempts before having to go back to bullseye.
2. Points will be awarded for a touch-clutch.
 - The survey suggests 5 points would be broadly supported, however, game design considerations lead to 3 points being of interest. The IATF believes play testing is in order to develop more data to inform a decision between these two values.
 - The IATF will begin test play with focus groups in Toronto this month.

Wilson Cup Round 1

1. Clutch attempts will be required every fifth throw for the 75 hatchet throws.
 - Round 1 will continue to use Premier Rules, including points for a touch-clutch once the new value is determined.

Detailed Results

What follows are summarized results of the survey. Observations about the demographics of responses have been noted where they illustrate differences in the opinions of the demographics.

The two key demographic splits considered are the rules the players are accustomed to and how long they have been throwing. Generally the groups are:

- “Mostly Premier” and “Premier Only” players vs all other rules categories players
- 3+ years players vs newer (2 or fewer years) players

In many graphs below, the responses are on a scale of 0-5 for how strongly the respondent agreed with the statement. The scale is 0, strongly disagree, through 5, strongly agree. 0-2 is seen as overall disagreeing, 3-5 as overall agreeing.

General Demographics

611 responses recorded.

10% of the active thrower population.

We are pleased with the number of responses. While we always wish that everyone filled it out, the number of responses does give us a good indication of what the overall community is thinking.

Please keep in mind that the data shows that newer and less skilled throwers are underrepresented among the respondents. From AxeScores, we know that 70% of the player population only throws in Standard leagues, 20% throw a mix of Standard and Premier, and 10% throw only Premier. The following question shows the ratio of respondents.

Under which ruleset do you compete?

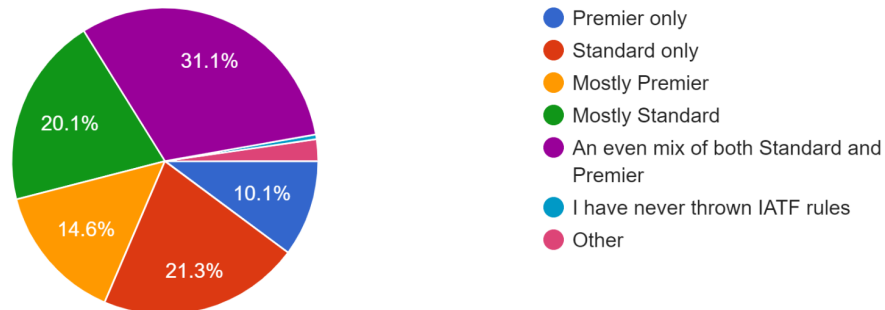
41% of respondents were Mostly Standard or Standard Only.

31% of respondents were an Even Mix of Standard and Premier.

25% of respondents were Mostly Premier or Premier Only.

Under which ruleset do you compete?

611 responses



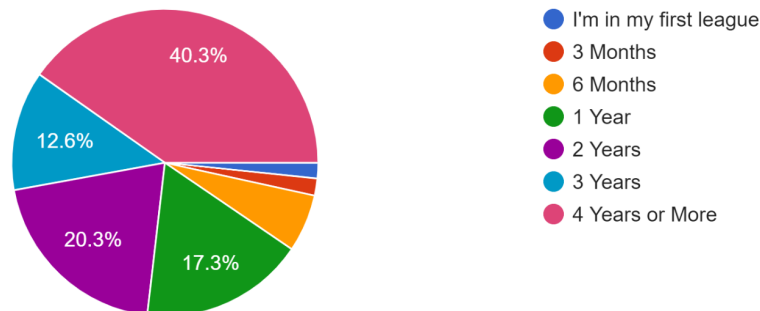
How long have you been competing in leagues?

53% of respondents have been playing for 3 or more years.

47% of respondents have been playing for 2 or fewer years.

How long have you been competing in leagues?

611 responses

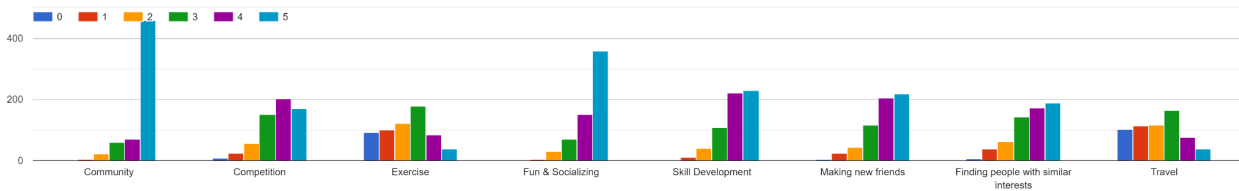


With regard to your leagues and tournament play, of these things, how important are they to you

Community, and Fun & Socializing had the most responses of Very Important
Competition, Skill Development, Making New Friends, and Finding People With Similar Interests were of medium importance.

Exercise and Travel were not important overall.

With regard to your leagues and tournament play, of these things, how important are they to you. 0 - not at all important 5 - very important



Questions for Players Only in Standard Leagues

Is there a reason you don't play in a Premier rules league?

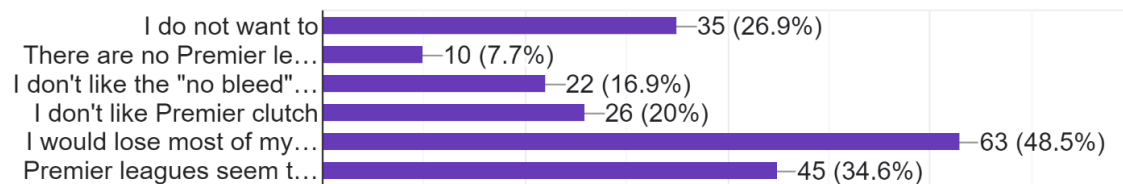
Overall, it seems that the barrier is not wanting to lose to more competitive players.

- 49% - I would lose most of my matches
- 35% - Premier leagues seem too competitive
- 27% - I do not want to
- 20% - I don't like Premier clutch
- 17% - I don't like the "no bleed" rule
- 8% - There are no Premier leagues available to me

Most of the written-in answers were about Premier leagues not running on days that fit their schedule and the competitiveness of the players in the Premier leagues

Is there a reason you don't play in a Premier rules league?

130 responses



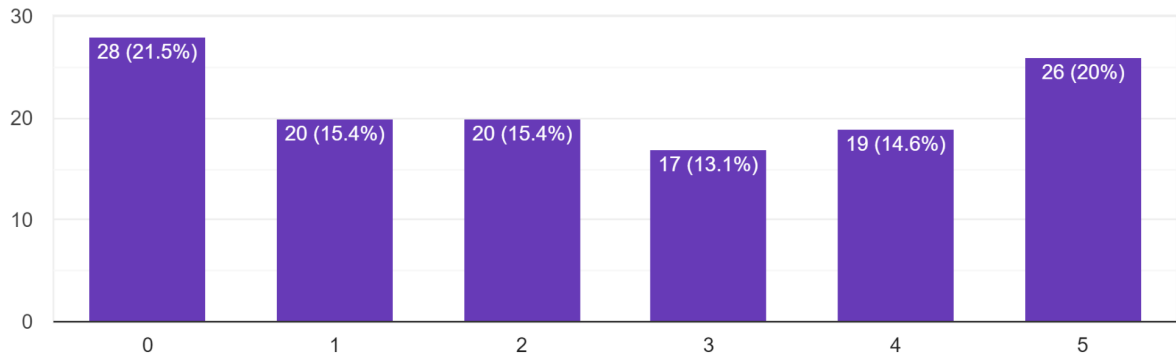
If my venue only offered Premier rules leagues, I would still throw.

- 52% of the Standard Only players responded negatively.
- 22% were strongly negative
- 20% were strongly positive.

There wasn't much variation by how long they had been playing either. Newer players were slightly more negative than 3+ year players.

If my venue only offered Premier rules leagues, I would still throw.

130 responses



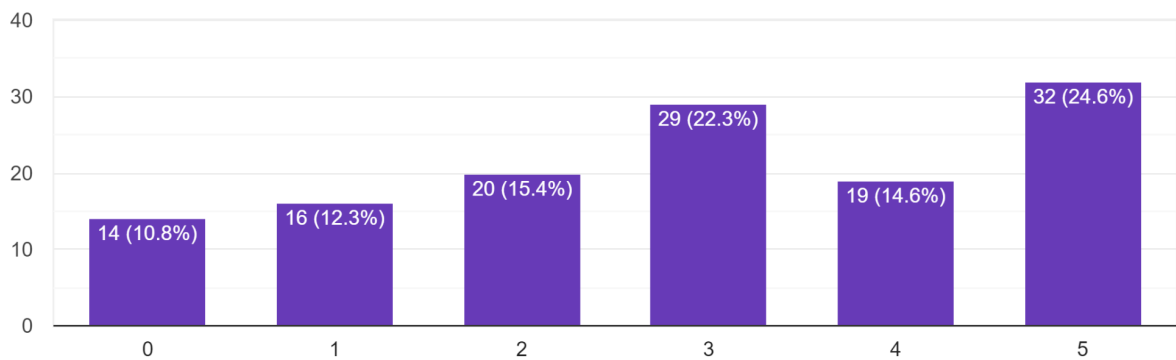
If my venue only offered leagues using a new unified ruleset with a Premier-bullseye and a touch-clutch point value in addition to the Premier-clutch, I would still throw.

62% positive responses overall.

59% positive for newer players.

If my venue only offered leagues using a new unified ruleset with a Premier-bullseye and a touch-clutch point value in addition to the Premier-clutch, I would still throw.

