



1. Teams must be registered in order to compete in the grunth hunt.
2. Teams must consist of 4 players, maximum.
  - a. No team will be comprised entirely of newbies. Ever. There must be someone on the team that has completed at least one entire hunt.
  - b. These 4 players must be the same listed when the team was registered to play.
  - c. Should there be substitutions, they must be cleared by the hunt staff.
  - d. If you want to play and can't get enough people to form a team by the time of registration, you will be matched up with spares to form a team.
  - e. If there are not enough spares to form their own team (or if for some reason teams are joined together after registration), team sizes may be increased beyond the maximum of 4. The oversized team then imparts a bonus to all other teams of regulation size or smaller (see scoring rules on bonus points for more information). Teams can not arrive at the hunt with the specific intent of being oversized - oversizing is only the result of circumstance.
  - f. There are no point adjustments made to a team that is undersized.
3. All teams must have a team captain.
  - a. The team captain acts as contact person/representative for the team.
  - b. Only the team captain can submit puzzle answers or request hints.
  - c. All other team members can complete or request challenges in addition to accept the bennies-related currency from completing them. Only team captains, however, can use or purchase bennies.
4. For the sake of convenience and ease of identification, all teams must have a name.
  - a. Team names are just fun.
  - b. You should have one.