

Rules of play

Games will always start with both teams on opposite sides of the field. Players will position themselves at least one arm length away from the most outlying barrier per side. Play will commence once the referee is satisfied with the position of each team and blows the whistle.

Elimination of a player will occur when they are hit with a dart from an enemy team member. Once a player is shot they must immediately place their hands in the air with their weapon and exit the field of play until the next round starts.

Team Battle:

Each team must fight until all members of the opposing team are eliminated.

Point Control:

Each team must try to reach the middle of the field and raise their flag color to represent their team controlling the point. Each round lasts approximately 10 minutes or until the opposing team is eliminated. Once the timer expires, the team whose has their flag raised the highest will be the winner.

Capture the Flag:

Each team will clip a flag to the far right barrier on their side of the field. The objective of the game is to capture the enemy flag and return it back to your team's flag area. The game can be won three different ways. The first by capturing the enemy flag three times. The second by eliminating all enemy team members. The last is to have the most captures at the end of the 10 minute round. If there have been no captures, the fight will continue until all members of a team have been eliminated.

VIP Protection:

Each team will pick a representative to act as the VIP for their team. Once the teams have their chosen VIP's their objective will be to protect that person and eliminate the opposing teams VIP. The team whose VIP is eliminated first will lose the round.