



LAVA TAG OFFICIAL GAME HANDBOOK

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Version: 1.0

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SECTION I — PURPOSE

1.1 This handbook serves as the official ruleset and conduct guide for participants of the game **Lava Tag**.

1.2 Lava Tag is a recreational parkour-based tag game designed for active play, teamwork, and fair competition.

1.3 These rules ensure safety, fairness, and the integrity of the game.

SECTION II — DEFINITIONS

2.1 “Seeker” — The player designated as “It,” responsible for tagging other players while blindfolded or with eyes closed.

2.2 “Runner” — A player attempting to avoid being tagged or touching the ground (i.e., the “lava”).

2.3 “Tag” — A clear, light, one-handed touch applied by the Seeker to a Runner’s torso, back, or limbs.

2.4 “Lava” — The ground surface; contact with this surface constitutes elimination or becoming the next Seeker.

2.5 “Parkour Course” — Any elevated play area or structures designated for safe traversal and gameplay.

SECTION III — GAMEPLAY REGULATIONS

3.1 Game Setup

- **3.1.1** Designate one (1) Seeker per round.
- **3.1.2** All other participants begin as Runners positioned on the parkour course.
- **3.1.3** The Seeker must don a blindfold or keep their eyes shut throughout the round.

3.2 Gameplay Sequence

- **3.2.1** Upon a 5-second countdown, the Seeker begins their attempt to tag any Runner.
- **3.2.2** Runners must remain on the parkour structures.
- **3.2.3** Any Runner who is:
 - **(a)** Touched by the Seeker, or
 - **(b)** Touches the lava (ground),
becomes the next Seeker for the following round.

3.3 Round Duration

- **3.3.1** A standard round duration is until a successful tag or lava contact occurs.
 - **3.3.2** Facilitators may modify the duration for age groups, group size, or special variations.
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SECTION IV — CONDUCT CODE

4.1 Prohibited Actions

- **4.1.1 Blocking** — Intentionally obstructing another player's movement or path.
- **4.1.2 Pushing or Pulling** — Use of force to alter another player's position.
- **4.1.3 Grabbing or Holding** — Physical restraint or interference with another player.
- **4.1.4 Eyes Open Tagging** — The Seeker must keep their eyes fully shut or blindfolded for the entire round.
- **4.1.5 Ground Advantage** — Intentionally staying on the ground to delay or manipulate gameplay is not permitted.
- **4.1.6 Revealing locations** — Intentionally revealing a runner's location is not permitted.

4.2 General Player Responsibilities

- **4.2.1** Participants must act in good faith and declare themselves "It" upon ground contact or valid tagging.
 - **4.2.2** Cheating, arguing, or unsportsmanlike conduct may result in temporary suspension from the game.
 - **4.2.3** All players agree to prioritize safety and abide by facilitator instructions.
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SECTION V — SAFETY & SUPERVISION

- **5.1** Lava Tag must be played on an approved, hazard-free course with suitable elevation for parkour-like movement.
 - **5.2** Participants must wear safe footwear (closed toe shoes) and appropriate clothing. Or swimsuits if needed.
 - **5.3** All obstacles should be inspected prior to gameplay.
 - **5.4** Facilitators reserve the right to pause or cancel gameplay in unsafe conditions.
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SECTION VI — MODIFICATIONS & VARIANTS

Facilitators may apply the following variants as desired:

- **6.1 Power-Ups** — Temporary immunity or abilities (e.g., "Safe Zone" tiles).
 - **6.2 Time Trials** — Players must survive for a specific time against the Seeker.
 - **6.3 Team Lava Tag** — Introduce team-based play with multiple Seekers or assigned roles.
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SECTION VII — FINAL CLAUSE

- **7.1** Participation in Lava Tag implies full agreement to the terms outlined in this handbook.
 - **7.2** Repeated violations or disregard for safety may result in removal from the game.
 - **7.3** Revisions to this document may be made with the approval of the overseeing authority.
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