

King of the Hill Rules

1. OVERVIEW

1.1. Players must control, defend and retake the Hill points during the match while using cover on the field to protect themselves from getting tagged by the opposing team. The team with the most accumulated time from both hill points is declared the winner.

1.2. KotH matches will be **6 minutes** long with no stops outside of safety/injury holds.

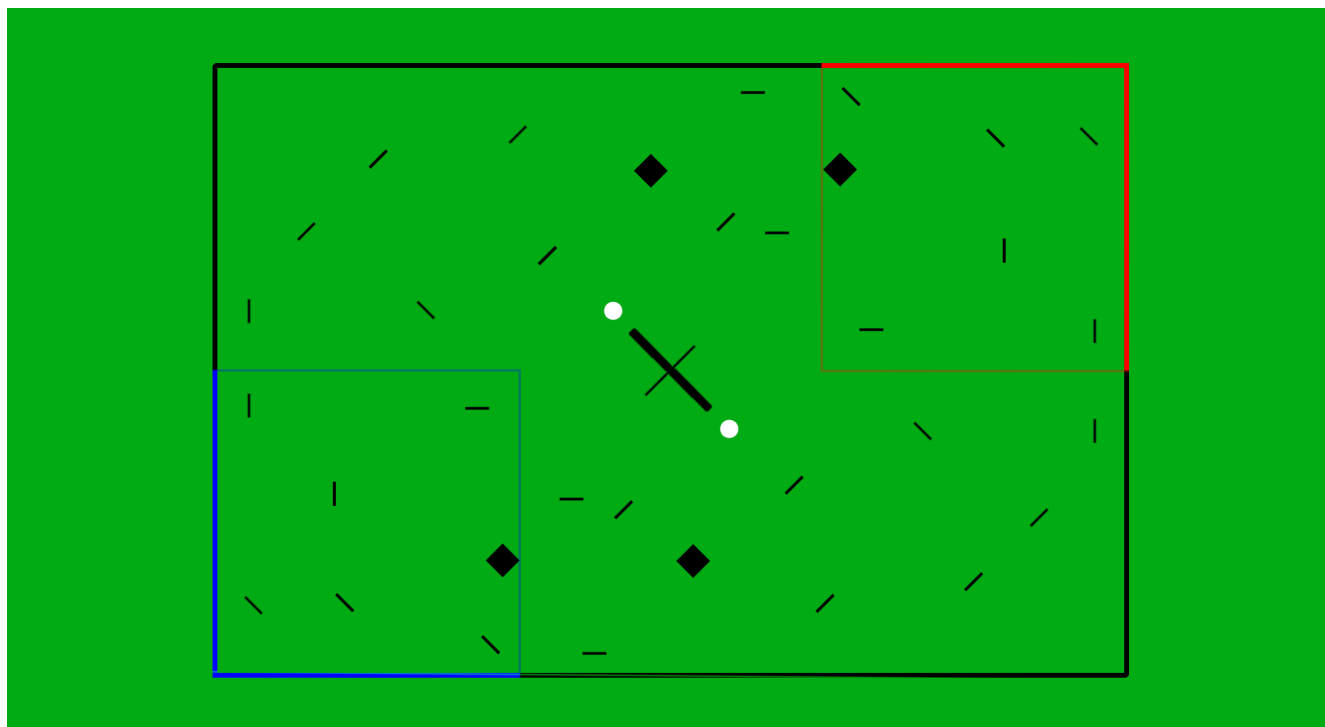
1.3 Team format is **5 vs 5**, with each team allowed up to **3** substitute players.

1.4. Dart limit is **540 darts per team** each match. Dart distribution is up to the team's discretion.

1.5. Respawn timers are **15 seconds** or more depending on incurred penalties (see Penalties for details).

1.6. Field size is 150 feet by 100 feet.

1.6.1. 2025 Field Layout



2.1.2. Players must immediately enter the field at the beginning of the match, they may not wait or delay in any way.

2.2. Once the round begins, players can control the 2 hill points on the field. Each point has a timer with two colored buttons to represent both teams. When pressed and held they will switch control of the timer to that team, which will count up their total time score until the button is released.