130 responses

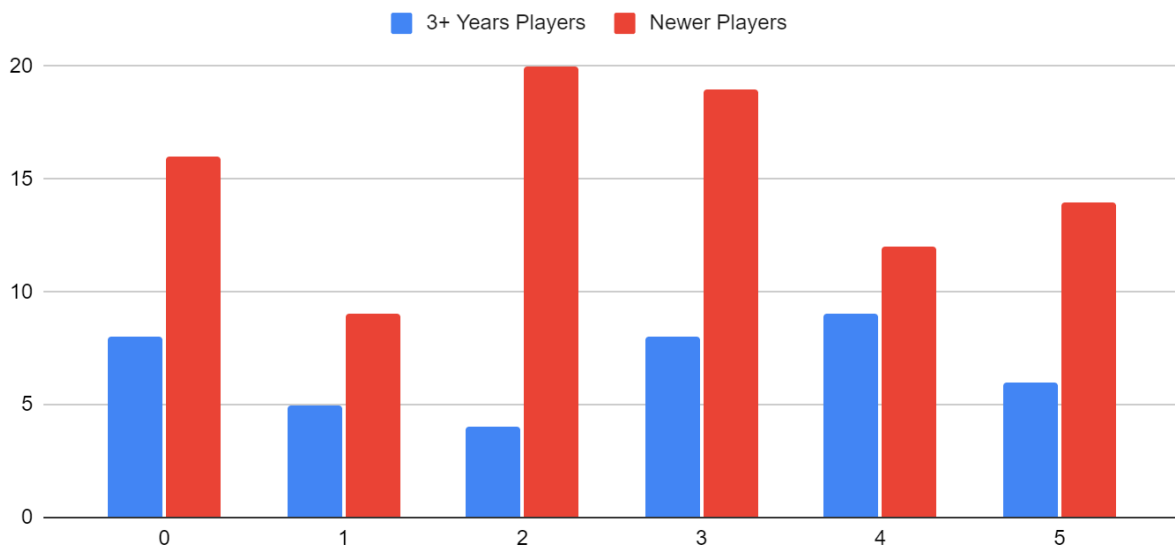


If Premier rules were changed to award points for a touch-clutch, then I would be interested in playing in a Premier league.

52% positive overall.

58% positive for 3+ years players.

50% positive/negative for newer players.



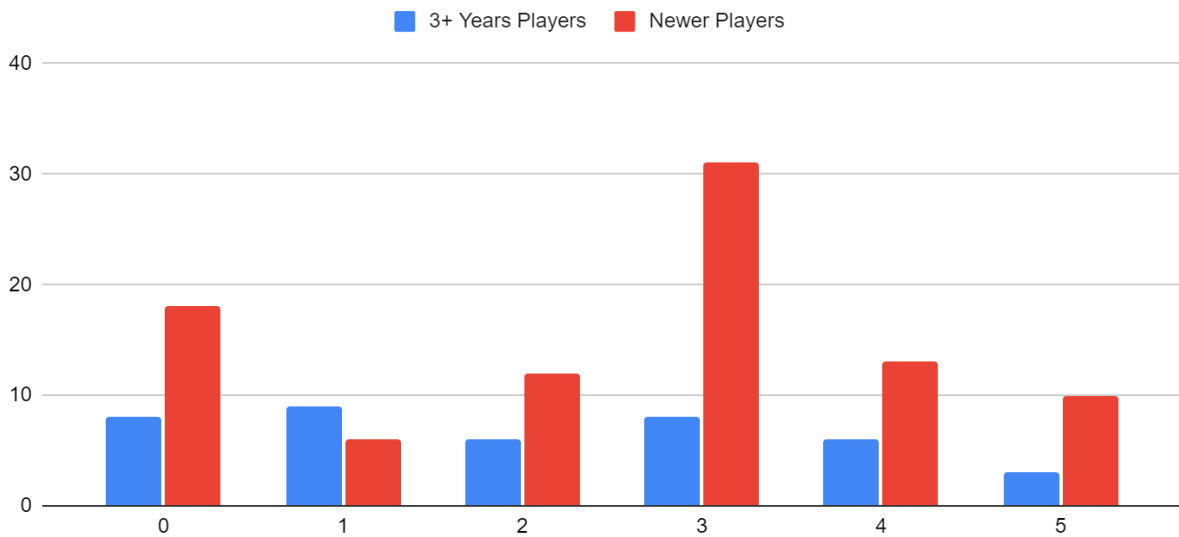
If Premier rules were changed to award points for a touch-clutch, then I would be interested in playing in a Premier leag...

If Premier rules were changed to award 4 points for a near-miss bullseye (like a Standard bullseye that crosses the black line into the three-point area), then I would be more interested in playing in a Premier league.

55% positive overall.

58% negative for 3+ years players.

60% positive for newer players.



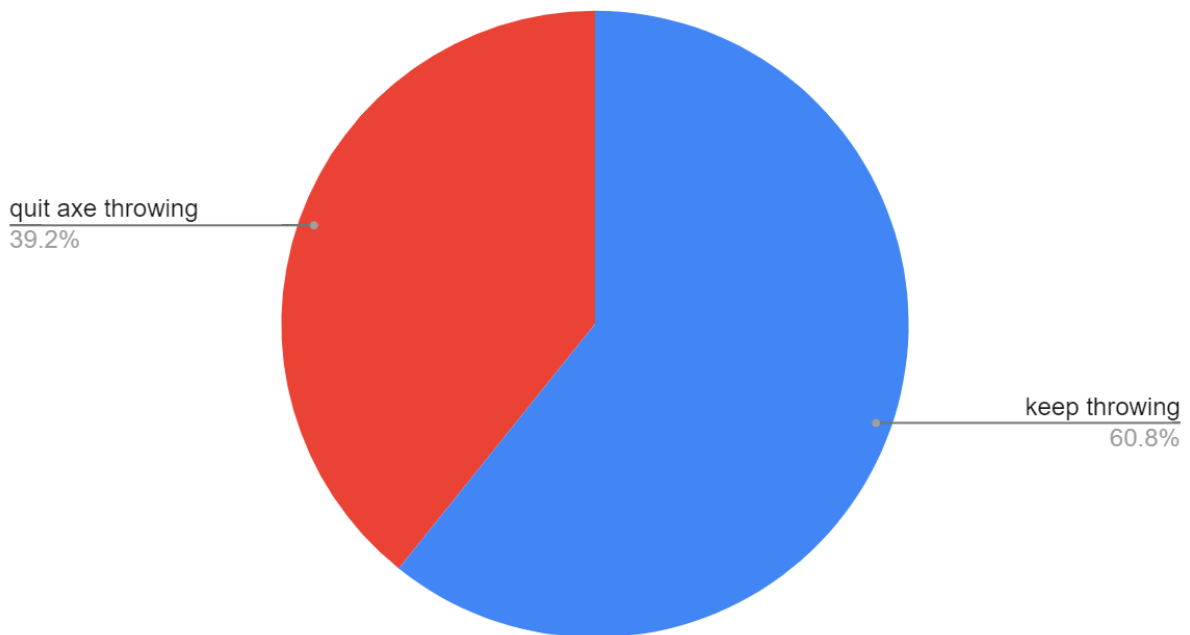
If Premier rules were changed to award 4 points for a near-miss bullseye (like a Standard bullseye that crosses the black...

If the only ruleset was Premier rules, I would:

39% - Quit Axe Throwing

61% - Keep Throwing

If the only ruleset was Premier rules, I would:



General Ruleset Questions

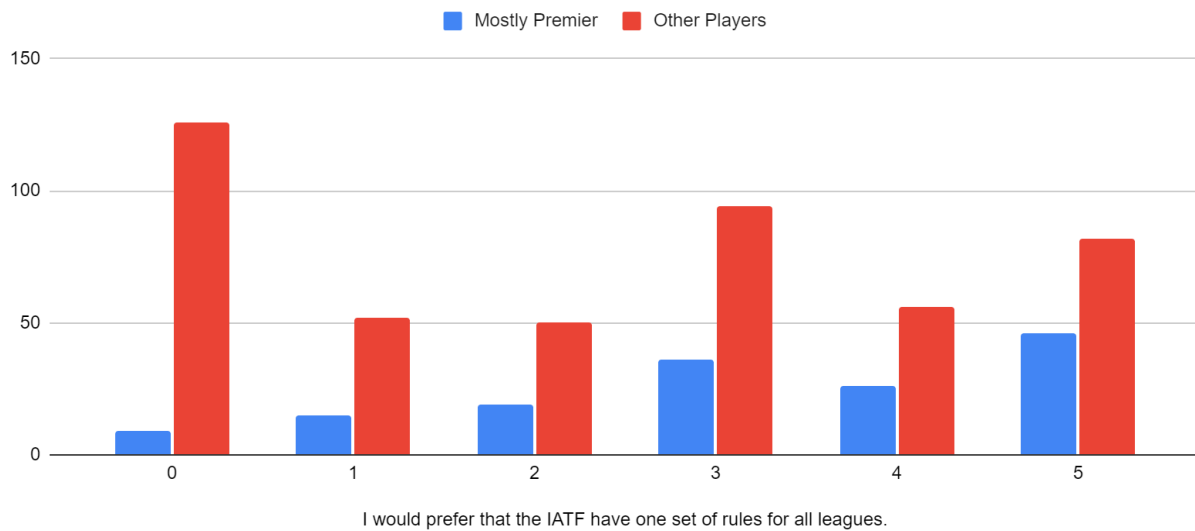
I would prefer that the IATF have one set of rules for all leagues.

56% positive overall.

The split based on whether the players' experience with Premier is very divided.

72% positive for Mostly Premier and Premier Only players.

