

General Rules of Play

Setup

Teams

- There are two teams: orange and purple.
- Each team wears a colored sash.
- Each team has a respawn point on one side of the field that matches their color.
- Each team has a flag at one end of the field that they protect; this is their base.
- The base and the respawn points are different points.

Boundaries

- Based on field. Roads/streets are always a boundary.
- Placing a foot in the street brings your health to 0 instantly.

Equipment

- There is a collection of communal weapons that anyone can use. Please treat them with respect (do not lean on them or hit hard objects with them).
- There are also many private collections of weapons. They are all hand-made. Ask before touching anyone's personal creations.

Remove from your person anything you don't want damaged or that might hurt you if you fall on it (cell phone, glasses, jewelry, keys, etc.).

Objective

The object of the game is to capture the opposing team's flag while keeping your own. Victory consists of having both flags at your base.

Game Play

1. **Team Selection** – Teams will be chosen at random.
2. **Class Selection** – Team members will likely discuss the balance of classes and determine if they need a critical class (e.g. you will not likely win without a healer)
 - a. The number of spell discs, shields, and some other types of special equipment and/character classes will be determined based on the total number of players.
 - b. You may not change classes during a match.
 - c. You may change weapon selections within the same class if you find that your first selection does not work out for you.
3. **Readying Up** – Each team starts at a designated base with their flag and chooses an offense and defense. Players on each team will signal their readiness to start by raising their swords in the air.
4. **The Start** – Once the call to start is made, the game is on.

5. **Taking Damage** – Once you have received enough hits to bring your health to 0, you are dead and temporarily out of play.
 - a. Immediately raise your sword or spell disc over your head and walk toward your spawn point.
 - b. You must walk; you may not run.
 - c. You may not speak or call out when you are “dead.”
 - d. Once you enter the respawn point, you are restored to full health and may reenter the game immediately.
 - e. If your healer can get to you, they may be able to save you the walk, but you cannot go find your healer once you are dead; you must head straight to the spawn point.
 - f. If you are only mostly dead (i.e. 1 or 2 health points left) you may seek out your healer or run to your spawn to heal up to full health.
6. **Taking Possession of the Flag** – If you are in possession of the flag, you have some new limitations that will depend on the type of flag in play.
 - a. *Standard flag* – flag on a pole.
 - i. You are now a flag bearer. You cannot attack or defend yourself. You must rely on your team to protect you.
 - ii. These flags are not padded and cannot be swung as an attack or used to block.
 - iii. You may not use your weapons or spells while you hold the flag.
 - iv. The flag or any weapons/shields you are carrying are considered part of your body. If they are hit by an opponent’s weapon, you must take the damage.
 - b. *Fighting flag* – padded spear or other special weapon used as a flag.
 - i. You may not use your weapons or spells while you hold the flag.
 - ii. You may fight with the flag.
 - c. *All flags*
 - i. If you die, drop the flag immediately.
 - ii. You may not throw the flag.
 - iii. You may hand the flag off to an opponent before you die.
7. **Holds** – If someone calls HOLD, everyone is to immediately stop and remain in place while marshals address the issue. If you must leave your position, leave your gear on the ground where you were standing as a marker.
8. **Winning the Match**
 - a. When both flags are at a base the game is over and the team with both flags wins.
 - b. If the teams happen to capture each other’s flags, the game continues until one team has both flags at its base.

Safety & Penalties

1. All of the players make an effort to be as safe as possible, but you are playing a physical game where you will hit others with a padded stick and be hit with a padded stick. You play entirely at your own risk and will not hold the organizers responsible for any injuries or damage to personal property you may sustain as a result of your participation.
2. Age restriction: 12 and up
3. All weapons must be inspected by a marshal.
4. Use reasonable force. Any contact with a weapon counts, so you do not need to swing hard.
5. If someone calls HOLD, everyone is to immediately stop and remain in place. The marshals will address the issue. If you must leave your position, leave your gear on the ground where you were standing as a marker.
6. Non-sport-glasses are not recommended. If you wear glasses, you do so at your own risk and accept that they could be damaged or broken.
7. Do not carry your cell phone. If you do carry your cell phone, you accept that it may be broken.
8. Drink plenty of fluids and bring enough snacks to sustain you.

Safety-Related Penalties

1. **Hitting the head with a sword is not permitted**

- If you hit someone in the head with a sword (even by accident), you lose all of your health and must walk to the respawn point. Repeated head strikes may be grounds for suspension from the game.
- Because of the risk of a head strike, ducking to avoid a sword strike is dangerous. If it is determined that you intentionally duck to force a head-strike penalty or make a habit of ducking, you may be suspended from the game for your safety.
 - This is not the case for spells. Spells count wherever they hit you.

2. **The flag can never be thrown**

Throwing the flag will result in a reset halfway back to the opposing team's base, and the thrower is instantly dead and may not begin the respawn walk until play resumes.

Ruling Log

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