

YMCA Laser Tag League Rules

- Each team will be assigned a volunteer instructor who will manage the team practices and oversee competition.
- All scoring is based on a total number of points scored within the allotted amount of time.
- Each team will have a 15-minute team practice and then play two 8-minute games of Laser Tag.

How to Play

- Tag players on the opposite team on any of their flashing lights to score points.
- Tag the "Arena" target for 100 bonus points.
- If you see and "Element" flashing orange, tag it for an additional 500 bonus points AND any nearby players will be deactivated.
- Tag you opponent's base until you hear "base destroyed" for 1500 bonus points.

Scoring Elements

- Tagging an opponent's phaser or the shoulder are worth 100 points
- Tagging the opponent's front or back are worth 200 points

Laser Tag "Mission Rules"

- NO physical contact
- NO offensive language
- NO running, jumping, or climbing
- NO sitting, kneeling, or lying down
- Play fair, play smart, and give it your all!