

# SCENARIO GAME RULES

## SKIRMISH PAINTBALL

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 check-in. The team with the greater number of points at the end of the game wins.



### 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.** 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. Airsoft goggles are prohibited.



### GUNS/MARKERS

All guns **must be covered with a barrel plug or barrel sleeve** while not playing.

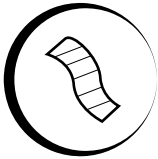
All guns must chrono at 280FPS or less. Refs will also be checking with hand-held chronos on the field. **Chrono early to avoid long lines.** All guns must be semi-automatic or pump. No other firing modes are permitted (no fully automatic, no burst, and no ramping). Markers must be .68 caliber & commercially manufactured.

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.



### WRISTBANDS & TAGS

All players must have a game ID tag, hopper/armband tape, and a wristband to play. Wristbands are proof of payment. If you lose your wristband, you must report to check-in to get another, you will be asked to pay entry again. ID tags and hopper/armband tape must be visible while in play.



### ARMBAND TAPE

All players are required to display their side's colors. Armband tape may be worn on either the upper arm or on your marker's hopper. Changing sides is strictly prohibited. Players caught changing armband tape will be removed from the game.



### GRENADES

**Paint Grenades:** Players may use paint grenades that are manufactured. Water Balloons are not acceptable forms of grenades.

**Smoke Grenades:** Players may only use *SPORT SMOKE* grenades. *ENOLA GAYE* or any other brand are not allowed. Players using *ENOLA GAYE* smoke grenades will be removed from the game.

**Flashbangs:** These are not allowed at Skirmish. Players using flashbangs will be removed from the game.

Skirmish reserves the right, especially in dry conditions, to ban any type of grenade at any time.



### VALID HITS, ELIMINATION, and MEDIC CARDS

All shots that break on your body and all worn equipment count as a valid hit, except hits on your gun.

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 mark their medic card, assist them in wiping off their shots, and then enable them to instantly respawn. Follow all instructions from your medic ref to ensure a speedy respawn. Every third mark on your medic card from a medic ref will require a player to leave the battlefield, and reinsert through their designated insertion area.

If you leave the field boundary (while dead or alive), you will not be eligible for a medic ref respawn and will have to reinsert at your team's designated insertion point.



### REINSERTION

You may only insert at your team's designated insertion point. Your wristband and ID tag must be visible to reinsert. Player's markers will also be chrono checked at their insertion point.



## 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 by the end of the game to be scored. Props may be omitted from the game at Game Director's discretion.

Pipe Bombs: To score a pipe bomb point, your team's colored pipe must be standing upright at the designated time.

Flag Hangs: To receive a "flag hang" point, you need to hang your team's flag on the designated flag hanger at the designated time.



## TANKS & 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 while 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 2' x 3' white flag. 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. Tanks cannot enter opposing team's base field. Skirmish is not responsible for breakdowns or stuck vehicles. All vehicles must be removed from the property after each event.



### TANK & ARMORED VEHICLE ELIMINATION

To eliminate a tank or armored vehicle, players must use an unmodified nerf rocket fired from a Skirmish-approved, commercially manufactured rocket launcher (170FPS), or use a paint grenade. Hits must be direct. The first hit on a tank will disable the tank. A disabled tank is still in play and may fire its guns, 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, trip wire, portable shields, spotlights, laser sights, pyrotechnics, drugs, alcohol, homemade rocket launchers, sirens, fireworks, and flashbangs!



## GENERAL

Players may not move bunkers, break or uproot any living plants. Players are also barred from altering or dismantling structures or buildings.

**Only paintballs purchased through Skirmish are permitted.** Players caught with any other paint will be removed from the game!!!

Serious injuries such as broken bones, blindness, cuts, etc. can happen while playing paintball. Skirmish Paintball assumes absolutely no responsibility for any 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, and **issue penalties to teams caught breaking these rules or the basic rules of common sense.***