



## Capture the Flag

### Rules:

1. The class is divided into 2 teams.
2. The playing area has the following markings:
  - A neutral zone – Any one is allowed in this area. While in this area a student may be pushed, carried or dragged into the “enemy zone”.
  - Jail – Area that you report to after being captured by the other team.
  - Circle around the flag. Opposing players who reach this area without being tagged are safe.
3. When a player is tagged in the other team’s area, they must report directly to the enemy’s jail.
4. Players may be freed from jail by being tagged by a teammate. Both players are free to return to their area. They must both go back to their area before continuing to play.
5. There are no out of bounds. Players may not leave school property or go on any macadam.
6. After being captured or tagged by an opposing player in his/her territory, you must report directly to the area designated as the jail.
7. The player that takes the flag out of the circle must take it all the way back to his/her own side. He/she may not pass it or throw it to another player.
8. A player who is tagged while trying to take the flag to his/her own side must go to jail and the flag is returned to the circle.
9. The player in the circle may not pass the flag out of the circle.
10. A point is scored when the flag is successfully taken back to the player’s own territory.