

# RULES

- 5 Players (or less) a team
- 10 min time cap to games
- One of the team members must be present at the start of your match or said team forfeits
- Each player has 3 “lives”
- Teams start with 40 snowballs in their “safety zone”
- There is no “catching” snowballs
- When a player is hit by a snowball they lose a life, once they lose their 3rd they are out of that match.
- When hit, a player must step off the field, report hit to the scorekeeper then complete 15 chest to ground burpees to enter back into the game
- When a team runs out of “lives” the game is over
- If the game is not completed in 10 min, the team with the most “lives” wins
- In the event of a tie the team may choose a member to complete a old fashion snowball duel. (Back to back, 10 steps, turn and throw)
- Team members that are in the game cannot leave the field or they lose a life
- Team members that are in and out of the game can make and retrieve snowballs
- Teams cannot cross the  $\frac{3}{4}$  safety zone of the other team or they lose a life
- If there is a dispute over being hit it falls to the referee. If the referee did not see it BOTH disputing members must do 15 burpees then enter back into the game with no loss of life.
- Game does not stop unless an injury occurs.