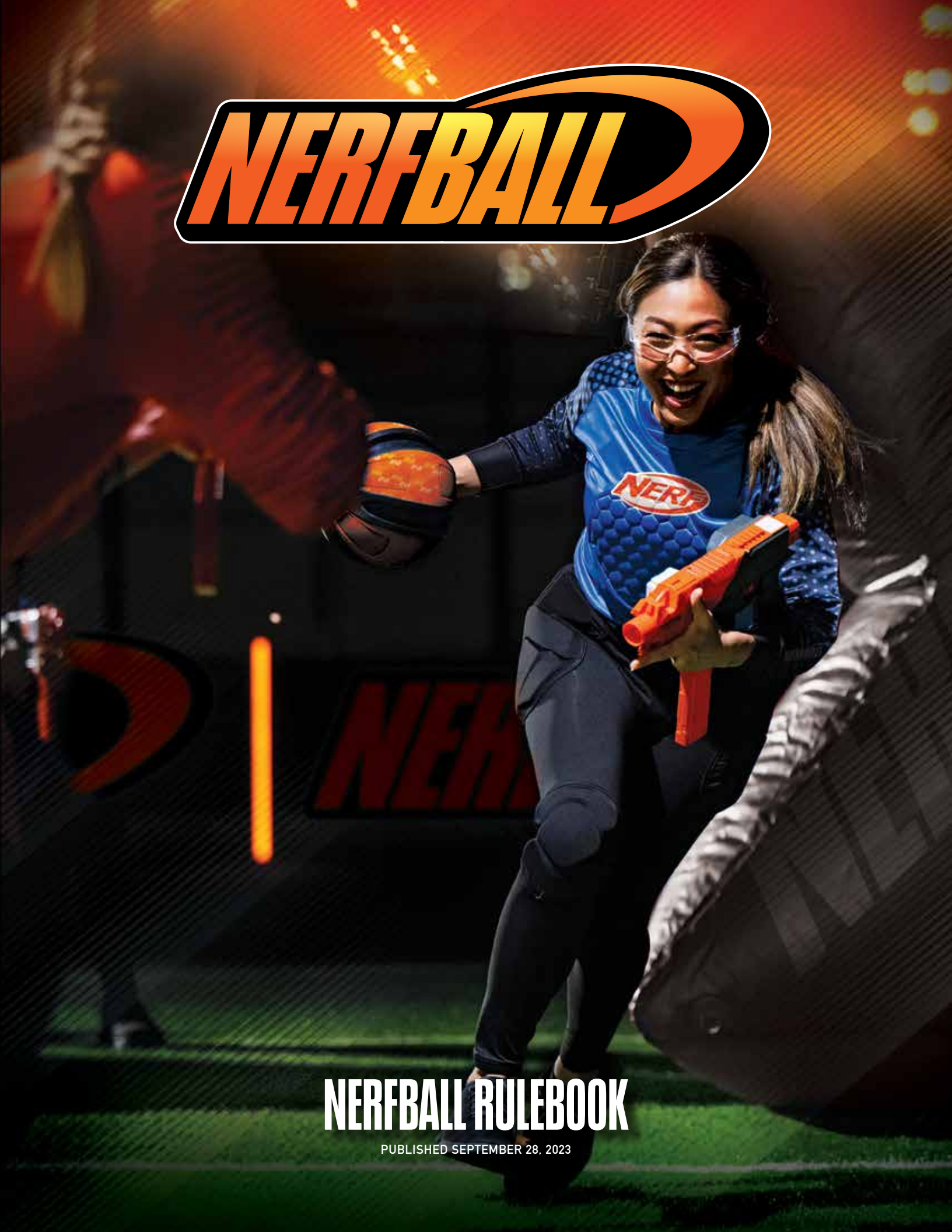


NERFBALL



NERFBALL RULEBOOK

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GAME FORMAT / OBJECTIVE

Teams of equal players - ideally 5 v 5

- 4 quarters, 4 minutes each.
- The objective of the game is to score the most cumulative points over the entirety of the game.
- Total points accrue 2 ways:
 - Put the ball through the hoop (6 points)
 - Hit an opposing team member with a NERF dart (1 point)

