

Capture the Flag

I. Teams

Teams will be chosen by team captains or the game administrator may appoint teams. Teams may be identified with green and orange bandannas.

II. Ammunition

Players are allowed to use any Nerf blaster approved for UGC use, socks, foam swords/knives, and bayonets (two-hand tags) may also be used.

- No shots, stabs, or bayonets to the head.
- Ammunition may be picked up by any live player, but should be returned to the rightful owner at the end of the game.

III. Flags

Flags should be placed within a team's base at the beginning of the game. Flags should be easily reachable (no more than 5ft off the ground), not buried (such as under leaves), and reasonably visible.

- A player carrying the flag must immediately drop it if tagged.
- Another player from either team may then grab the flag.

IV. Game Play Rules

- Teams must start within the bounds of their respective of bases.
- Tagged players must put their hands on their heads and move promptly to the jail or respawn zone.
- Unlike traditional CTF, a player may be tagged anywhere in the field of play.
- Players who go out of bounds will be considered shot.
- A round is considered over when one team has both flags in their base simultaneously or if all players from one team are in jail/eliminated.

V. Game Types

Capture: A tagged player goes to jail. Captured players can be freed by a non-captured teammate tagging the jail. Chains may be formed by players holding hands to gain distance from the jail. If any player in the chain is tagged all players in the jail are freed.

Respawn: Each team has a respawn zone, a tagged player can be revived by entering the respawn zone.

Elimination: Tagged players are out for the remainder of the match.

Assault: Teams take turns playing the roles of attacker and defender. Attackers respawn but defenders don't. The team that steals the flag fastest from the defender win.

Freeze Tag: Flags may be eliminated. Players must freeze when tagged. Players can be unfrozen by a teammate, who must touch the frozen player with one hand and count out loud to ten.

Traditional: Played without toys, players may one-hand tag enemies who cross onto their half of the field.

Push: Teams deliver a central flag to the enemies base. Players respawn when the flag crosses a center line.