2.2.1. Players are responsible for making sure timers are on the right color for their team. If a player holds a hill point on the opposing teams control, there will be no outside involvement to fix player error.

2.2.2. If a player holds control of a hill after they have been tagged, the officials will negate any time gained. Penalties may be assigned to players that delay removing their hand from a timer after being tagged.

2.2.3. Players may only hold control of a hill point with their empty hand, no other body parts or gear are allowed, anything else will result in a penalty and removal of time gained during the incorrect hold.

2.3. Players may use their blasters to Tag opposing team members to temporarily remove them from the field.

2.4. TAGS

A “**Tag**” is whenever a dart fired from a blaster of the opposing team makes contact with an **Active Player**’s person, gear or blaster.

2.4.1. When Tagged, Players are considered **Out of Play** and must immediately return to their spawn point. Players may either take the most direct path if there is no play they could impede on their way back, or exit the field via the closest field edge then return to their spawn point.

2.4.2. Players must clearly signify being **Out of Play** by pointing their blaster muzzle straight up towards the sky above their head OR lowering their blaster towards the ground and keeping a hand raised above their head and must do this until they return to their Spawn Point.

2.4.2.1. Players may not switch which indication method they are using once they have chosen one, until they either reach their **Spawn Point**, or re enter the field as an **Active Player**.

2.4.3. Aside from talking, **Tagged Players** cannot take any other actions when on their way to their Spawn Point unless directed by an official.

2.4.4. **Tagged Players** are **NOT** allowed to recover any mags left on the field during their time as an **Active Player**.

2.4.5. Ricochets and bounces do not count as Tags.

2.4.6. ANY dart that was fired BEFORE an **Active Player** was tagged out is still in play, even if the player is tagged after firing. Any dart fired after a player was tagged is invalid.

2.4.7. If a dart is destroyed while being fired (the head is removed from the foam or otherwise rendered unshootable), any tag it makes on an opposing player is rendered invalid.

2.4.8. A player that steps out of bounds is counted as **Tagged** and any shots taken while out of bounds are invalid.

2.4.9. There are no hand tags or “Bang Bang” rules, and non-consenting contact between players will result in penalties.

2.5. RESPAWNING

When a **Tagged Player** returns to their spawn point, they start their 15 second count respawn timer and must stay at the spawn point during that time.

2.5.1. During their respawn timer while at their Spawn Point, **Tagged Players** can:

- (1) Reload blasters and magazines from darts on their person/other teammates.
- (2) Exchange equipment with other players at Spawn.
- (3) Sub out and be replaced by another player on their team who will take their respawn timer.

2.5.2. Tagged players may communicate with their teammates.

2.5.3. After a players respawn timer expires that player may enter the field within 50 feet from their spawn point in either direction.

2.5.3.1. This zone will be marked on the field with cones so all players can see where the zone ends.

2.5.4. Players may hold their respawn after finishing their countdown to organize a respawn with other teammates if they choose.

2.5.5. Players may move freely along their spawn zone lines for as long as they like before spawning.

2.5.6. When a player is ready to spawn in, they must place the muzzle of their blaster on the ground, or on their foot on the ground. As soon as the blaster muzzle is lifted off the ground or foot on ground the player is now an Active Player and may tag and be tagged.

2.5.6.1. The muzzle of the blaster must be lifted before any part of the body crosses the plane of the field boundary, if not this results in an illegal spawn penalty.

2.5.7. Once a player has lifted their blaster, they must immediately complete the action of entering the field. They may shoot and be shot while entering, but they must immediately enter the field while doing so.

2.5.7.1. Once players have completed their respawn timers and are moving along the spawn zone line before spawning into the field to become **Active Players**, they may rev or prime their blasters, so long as they do not aim their blasters at active players on the field.