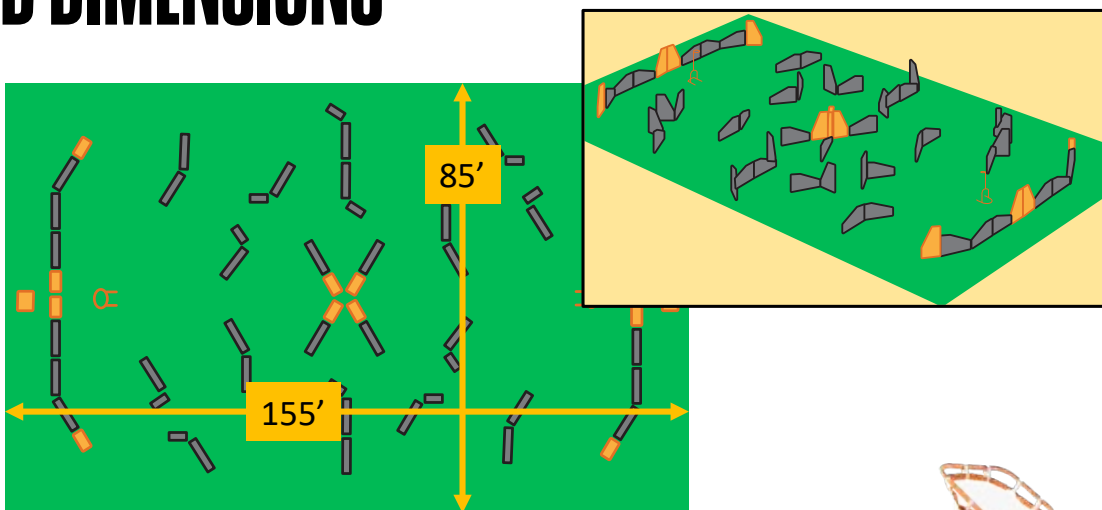
GAME FLOW

- The ball starts in the center of the field of play.
- Game begins and the teams rush out from their respective respawn zone.
- When a player is hit with a NERF dart: 1 point is given to the opposing team, and the hit player should raise their hand and return to their team's respawn zone. This player is now eligible to return to the game or be replaced on the field with a substitute. [RESPAWN PROTOCOL]
- When hit with a NERF dart while holding the ball: The player places the ball on the ground where they were hit and follows the respawn protocol. There is no stoppage of play, either team can now gain possession of ball.
- The ball must be in motion every 25 seconds (player must move or pass).
- When a ball is scored through the opponent's hoop: The clock stops, the goal is confirmed, and the scoring team is awarded 6 points.
 - The teams return to their respawn zones, the ball is reset in the center, and the game resumes.

RECOMMENDED FIELD OF PLAY

- Respawn zone at either end of field
- Goal area at either end of field
- Ball starts in center
- Example barriers and goals below for recommended play

FIELD DIMENSIONS



Field of play can be scaled depending on execution and environment.

