Rule 1: General Eligibility

Section 1: Participants
Participation is limited to currently-enrolled, fee-paying MSUM students, faculty members, and full-time staff. All players must sign-in with the supervisor at the event site prior to the event starting to participate.

Rule 2: Equipment

Section 1: Equipment
A. Players must wear tennis shoes and appropriate athletic wear
B. No metal spikes will be allowed
C. All other equipment will be provided by the Intramural Department
D. No jewelry will be allowed

Rule 3: Team Members

Section 1: Team Qualifications
A. All participants will be combined together before the start of the game to create two large teams for competition

Rule 4: General Rules

Section 1: Game Guidelines
A. The games will last 45 minutes of running time

Section 2: Flags and Cones
A. There will be three (3) flags located on each team’s side.
B. Each flag will be visible on top of a large orange cone.
C. Participants are not allowed to enter any buildings on campus while playing.
D. Four (4) cones will serve as a perimeter to indicate a no guarding zone for both the jail and flags.
E. Players cannot move the location of any of the flags and/or cones. Guarding of the jail or flags is not allowed within the cone perimeter.
F. Players cannot go outside of the game perimeter boundaries.

Section 3: Jail
A. If a participant is caught (simply by a one hand tag below the head) on the opposing team’s side, the person caught must be escorted to jail.
B. Participants in jail can only be rescued by his/her own team members.
   Participants in jail cannot leave on his/her own.
C. Participants who are rescued from jail must return to his/her own side holding hands with the person who rescued him/her. The rescued person can attempt to capture the flag again only after the rescue has been “completed.”

Section 3: Capturing the Flag
A. Once a player has captured a flag from the other team’s side, the flag must remain visible at all times while taking it to the Safety Zone. It cannot be hidden in any way.

Section 4: Boundaries
A. The outside of the perimeter of the game is as follows: Hagen Hall to Bridges Hall to the CMU.
B. The Safety Zone, Jail, and Flag Zone will be delegated by cones and gone over before the game begins.