



Capture the Flag 2016 Official Rules

- I. Overview
 - A. Camp Powder Gap's Capture the Flag event will take place on a playing field metered with designated borders in and around the Burning Stones Plaza and Center Village area of Copper Mountain Colorado (See Map for complete outline of playing field and territories).
 - B. The field shall be divided into two clearly designated halves, known as territories (See Map for boundary line and center line).
 - C. Two teams will be formed; one for each territory. Players will be assigned to alternating teams in the order of registration and check in.
 1. Competitors must have a ticket for admission to the game in order to claim their participatory team headband/bandana effectively identifying which team they will play for and which territory they will be defending.
 2. All competitors must complete a release of liability as part of their registration for the game prior to being allowed to participate in any capacity,
 - a. All competitors that are under the age of 18 years old must have a release of liability completed by a parent or legal guardian as part of their registration for the game prior to being allowed to participate in any capacity.
 - D. All competitors must visibly wear the headband/bandana corresponding to their assigned team on their heads at all times while competing.
 1. The improper wear/use of the team headband/bandana assigned to each competitor, regardless of whether or not done for misleading purposes or to gain a competitive advantage, is grounds for being tagged and placed in the opposing team's jail (see sec. III. Jail).
 2. Participants attempting to play without a designated team headband/bandana will not be considered legitimate competitors and shall not tag, send anyone to jail or capture any flags within the game.
 3. Anybody not wearing a headband is considered to not be a competitor and not engaged in the game. Non-competitors interfering with the game will not be tolerated as such behavior is not in the interest of fair play and good sportsmanship.
 - E. Should players registering or checking in in groups wish to play for the same team, every effort will be made to accommodate this however, in the spirit of good faith and fair play, personnel balance per team will ultimately be given priority.
 - F. Each team will defend four (4) "flags" on their territory from being captured and taken across the border into the "Safe Zone" where the capture is officially reported to the organizers and announced.



- G. The objective of the game is for players to make their way into the opposing team's territory, grab the opposing team's flags and deliver the flags to the designated Safe Zone and mainstage for announcement without being tagged.
 - H. The flags are defended by tagging opposing competitors who attempt to take the flags.
 - I. Within one's own territory players are "safe", meaning that they cannot be tagged by opposing players.
 - 1. Once competitors cross the boundary into the opposing team's territory, they are vulnerable and may be tagged and sent to the opposing team's jail.
 - J. Camp Powder Gap's variation of Capture the Flag will be played utilizing neutral territory or "Safe Zone" in the Burning Stones Plaza for those that need to rest and rehydrate or perhaps just want to listen to music as well as serving as the area where captured flags are officially reported to the event organizers.
 - 1. All competitors are "safe" from being tagged and jailed while in the "Safe Zone" as well
 - K. Two games will be played.
 - 1. The first game shall begin at 10:00 a.m. and shall be concluded once one team has returned all four of their opponents' flags to the "Safe Zone" or at 1:00 p.m., whichever occurs first.
 - 2. The second game shall begin following the conclusion of the first and a brief intermission to reset the course and the flags.
 - L. New participants may enter a game in progress up until the conclusion of the game, whether it is by the capture of all four of one team's flags or expiration of time.
- II. Flag Locations
- A. The flags shall be placed in locations to be predetermined by event organizers throughout each team's territory.
 - B. All flag locations shall remain a secret to participants and must be discovered through game play by the competitors of the opposing team.
 - C. There will be absolutely no climbing into or through or occupying the space within the flower beds on the playing field as no flags will be hidden within the interior of flower beds on the playing field.
 - 1. Competitors seen within the flowerbeds on the playing field will be warned and multiple violations may be expelled from the game without refund or reimbursement.
 - 2. The spirit of this rule is to prevent destruction or property damage to flower beds which are well kept and labored over by the competition's gracious host, Copper Mountain
- III. Jail
- A. Camp Powder Gap's variation of Capture the Flag will be played utilizing "Jails."
 - 1. There shall be one jail for each territory.
 - 2. The jail shall be a predesignated area of the group's territory determined by event organizers which exists for holding tagged players (See Map for locations of Jails).