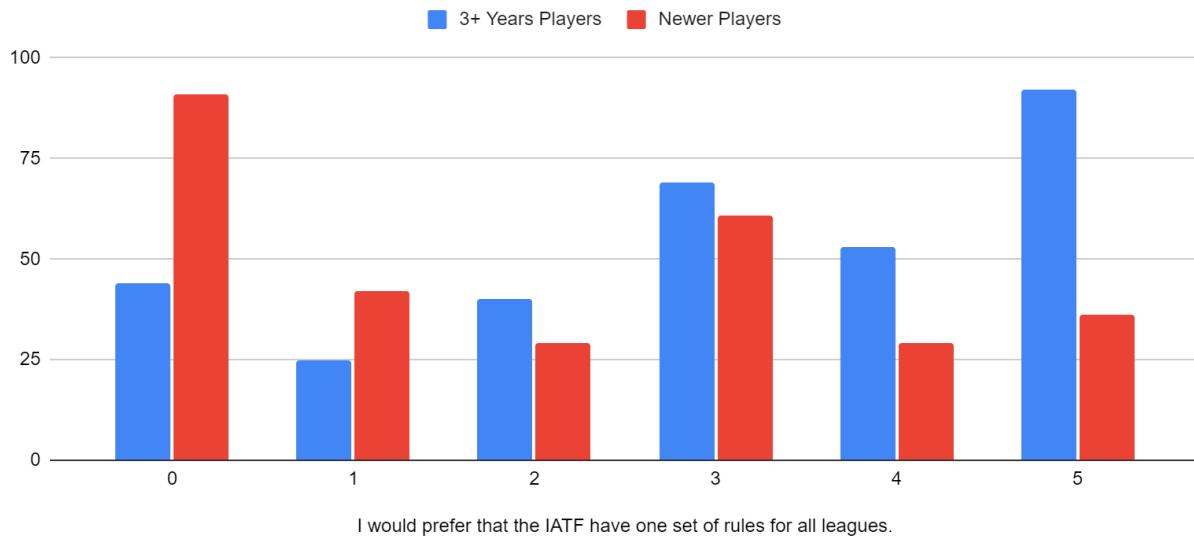
50% positive for all other players.



The split based on how long players have been playing is very divided, with most newer players not in favor of one ruleset.

66% positive for 3+ year players.

56% negative for newer players.



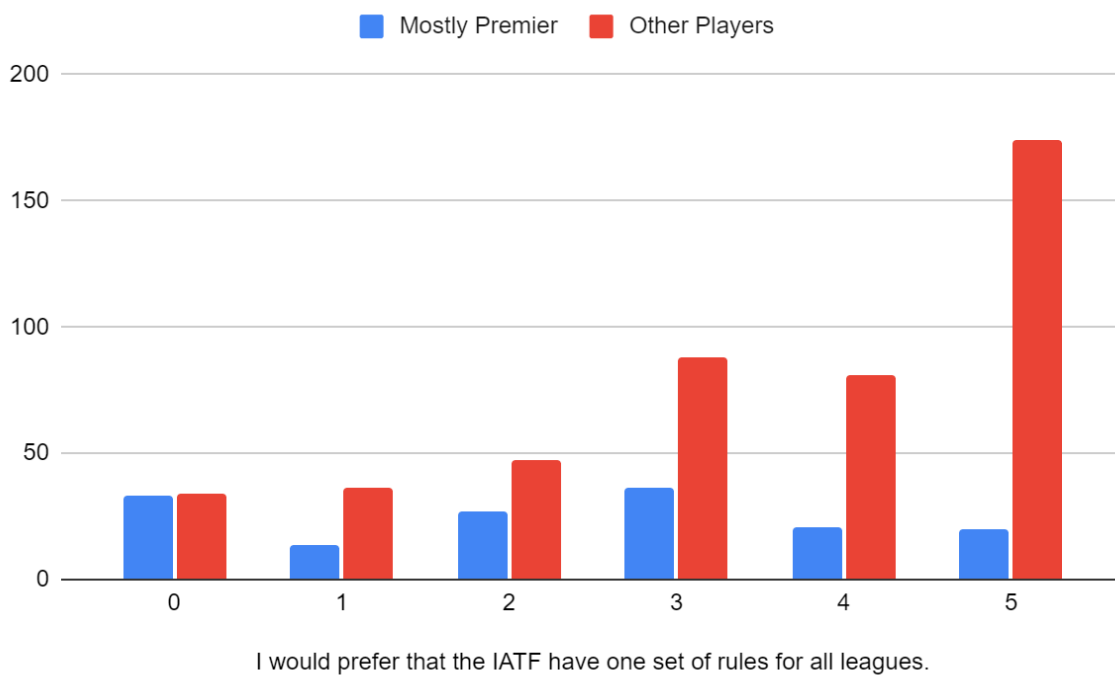
I would prefer that Standard and Premier rules seasons both continue to be offered as they are today.

69% positive overall.

The split based on whether the players' experience with Premier is very divided.

51% positive for Mostly Premier and Premier Only players.

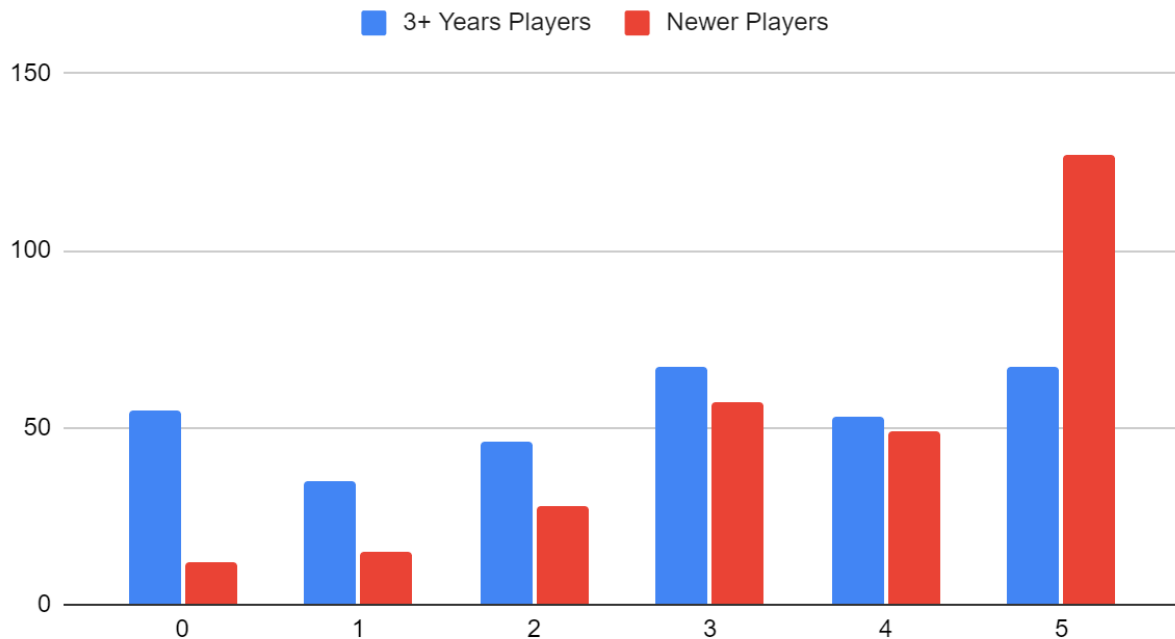
75% positive for all other players.



The split based on how long players have been playing is very divided, with high support among newer players.

58% positive for 3+ year players.

81% positive for newer players.



I would prefer that Standard and Premier rules seasons both continue to be offered as they are tod...

Big Axe Questions

Big Axe is loved by players (61% strongly positive, 94% positive) and by spectators (66% strongly positive, 94% positive).

Most players do not feel that Big Axe tiebreakers take too long (60%), but do feel that there should be a limit on the number of missed Big Axe clutch attempts before returning to the bullseye (79%). 52% of players believe that number should be 3 attempts.

Premier Rules Questions

71% of players like Premier rules as they are now, but 65% would like to see amendments to make them more accessible to players that compete under Standard rules.

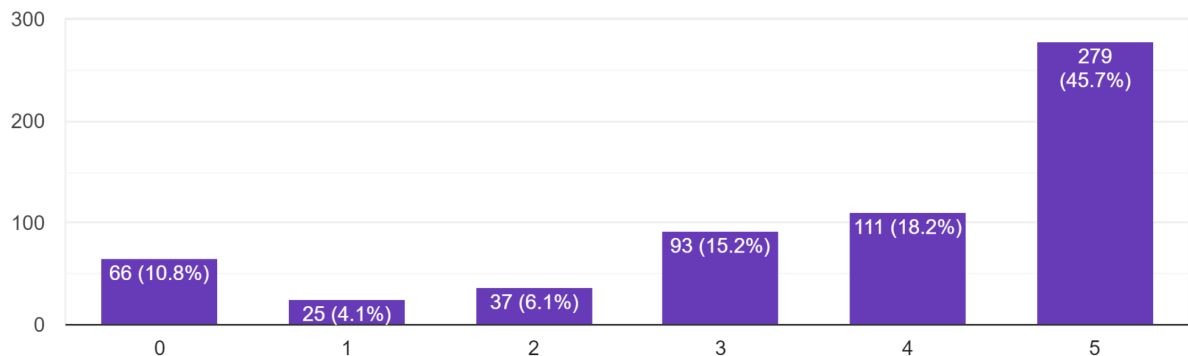
71% of players were against making Premier rules more challenging (31% strongly negative).

Touch-clutch

79% of players support awarding points for a touch-clutch (46% strongly positive). This is supported comparably for both hatchet and Big Axe clutches. This support is despite 84% of players believing that this would lead to fewer Big Axes thrown overall.

I would like amendments to Premier rules to reward a touch-clutch (an axe still touching inside green circle, but not a Premier-clutch).

