

BSC Intramurals

Capture the Flag

The goal of the BSC Intramurals Capture the Flag Night is to provide opportunities for teams to participate in play in a cooperative manner.

Please review these rules with your team!

Materials: 2 flags, cones, stopwatch, whistle

Each team has its own territory in which its players are free to move as they please, but on which opponents enter at their peril. The territories are separated by a boundary line. Any player crossing this line may be captured by the enemy.

The teams assemble close together at a starting point near the center of the line, each team in its own territory. One player from each team is then shown where his team's flag is hidden. He must then describe that place to his team. The flag must be placed at eye level and visible from 20ft away in at least one direction.

After three minutes another signal is given for start of game. The object now is to enter the enemy's territory, capture the flag, and carry it across the line into home territory without being caught. Players may be posted to guard the flag, but not get nearer than 50 feet to it, unless an enemy player goes within the 50-foot circle. They may then follow him.

Any player found in the enemy's territory may be captured by grasping him long enough for the captor to say "Caught!" three times. When a player is captured he must go with captor to the "guard house" - a tree or rock from the boundary line. He must obey the capturing team's orders. He cannot yell information back to his team.

A prisoner may be released by a friend touching him, provided the prisoner at that time is touching the guard house with a hand or a foot, whereupon both return to their own territory. If the rescuer is caught by the guards before he touches the prisoner, he, too, must go to the guard house. A rescuer can rescue only one prisoner at a time.

If the flag is successfully captured, it must be carried across the line into home territory. It cannot be thrown. If the raider is caught before he reaches home, the flag is set up again at the point where it was rescued and the game as before. If neither side captures the enemy's flag within the time agreed up on (say, 1/2 hour) the game is won by the team with the most prisoners.

Any fighting, swearing, abuse of equipment, arguing, or attempt to play while intoxicated or under the influence of drugs will result in the loss of the match and possible removal from intramural activities.

