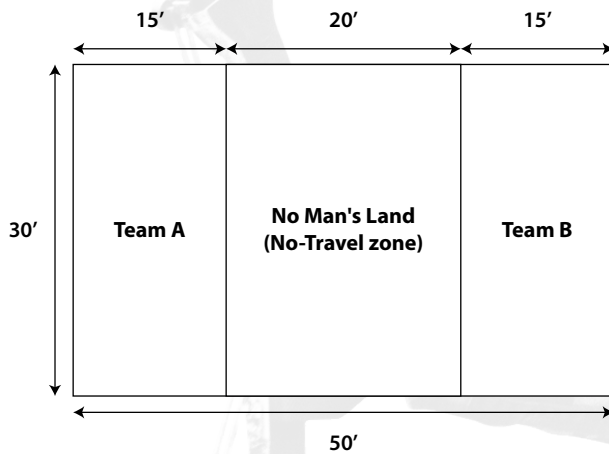## GAME AREA

Two types of playing area sizes based on the number of attendees:
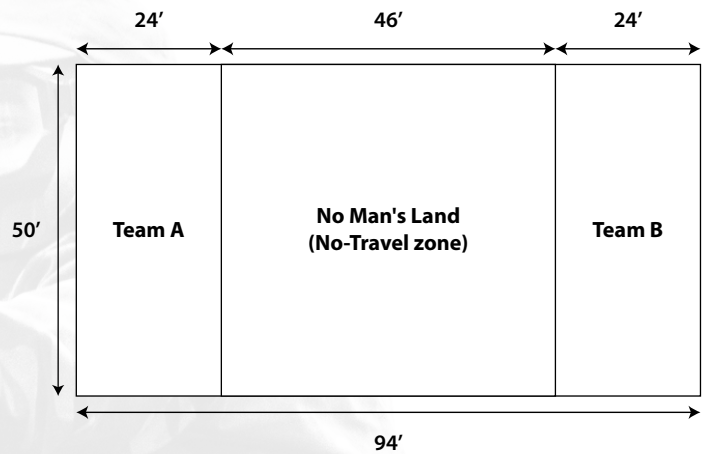
Type 1 - Suitable for battles between 1v1, 2v2, 3v3

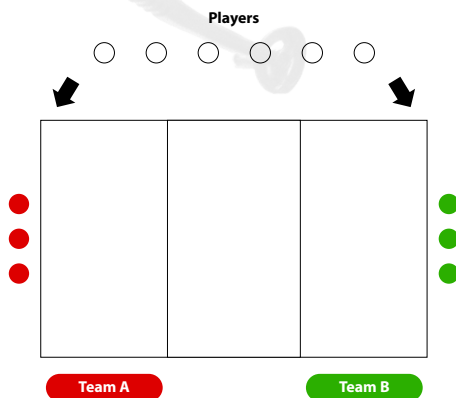| 15'	20'	15'
Team A	No Man's Land (No-Travel zone)	Team B

30'

50'

Type 2 - Suitable for battles between 4v4, 5v5

24'	46'	24'
Team A	No Man's Land (No-Travel zone)	Team B

50'

94'

BASIC RULES

Two teams battle and whichever team gets the highest score wins.

1

Players

Team A   Team B

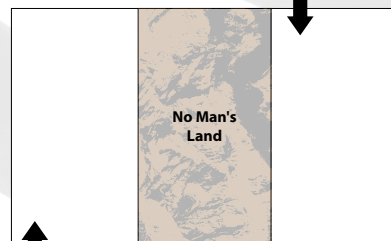Players are divided into two teams with their respective colors.