611 responses

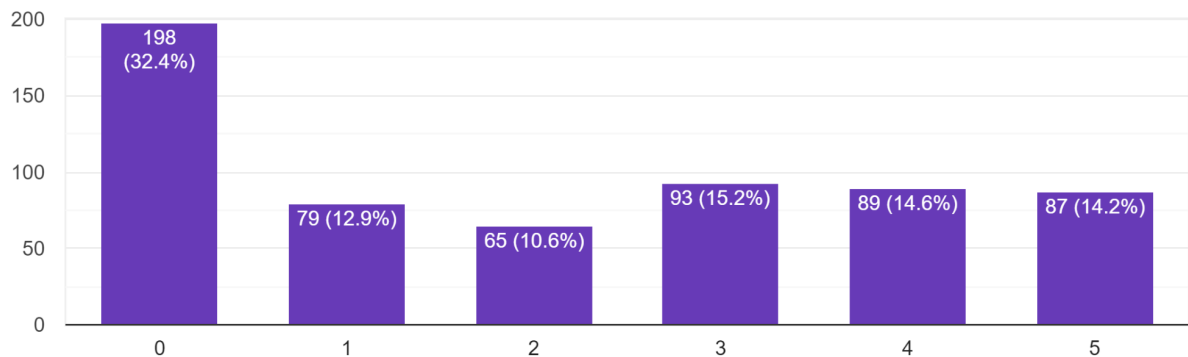


Bullseyes

56% of players are against awarding points for a nearly missed Premier-bullseye, but closer than a 100% three-point throw (32% strongly negative).

I would like amendments to Premier rules to reward nearly missing a Premier-bullseye, by partially crossing into the 3-point area, but closer than a 100% three-point throw.

611 responses



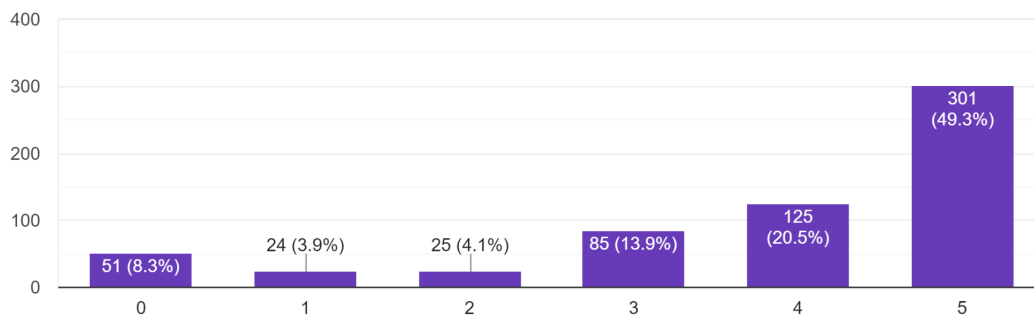
Unified Rules Questions

Touch-clutch

Under the context of a separate unified ruleset, 84% of players support awarding points for a hatchet touch-clutch (49% strongly positive) and 85% support awarding points for a Big Axe touch-clutch (53% strongly positive). This support is despite 84% of players believing that this would lead to fewer Big Axes thrown overall.

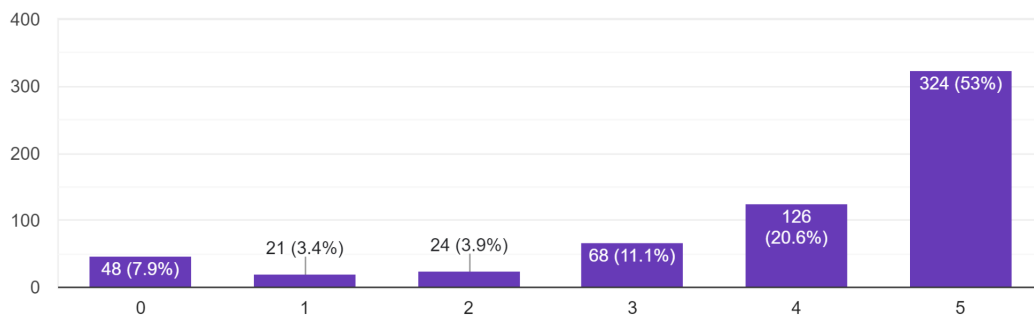
On a hatchet throw, when throwing for clutch, there should be some points awarded for a touch-clutch.

611 responses



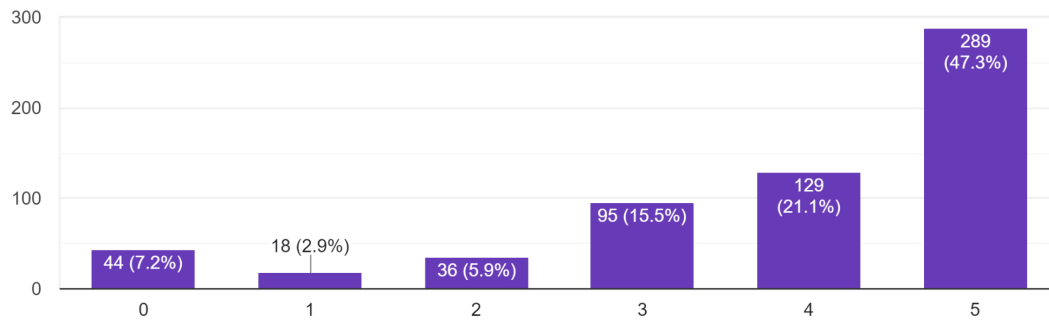
On a Big Axe clutch throw, there should be some points awarded for a touch-clutch.

611 responses



Awarding points for a Big Axe touch-clutch would reduce the number of Big Axe throws.

611 responses

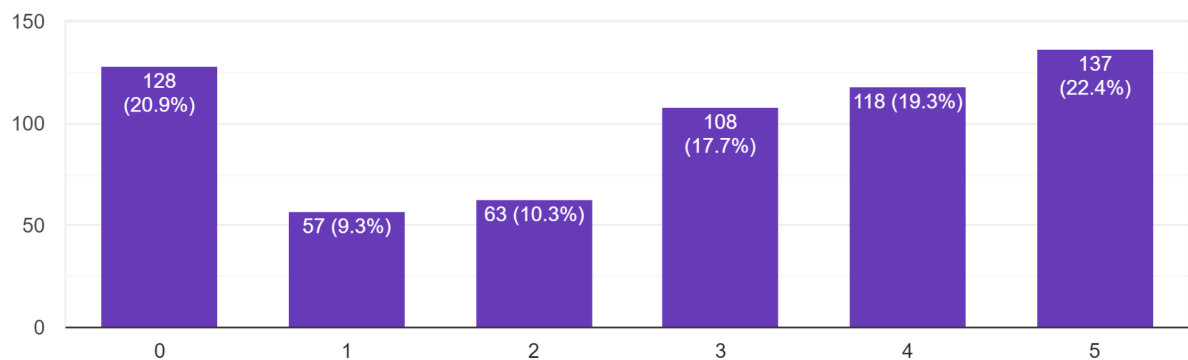


Bullseyes

Under the context of a separate unified ruleset, 59% of players support awarding points for a nearly missed hatchet Premier-bullseye, but closer than a 100% three-point throw (22% strongly positive, 21% strongly negative).

On hatchet throws, I believe this way of scoring would help achieve the goals listed above.

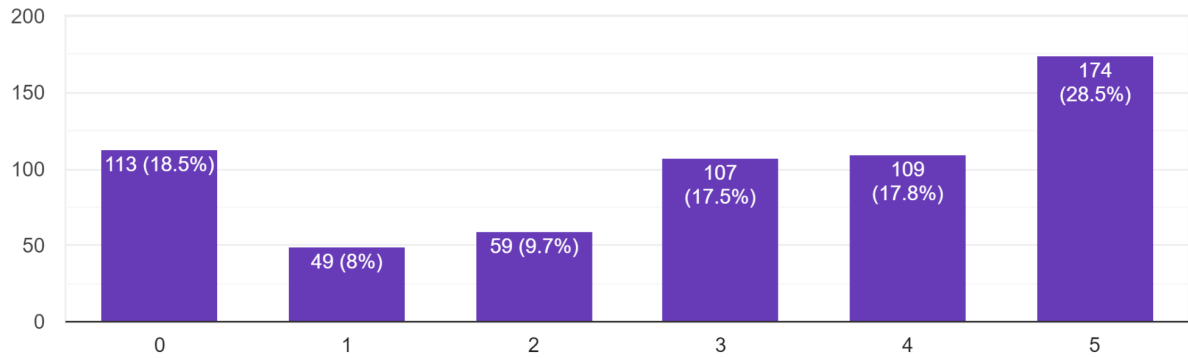
611 responses



64% of players support awarding points for a nearly missed Big Axe Premier-bullseye, but closer than a 100% three-point throw (29% strongly positive, 18% strongly negative). This support is despite 70% of players believing that this would lead to fewer Big Axes thrown overall.

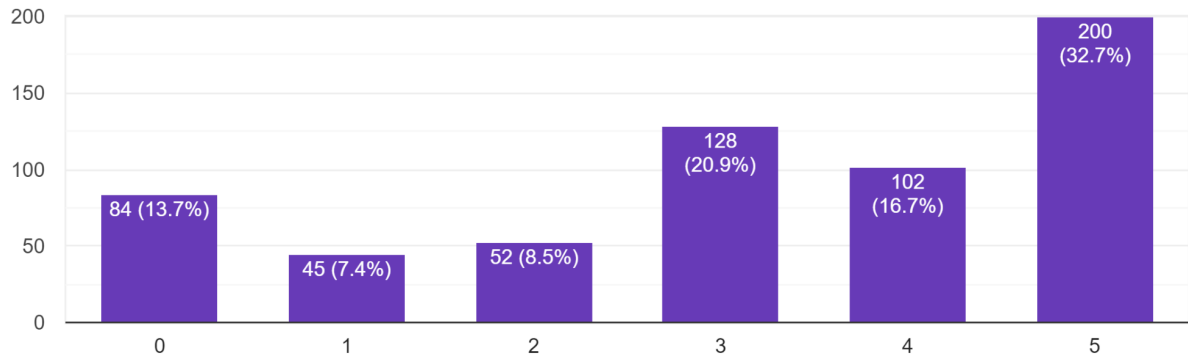
On Big Axe throws, I believe this way of scoring would help achieve the goals listed above.