2.5.7.2. If players want to reposition after placing their muzzle on the ground or foot on ground, they may either drag their blaster along the ground or drag their foot with the muzzle touching it along the ground to their new position. If the blaster is lifted off either surface during this period and the player does not immediately enter the field it will result in a penalty.

2.5.7.3. Players may not cross the boundary line onto the field until their blaster muzzle has touched and left the ground signifying their **Active Player** status.

GAMEPLAY MISCELLANY

2.6. Scavenging or use of darts off the ground is prohibited.

2.7 Field cover cannot be modified or moved in any way outside of recovering from a cover

malfunction (i.e., blown over by wind or knocked over by a player). Officials will move to help reset cover when necessary.

2.8. “Blind fire” from behind cover is prohibited. Players must present a target of at least their head to the player they are shooting at when shooting from behind cover.

2.9. Players are prohibited from using an opposing team’s equipment during play. Sharing equipment and blasters between teammates is permitted.

2.10. Magazines may be passed to your teammates while on the field during play. Thrown magazines **MUST** be tossed underhand. Tossing magazines at opposing players is prohibited.

2.11. All gear other than magazines and darts must be kept on you and may not be left on the field. This includes small items as well such as shells or dart jam rods.

2.11.1. Magazines left on the ground may be picked up by you or your teammates while active.

2.12. Intentional non-consenting physical contact of players is prohibited.

2.13. No transportation other than by foot may be used.

2.14. No jumping or vaulting over obstacles.

2.15. Unsafe play (Throwing blasters/equipment, riding on another players back, jumping over obstacles, climbing, poking your blaster over an obstacle or around a corner where you cannot see, etc.) is prohibited.

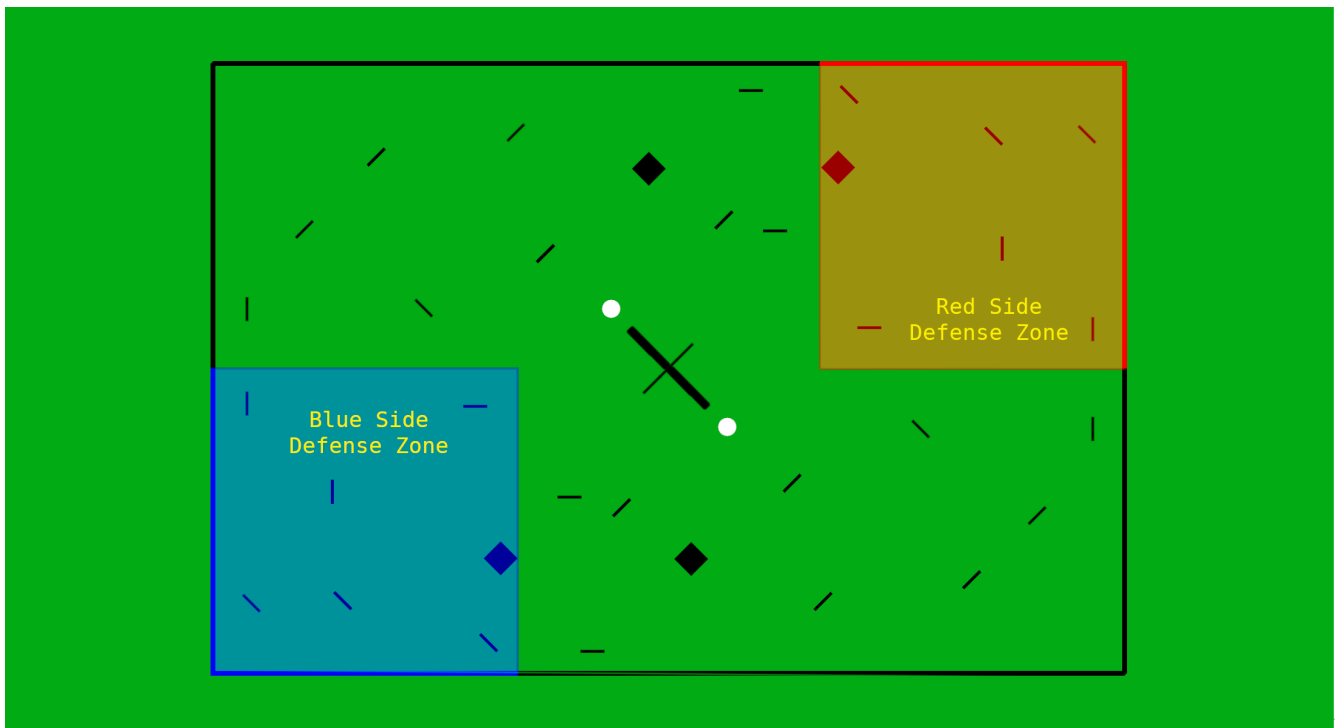
2.16. Players are not allowed to use any communication devices other than those required by medical necessity.

