

Paintball Scenario rules

Revision 6.1

Landstrade Publishing

1.0 Safety Rules

1.1 Mask must be on at all times while in play zone. The seal of the mask must be in contact with the skin of the face around the eyes to be considered fitted and properly on. Lower faceplate and ear plates must be fully intact. No cut down masks are allowed. No unattached ear guards. All modified mask must pass the safety board before use. ***Violation penalty** – Lifting mask 1 card punch. Removing mask 3 card punches and removal from play.

1.2 Barrel bag (barrel blocking device) must be in place at all times to guard against accidental firing. The only exceptions are:

- A. While inside the play zone and in play
- B. During test firing and chronographing at the chronographing range.
- C. When both hopper and CO2/air bottle are detached from the marker.

***Violation** – 1 card punch

1.3 A Player is tagged out and shall cease fire when:

- A. A paintball hits and breaks on the player leaving a paint mark larger than a .68 cal. paintball.
- B. A Liquid strike from an approved weapon leaves a paint mark 1/8 inch (1 cm) or larger on the player.
- C. If an opponent who is still in play and standing within 10 feet calls the player out.
- D. If a referee calls the player out for ANY reason.

***Violation penalty** – 1 card punch for playing on after being tagged out.

1.4 If a player is tagged out the player must yell “hit” or “I’m hit”, place the barrel bag on their marker, lift the marker over their head and exit the play zone by the shortest route.

1.5 If a player is tagged out, the player is not allowed to communicate game information to live players prior to exiting the play zone and reentering through the appropriate play zone. (dead men don't talk)

***Violation penalty** – Referee calls out a live team mate.

1.6 If a player is within 20 feet and outside 10 feet of the opponent, the player must warn opponent by saying “surrender”. If the opponent refuses to surrender or makes an aggressive move, the player may fire upon the opponent. Officers are obligated to surrender.

***Violation penalty** – If opponent is not given an opportunity to surrender before player opens fire, the referee will call out the player while the opponent remains in play.

1.7 If a player is within 10 feet of opponent, NO SHOOTING IS ALLOWED. Rather than shooting, the first player to say “you're out” wins the encounter. Officers are captured rather than tagged out.

***Violation Penalty** – If a player fires a shot at opponent within 10 feet, the player is out and the opponent is still in the game. If 3 or more shots are fired, player is out and will receive 1 card punch.

1.8 No shooting outside of the play zone. No shooting over boundary lines of play zone, even if the balls are landing back into a play zone across a bend in the line or “out of play” zone area.

***Violation** – 1 Card Punch

1.9 No blind fire. Players shall always have a clear view of the direction of fire. Never shall a player hold the marker over or around an obstacle and fire without looking.

***Violation** – 1 card punch

1.10 No aggressive physical contact.

***Violation** – Minimum of 1 card punch. Referee may eject a player from the game at the referees discretion.

1.11 No overshooting. No more than 3 hits from one player are allowed at a time. If a player is rapid firing, at least a 5-degree left and right wave must be used while firing. In long burst of 20 shots or more, at least a 10-degree left and right wave must be used. This is done to prevent over shooting.

***Violation** – If a player shoots an opponent more than 3 times in an engagement the player is tagged out as well. If the opponent is hit more than 6 times the player is out and receives 1 card punch.

1.12 Marker speed maximum is 280 fps. The FPS (feet per second) speed limit may be set lower at some events. The speed will be announced during the safety speech prior to each event. Each marker must be tested each time a player enters the play zone. Markers may also be checked at random.

***Violation penalty** – 1 card punch

1.13 No shooting the referees.

***Violation penalty** – 1 card punch

1.14 A player may call “paint check”. While the referee is checking for a tag, the player is out of play. The referee will call the player “out” or “clean”. Accidental hits which occur during a paint check will be ignored.

1.15 NO ALCOHOL before or during play.

***Violation penalty** – 3 card punches and restricted from play.

1.16 No drugs or medication that alters perception or mobility.

***Violation penalty – 3 card punches and restricted from play.**

1.17 No abusive or foul language. No directed abusive personal comments shall be allowed.

***Violation penalty – 1 card punch**

1.18 Keep fingers clear from triggers when not in play.

1.19 Players may only enter play zone from their team's resurrection point, unless otherwise directed by the referee.

***Violation penalty – 1 card punch**

1.20 In the case of an emergency when a person's safety is at risk or an injury has occurred, any player and/or referee is obligated to yell "HOLD, HOLD, HOLD!!" Anyone can stop the game because all players are responsible to play safe.