611 responses



Scoring this way would reduce the number of Big Axe throws.

611 responses

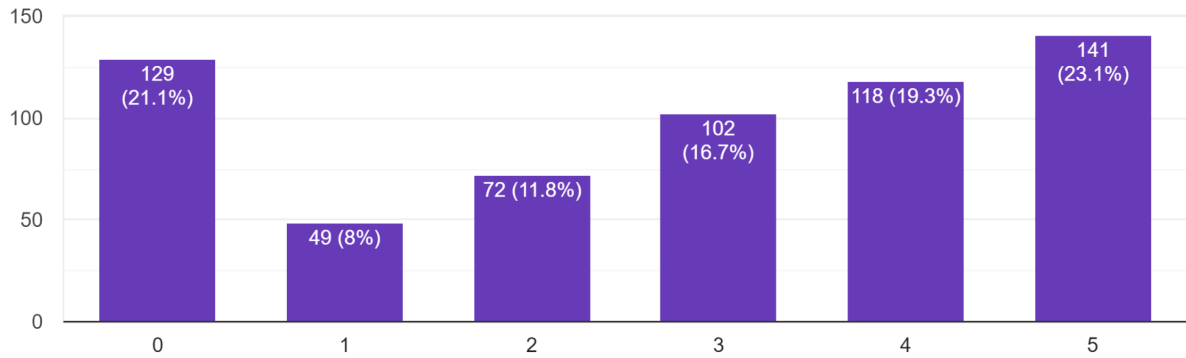


Touch-Clutch Value Questions

The only touch-clutch value that received positive overall support is 5 points. 62% support for hatchets (23% strongly positive, 21% strongly negative). 59% support for Big Axe (25% strongly positive, 23% strongly negative).

Premier-clutches are worth 7 and touch-clutches are worth 5.

611 responses



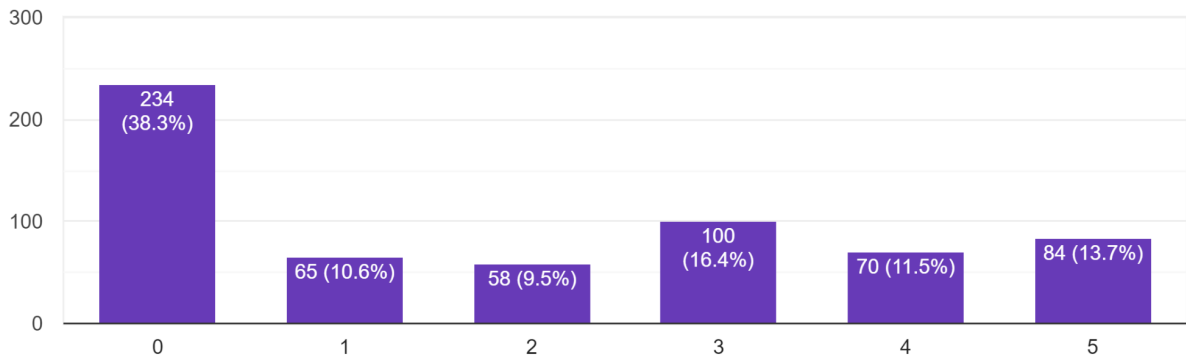
Bullseye Value Questions

Axes Crossing Rings

58% of players were against scoring 4 and 2 points for crossing the black and red rings respectively (38% strongly negative).

Scoring should include 4 and 2 points for crossing the black and red rings, respectively.

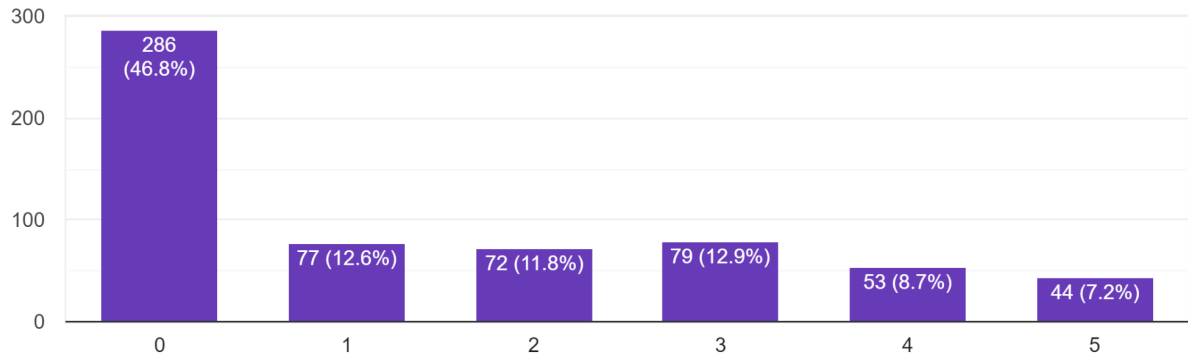
611 responses



71% of players were against scoring 4 points for crossing the black ring with no adjustment to the scoring for the red ring (47% strongly negative).

Scoring should include 4 points for crossing the black ring, but leave the red ring as-is.

611 responses

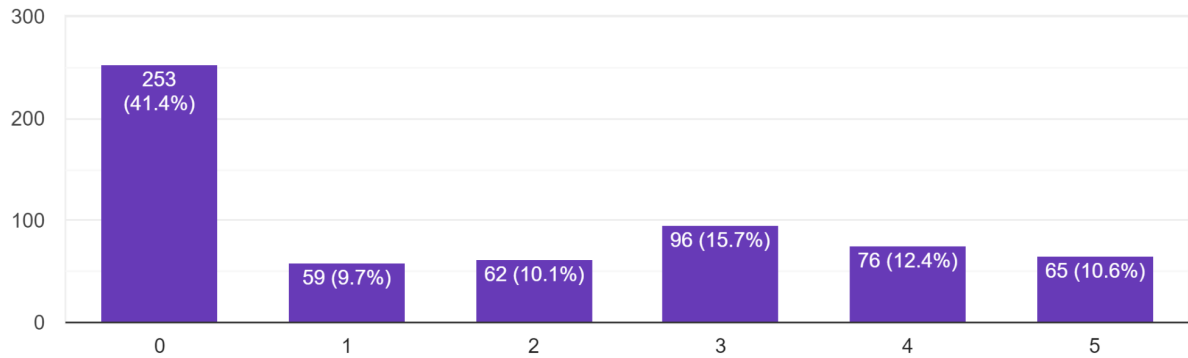


Majority-In

61% of players were against scoring 4 and 2 points for axes with the majority in the black and red rings respectively (41% strongly negative).

Scoring should include 4 and 2 points for majority in the black and red rings, respectively.

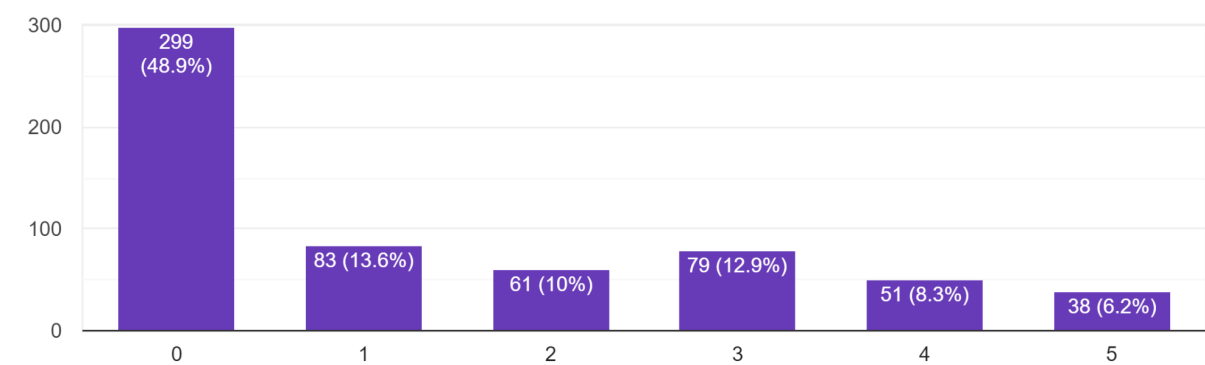
611 responses



72% of players were against scoring 4 points for axes with the majority in the black ring with no adjustment to the scoring for the red ring (49% strongly negative).

Scoring should include 4 points for majority in the black ring, but leave the red ring as-is.