2.17. Defense Zones

2.17.1. Each team has a 50 foot by 50 foot square from their spawn point that is their defense zone. This is indicated on the field layout image by semi transparent colored lines, and will be marked off on the field by cones or other visible measures.

2.17.2. Players may not enter the opposing teams defense zone during play, doing so will result in penalties.

2.17.3. Players may still be tagged as normal while in play in their defense zone, they are just safe from opposing players entering their zone.



3. SUBSTITUTES

Substitute players can be subbed in to replace other Players on the field during the King of the Hill round.

3.1. Players can be subbed in the following ways:

- (1) When an Active OR Tagged Player reaches spawn
- (2) During an injury Hold to replace the injured player.

3.2. If another player is subbing in for a **Tagged Player**, the Sub takes the respawn timer of the Tagged Player along with any penalties that Player incurred. If the player subbing out has not been Tagged and is still **Active**, the subbing player must still take a respawn timer before entering.

3.3. Substitute players may communicate with players on the field.

3.4. Substitute players must stay outside the play zone within the **Starting Line** boundaries.

3.5. If a substitute player is holding a blaster they must ensure they are not presenting themselves in a way that makes it appear they are an active player or an inactive player that is ready to spawn in.

4. PENALTIES

4.1. Penalties are incurred when a Player breaks one of the rules during the game round.

4.1.1. Arguing with a referee will result in additional respawn penalties.

4.2. Offending players are considered **Tagged** and depending on the rule broken, incur increased respawn times.

4.3. Multiple infractions can result in a player being ejected from the remainder of the match, leaving

their team to play down a person regardless of any subs the team might have.

4.4. Any player found to be exploiting any aspect of the rules can result in that player being ejected from the remainder of the match or event.

4.5. PENALTIES – CALL FORMAT

Penalties should be called using the following format:

(Player Team and/or Number), (Penalty)

For example:

Nerf Herders #22, Unsafe Play, Double Respawn

DaNC #69, Unsportsmanlike Conduct, Double Respawn

Maverick #42, False Tag, Double Respawn

4.6. PENALTIES – DETAILS AND CALLS

4.6.1. Tag Reversion and Pulling Players: If a player commits a penalty and during or after that penalty they tag any opposing players, referees will attempt to reverse those tags and reinstate the tagged players without altering the flow of the game. If that is not possible, they will instead pull an equal number of players from the offending players team, on top of the offending player, for standard respawns. These players will be pulled from the closest players to the referee, with no regard for impact on the field state.

4.6.2. Respawn Penalty (Normal Respawn Timer): If **Active**, Players must take a Tag and return to spawn for a standard respawn timer.

4.6.2.1. Out of Bounds, Respawn: Stepping outside of the field while **Active**.

4.6.2.2. Gear on the Field, Respawn: Leaving any gear on the field aside from magazines during the round. Players must pick up their gear and return to spawn.

