**Capture the Flag Rules**

History: **Capture the Flag** originated on the battlefield of some of the most deadly wars in [history](http://www.kidzworld.com/article/2825-book-review-history-in-stone-series). In fact, that was exactly how all the soldiers knew when a battle was over - once the enemy's [flag](http://www.kidzworld.com/quiz/2782-quiz-test-your-world-flag-trivia) was captured, both sides considered the skirmish settled. In the **Civil War**, soldiers that were able to either **capture** the enemy's flag or **save their own** were rewarded with a **Medal of Honor**.

1. All participants must wear an armband visible at all times during the game. You cannot capture anyone who is not wearing an armband. If you remove your armband, you are out of the game.
2. No loaded firearms. Discharging black powder at night is not safe. No knives or other weapons. Firearms may be carried, as long as they are **unloaded with no powder or caps**!
3. To capture someone, you must grasp/touch them and tell them they are a “Prisoner”. Or if you bear down with a gun on someone, they are captured. Or if they are outnumbered.
4. Only the flags designated with an armband around the pole may be captured. Nothing else is to be taken- no boots, no swords, no jackets, etc. Only the flags are trying to be captured. No hiding the flags- they must remain outside, posted at a command tent where they can be seen. Camps may post regular Picket Guards for the night, but no flag sitting of a group of men.
5. No going inside tents. No rough-housing or fighting. Take caution when capturing a person.
6. Prisoners must be allowed to get their bedroll before being taken back to a Jail area. A friend of the prisoner may set the prisoner free while getting a bedroll only if he can capture the Opponent who captured the prisoner first. Otherwise, the friend will be captured as well and both will be taken prisoner.
7. A person can set their captured/jailed friends free only if they make it to the jail without being captured and can only take one prisoner free at a time per trip. If they are captured while setting a friend free, they too will be put in jail.
8. Prisoners are considered “dead”- they may not call out for help or forewarn their teammates that an opponent is in camp. Prisoners must remain silent until placed in jail.
9. A prisoner who wishes to remain in their own camp for the evening and not sleep at the jail, must tell his capture his wishes, then remove his armband and give it to his capture as proof he was captured. He may then remain in his own camp to sleep, but is out of the game for the rest of the night.
10. Prisoners, who do go to jail to spend the night, must be allowed access to bathrooms, water, food, a bedroll, medications, and any other accommodation required. Mistreatment of prisoners is not allowed.
11. The game is over when the flag on one side is captured- or – both Captains call it over. The flag must be taken care of and must not be damaged. No fighting over the flag. It does not need to get ripped.
12. Women playing in the game, must wear an armband and follow all of the rules listed. They may only be captured if they have crossed into enemy territory, not if they are on their own side. (ie- if they cross into enemy camp to capture the flag, or free prisoners, or to spy or to create a diversion, they can be captured)
13. If a dispute or argument arises among a prisoner and his capture, the Captain of the Capture will settle the argument. The Captain’s decision is final. If the Captain is captured, his 1st Sergeant NCO will take command of his men. The 1st Sergeant’s decision is also final.
14. If you are seriously injured- call out MEDIC and the game will end and medical help will be sent. If you are not hurt, but need minor medical attention (ointment for a rash, a band aid for a small cut, or some other minor treatment, tell your capture this when you are put in jail and medical attention will be given to you)

10am in the morning: Both Captains will meet at the Stuart Manor to perform a Prisoner Exchange and Flag Returning Ceremony. The Captains will decide who will be Exchanged and who can be Executed. The ones chosen for Execution will be lined up at a safe distance and shot for treason, or spying, etc. The flags are to be exchanged, undamaged, to their rightful side’s Captain.

If no flag is captured on either side- then only a POW Exchange will occur in the morning and the game will resume Saturday night until there is a winner.

These rules are not meant to hinder the game, only to promote safety among the players and to preserve personal property from damage. Participants are encouraged to create diversions, ambushes, scouting missions, spying missions, jail raids, officers capture, post pickets, and use all available military maneuvers or tactics to win the game that do not violate the rules listed above.

Remember Honor and Respect and that you are Gentlemen above all else.

May the best side win. Good luck!