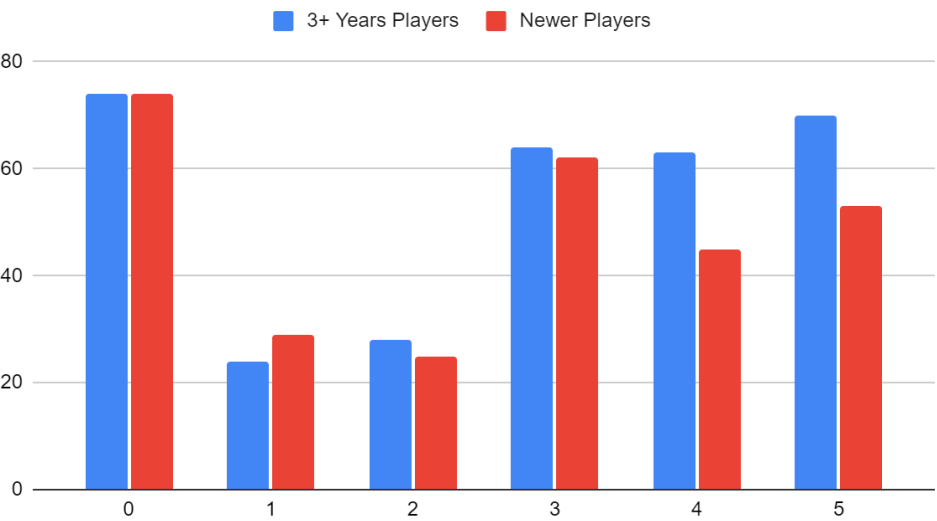
611 responses



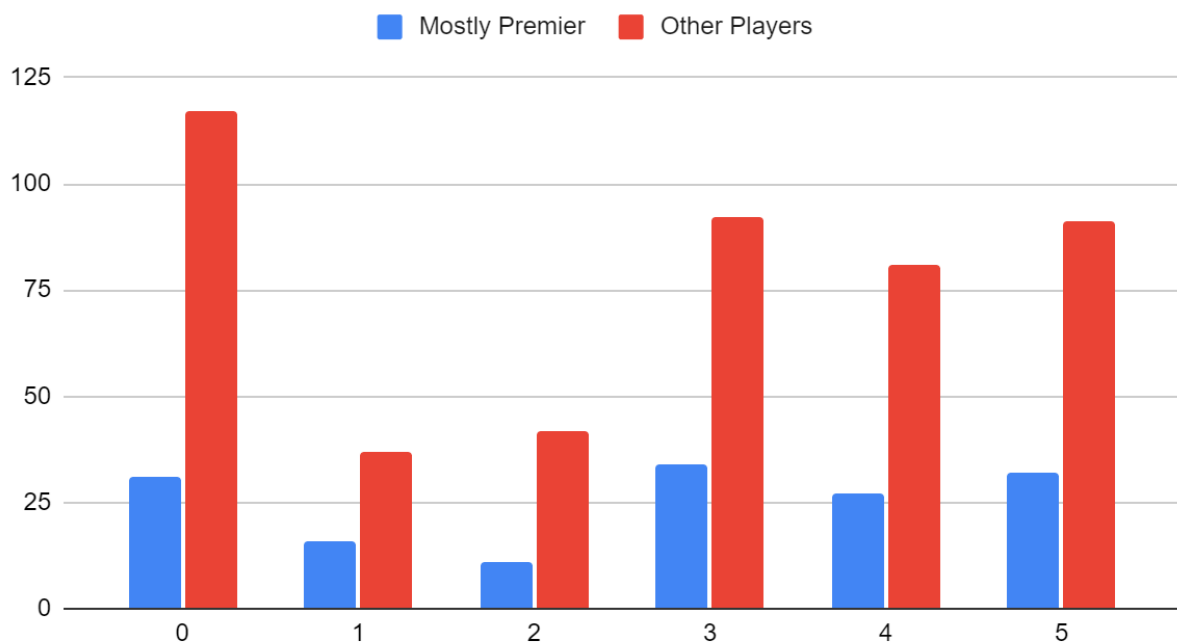
New Scoring Value Combinations

4-Point Score

Under the context of a separate unified ruleset, 58% believe a 4-point score would be more appealing because a near-miss has less of an impact on scores. Though, 24% of players overall were strongly negative. Newer players were slightly more likely to have a negative response (56% positive overall, 26% strongly negative). Players reporting Standard Only, Mostly Standard and an Even Mix were slightly more likely to have a negative response (57% positive overall, 25% strongly negative).



Adding a 4-point score makes a potential unified ruleset bullseye more appealing because a near...

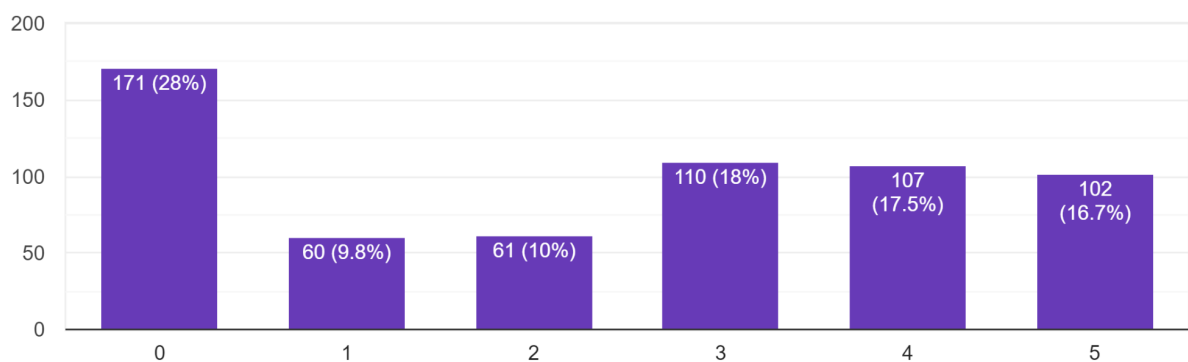


Adding a 4-point score makes a potential unified ruleset bullseye more appealing because a near...

52% of players believe that a 4-point score rewards accuracy (28% strongly negative).

Adding a 4-point score rewards accuracy.

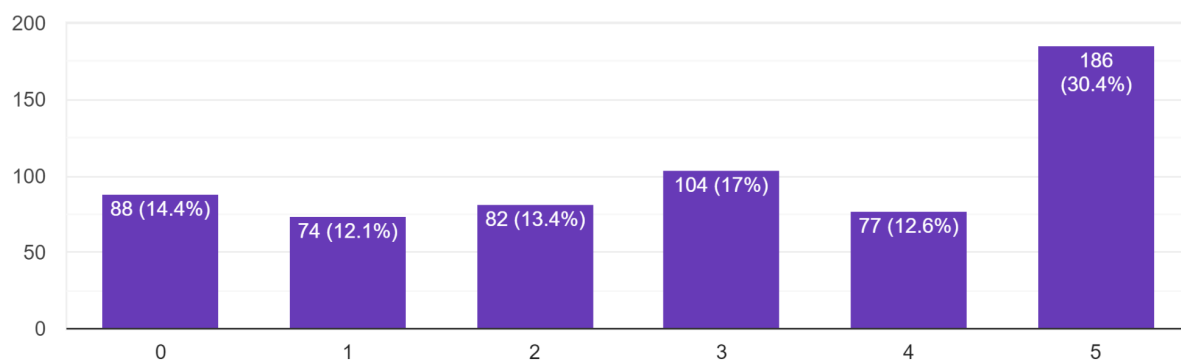
611 responses



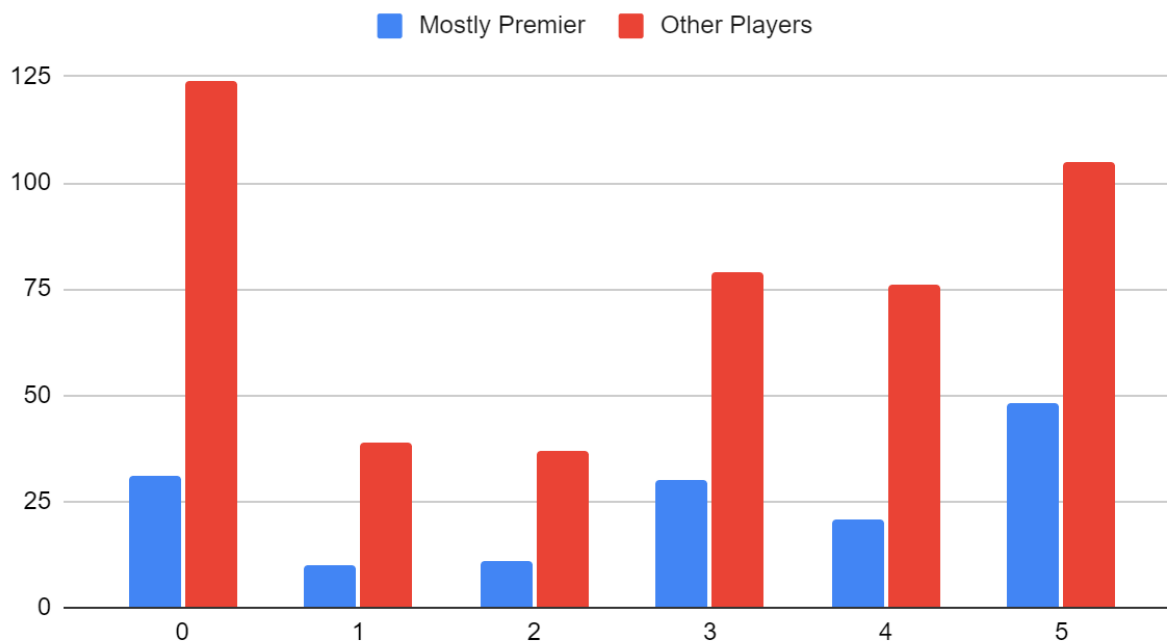
70% of players believe adding a 4-point score diminishes the value of hitting a bullseye (30% strongly positive).

Adding a 4-point score diminishes the value of hitting a bullseye.

