

MagBall

Player Count: 6 - 16

Playing Time: 2 - 7 Min

Age: 12+

Game Designer: Adam (Game Mode Repository)

Description:

This is inspired by the game mode oddball in Halo and is essentially a variation on king of the hill. When a team takes control of the "ball" they begin scoring points and the opposing team must eliminate the player with the "ball" to stop them from scoring points. The main difference from king of the hill is that the player with the ball can move around. Control of the ball will pass back and forth between the two teams until eventually the round ends.

Victory Condition:

- Teams earn 1 point for every second they maintain control of the ball.
- The team with the higher total score at the conclusion of the match is declared the winner.

End Game Condition:

- The match ends when any of the following occur:
 - a. The point difference between the two teams reaches 120.
 - b. At the 5-minute mark, one team leads by 5 or more points, and the trailing team does not have control of the ball.
 - c. Overtime/ Sudden Death
 - At the 5-minute mark, if the trailing team has control of the ball, the match enters Overtime.
 - During Overtime, if the trailing team loses control before Sudden Death begins, the match ends immediately.
 - Sudden Death begins if the point difference is less than 5, including at the 5-minute mark.
 - During Sudden Death, the match ends once one team leads by 5 points.

Quick Reference Rules:

1. Each team can have 5 active players in the play area.
2. Non-active players must stay in their team box.
3. Players take control of the ball by holding down their teams button.
4. Players may carry the ball with their gear in order to free up their hands. It must however be easily accessible.
5. Players may move around and fire their blaster while holding the "ball".
6. A player must drop the "ball" immediately when they are tagged out.
7. A player cannot drop the "ball" unless they are tagged out. They are however allowed to hand the ball to a teammate.
8. Players may respawn at any location along the perimeter of the field.
9. Players must respawn as a team. This means that they can't respawn until their entire team is eliminated. Infinite team respawns.
10. Players must return to their team box before respawning back in.
11. There is at least a 5 second delay between when the last player on a team is eliminated and when the team respawns.
12. When a team is ready to respawn they hit a button to start a five second countdown. The team all respawn when the countdown is complete.
13. Players may self eliminate by stepping out of bounds provided they are not holding the ball.

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Detailed Rules:

What is meant by overtime/ sudden death?

Overtime/ sudden death means there will always be the possibility that a team can win a match. Provide that the player is able to control the ball long enough they will surpass the other team in points. This means the game time length is not fixed.

Can a player hand off the ball during overtime/ sudden death?

It is recommended that they don't. If the player attempts to hand off the ball then there is the possibility that they will not keep the button pushed which would result in them losing control of the ball thus ending the game.

Can a player throw the "ball" or use it as melee?

No.

Are you tagged out if the dart hits the "ball" while you are holding it?

Yes

Does the team have to respawn immediately? Is there any delay between the two team's respawning?

Teams do not have to respawn immediately. Teams can strategize and get into position before one of their team members hits the button to start the respawn countdown. There is at least a 10 second delay between when one team respawns and the opposing team respawns. The team to first hit their button will respawn first.

Can a player substitute during the match?

Yes. They are allowed to enter play when their team is respawning.

Does a player need to wait in their team box until the respawn countdown starts?

No. They must return to their team box after being tagged out but are then allowed to get into position on the perimeter of the field to prepare to respawn. They must however hold their hand in the air until the respawn count down starts. Note: A team can only have 5 players outside of their team box at any given time.

Can a player move around while waiting to respawn?

Yes. Players can move around as much as they want. They however must be within 3 ft of the boundary line when the respawn countdown finishes.

Is there anything special about entering the field or firing your blaster after respawning?

As soon as your team's countdown starts you can lower your hand and start aiming your blaster. You only have to wait until the countdown completes before firing your blaster. The area within 3ft of the boundary line is considered a grace zone from which respawning players may fire blasters and run around. Once they enter the field proper is when the boundary line takes effect.

Why can't a player who is holding the ball drop it without being tagged or self eliminate?

These are expected to disrupt the flow of the game and make for a less enjoyable viewing experience.

Supplies needed:

- For competitive games, I recommended that you build the "MagBall" timer. See build guide [here](#). If you are not using the "MagBall" timer then you may want to simplify sudden death.
- For casual games, clubs can have an admin keep track of when a team is holding the ball using a simple timer app on their phone.
 - Instead of using a ball, I recommend using a talon style mag that is uniquely identifiable. This makes it easier for players to carry.
- You will need some method of counting down a team's respawn.
- It's recommended that players are only allowed to carry 60 darts per respawn.

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Setup Required:

- This game is designed for square or circular fields. However the rules could be adjusted for more rectangular fields.
- Generally you want to set up the field so there is a nice defensible bunker in the center of the field. Remember it can be attacked from any direction. This is where the team with the ball will generally defend from, although they are not required to stay there.
- The respawn zone is anywhere within 3 ft of the boundary line.
- You will also need to designate the team boxes for where players go when they are tagged.