

Capture the Park!
benefitting Teach for America
presented by Phi Sigma Pi
Saturday, April 8, 2006
Starts at 10:30am

RULES

Teams of 7 will face off in the classic playground game of Capture the Flag. The rules of the game will be taken from the 1947 Boy Scouts handbook; and are as follows:

Each team will be given a flag, and will be instructed as to the boundaries of the field of play. They will then have 2 minutes to hide the flag in their territory. The flags may be hidden anywhere in their territory, but must be visible. It cannot be hidden underground, or be more than 4 feet off the ground. After the flags are hidden and the teams return to the center line, a 30-minute running clock will be started, and the game will begin.

The field will be divided into two territories, one for each team. the object of the game is to enter the other team's territory, capture their flag, and return it to your territory without being "caught."

When a player is in their own territory, they are considered "safe." A player needs only to have one foot in his home territory to be considered safe. But, when a player is in the other team's territory, they may be "caught." In order to catch an opponent, the player in their own territory must touch the opposing player with two hands long enough to yell "caught!" three times. The referee will determine if this part of play becomes too rough.

If a player is caught, they then become a prisoner, and are taken to the area designated as the "prison." They must touch the prison at all times, and cannot leave unless they are rescued. This can be achieved if a member of their team chooses to enter the opposing team's territory, and is able to touch the prisoner without themselves being caught. When they touch the prisoner, both are then free, and must return to their territory immediately. Only one prisoner can be rescued at a time.

Players may be posted to "guard" their flag, but must be at least 15 yards from the flag. The only time the guards can be within 15 yards of the flag is when an opposing player gets within 15 yards of the flag.

If a player captures the flag, but is not able to return to his territory safely, the flag is left at the point where the player was caught and play resumes. The player who captured the flag is now a prisoner. The 15 yard rule for guards still applies when the flag is in its new spot.

When a flag is captured, and returned to the opposing team's territory safely, that team has won the game. At this point, all the prisoners are freed, and the process starts over again. Each team is now given 1 minute to hide their flag, and play resumes when the teams return to the center line or the 1 minute is up. The 30 minute running clock, meanwhile, is still running. As many games as possible will be played until the 30 minutes is up.

When time runs out, the judges will tally the points, and the teams will be informed of the results. Here are the points that will be counted toward each team's score:

Winning a game: +100 points

Losing a game: -75 points

Catching an opponent: +10 points

Being caught by an opponent: -5 points

These scores will be tallied by the judges throughout the game. It is important to note that even though a prisoner can be freed, their team will still lose 5 points for their being captured in the first place. The teams will be informed of their score, and will likely have to wait to find out if they will make it to the playoff.

The teams in the playoffs will be determined by which teams have the 8 highest scores. In the event of a tie for 8th place, there will be a coin toss to determine which team can participate in the playoff, unless one team chooses to forfeit. If a team chooses to forfeit, the team with the next highest score will then be invited to the playoff.

All matches in the playoff will be determined arbitrarily, as will be done in the first round of games.

The playoff games will be played under the exact same rules as the first round of games. The scoring system will be the same, and the scores from this second and final round of games will determine the winners of the Capture the Park. The first round score will only matter in the case of a tie, in which case the team with the higher first round score would be granted the higher final rank. If this still results in a tie, it will remain a tie.