

Nerf Rules

4 vs 4 Team Death Match

First team to 200 pts wins game (Matches will be played best of 3)

Each game will have a time limit of 8minutes (24 min MAX)

Once a player is hit with a Nerf dart that player must run to the “spawn area” and wait 30 seconds before re-entering the battle.

Each time a player is hit the opposing team is awarded 10 points, first team to reach 200 points wins game (best of three)

If all players on one team are out and in the spawn area together they lose all points and start back at ZERO.

Each player must only have ONE nerf blaster on them at a time. Each team will have a Blaster Vault with alternative Blasters they can exchange for. (All blasters must have NO modification and must be compatible with Nerf Accustrike Darts)

If a player is hit they must raise their hand and go to respawn area immediately.

If a referee says you are hit, then you are hit. NO Arguing

You must be HONEST....If you are caught cheating you will be forced to sit out an entire match.

No throwing darts, all darts must come from blasters.