A. If you hear "HOLD" you are to repeat it to pass it along, hold your fire and hold your position.

B. No game movement is allowed and game clock is stopped until the game is re-started by a referee.

C. If you move more than 3 feet during a hold, you have tagged yourself out.

D. If it is determined to be a situation that requires the game be stopped for a short while, the call for "GUNS DOWN, BARREL PLUGS" may be called. During this time all players must put their barrel bags on and place their markers on the ground.

E. Only referees can restart the game after the situation is resolved.

1.21 Each player will be issued a player card. If the card is punched 3 times by a referee for any reason the player will be asked to leave play for the day. No refunds will be given or expected by event promoters or field owners.

2.0 Zones, Staging Areas and Resurrection Points

- 2.1 The PLAY ZONE shall be clearly marked with yellow tape-line or an obvious terrain feature (river, road, wall...). Indoor events must designate rooms as play zones. Exits and entrances must be a combination of angles to prevent paintballs from passing through.
- 2.2 The MASK ON ZONE shall be clearly marked with red tape or signs at least 40 feet from outside the play zone. Barrel bags must be in place in this zone (if you are within 40 feet of the play zone and do not see a red tapeline, please put your mask on. You are still in the mask on zone.) Indoor events shall designate a “mask on zone” with a large sign at the play zone door.
- 2.3 Each team’s Resurrection Point will have a break in the tape-line providing a gate to enter play.
- 2.4 A GREEN ZONE will be marked between the resurrection point and the play zone. Green zone rules are:
 - A. Players in the green zone are in play.
 - B. Players in the green zone may fire into the play zone.
 - C. Players may not enter opponents green zone.
 - D. Players may choose to ignore hits they receive inside their own green zone.
 - E. Players may fire into opponents green zone. (note: It will have no effect on players in the green zone)
- 2.5 Staging Areas behind the resurrection points are out of play and shall be marked with tape and signs indicating “barrel bag on” and indicating mask are to remain on. The “Mask On” sign must also be displayed. Staging areas are a unique place where preparations to play might include dry firing (which *can* result in actual firing of paint), chronographing and other actions. Although a place of retreat, all safety precautions for live fire for live shooting must be followed.
- 2.6 ALL OTHER POINTS ARE OUT OF PLAY. Barrel bags should be in place in all areas not specified as Play Zones, Chronographing range or Resurrection points.

3.0 Grenades

- 3.1 All grenades must be approved by the safety board.
- 3.2 If a player is hit by a spot of paint larger than 1/8 inch (1 cm) they have been tagged out.
- 3.3 Players may carry as many grenades as they wish.
- 3.4 Grenades are to be pocketed and secured while not in the play zone. ***Violation penalty – 1 card punch**
- 3.5 Grenades are to only be discharged in the play zone. ***Violation penalty – 1 card punch**
- 3.6 **No explosive grenades.**

4.0 Satchel Charges

- 4.1 All satchel charges must be approved by the safety board.
- 4.2 All satchel charges must have an official “live” tag attached before use. After use the live tag is pulled. Only a referee at the resurrection point can retag it.
- 4.3 Satchel charges must be made of cloth and gently stuffed beyond its original size, pillow like, so it absorbs impact and does not injure someone. No metal buckles or findings shall be on or part of the satchel charge.
- 4.4 Satchel charges are for mission, anti-vehicle, anti-bunker, and anti-artillery placement only.
- 4.5 Satchel charges have NO burst radius.
- 4.6 The satchel charge must come to a complete stop on or in a target to have an effect. If it bounces away on impact, its effect is nullified.
- 4.7 If the satchel charge is dropped it is considered detonated. The player who dropped it is tagged out and the live tag is pulled.
- 4.8 A satchel charge may be tossed, thrown or placed. If placed, the player placing the charge is tagged out as well as the target.
- 4.9 The crew/occupants of the target are tagged out if the target is effected by the satchel charge.
- 4.10 Players must be a recognized engineer to use a satchel charge.

5.0 Set Charges

- 5.1 All set charges must be approved by the safety board.

