

Deathmatch Rules – 5v5 Limited Ammo

Game Setup

- **Teams:** 2 teams of 5 players
- **Ammo Limit:** Each player starts with **15 reballs only**
- **No Reloads:** Players may not reload or pick up reballs from the ground
- **Time Limit:** 10-minute round
- **Objective:** Eliminate all players on the opposing team

Gameplay Rules

- **No Respawns:** Once hit, a player is out for the remainder of the round
- **Ammo Discipline:**
 - Players may not reload or collect additional reballs
 - Once your 15 rounds are used, you may continue to move and support your team, but you cannot shoot
 - When hit you must vacate the field of play
- **Hit Rules:**
 - Any direct hit to body or gear counts as elimination
- **No Overshooting:** Avoid excessive firing at already eliminated players
- **No Blind Firing:** Always aim with visibility
- **No Physical Contact:** Maintain safe distances and avoid aggressive movement

Safety Rules

- **Masks On:** Must be worn at all times in the play area
- **Barrel Socks:** Must be on until game begins
- **Minimum Engagement Distance:** No shooting within 10 feet—call “Surrender” instead
- **Referee Authority:** Ref decisions are final. Unsportsmanlike conduct may result in disqualification

Victory Conditions

- A team wins if:
 - All opponents are eliminated before time expires
 - They have more active players when the timer ends
 - Opposing team runs out of ammo and cannot eliminate remaining players