

Nerf War Guidelines and Regulations

Weapon and Eye Protection Guidelines

- Participants may only use Nerf blasters.
- No automatic* Nerf blasters over 6 bullets or Nerf blasters that use CO2
- Only Nerf blasters that take standard size Nerf darts
- Eye protection must cover the entirety of your eyes
 - A band to secure eye protection so that it does not fall off is recommended

General and Safety Rules

- No intentional head shots
- No physical contact with other players. No pushing or hitting. No wrestling blasters away from people.
- No moving barriers unless permitted by a staff member.
- Do not throw or drop blasters.
- When a referee calls a time out (indicated by blowing a whistle) stop firing immediately.

Combat Rules

- Teams will be comprised of equal number of players each.
- An equal number of bullets will be given to each player. Additional bullets will be scattered throughout the play area.
- When the main whistle blows the battle will start.
- Once a player is hit they must go to their designated rescue center on the side of the arena.
- There are 5 flags for each designated team hidden throughout the arena. If a team finds a flag designated for them, a team member may re-enter the game from the rescue center.
- There is no friendly fire. Shooting allies on purpose or accidentally does not count as a hit.
- Games end after 15 mins of play or when one team is left standing. The end of battle signal will be designated by 2 blows of the whistle. If both teams still have players at the end of 15 mins the team with the most people still "standing" will be the winners. In the event of a tie 1 round of sudden death will be played.

Sudden Death Rules

- One player on each team will go one-on-one like an old western duel. They must each take 10 steps from the center line and on the count of 3 turn and shoot. The first team to be hit will be eliminated. No Automatic shooting of any kind for Sudden Death.

*Automatic is defined as: The shooting of multiple darts in quick succession, including slam fire action or dart pump action.