



NERF WAR RULES

FOR YOUTH DEVELOPMENT
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY

SAFETY RULES

- No intentional face shots.
- No physical contact with other players. No pushing or hitting. No wrestling weapons away from people.
- When striking with a melee weapon, only tap the opponent.
- No moving barriers unless permitted by adult leading the battle.

GENERAL RULES

- Participants can use Nerf blasters only. No water guns or other weapon types. The game permits modified blasters, but none using CO2.
- When a referee calls a timeout (indicated by blowing a whistle) stop firing immediately.
- Do not throw or drop blasters. They break easily.

COMBAT RULES

- Divide into 2 teams of 10 players max (per COVID19 group size rule). Try to divide out age groups/abilities equally. If have more than 20 players, do 2 rounds by age groups.
- Give out equal number of bullets to each player, scatter extra bullets throughout the course.
- Start the battle when the main whistle blows.
- Each player has five hit points. Once they are hit, they count down from 20 slowly with their blaster held up in the air. They may pick up ammo and walk around, but is not allowed to fire and cannot be hit during this time. They count down the last five numbers loudly and say "I'm in," and go back in the game.
- After being hit 5 times, you are out of the game and wait on sideline.
- There is no friendly fire. Shooting allies on purpose or accidentally does not count as a hit.
- Listen for the end-of-battle whistle (2 blows of the whistle). Game ends with last man standing as the winning team. Restart new game.