- 5.2 Set charges are to be made to resemble a real set charge.
- 5.3 Set charges may be command detonated, use mock fuse, or may be timed with a stopwatch.
- 5.4 Set charges shall be placed. A set charge shall not be thrown or tossed.
- 5.5 A set charge shall have a live tag. After use the tag is pulled and shall only be retagged at the resurrection point by a referee.
- 5.6 If dropped there is no effect.
- 5.7 Set Charges are for mission, anti-vehicle, anti-bunker or anti-artillery placement only.
- 5.8 Set charges have NO burst radius.
- 5.9 Detonation must be simulated with an obvious audio report (siren, horn...) and/or an obvious visual report.
- 5.10 Set charges can only be used by recognized engineer.

6.0 Medics

- 6.1 A hit anywhere other than the head is a wound able to be treated by a medic. These players may stay in place and call for a medic rather than call themselves out. A hit in the head or mask is a tag out which requires a return to the resurrection point.
- 6.2 Players calling for a medic shall not move more than 3 feet under their own power. They may be carried, dragged or pulled to safety.
- 6.3 A medic may resurrect a wounded player on the spot rather than take them back to the resurrection point.
- 6.4 A medic shall be within arms reach of the wounded player to make the 30 second verbal count or use a medic card, at which time the wounded player is healed and back in play.
- 6.5 Wounded players shall not fire their markers or take aggressive action while wounded.
- 6.6 If the wounded player is hit while the medic is applying resurrection, the player is out. The medic may choose to start over.
- 6.7 If the medic is tagged out during the resurrection both players are tagged out and must go back to the resurrection point.
- 6.8 Medics can no resurrect themselves.
- 6.9 To be a recognized medic a player must have at least a CPR certification and have a recognizable medic armband.

7.0 Mobile Resurrection Points

- 7.1 Mobile resurrection points may only be placed by a medical squad consisting of at least five recognized medics.
- 7.2 This resurrection point may be set-up any place on the field.
- 7.3 The method of placing the resurrection point is to stake out 50 foot of rope on the ground in an approximate square, then declare its placement to a referee. Two minutes after the ropes are staked down and declared the M.A.S.H. resurrection point is active. All five squad members must take part in activation.
- 7.4 Players, if tagged out, may choose to either go to the main resurrection point or the mobile resurrection point under their own power.
- 7.5 Players are back in play as soon as they step into the roped off mobile resurrection point.
- 7.6 If any player is tagged out by any means while in the mobile resurrection point, the mobile resurrection point becomes non-active. To reactivate, the medics must pull up their stakes and rope and re-declare placement (as in rule 7.3)
- 7.7 While not active, the rope and stakes are to be kept in a box clearly marked as M.A.S.H., Mobile Resurrection Point or Field Hospital. Minimum size of the mobile resurrection point box is three cubic feet (5 gallons). All mobile resurrection boxes and markings equipment must be approved by the game master and tagged for use
- 7.8 If a player is tagged out while carrying the mobile resurrection box it must be dropped in place.
- 7.9 The mobile resurrection box and contents may be captured by opponents and only need to be returned at the end of the day of play.

8.0 Radios and Wireless Communication

- 8.1 Any player may use a radio during play at any time, unless the game master declares radios inappropriate for a particular game.
- 8.2 If the radios are declared inactive for a game purpose, all radios are to be tuned to channel one. Only Emergency information and referee information is allowed. Players shall not talk to each other if the referee declared it so.
- 8.3 Channel one is always reserved for referees and game use.**

9.0 Game Papers and Orders

- 9.1 All game papers and orders shall be issued by the game master at each game.
- 9.2 Game papers and orders may be issued up to four weeks prior to a game and throughout the game up to the last hour.
- 9.3 Game papers and orders shall only be issued to sergeants, partisans or officers.
- 9.4 Game papers and orders may be carried by any player.
- 9.5 If a player is tagged out, the player shall drop any game papers on the spot unless those papers were issued as “personal” papers which may be retained by the original owner while not in play.
- 9.6 Personal papers which may be retained are:
 - A. Officers Standing orders
 - B. Player ability cards

10.0 Flag Points

- 10.1 Flag stations are to be clearly seen and accessible.
- 10.2 Flag poles are to have one flag representing a side.
- 10.3 If more than 2 sides are in conflict in the game, more than one flag pole may be used at a single flag station.
- 10.4 A flag must be at the top of the pole for a side to receive the points for that flag station. If the flag is down the opposing force will receive the points for the flag.
- 10.5 Flag stations may be booby trapped or mined.
- 10.6 Flag rope shall not be tied, cut, or removed by a player.
- 10.7 Flag stations shall not be placed closer than 50 yards from any green zone.
- 10.8 Flag stations are to be counted at prearranged times which both sides will be made aware of before the game.
- 10.9 Flag station values will be announced before the game.