611 responses

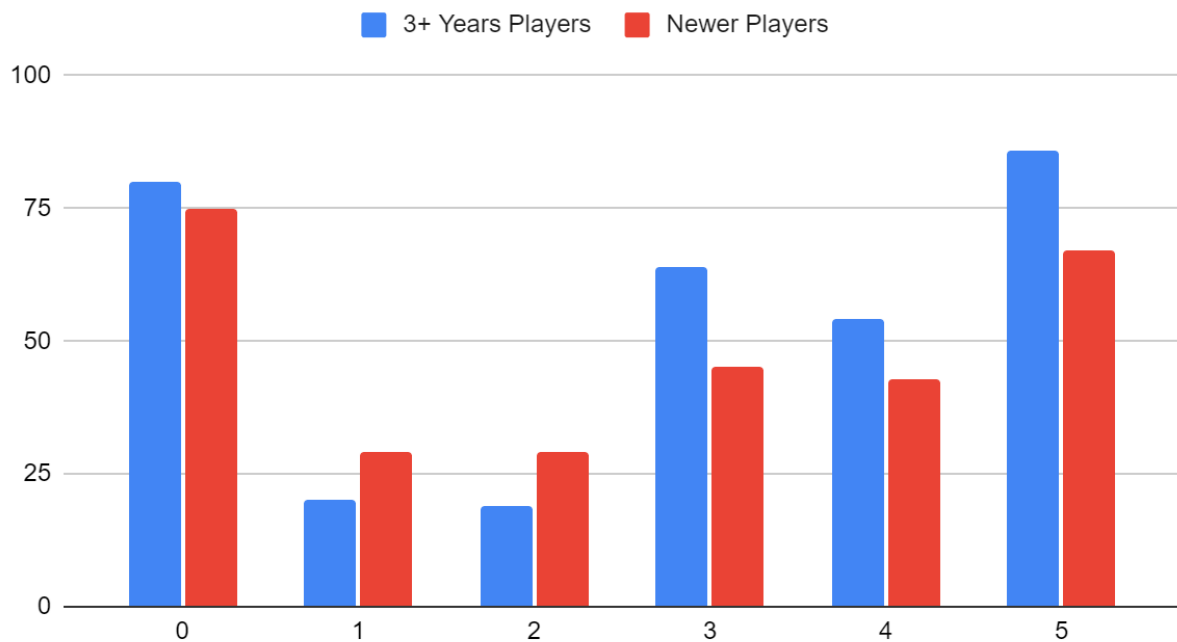


57% of players reporting Standard Only, Mostly Standard and an Even Mix responded positively that they would join a league with expert players if there were a 4-point score for near-missed bullseyes (27% strongly negative).



I would join a league with expert players if there were a 4-point score for near-missed Premier-bull...

54% of newer players responded positively that they would join a league with expert players if there were a 4-point score for near-missed bullseyes (26% strongly negative).



I would join a league with expert players if there were a 4-point score for near-missed Premier-bull...

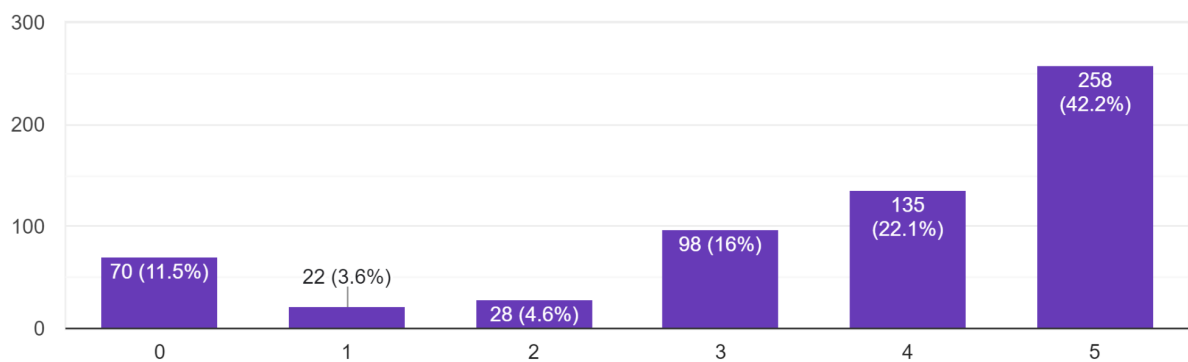
There is little support for adding 4 and 2 points for Big Axe only (72% negative, 51% strongly negative).

Touch-clutch

Under the context of a separate unified ruleset, 80% of players support adding points for a touch-clutch.

Adding a touch-clutch score makes a potential unified ruleset clutch more appealing.

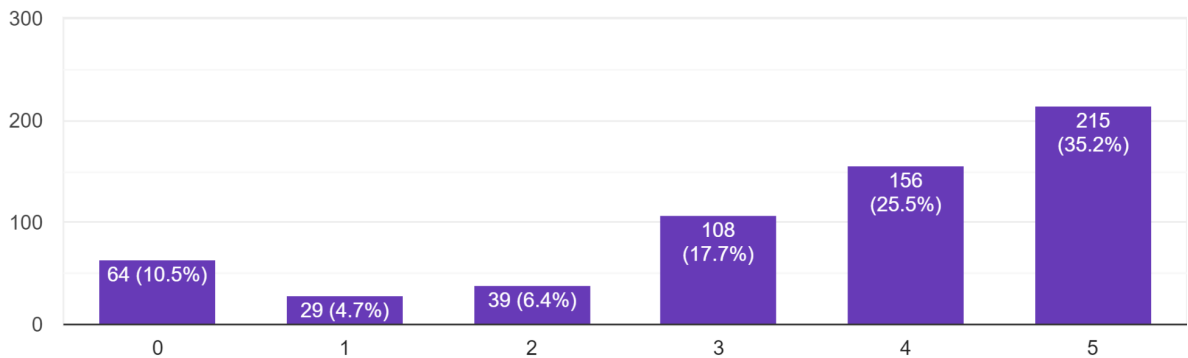
611 responses



78% of players believe that a touch-clutch score rewards accuracy (35% strongly positive).

Adding a touch-clutch score rewards accuracy.

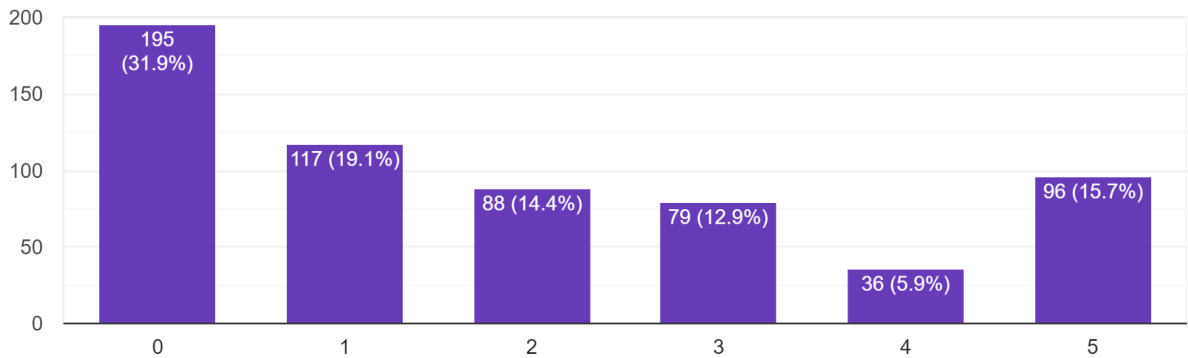
611 responses



65% of players disagree that a touch-clutch score diminishes the value of hitting a clutch (32% strongly negative).

Adding a touch-clutch score diminishes the value of hitting a premier-clutch.

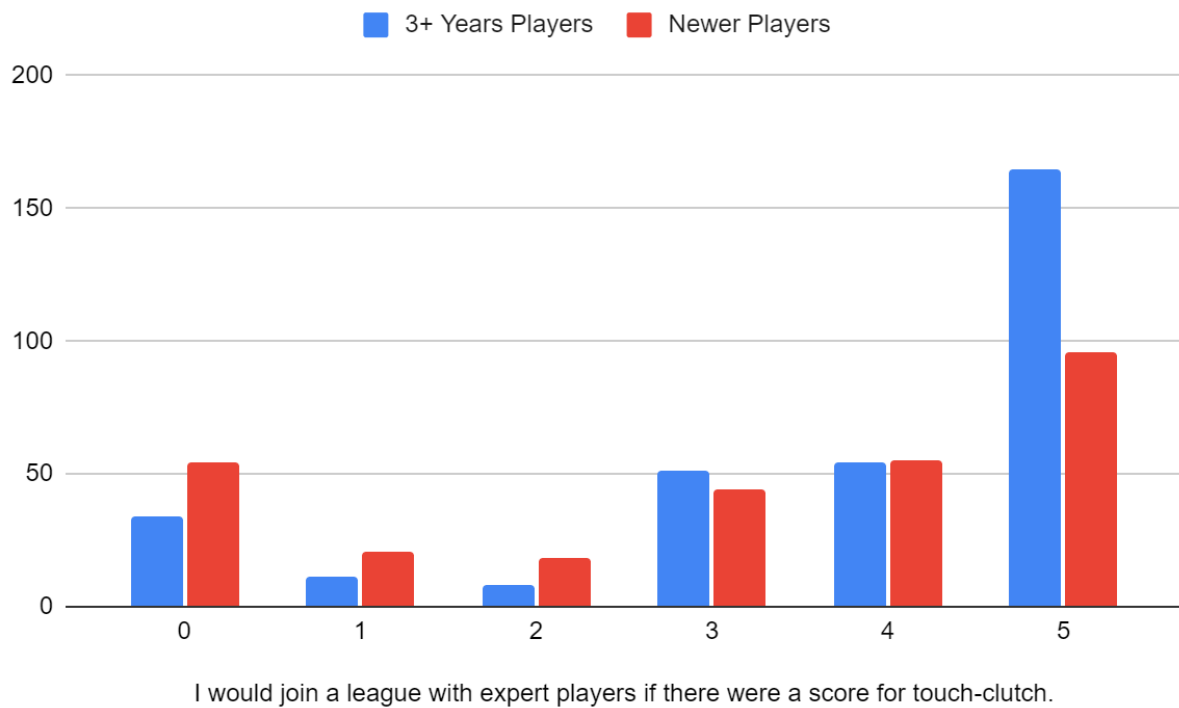
611 responses



72% of players reporting Standard Only, Mostly Standard and an Even Mix responded positively that they would join a league with expert players if there were points for a touch-clutch (38% strongly positive).



