



Nerf Tournament Rules – Feb 22, 2019

1. All Players will Receive At Least Two Matches. Ensure that the teams know this could mean they lose one and win one, and then they're done. It depends how the double-bracket elimination chart flows.

2. Each Player is Given 2 Lives Per Match

3. Team Composition:

- Brigades may be made up of Kids-Only teams of 4-6 members ages 8-18 OR a Combination Team (4-6 members with a combination of children and adults.) In a Combination Team, there must be at least 2 children, and they may be as young as 5 years old. The team rules have been set to create the most even teams possible.

3. Safety Rules

- No intentional face shots.
- No physical contact with other players – no pushing, pulling, wrestling, hitting, etc. No wrestling weapons away from others.
- Eye protection is required at all times when on the floor for battle. One point penalty will be taken for each person who is intentionally not wearing eye protection while on the floor.
- The entire floor is open for play. Any area involving height are dangerous and require careful and slow movement.

4. General Rules

- One penalty point will be given any time a player steps outside the battle zone for anything other than a time out called by a referee.
- Referees will call a time-out for any and all injuries. If a player is injured and cannot return to the game, the brigade will decide if they are going to continue on or forfeit the match.
- Only Nerf guns may be used. Modified Nerf guns are allowed, but must take standard bullets.
- Once the whistle is blown for time outs, no additional points can be given for "hits." A penalty point will be given for additional shots fired after the whistle is blown.
- Penalty points will be given for any arguing with a referee.
- Do not throw or drop guns, and please be respectful of equipment.
- Each brigade will get 10 points for collecting darts at the end of the match.
- Shot/Point/Injury

5. Combat Rules

- Each Nerf battle will last 7 minutes unless all the members of a brigade are "dead" prior to the end of the battle.
- Do not start the battle or leave your base until the main whistle blows. There will be a double-whistle warning whistle 60 seconds from the end of a match.
- Play honestly. If you are struck by a bullet, you are wounded (1st hit) or dead (2nd hit). If another player says they hit you, or a referee says you have been hit, you are considered wounded or dead. If you are not sure you hit someone else, then do not call it.
- When you are struck by a bullet, you must go to the brigade "Medic," who will patch you up. You will receive a piece of duct tape, to signify that you have been hit. After you see the medic and receive your tape. Once you receive your tape, you have 30 seconds to re-enter the match and load your weapon. During this 30 seconds, you are immune.

- Hits on your weapon must be repaired by a team member designated as the “engineer.” Injuries must be healed by a team member designated as the “medic.”
- You may use another teammate’s weapon, but not another team’s weapon.
- Once a team member is dead, he/she must leave the floor and may not yell out anything other than the word “Medic!”
- There is no friendly fire. Shooting your teammates will not injure them, kill them or earn points.
- Soldiers may not carry objects when they run except for a weapon (ie: Mats, boulders, etc. may not be carried.)
- Bullet containers must remain in-place during the match.

6. Equipment Rules

- Do not use damaged darts. They will jam your gun.
- Do not throw darts. They must be shot from a gun.

7. How to win the game

- Eliminate all players on the opposing team by “killing” them or sending them all to the medic at the same time.
- End the game with more points than the other team.

