

Capture the Flag

I. Registration

Registration is not applicable to CTF.

II. Orientation

No official orientation will be held for CTF. Rules will be reviewed and questions will be answered before games begin.

III. Objective

The objective of CTF is to control both flags simultaneously at your own base or to eliminate the entire opposing team.

IV. Teams

Two or more teams are picked and each allocated to a starting location.

V. Boundaries

The boundaries will be specified by the game administrator.

VI. Equipment

- UGC Bandanas, the game director will specify how to wear them.
- UGC Flags.
- Weapons: Blasters, socks, foam swords, two-hand touch.

VII. Duration

The duration will be declared by the game administrator or will continue until one team is victorious.

VIII. Flags

- Flags begin within a team's base at the start of the round.
- They must be hidden no more than 5ft off the ground, not buried, and reasonably visible.
- A stunned player must drop the flag. Once dropped, either team may grab the flag to steal it or return it.

IX. Game Play

- Teams must start within the bounds of their respective of bases.
- Stunned players must put their hands on their head.
- Unlike traditional CTF, a player may be tagged anywhere in the field of play.
- Players who go out of bounds are considered stunned.

X. Objective Variants

Assault: Teams take turns playing the roles of attacker and defender in timed rounds. Attackers respawn but defenders do not. The team with the fastest time wins.

Push: A single, central flag begins located at the center of the field. The objective is to deliver the flag to the enemy's base. All players respawn when the flag crosses the center of the field.

Traditional: No weapons, players may only stun with one-handed tags. You are safe on your side of the field and may only be tagged on the opponent's side.

XI. Other Variants

Capture: When stunned, players go to their opponent's jail. Captured players can be freed by a non-captured teammate tagging the jail or a prisoner. Chains may be formed by players holding onto each other to gain distance from the jail. All players in the chain are freed if any player in the chain is freed.

Elimination: When stunned, players are eliminated from the round and unable to interfere.

Freeze Tag: Flags are optional for this variant. When stunned, a player is considered frozen. Players may be unfrozen by a teammate touching the frozen player while counting out loud to ten.

Respawn: When stunned, players can become unstunned by entering their respective respawn zones. The game administrator will determine respawn zones.