4.6.2.3. Illegal Field Entry, Respawn: Entering the field illegally. Some examples are:

- Pointing a blaster at opposing players while **Out of Play**.
- Moving to fire while **Out of Play** before properly setting the blaster muzzle to the ground and lifting it.
- Not returning to spawn and completing their respawn timer.
- False Start: leaving the starting line early at the beginning of a match.
- Entering the field without properly setting the blaster muzzle to the ground and lifting it.

4.6.2.4. Entering Opposing Defense Zone, Respawn: The moment a player crosses the Defense Zone line of the opposing team, they are considered out of play, as if they stepped out of bounds.

4.6.2.5. Loss Of Eye Protection, Respawn: If a player loses eye protection, for their safety they are immediately considered tagged for their safety and must leave the field once they have regained their eye protection. If there are any referees within close proximity they may move to shield the player from any oncoming darts.

4.6.2.6. Too Many Players On The Field, Respawn: If a team has more than 5 players on the field or outside of their spawn point, which is the width of the starting line, waiting to enter the field, a number of players that would reduce the active players on the field to 4 will be pulled by the ref making the call, and they will be the players closest to that ref, without any regard for the game state.

4.6.2.7. Use Of Anything Other Than Empty Hands To Control A Hill Timer, Respawn: If a player is pressing a hill timer button with anything other than their open hand, they are to be called out, and any time accrued should be removed.

4.6.3. Double Respawn Penalty (Normal Respawn Timer + 15 sec. = 30 sec. Total)

The following Penalties result in a doubled Spawn time of 30 seconds, and if an Active Player, an immediate tag:

4.6.3.1. Illegal Scavenging, Double Respawn: Scavenging darts at any point, or interacting with anything outside the field boundaries while an active player.

4.6.3.2. Ignored Tag, Double Respawn: Ignoring an obvious tag while **Active**. Some examples are:

- Being tagged in the face and still playing on.
- Acknowledging a tag but continuing play.

4.6.3.3. Unsafe Play, Double Respawn: Unsafe play such as, but not limited to; throwing anything on the field, jumping over cover, or blind firing.

4.6.3.4. False Called Tag, Double Respawn: Calling tags on players you have not actually tagged while **Active**.

4.6.4. Triple Respawn Penalty (Normal Respawn Timer + 30 sec. = 45 sec. Total)

The following Penalties result in a tripled Spawn time of 45 seconds, and if an Active Player, an immediate tag:

4.6.4.1. Severe Unsafe Play, Triple Respawn: Any severely unsafe play including but not limited to the actions listed in an Unsafe Play will result in being counted as tagged with a tripled respawn timer.

4.6.4.2. Knocking, Damaging, Or “Trucking” Cover, Triple Respawn: Players that substantially alter the position or state of a piece of cover will be called for this. A small or minor bump that does not alter the function or angles of the cover piece do not count.

4.6.5. Damaged Hill Timer, Removal From Play: If a player damages a hill timer so that it is no longer functioning, that player is removed from the remainder of the match, and their team must play down a player for the remainder of that match, regardless of how many substitute players they have.

4.6.6. (Penalty Reason), Double Respawn: Any rules broken not listed here will result in being pulled from the field with a doubled respawn timer.

4.6.7. Excessive penalties, physical or verbal altercations, or arguing with referees, officials, or staff may result in removal from the match or tournament, forcing your teams to play down a player for the remainder of the match, regardless of how many substitute players they have.

5. SAFETY

5.1. All players must wear eye protection. **NO EXCEPTIONS.**

5.1.1. Players may wear lower face protection depending on venue restrictions.

5.1.2. Ragnarocktoberfest 2025: lower face protection may be worn only on the field, must be put on immediately before a match, and removed immediately after a match. Full face masks such as paintball masks are not allowed.

5.2. No intentional non-consenting physical contact of players allowed during gameplay.

5.3. Unsafe play (Throwing blasters or equipment, riding on another players back, jumping over

obstacles, climbing, poking your blaster over an obstacle or around a corner where you cannot see, etc.) is not allowed.

