

Skirmish Paintball's Big Game/Scenario Rules

Introduction to Scenario Rules:

Scenario games involve two or more teams competing for points. Points can be earned by capturing flags, props, and completion of missions. A list of props and maps, are located at the Check-In building. The team with the greater number of points at the end of the game will win.

Goggles:

- Safety goggles must be worn at all times on or near the playing field, shooting range, and/or insertion points. **DO NOT REMOVE THEM FOR ANY REASON.** All goggles must form a tight seal around your eyes. No mesh or shooting glasses. Any player that removes or lifts their goggles will be removed from the game.

Guns/Equipment:

- All guns must be covered with a barrel plug, barrel sleeve, or proper barrel blocking device while not playing. All guns must chrono at 280FPS or less. Refs will also be checking with hand-held chronos on the field. **Chrono early to avoid long waits.** All guns must be semi-automatic or pump. No other firing modes are permitted (no fully automatic, no burst, and no ramping). Guns must be commercially manufactured.
- Modifications: After market modifications are permitted as long as they do not affect the gun's valve, pressure, or regulator. Modifications that cause the gun to operate in a way not intended by the manufacturer are prohibited. Oversized modifications attached to the gun that can be used as a shield are also prohibited.

Valid Hits/Eliminations/Medic:

- All shots that break on your body (the size of a quarter or larger) and all worn equipment count as a valid hit, except hits on your gun. After dusk, all impacts on your body and worn equipment will count - the ball doesn't need to break.
- Eliminated players are to raise their arms above their head, put their barrel plug/sleeve into their muzzle, and report to either a medic ref or their team's insertion point. A medic ref will move them to a safe distance, mark their medic card, assist them in wiping off their shots, chrono check their gun, and then enable them to respawn. Follow all instructions from your medic ref to ensure a speedy respawn. Every third mark from a medic ref will require a player to report to their insertion area.
- Reinsert: Insertion referees will tell you when you can re-enter. You may only insert at your team's designated insertion point. From your team's insertion point, players are encouraged to refill air tanks, hydrate, regroup, and do whatever they need to do for continued play. Players will also be chrono checked at their insertion point.
- Walking out of bounds: If you leave the field, you're eliminated and you must return to your insertion point. A medic cannot heal you if you walk out of bounds. Remember, dead players do not talk!

Props:

- Points are awarded based on props and flags in your possession at game end. To secure a prop or flag you must capture it at the designated time. Captured props can only be taken off the field through your team's insertion to score points. If you're in possession of a prop and are eliminated, you must drop the prop immediately. Props cannot be taken out of bounds. Removed props will be placed back in play by the nearest ref. Props must be turned in at the end of the game to be scored. Props may be omitted from the game at game-director's discretion.

Tank/Armored Vehicles:

- For scenarios with tanks or armored vehicles: Tank drivers must have good visibility, possess a valid driver's license, keep speed under 5MPH (on or off field), be accompanied by a Skirmish ref when on field, and maintain control of their vehicle at all times. The driver is responsible for the actions of their crew and the safe performance of their vehicle. Tank crews must furnish a yellow flashing elimination light, along with a 2' x 3' white flag as a backup. Everyone inside of the vehicle must comply with all goggle rules at all times. Tanks must fly a team flag, or don colors that correspond with game colors. Tanks are permitted on field using time tables designated by the game director. Players may not touch a tank in play, shoot into any openings, nor come within 10 feet of a tank.

Tank Eliminations:

- To eliminate a tank or armored vehicle, players must use a nerf rocket fired from a Skirmish approved commercially manufactured rocket launcher (160FPS), or a paint grenade. Hits must be direct. Bounces do not count. The first hit on a tank will disable the tank. A disabled tank is still in play and may fire its guns and/or drop its crew on field, but may not move for 5 minutes. If the tank is hit a second time, while it is disabled, then the tank and its crew are eliminated and must reinsert at their insertion point. If a disabled tank is not hit a second time within 5 minutes of the first hit, then the tank is considered "repaired" and may resume play and function.

Unarmed Costumed Players/ Non-Combatants:

- Unarmed costumed players are subject to all the same rules as any other player, including elimination rules. Unarmed costumed players include any non-combatant who is unarmed and is carrying nothing more than a flag/bull horn. They can still be eliminated normally. Any referee, at their discretion, may order an unarmed costumed player to leave the field if any other player is trying to use them as a bunker, or other shenanigans.

Paint Checks:

- Players attempting to settle a dispute, and/or experience any other problems while on field, should call a ref by yelling "paint check!" Players are still considered to be active participants in the game during a paint check. There are no time-outs in paintball. Referees' decisions are final. Failure to abide by the rules or cooperate with the staff of Skirmish Paintball will result in removal from the facility without a refund.

Prohibited:

- Prohibited items include, but are not limited to; guns shooting over 280FPS, hot burning smoke grenades, knives, firearms, rope, wire, portable shields, spotlights, laser sights, pyrotechnics, drugs, alcohol, homemade rocket launchers, siren, and fireworks!

General:

- Players may not move bunkers, break or uproot any living plants. Players are also barred from altering or dismantling in-field structures or buildings.
- Only paintballs purchased through Skirmish are permitted. **Event paint only.**
- All players must have a game ID tag, hopper/armband tape, and a wristband to play. If you lose your wristband, you must report to check-in to get another, you will be asked to pay entry again (wristbands are proof of payment). ID tags and hopper/armband tape must be visible while in play.
- Serious injuries such as broken bones, blindness, cuts, etc. can happen while playing paintball. Skirmish Paintball assumes absolutely no responsibility for any personal injury for any reason, including, but not limited to negligence and/or faulty equipment. You are playing at your own risk.
- It's reasonable to assume that not every possible outcome or circumstance will be covered by these rules. No one should assume that just because it's not in print, that anything becomes permissible. It is for this reason that Skirmish Paintball reserves the right to change or modify these rules for the purpose of safety or fairness.