

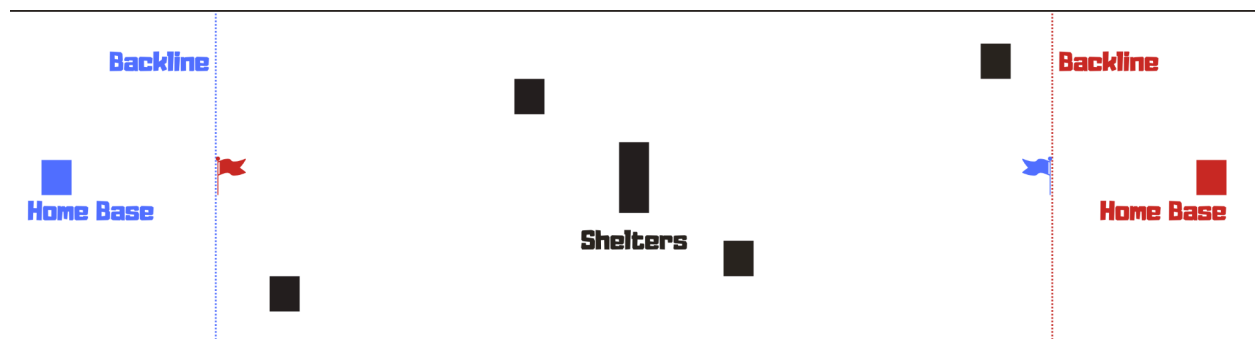


Outline

Protect yourself from a direct hit from snowballs and attack the opposing team. A team consisting of 4 players with the most points at the end of a match wins. Matches are played over 3 X 3-minute periods. Points are awarded as follows: 1 point per opponent hit, 10 points for capturing their own team's flag from an opponents side.

Court

The competition court measures 30m long and 8m wide with 2 opposing sides. The addition of small shelters and flag locations are shown. Lines will be created using brightly colored rope.



Equipment

Each team will have a maximum of 150 snowballs to use per match (50 per period): Teams must form their snowballs and have them inspected prior to the start of each match. Helmets, long sleeves, long pants, gloves and goggles must be worn by all players. Each team shall design a custom team flag measuring 50cm high and 70cm long.

Match Details

- One match consists of 3 periods of 3 minutes each.
- Teams will place their flag on the opposing team's side of the field of play
- Snowballs used must only be the snowballs inspected before each match and must be within the field of play: players may not form their own snowballs or retrieve snowballs that have already been thrown
- Players receive a point for each snowball hit of a player on the opposing team: A hit is a direct hit of an opposing player: the snowball may not bounce off another object/player.
- Players must remain in the field of play at all times during a period of play: Players stepping out of bounds during play result in a point being awarded to the opposing team.
- Any player who receives a direct hit or steps out of bounds must return to their back shelter before returning to play
- Players receive 10 points for retrieving their own team's flag from the opposing team's side and returning the flag to their own home base: If a player is hit while retrieving the flag, they must place the flag in the ground at the point that they were hit. Teams may not touch an opposing team's flags during gameplay



Team

A team consists of 4 players with 1 player who plays the game only from behind the backline.

Flow of the Match

1. Snowballs are inspected by the referee, a maximum of 50 snowballs per period are placed behind the back shelter
2. Teams are given coloured pinnies to distinguish players
3. Team flags are attached to the flag pole on the opposing team's side of the field of play
4. Players line up on their own backline holding up to 2 snowballs each
5. Teams and players are introduced
6. The referee signals the start of the period and judges hits and out of bounds players
7. The period ends after 3 minutes or when a team returns their own flag to their own back shelter

Penalties

Players will be removed from a period for the following reasons:

- A player commits an act deemed dangerous to themselves or other players (i.e. violence, holding another player, etc.)
- A player disrupts the play and/or does not go back to their back shelter after being hit or stepping out of bounds
- A player behaves disrespectfully to their teammates, opponents and/or the game referee
- Intentional headshot

For repeat offences, players may be disqualified from continued play

Warnings are given for the following reasons:

- Attempting to form additional snowballs or retrieve snowballs from out of bounds
- Other minor rule infractions including improper uniform or equipment
- Accidental headshot

A match may be paused in case of injury to a player. If an injury was caused by an opposing team (i.e. an intentional headshot), the opposing team will forfeit the match.