11.0 Sniper

- 11.1 Only recognized sniper shall use simulated sniper fire.
- 11.2 A sniper shall inform a referee that this ability is in use and declare a possible target.
- 11.3 To establish line of sight at any range the sniper shall describe the target in detail to the referee.

- 11.4 After the line of sight has been established to the referee the sniper ability card is marked and the target opponent is tagged out
- 11.5 The sniper may communicate with the referee directly by radio or relaying information through a spotter.
- 11.6 The sniper may only fire one shot per minute.

12.0 Landmines

- 12.1 Landmines may be simulated by cording off an area using red or orange marking tape. This process calls for an engineer to first measure the area and then tape it off. The engineer must then stay at the area 1 minute for every square foot mined before the mine field is active.
- 12.2 After the simulated minefield is declared active, any player who enters the area is tagged out.
- 12.3 Players may clear the minefield by shooting 30 paintballs into the area for each square foot with a verbal count or by probing the ground for 2 minutes per square foot. Engineers can probe clear ground at 1 minute per square foot.
- 12.4 Active paint mines may be used in any location in the play zone.
- 12.5 All active paint mines must be approved by the safety board prior to field play.
- 12.6 NO fire driven or explosive mines allowed.
- 12.7 All mines must be in compliance with state, local and federal laws.
- 12.8 No projectiles from mines faster than 250 fps.
- 12.9 Paint and paintballs from the mines are counted as in rule 1.3
- 12.10 All Tripwires must release from the mine after detonation leaving a loose string. No part of the mine should be left in such a way as to trip or injure a player.
- 12.11 Engineers who lay mines are responsible for mapping mine placement, clearing mine tape and clearing each mine after the event.
- 12.12 Player must be a recognized engineer to lay mines.
- 12.13 All mines must be clearly marked with the name of the owner of the mine.

13.0 Air Cannons and other Improvised Markers

- 13.1 All improvised markers must approved by the safety board. If no safety committee has been established for the event, improvised weapons are not allowed.
- 13.2 NO FIRE DRIVEN OR EXPLOSIVE PROJECTILES AT ANY TIME.
- 13.3 All air markers must be in compliance with state, local and federal laws.
- 13.4 No projectiles faster than 250 fps.
- 13.5 Paintballs from any source are counted at in rule 1.3
- 13.6 No equipment is to deliver a force strong enough to dislodge a mask.
- 13.7 Air cannons and other improvised markers are considered direct fire artillery. Players must be recognized engineers, Armor or artilleryman to use this equipment.

14.0 Prisoners

- 14.1 Only players acting as officers (level two commanders and above), Partisans and civilians my be captured.
- 14.2 If a player get with in 20 feet of an officer and yells “you’re out” or “Surrender” (as in rule 1.6) the officer shall surrender and become a prisoner of that player.
- 14.3 Civilians are to surrender if challenged within 50 yards. If the civilians runs or takes aggressive action they may be fired at.
- 14.4 If a civilian is unlawfully shot the shooter is tagged out.
- 14.5 If a prisoner is tagged out after capture the hit is ignored.
- 14.6 If the capturing player is hit and no fellow player in within 20 feet, The prisoner is free to continue play.
- 14.7 The prisoner may not be physically searched, abused or restrained.
- 14.8 The prisoner is to keep all personal items and marker.
- 14.9 From the moment of capture to the point of release the prisoner is honor bound to cooperate with the captors.
- 14.10 The captors my ask for mission papers, personal orders, special weapons or other game items. The prisoner must answer truthfully and surrender such items on request. Markers are the only weapon they may choose not to surrender but it must be declared. If weapons are found on a civilian they are declared as partisan and may be help as a prisoner. If no weapons are on the captured civilians they must be released.

14.11 Prisoners may be held on the field for up to 30 minutes. After the time limit the prisoner is to be released and must go to their resurrection point as a tagged out player.

15.0 Simulated Flamethrowers

15.1 All simulated flamethrowers and paint must be approved by the safety board.

15.2 Simulated flamethrowers are to be made to resemble a real flamethrower. No unmodified water guns are allowed

15.3 Only one simulated flamethrower is allowed for per side

15.4 Flamethrowers are simulated by shooting a watered down paint and hits are counted as in rule 1.3-b

15.5 If a flamethrower is hit by a paintball all players within 10 feet are tagged out including the operator of the flamethrower

16.0 Simulated Artillery and Air Strikes

16.1 Events with simulated artillery or air strikes must have an artillery referee appointed. This referee's primary function is to call hits from artillery and air strikes.