5.4. If you experience problems with another player, witness cheating, or have any disagreements with another player, please let a referee or BTA staff know. Problems will be addressed in a discreet and orderly manner.

5.5. BTA staff reserves the right to kick or ban any player for misconduct, exploitation or repeated breaking of the rules. Misconduct and rules exploitation are up to the sole discretion of BTA staff.

5.6. If a player is injured referees will call for a hold. During this time the timers will be stopped, and all players must remain in the same positions they were in when the hold was called. The team with the injured player may substitute a player in their spot. Referees will countdown and restart the match once safe to do so, resuming from the state when the hold was called. During this countdown all blasters must be pointed at the ground until the countdown completes.

6. BLASTER ELIGIBILITY AND RESTRICTIONS

6.1. Each team is allowed a total of 10 blasters per match.

6.1.1. These blasters may change between matches, but not during matches.

6.1.2. A blaster that contains multiple firing mechanisms within a single shell is still considered a single blaster.

6.2. All blasters must be checked, chronographed, and approved by BTA staff for use during pre match check-in to ensure that they meet the safety guidelines listed below. Once approved, the team is limited to ONLY those blasters and cannot be changed until the following match.

6.3. Players may not use HPA/LPA/Air powered blasters, melee, shields, blowguns, or arrows of any kind.

6.4. Modified or homemade blasters may be used, so long as they comply with all other rules.

6.4.1. Blasters may not be replicas of real firearms, whether by initial design, modification, or body kit.

6.4.2. Blasters may use shells rather than magazines, but must include a shell catching mechanism of some kind to prevent shells from being on the field, otherwise they are not allowed.

6.5. Players may use half length Nerf Darts, Rival Rounds, or a 3rd-party equivalent provided they are factory-made. Full length darts are not allowed.

6.5.1. **Darts that have hard tips such as FVJ's, are homemade or have been modified with non-pliable, hard plastic and/or metal are NOT allowed.** BTA staff reserves the right to deem a dart unsafe on the field.

6.5.2. Darts that have reglued tips may be used, provided they are disclosed at check in and checked for safety. If they do not pass you will need to use different darts, so we recommend bringing a secondary option if you plan on using reglued darts.

6.5.3. Players may bamboo the foam of their darts.

6.6. The Ragnarocktoberfest 2025 chrono dart is the [Worker 1g HE](#) and will be provided for chrono checks.

6.7. Blasters must have a bright orange, or similarly bright colored muzzle.

6.8. Blasters with metal barrels or SCARs must have a plastic shroud around the end of the muzzle.

6.9. FPS Cap:

6.9.1. Flywheel blasters, semi auto blasters, and full auto blasters may not shoot over **200 fps**.

6.9.2. Spring powered manual priming blasters may not shoot over **200 fps**.

6.9.3. FPS is determined by an average of 3 shots. BTA staff will remove obvious outliers at their discretion to ensure accurate readings.

6.9.3.1. Chronograph testing at **Ragnarocktoberfest 2025** will be done with [1 gram Worker HE smooth darts](#) provided at the tournament. Regardless of what darts you brought to use on the field, blasters must chronograph within the fps limits on the chrono darts provided.

6.10. Any blaster with variable settings must have all settings tested for compliance with the FPS limit. If a setting breaks the FPS limit, the player must be able to lock that setting so it cannot be accessed, otherwise the blaster will not be approved for Tournament use.

6.11. Blasters with cosmetic modifications made to look like firearms are NOT ALLOWED. This includes excessive black or silver regardless if the blaster has an orange safety tip. Blasters may not have black, metallic, excessive dark colors, or dark muzzles; they MUST be a light and safe color. Painted blasters will be assessed on a case by case basis at the sole discretion of BTA staff.

