

# Paleoball

*Official Rulebook v1*

A stone age team sport. Move the egg to your home side, don't break it, don't break your opponent.

## Overview

Paleoball is a two team sport played on an open field. Each team wears protective gear and colored jerseys. The point of the game is to move a heavy, oblong, egg shaped object from the center of the field to your team's home side and secure it there. The egg rolls in different ways if you don't carry it, but it's small enough to fit in a massive grip in one hand.

The whole point is to get the egg from point A to point B and secure it at your home team's side of the field. The trick of the game is strategy, since it is timed: how to get the egg in as few moves as possible while saving energy and dodging the other team.

The protective gear is a must, but essentially it's a free for all: just get the ball to your side without breaking it.

## The Field (Minimum Viable Field)

The base field needed for Paleoball is a park and 4 flags with tripwire strung between them: those are your boundaries. This is the whole allure of Paleoball: low cost to enter, stone age tools, and a rugby ball filled with sand instead of air. Easy makeshift setup, playable almost anywhere.

The main field is roughly football or soccer field sized, with boundaries around it. If a player steps out of bounds or runs out of bounds, they are out for the round.

Obstacles include:

- Water, for swimming
- Sand traps
- Mud traps
- Hills and slight elevation platforms, climbable in two steps and safely jumpable back down with no injury

## The Egg

A rugby ball filled with sand instead of air. Heavy, oblong, egg shaped, so it rolls unpredictably if not carried. Large and weirdly shaped enough to be intercepted, since players don't wear gloves. The most stable way to carry the egg is with lacrosse sticks.

## Roster and Positions (7 people per team: 6 active players plus 1 Lord)

| Position | Count | Tool(s)                                                 | Water                              | Platforms                      |
|----------|-------|---------------------------------------------------------|------------------------------------|--------------------------------|
| Joker    | 1     | Slingshot, old school, no handle, like David vs Goliath | Allowed (wildcard, no restriction) | Allowed (wildcard, no restrict |
| Tank     | 2     | Shield                                                  | Allowed                            | Not allowed                    |
| Ranger   | 3     | Bow staff or lacrosse stick, chosen per play            | Not allowed                        | Allowed                        |

## Net Master System (between Round 1 and 2, and between Round 2 and 3)

| Team's status after the round | What they get to choose                                                                                              |
|-------------------------------|----------------------------------------------------------------------------------------------------------------------|
| At least 1 point              | Coin flip winner picks: take the Net Master title (full control to reposition both nets), or leave the nets in place |
| Exactly 0 points              | That team alone chooses: sacrifice one net from the field to recover 2 eliminated players, or decline and keep       |

The zero point sacrifice option replaces the coin flip for that team, it does not combine with it. If both teams end a round at zero, each gets their own independent sacrifice choice. The 3 round cap and cumulative scoring handle any resulting chaos on their own, no special case needed.

Net Master placement window: 60 seconds from the start of the between round interval.

## Turnovers and Fumbles

A fumble or turnover is triggered by:

- The egg touching the ground while a player is actively carrying or controlling it
- The egg exiting the field boundary
- A player carrying the egg into terrain restricted for their position

On any turnover, the play is voided entirely. No team gains possession. All active players return to center field for a fresh scrimmage over the tool cache and egg. This applies no matter which team caused the turnover: the field's hazards are pure risk with no direct payoff for the opposing team. That's why it's safer to stay in the open field areas than take the risk of cutting through a hazard.

You get three tries for fumbles. After that, you lose a point.

## Water Play

Water is not an automatic turnover. The egg stays live there, water polo style: splashing, waves, and diversions to disperse the opponent are legal tactics, not attacks. Only Tanks and the Joker are eligible to contest the egg in water, since Rangers are restricted from it.

## Elimination

Stepping or running out of bounds eliminates a player for the full round, not just that individual play.

## Scoring

- Securing the egg at home base: 5 points. The egg must be in a player's hand while inside the home zone. Throwing the egg to the home base doesn't count on its own, just like in American football: the egg must be in someone's hand to score.
- Fumble: three tries allowed, then lose a point
- Attacking a player (not the egg): minus 3 points
- Score floor at zero per round, no negative scores

- 3 rounds total. Highest cumulative points at the end of the game wins.

## **Fouls and Penalties: Contact Rules**

Tools interact with the egg: deflect, intercept, launch. Player contact is limited to blocking and screening the ball carrier's path, Tank style positioning, not open hitting. Attacking a player who isn't the carrier, or using excessive force beyond a screen or block, is what triggers the minus 3 penalty.

## **Off-Field Roles: Lords and Refs**

### **Refs (3 total, neutral, shared across the whole match)**

Entirely improvised: whoever isn't playing that match and knows the rules. Not affiliated with either team.

- Determine the field terrain and obstacle layout before the match
- Officiate all binding in-match calls
- Majority vote (2 of 3) settles any tough or disputed play

### **Lord (1 per team, the 7th team member)**

More player than coach. A rotating assignment: any of the 6 active player types can double as Lord for a given match.

- Eyes in the sky: camera, spyglass, or binoculars

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