



NERF Combat Rules

Safety rules are entailed by combat rules, which are tied closely to the instructions of each game or match. While combat rules may differ for your team, there is a general way of doing things that makes it much easier to coordinate a battle:

- Do not leave the base until the main whistle blows. There is a warning whistle about 30 seconds before the main whistle, which can release you into the battle.
- Play honestly. If you get hit, that makes you dead or wounded. Make sure to play fair and fall down if you do get hit.
- Players decide how many hits to take before being declared as “out”. In a typical Nerf war, players are only allowed to become hit once before they are out. Once a player is out, they must return to the base to respawn, or they can lay on the ground and wait until a teammate revives them by tapping on their body with their hand. A player’s ability to respawn or become revived by a teammate depends on the amount of lives they have. The amount of lives is typically established before the game.

Other rules can be established. Before the battle begins, your team and the enemy team can discuss a custom set of rules to put in place. If you want, you can allow players to use customized Nerf weapons, melee weapons, or more. Or, you can severely limit the weapon choices to make it a much more challenging battle.

- Hits to the head and torso count as kills. Hits in all other locations, such as the arms, legs, or side, count as injuries but not deaths.
- If you die on your last life, you must leave the game. This includes laying down your weapon and your bullets on the ground, and leaving the playing area as immediately as you can.
- Teams can be uneven. Typically, the number of people on each team is equal; however, teams can be uneven due to skill. Most Nerf battlers like to balance teams based on ability and player skill rather than just sheer numbers.

By playing fairly, everyone can have a smooth Nerf war. It’s never fun being the one to get hit, but the deaths and lives system is what helps the teams determine who wins.