- B. When a competitor is tagged by a member of the opposing team within the opposing team's territory, the tagged competitor will be placed in the opposing team's jail."
- C. Each jail may, but is not required to, have a "guard" whose duty it is to attempt to prevent the opposing competitors from causing a "jailbreak."
 - 1. Each team may have no more than two guards guarding their jail at any given time.
- D. Once tagged by an opposing player within the opposing team's territory, the tagged players must report immediately to the opposing team's jail and remain confined to the opposing team's jail until a "jailbreak" is effectuated by a member or members of the jailed player's own team.
 - 1. Jailbreaks are accomplished by a competitor running from their own territory into the opposing team's jail and tagging a jailed player who has at least one foot remaining within the boundaries of the jail.
 - 2. When a competitor from one team successfully crosses into the other team's territory and tags one of their own team members being held in the opposing team's jail, the tag has the effect of freeing all competitors within said jail, not just the one who was tagged.
 - 3. When multiple players are being held in the opposing team's jail, those players may create a human chain by holding hands in order to extend their reach further beyond the boundaries of the jail so long as one linking member of the chain has one foot remaining within the jail boundaries.
 - 4. For safety purposes, if the opposing team has designated a jail guard, the guard shall not attempt to break or sever human chains formed by jailed players. However, the guard may attempt to tag any would be players of the other team sent to effectuate a jail break, consequentially jailing the would be rescuer so long as the tag is made before the rescuer is able to tag their own jailed teammates and thus freeing them.
- E. Freed players are obligated to return directly to their own territory before attempting offensive action (i.e., attempting to grab any flags).
- F. While returning to their own side, freed players acquire "free walk-backs", in which they are safe from tagging until they reach their home territory.
 - 1. A player who has been freed from the opposing team's jail via jailbreak and who is exercising their "free walk back" to their own territory shall signify their status to the other players by walking with their hands on top of their head until they have reached their own territory.
 - a. The spirit of this rule is to avoid confusion among the active players and to prevent intentional misdirection among teams that would not be in the spirit of fair play.
 - b. Competitors caught illegitimately claiming a free walk back by placing their hands on their heads when in order to avoid being tagged or gain any other advantage when they in fact are not eligible for the free walk back will first be punished by being sent to jail. A second violation may result



in further sanctions including disqualification of the player or loss of team flags.

2. The player performing the jail break, on the other hand, is neither safe, nor restricted from performing other actions such as attempting to grab the flag or generally moving about enemy territory.
- G. Once a competitor has been tagged by an opponent in enemy territory, it is considered poor sportsmanship to not proceed immediately to jail via the shortest route, whether accompanied by an opposing competitor or not, in an attempt to gain insight into the opposing team's strategy and flag placement.
- H. It is also considered poor sportsmanship to simply leave jail without being freed. Such conduct is severely frowned upon, and may potentially lead to expulsion from the game without refund or reimbursement.
- I. If all players on one team are jailed (meaning no teammate can free them from jail), then the other team has won. The victory will be awarded to the winning team and the course will be reset for the next game.

IV. Capturing the Flag

- A. The game is won when competitors from one team have safely transported all four (4) of the other team's flags across the boundary line to the "Safe Zone" and the capture of said flag has been reported and officially announced.
 1. It is not necessary that all flags are captured and reach the "Safe Zone" simultaneously but instead may be done in succession, individually or in any combination so long as eventually all 4 of the enemy flags have been captured from the opponents' territory, delivered to the "Safe Zone" and reported and announced via the public address system.
- B. Once a flag has been captured, safely transported to the "Safe Zone", reported to event organizers and announced, said flag cannot be recaptured and returned to the originating territory. The point is considered scored and the game moves on.
- C. Safety of flag capturer from being tagged.
 1. When the flag is captured by one competitor, that competitor is not safe or immune from being tagged while he or she remains in enemy territory. They may be tagged and put in jail so long as they are physically occupying enemy territory.
 2. Competitors who have gained possession of an enemy flag in enemy territory have the option of attempting to return to their own territory with the flag without being tagged, delivering the flag immediately to the "Safe Zone" to report its capture or to hand off the flag to a teammate who will then carry it, thus allowing the original flag carrier to remain in enemy territory.
 3. Also, a flag carrier may not attempt to free any of their teammates from jail so long as they remain in possession of a flag.
- D. The disposition of the flag after a failed attempt at capturing it.
 1. Should a competitor gain possession of one of the other team's flags but be subsequently tagged by an enemy competitor prior to transporting the captured flag over the boundary line and back into safe territory, the



