TOWSON UNIVERSITY
INTRAMURAL SPORTS
2017-2018 CAPTURE THE FLAG RULES

CAPTURE THE FLAG IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

OPEN AND WOMEN’S TEAMS

STARTING THE GAME

1. START TIME: Teams are to be at the field and signed in before the official game time. If any team is not at the field and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.

2. IDENTIFICATION: All participants must bring their current valid Towson University OneCard to the field area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game.

3. PURPOSE: The purpose of the game is to collect the most points by capturing your opponent’s objects and taking the objects to your side of safety.

4. GAME TIME: Games will be 15 minutes of running time. Each game will start on the 15 minute mark regardless of game progress.

5. SCORING: The Intramural Supervisors working the game will keep the official score, and confirm the score at the conclusion of each half inning.

6. TEAMS: There will be no restrictions on the number of individuals that can be on a team, as long as there are an equal number of individuals on each team.

7. GAME EQUIPMENT: All required equipment will be provided by Intramural Sports.

8. JEWELRY: No jewelry may be worn. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT be permitted to participate. *Clarification: Medical alert medals are not considered jewelry; they must be taped down with the medical information visible.*

PLAYING THE GAME

9. The game will begin play once the teams are on their respective sides and the supervisor blows the ready for play whistle.

10. WINNING THE GAME: If the 15 minute mark is up, the team with the most points will win that round. Or if all six objects are captured by one team.

11. The supervisor on site will announce when there is 10 minutes, 5 minutes, and 2 minutes left in each round.

12. Each team will be separated by a center line.

13. Each person can only tag an opponent from their own side.
14. **OBJECTS:** There will be (3) objects located on each team’s side. A Frisbee which is worth 1 point, a softball which is worth 2 points, and a basketball which is worth 3 points.

15. If a team collects all three of their opponent’s objects while still having all three of their own objects, the game is over and a new round will start on the next 15 minute mark.

16. A team can take multiple objects at a time. However one person cannot have more than one object at once.

17. A person that is inside their opponents object zone has 10 seconds before the defense is allowed to go inside their own object zone. The Defense player must count 10 seconds out loud.

18. Once a player has captured an object from the other teams’ side, the object must remain visible at all times while taking it to their own Safety Zone. The object cannot be hidden at any time.

19. Once a team captures an object and puts their opponent’s objects in their safety zone, that object can be recaptured.

20. No object can be thrown from any Object Zones.

21. No object can be thrown from one side of the field to the other. Objects must be advanced across the center line.

22. If a player is tagged while he/she is carrying an object on their opponents side of the field, that person is sent to jail, and the object is placed where the individual was tagged. It’s the defensive team’s job to place the object back in their object zone.

23. If a participant is caught (simply by being tagged) on opposing team’s side, the person is sent to jail.

24. Both feet must be in opposing team’s territory.

25. Participants in jail can only be rescued by his/her own team members.

26. The teammate that is rescuing a team member from jail can only rescue one at a time. (Must link arms while going back to own territory to have a free pass back). Both feet must cross over on own territory before being allowed to move towards opponents’ side.

27. Participants in jail cannot touch any flags/objects.

**SPORTSMANSHIP**

28. **UNSPORTSMANLIKE CONDUCT:** Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.

29. **UNSPORTSMANLIKE CONDUCT FOUL LIMIT:** If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining.

30. **BENCH CONDUCT:** All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Field rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.

31. **DRUG, ALCOHOL & TOBACCO POLICY:** Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products on Burdick Field. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.
32. INTRAMURAL POLICIES: Team captains are responsible for making sure that all members of their team are aware of all Intramural Sports policies and rules. Captains are responsible for their teams’ sportsmanship, and may be held accountable for the actions of individuals on their team.