Spawning Spot

Spawning Spot

Before the game begins, each team is to set up a spawning spot anywhere touching the Zone area line outside of their Zone.
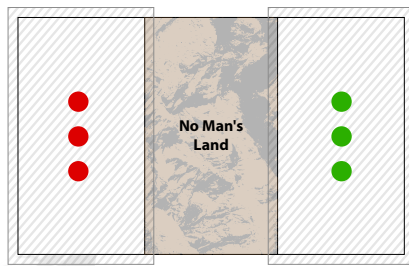
2

Team A   Team B

x10 x10 x10   x10 x10 x10

Each player begins with 10 arrows equipped at the beginning of the game.

Spawning Spot
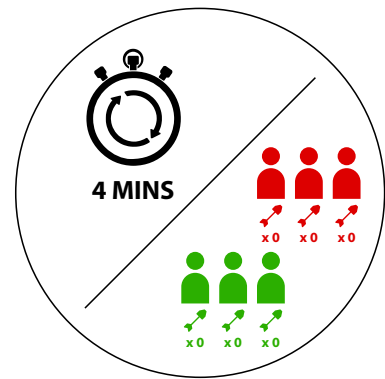
No Man's Land

Spawning Spot

In the middle is the No Man's Land (or the No-Travel zone). Players need to enter their zone from their spawning spot to start shooting at their opponents.
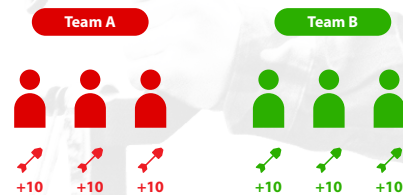
3

No Man's Land

Players are only allowed to pick up arrows in their zone. They can also reach out to grab nearby arrows as long as both feet are still in the zone.

4

4 MINS

x 0   x 0   x 0

x 0   x 0   x 0

When the time for each round runs out, or all players could no longer grab any more arrows, the round ends.

5

Team A   **Team B**

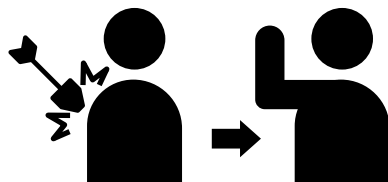+10 +10 +10   +10 +10 +10

In between rounds, players retrieve their arrows before starting the next round, repeating rule number 2.

TOURNAMENT
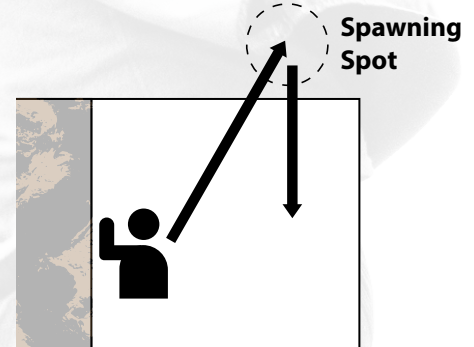
Time and number of rounds per number of players:
1v1 - 2mins X 3 rounds
2v2 - 3mins X 3 rounds
3v3 - 4mins X 3 rounds
4v4 - 5mins X 3 rounds
5v5 - 5mins X 3 rounds

6

1 Point

Scores: Hitting one player gets 1 point.

Spawning Spot

Players who are hit raise their hands to indicate they are hit and must proceed to the spawning area where they can then re-enter the battlefield.
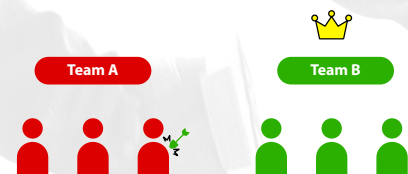
7

Team A   **Team B**

ROUND 1	1pt	0pt	1pt		0pt	1pt	1pt
ROUND 2	1pt	3pt	0pt		1pt	2pt	1pt
ROUND 3	1pt	2pt	1pt		0pt	3pt	0pt

3pt + 5pt + 2pt   1pt + 6pt + 2pt

=   =

10 pt   **9 pt**

The team with the highest accumulated points within all rounds (see above) wins the game.

8   **Tiebreaker**

Team A   **Team B**

Tiebreaker: If there is a tie, a tiebreaker round is held and the first team to hit a member of the opposing team wins.