competitor tagged while carrying the flag is jailed and the flag is returned to event organizers to be placed back in its original location

2. Offensive competitors are allowed to pass the flag to teammates should tagging appear imminent as long as the flag stays in play without hitting the ground and is passed off before the person originally in possession has been tagged.

V. Officiating and Suggestions.

- A. Camp Powder Gap holds good sportsmanship paramount in all it does and while friendly banter and smack talk can be fun, hurt feelings and obscenities are not. The Organizers and Camp Powder Gap reserve the right to make all final decisions with regards to the rules of play and sportsmanship. Penalties for poor sportsmanship and willful disregard for the rules may range from warnings to expulsion from games without refund or reimbursement and will always be made in the interest of good faith, fair play and sportsmanship.
- B. This is a game which is meant to be competitive and fun. Running fast and jumping high are encouraged but any violence, hard tagging, slap tagging, tackling, dragging, bullying, shoving, name calling etc. will absolutely not be tolerated and will be grounds for removal from the game without refund or reimbursement, thus placing one's team at a personnel disadvantage. Examples of such egregious behavior may also be the basis for future exclusion from Camp Powder Gap events.
- C. Capture the flag is fast paced game that requires both athletic and strategic skill.
 1. It suggested that competitors drink lots of water and stay hydrated as the activity level will be high and the competition intense.
 2. Wear sunscreen!!! Regardless of what the weather may bring, the games will be held but cloudy or sunny, your skin will be exposed to ultraviolet light and it is important to stay protected.
 3. Proper footwear is also highly encouraged. It is suggested that competitors wear shoes that allow for running, jumping, climbing etc. Flip flops and slipper would definitely place a competitor at a disadvantage.

VI. Prizes

- A. Eggs containing descriptions of, and claims to prizes will be hidden throughout the course so be on the lookout.
 1. The prize eggs may be found and redeemed by all competitors regardless of which team the competitor is on and which territory the egg was found on.
 2. In order to redeem an egg for the prize listed there in, the competitor in possession of the egg must present the egg to the event organizers in the registration area located in the "Safe Zone."
 3. Once a competitor has found an egg and taken possession of it, they shall remain in possession of it.
 - a. To wit, should a competitor find a prize egg in enemy territory and subsequently be tagged and jailed prior to being able to claim the prize at the registration tent in the "Safe Zone," the competitor shall retain possession of the egg while jailed and then upon either jail break or the



conclusion of the game they may then redeem their prize egg at registration.

- B. Once a person finds and possesses a prize egg, it is theirs. Should any competitor be suspected of stealing or coercing prize eggs found by other competitors, they may be asked to leave the game and the grounds entirely. Such behavior is considered theft and not at all conducive to the mission of Camp Powder Gap.
 - 1. However, should a competitor find a prize egg and wish to gift it to another competitor then they should by all means feel free to do so. The organizers only require that a gifted egg go to another competitor who has paid the registration fee and participated.
 - 2. Gifting prize eggs is a great way to make friends, make peace with those that have been tagging you all day and further the notion of good sportsmanship.



Camp Powder Gap
presents
Capture the Flag

MAP

#	Tent		Boundary Line
1	Registration & Silent Auction		Center Line
2	Medical		SAFE-ZONE
3	Stage		Restrooms
4	Jail/Water Station		Water Stations
5	Jail/Water Station		

