

Speedball/Hyperball



Standard Play - Rounds of Play (Elimination or Capture the Flag):

- Center Flag
- 2 Flags (one flag per team placed at starting line at opposite sides of the field)

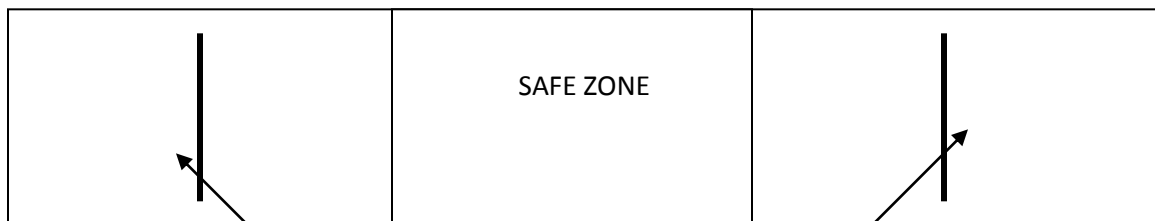
Play Consists of:

- Best of 3 rounds (to save balls and air)
- Best of 5 rounds (longer play)

Other Types of Speedball/Hyperball Games:

1. Bombardment Speedball

- All player markers are centrally located on the field.
- At the whistle, players race to the center to retrieve their markers
- Players cannot fire in the “safe zone”
- When player moves past the “safe zone,” they can begin marking other players (in or out of the safe zone)
- **TWIST:** However, unlike normal bombardment with big round red bouncy balls, you can pass the center line after you run behind the firing line first.



Once past firing line, can begin to mark other players



2. King of the Hill or Defend the Fort

- At the end of the speedball zone, rearrange bunkers in to a fort with 4 sides
- 4 guys are in the fort defending
- The rest of the players advance on the fort as fast as they can trying to eliminate defenders

3. Football...Speedball Style

- Flip Coin
- Winning team decides to throw or receive
- Team 1 throws ball. No shots can be fired until Team 2 receives ball (ball is caught in hand)
- Team 2 tries to get the ball across the center line
- If hit, drop ball and restart play
- 3 rounds of play. If Team 2 doesn't advance the ball, they then punt the ball down field
- **Twist:** Try to get the ball back to your own safe zone (requires team work and strategizing or you'll get shot in the back)



4. Bucket Ball

- Team 1 and Team 2 have 10 balls that they are trying to get into the bucket/barrel in the center of the field
- A "runner" is chosen for each team. The runner cannot have a gun.
- The runner can carry only 1 ball at a time
- The runner tries to place the ball into the center bucket (Each ball = 10 point)
- If the runner is hit, they have to "drop" the ball (throw it out of the field of play) and run back to get another ball.
- "Defenders" try to provide covering fire for the runner
- If a defender is hit, they are eliminated. Defenders = 5 points each
- Game over when all balls are used up. Tally # of balls and # of defenders left on the field = Winning Score
- **Important Notes:**
 - Runner can tag off with a defender to switch as long as they don't have a ball in hand.
 - If the Runner does not have a ball, they are not open targets! If you tag them without a ball, you are eliminated.
 - Defenders can continue to shoot at the opposing enemy Defenders while the runner has or doesn't have a ball.
 - Strategy Time...you can use your runner to your advantage.
 - Cannot cross center line of play



Twists on any Speedball/Hyperball game:

Here's a few ways to make your games more interesting...

- You can advance, but you can never move backwards. Think strategically and be honest.
- Limit the number of paintballs for each team
- A center-line marksman "sniper" tries to eliminate players on both sides.