68% of newer players responded positively that they would join a league with expert players if there were points for a touch-clutch (33% strongly positive).



There is little support for adding touch-clutch points for Big Axe only (80% negative, 56% strongly negative).

Target Dimensions

Players like the target dimensions how they are. Only 4% of players would like to see the dimensions changed. Support for the existing diameters of the rings and clutches is over 82%. 57% of players like the Premier clutch box as-is.

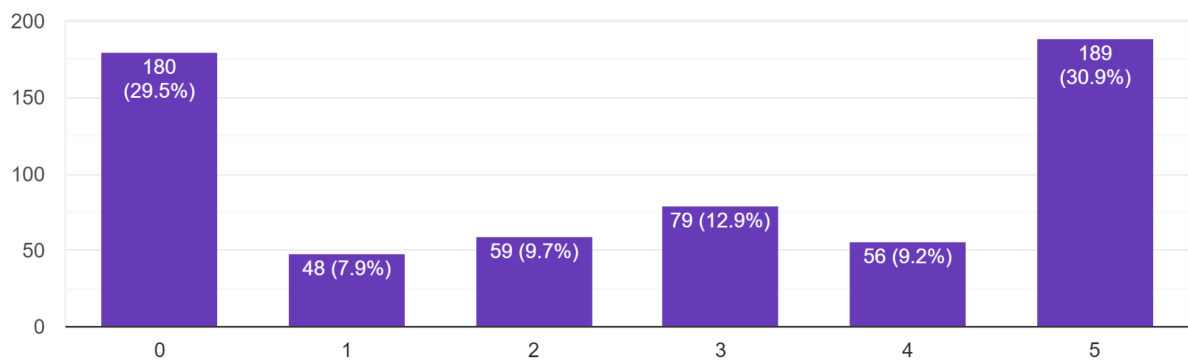
Number of Axes During a Match

This was the most polarized topic on the survey. Players were asked whether they should be limited to using one hatchet and one Big Axe during a match.

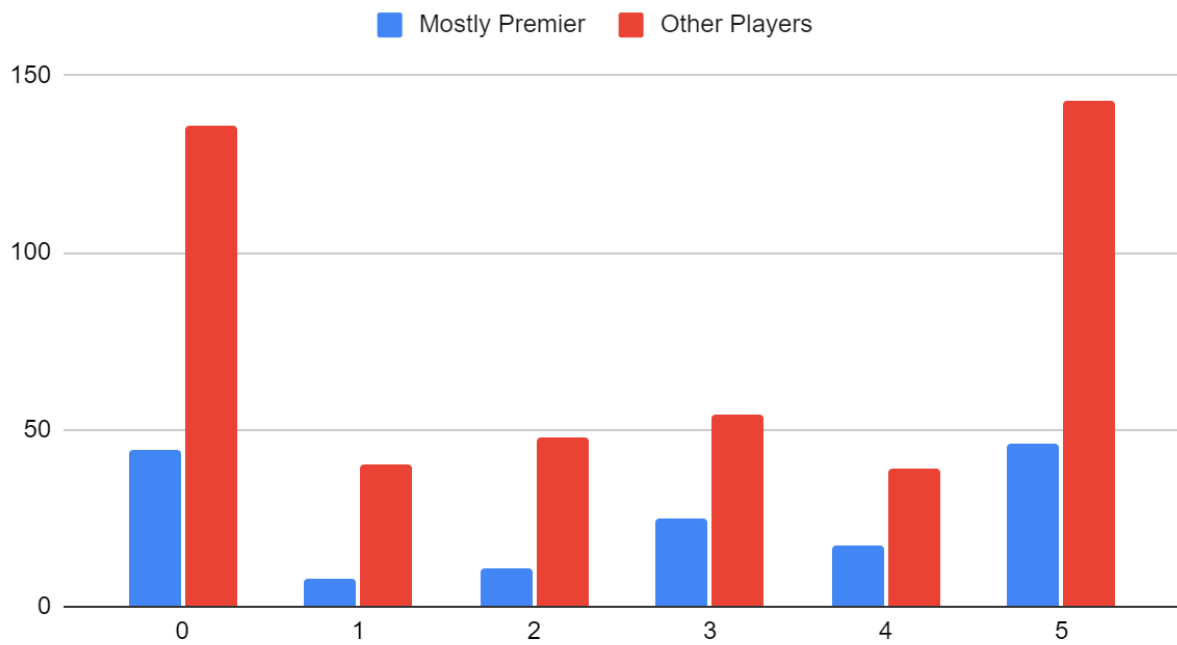
Overall, 53% of players believe there should be a limit. However, 29% of players were strongly against it and 31% of players were strongly for it.

Currently, players are free to use different axes during a match. Some tournaments have used a house-rule to limit players to one hatchet and one ...ted to one hatchet and one Big Axe during a match.

611 responses

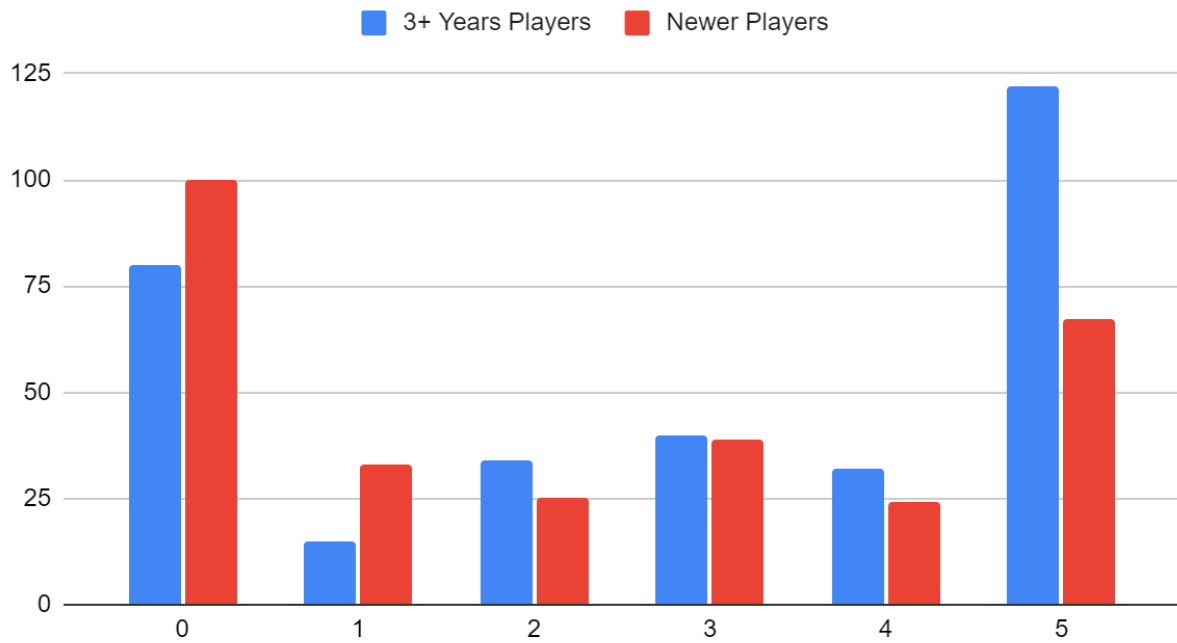


58% of Mostly Premier and Premier Only players support the limit.
51% of other players support the limit.



Players should be limited to one hatchet and one Big Axe during a match.

60% of 3+ year players support the limit.
55% of newer players are against the limit.



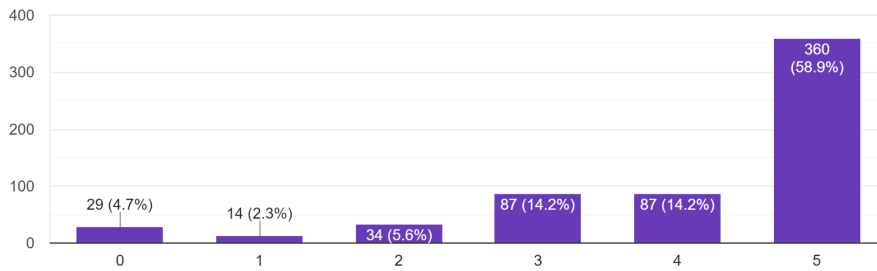
Players should be limited to one hatchet and one Big Axe during a match.

Wilson Cup Round 1

Players are in favor of Round 1 being scored using Premier Rules (87% positive overall, 59% strongly positive) and that clutches should be mandatory during Round 1 (65% positive overall, 39% strongly positive). Even more so if there are points for touch-clutch (77% positive overall, 51% strongly positive).

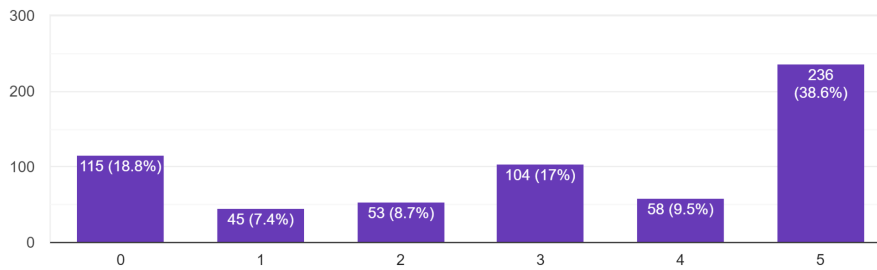
Round 1 should be scored using Premier rules.

611 responses



Given that Round 1 uses Premier rules, clutches should be mandatory.

611 responses



Hypothetically, if Round 1 included a point value for a touch-clutch and 7 points for a premier-clutch, then Round 1 clutches should be mandatory.

611 responses

