



"Infected" Game Rules

Objective

- **Survivors** try to avoid getting hit by infected players.
- **Infected** players aim to tag survivors by shooting them.
- The game ends when all survivors are infected or time runs out.

Setup

- One player starts as the **Infected**.
- All other players begin as **Survivors**.
- Survivors spread out and take cover before the game begins.

Gameplay Rules

- If a **Survivor is hit**, they become **Infected** and must switch teams immediately.
- Infected players **cannot be eliminated**—once infected, you stay infected. If shot infected reset and touch home base wall.
- Survivors **can shoot infected** to slow them down or defend themselves, but infected players keep playing and must touch back wall if they are shot to continue.
- No bunkering or close-range shots—maintain a safe distance (minimum 10 feet).
- Masks must stay on at all times.
- No physical contact—this is a reball game, not tag.

Winning Conditions

- **Infected win** if all survivors are converted before time runs out.
- **Survivors win** if at least one remains uninfected when the timer ends.

Court-Specific Notes

- Use barriers as cover but avoid climbing or jumping on them.
- Watch for ricochets—indoor surfaces can bounce reballs unpredictably.
- Keep movement controlled to avoid slipping on the court floor.