RECOMMENDED FIELD EQUIPMENT*



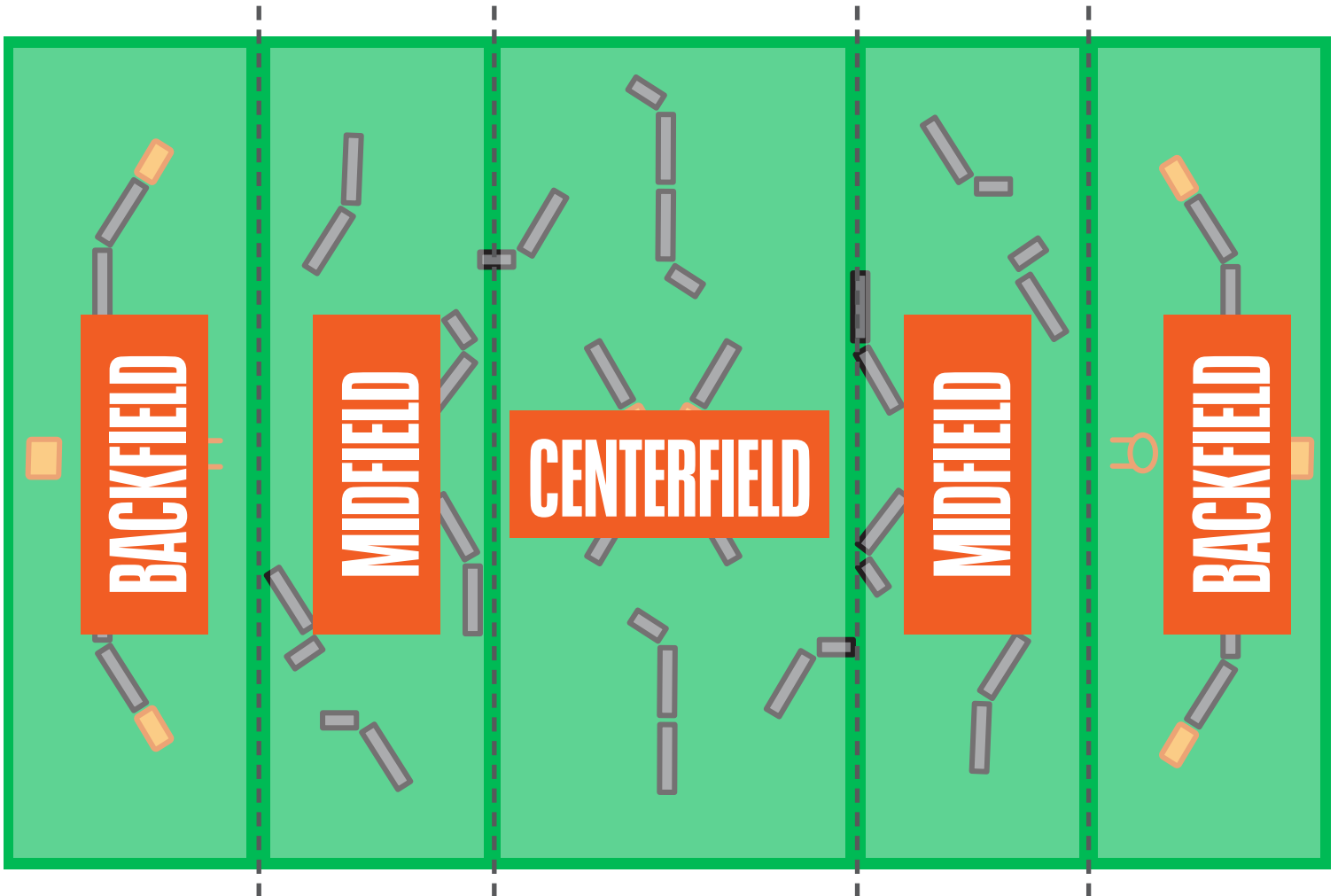
*NOT AVAILABLE FOR PURCHASE

FIELD ZONING

BACKFIELD: Respawn Zone to First Barrier Formation.

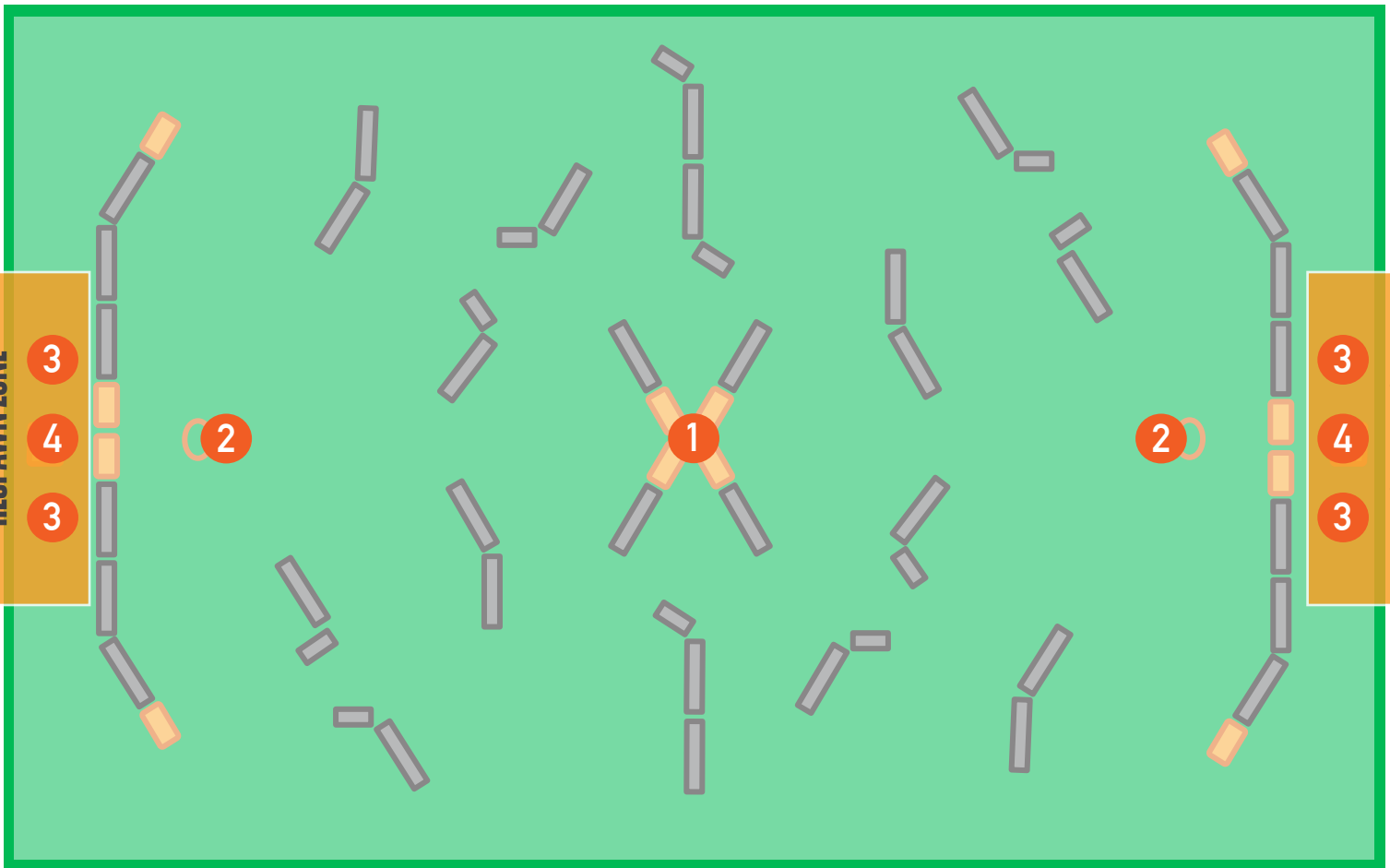
MIDFIELD: First Barrier Formation to Last Barrier Formation.