6.12. For **Ragnarocktoberfest 2025** if a player wants to run a blaster with an external battery affixed to their body, they must meet these requirements:

6.12.1. The wire run must be sleeved in some kind of abrasion resistant wire sleeving.,

6.12.2. The battery container must be crush resistant and enclose the battery on all sides.

6.12.2.1. Printed containers are acceptable, though walls must be at least 5 mm wide and at least 1.8 mm wall thickness (aka 5 walls on a typical 0.4 mm nozzle printer)

6.12.3. The battery container must be lined with foam, tpu, or a cut up lipo bag to prevent the battery from moving

6.12.4. The gear the battery is attached to must be able to be quickly removed.

6.12.4.1 Straps must be obvious in the event it needs to be cut off the player.

6.12.5. There must be a connector in the line between the blaster and the player that can break away in the event the line gets tangled in cover and/or another player.

6.12.5.1 This could be an XT-60, Dean, or other appropriately spec'ed connector of a player's choice.

6.12.5.1.1. This connector cannot be taped, zip-tied, glued, or otherwise prevented from breaking away.,

6.12.5.1.2. Strain relief at the battery container and blaster are explicitly encouraged, though not

required.

7. Team Creation: Ragnarocktoberfest 2025

7.1. Teams have a minimum of 5 players and a maximum of 8.

7.1.1. Players must be 15 years of age or older in the calendar year of the event.

7.1.2. Players under 18 must have their waiver signed by their parent/guardian.

7.2. Players may only be on one team for the duration of each tournament.

7.3. Team jerseys are **not required** but **suggested** and appreciated, they help differentiate players on the field, they do not need to be expensive custom jerseys, and **may be as simple as shirts with numbers taped on**, but should meet these guidelines:

7.3.1. Jerseys must not contain any offensive or inappropriate material or images for any ages.

7.3.2. The most valuable option should teams choose to go to any length for jerseys are Player Numbers. Player Numbers should be on both the front and back of the jersey. Player numbers help referees and other players make necessary calls.

7.3.2.1. If a player is wearing gear that would cover these numbers, the player numbers should be visible on the front and back of their gear large enough to be read by referees on the side of the field.

7.3.2.2. Player numbers are preferred in a two digit format.

7.3.3. Player names and numbers should be large enough and clear enough to read.

7.3.4. Player names may be of the players choosing, but may not be inappropriate. Player names are optional.

7.3.5. Team name, if displayed, should be on the front chest of the jersey.

7.3.6. If a team has sponsors, they may display sponsor logos on their jerseys.

7.3.7. Logos should not be larger than the team name, player name, or player number, and should not cover these locations.

7.3.8. Jerseys may display the BTA logo on them. Contact BlasterTagAssociation@gmail.com if you need the file.

7.3.9. If a team isn't wearing jerseys or colors that are matching they may be asked to wear provided pinnies.

7.4. Tournament rosters for **Ragnarocktoberfest 2025** may be changed up until October 4th. If there is an emergency or other unexpected reason to make roster alterations past that point, please contact the organizers.

8. Tournament Day

8.1. When your team arrives the morning of the tournament, before fully unpacking gear and setting up, start at the check in table and your team can then head to your staging area.

8.2. Once your gear is at your staging area, be ready for the players meeting and pay attention to the schedule so you don't cause any delays.

8.3. 10 minutes before your match start time, all members of your team should be at the check in table

to have your dart cap confirmed, blasters chronographed, and sent to field of your next match.

8.3.1. Your team will chronograph their blasters before every match. You may change the blasters you chronograph and bring onto the field each match, but may not change them during the match.

8.3.2. If your team is not ready at the scheduled time the officials may give your team a forfeit loss for that match and award your opponents a forfeit win.

8.4. If you have reglued darts, tell the staff about them with you to chrono check and staff will check them.

8.5. All players will chronograph with tournament provided [Worker 1g HE darts](#) at **Ragnarocktoberfest 2025.**

8.6. After your match finished, shake hands with the opposing team and pick up darts until the results are announced, then exit the field. Your team is free to prepare for future matches, roam to watch matches, or other activities, but maintain awareness of when your next scheduled match is if you have one, so that you aren't late for check in.