

# “RUN FOR YOUR FREAK’N LIFE”

## Runners Rules:

1. You must wear your flag belt outside your clothing at all times.
2. You cannot tuck your flags in, or tie your flags on.
3. If all of your flags have been taken, you can continue, however you will not be eligible to win a prize.
4. For the Teams Race, at least 1 runner must have 1 flag intact for the whole team to be eligible for the prizes.
5. You may NOT take another runner’s flags, chase other runners, or pick up flags off the ground.
6. Participants must wear the RFYFL number clearly on their chest
7. **Direct and intentional physical contact with any runner or zombie is strictly prohibited.** You are not to touch, hit, punch, tackle, kick, slap, scratch, pinch, spit on, bite, or do anything harmful to the physical health of our zombies or other runners. Those in violation of this rule will automatically be disqualified and potentially escorted off of the grounds, without refund.
8. If you skip an obstacle or tuck your flags into your clothing, you are automatically disqualified from a time-based award and **your flag belt will be taken by a course official.**
9. Line up at least 10 minutes before your race time. Entry to your time slot will close 10 minutes after runners begin to cross the “Start” line. You must run in the slot that you registered for.
10. Visibly intoxicated guests will not be allowed to participate in the race. Please arrive at your race time SOBER, and drug free.
11. Runners must be 13 years of age or older on 15<sup>th</sup> April in order to participate.
12. RFYFL medical personnel, St John’s, may examine any participant who appears to be injured or suffering distress. The St John’s personnel may remove any participant from the event if in the opinion of the St John’s medical personnel the participant needs to be removed.
13. The RFYFL course will be approximately 5 kms. There will be some discrepancy due to part of the race being in a maze.

## Team Rules:

1. Race officials have final say on all aspects of the race—especially Safety.
2. All Teams will start and finish together as a team.
3. All team members must be a minimum age of 13 years.
4. Every team must complete each obstacle to be qualified for prizes
5. Team members may assist each other across all obstacles.
6. No hostile contact with other teams.
7. No interference with other teams navigation over or through obstacles.
8. Each team must designate a captain. Team captains will ensure all teammates have visible race numbers and their flags are visible throughout the race.
9. Teams will observe all safety requirements.
10. Costumes are encouraged.

## General Rules:

11. No weapons or mock weapons will be permitted on the premises.
12. No drugs, or alcohol, are permitted on the property.
13. Food and beverages will be available for purchase inside the event.
14. Runners and spectators must abide by all instructions given from the race directors, race staff, and medical personnel.
15. Several photographers and videographers will be stationed along the course. By entering the race and Spookers property runners and spectators agree to allow the event producer, Spookers, to use any pictures or video footage of the event for future promotional purposes.
16. Not all obstacles can be viewed by your non race supporters. Those supporters need to abide by the directions of the race officials.

## Race Suggestions/ Reminders:

1. **Bring some form of identification.**
2. You will be covered in mud, zombie guts, and other apocalyptic liquids after the race so **bring a towel and a change of clothing** (especially socks and clean shoes to change into).
3. We will have a “decontamination zone” ie fire engines so you can clean the mud off.
4. Check the weather before the event to make sure you are prepared (i.e. umbrellas, warm clothes, sunscreen, etc)
5. We suggest runners **lock their belongings in their car** during the race. We will have carpark security on site.
6. Spookers cannot be held liable in any way for your personal property. Spookers is not responsible for damage to phones, cameras, ipods, watches or any other personal property during the event.
7. Costumes are encouraged!
8. We recommend you arrive **1 hour** before your race time to allow time for parking, registration, goodie bag pickup, and travel to the starting line.

**We hope you have an awesome time.**

**Go the Zombies!**