CENTERFIELD: Last Barrier Formation to Center of Field.



FIELD KEY

- 1 BALL START/RESET
- 2 GOALS
- 3 SUBSTITUTION ZONE
- 4 RESPAWN PODIUM



PLAYER EQUIPMENT



NERF BLASTER

Each player has x1 NERF blaster

NERF DARTS

Each player is limited to 60 NERF darts per quarter

- No sharing NERF darts between players
- Players may not reuse NERF darts from the field during active gameplay
- Players must manage their own NERF dart supply
- Total of 240 NERF darts per game

BALL

One ball can be on the field at any given time

EYEWEAR

Protective eyewear must be worn at all times while game is active

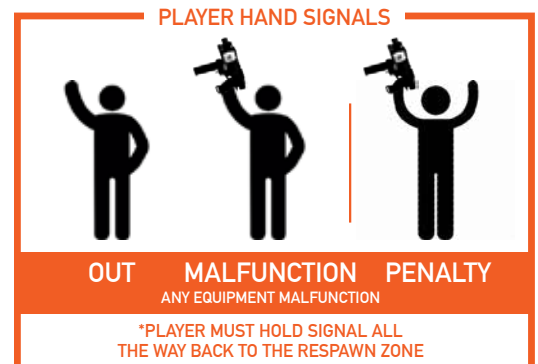
SUBSTITUTION

- Subs may enter field of play only after teammate enters respawn zone
- Immediate substitution: Player does not need to be in respawn zone. Sub can enter field of play as soon as player with malfunctioning blaster is beyond the sideline

PENALTIES

Player in violation is forced to automatically respawn:

- Unsportsmanlike conduct / intentional physical contact
- Exceeding set number of players on field at any given time
- Firing NERF blaster while out of bounds/firing at a player who is out of bounds
- Intentionally moving barriers or the goals
- Intentionally interfering with gameplay while inactive
- Rolling or biasing placement of ball upon being hit
- Sharing or refilling NERF darts during active gameplay



GOAL TENDING

- Only members of the team with possession of the ball are allowed within the crease and for a max of 3 seconds at any given time

FLAGRANT MISCONDUCT

- Removal of player at ref's discretion
- Clock stoppage at ref's discretion

CAMPING CLOCK

- Every 25 seconds, player with the ball must move the ball

GAME STOPPAGE

- At discretion (safety violation, malfunction of tech, etc.)
- Challenge / dispute / goal / out of bounds



OUT OF BOUNDS

- Ball possession will go to the opposing team
- Teams reset to their respawn zones

TIMEOUTS

- 1 per half for 30 seconds
- Team must have possession of ball
- Teams reset at respawn
- Team that called the timeout starts with the ball

IN CASE OF DRAW

- Teams enter a 5th period
- First to score the ball wins
- No players can respawn (once hit, player is permanently eliminated)

SAFETY PROTOCOL

- Players must wear eyewear at all times while gameplay is active
- Game will stop if player is/appears to be injured
- Players must behave with good sportsmanship and be respectful of staff and other players
- There is NO intentional physical contact