16.2 Artillery crews must provide the artillery referee with a form of communication (preferably a hand held radio) and a map with reference points. The artillery crew is responsible for the condition and usability of the communication device. The artillery crew is responsible for the readability of the map.

16.3 Every hour on the hour, the artillery referee will roll a six sided dice. 1-2 will give the first army use of artillery for one hour. 3-4 no artillery for one hour. 5-6 the second army will have use of artillery for one hour. The referee will communicate the information to both sides.

16.4 Air strikes will be issued to an army at the game master's discretion. The commander of an army may choose to use the air strike at anytime.

16.5 When an artillery strike (single shot or barrage) or air strike is called, the artillery referee must first be directed to be where the strike will be. The artillery referee moves to the point where the strike will take place. The artillery will then give clearance to fire by saying "referee in position". Referee may give an estimated

time to arrive at the strike zone. NO other information may be given by the referee.

- 16.6 Using air strikes: When clearance to fire is given, the player calling the air strike says “air strike inbound”. The artillery referee then calls every player (regardless of side) as being tagged out if they are in the strike zone up to 50 feet x 200 feet.
- 16.7 Using artillery fire: When clearance to fire is given the artillery crew may then fire. When the artillery referee hears the artillery fire the referee will then count out players in the designated size strike zone.
- 16.8 All artillery pieces must be approved by the safety board prior to play.
- 16.9 All artillery pieces must be recognizable as artillery mock ups, painted and detailed to look like the artillery piece you are simulating.
- 16.10 All artillery must be in compliance with state, local and federal laws.
- 16.11 Simulated artillery must make a loud report or boom when fired.
- 16.12 Simulated artillery may use black power, propane or compressed air.
- 16.13 Players must be must be recognized artillery crew by the safety committee to use artillery. Any player may use air strikes.

17.0 Paratroop Drops and Glider Operations

- 17.1 Para-drops may only be made by recognized paratroop units.
- 17.2 Each paratrooper may only make one drop per 12 hours.
- 17.3 Drops equal one punch on paratroop ability card.
- 17.4 Para-dropping players will be escorted to a drop location by a referee.
- 17.5 During the escort the para-dropping players are to keep their barrel bags in place and hold their markers over their heads to show they are not in play.
- 17.6 When the para-dropping players reach the drop location they are to prepare for play and have at least one foot on the drop point marker as they enter play.
- 17.7 Drop point markers may be placed by referee anytime.
- 17.8 Drop point markers may be either a tape marker on the ground or a painted line.

17.9 Referee will declare the dropping players in play by counting down to either a whistle or a verbal start command.

18.0 Ghillie suits

18.1 All set ghillie suits must be approved by the safety board.

18.2 Players wearing ghillie suite must be able to strip them off in less than 5 seconds (for fire safety)

18.3 All hits count on players in ghillie suits regardless of whether or not the ball breaks.

19.0 Night Play

19.1 All hits count on players in night games regardless of whether or not the ball breaks.

19.2 Referees will be marked using colored lights. The game master is to declare what color light is for referee use only.

19.3 No lasers are allowed at night.

19.4 All markers are to be turned down to 250 fps at night.

19.5 Pyrotechnics must be cleared with the game master before use.

19.6 Grenades, flamethrowers and air cannons are not allowed or recognized at night.

20.0 Tanks

20.1 All tanks must be approved by the safety board.

20.2 Tanks may be powered by gas engine, electric motor or pushed manually.

20.3 Paintball strikes against a tank are to be ignored.

20.4 Paint grenades will disable a tanks movement of 5 minutes if it strikes the tank directly.

20.5 A tank is knocked out if:

A. The tank is hit by the projectile of a recognized anti-tank weapon.

B. A satchel charge lands and comes to a complete stop in or on the tank.

C. While immobilized, the tank is touched by an opposing player

D. If a referee calls the tank out for any reason.

- 20.6 If a tank is knocked out it must remain in place for 5 minutes. During this time a smoke bomb is to be set off in or next to the tank to show that it has been knocked out. All crew and passengers are tagged out. At the end of 5 minutes the tank can move back to the resurrection point.
- 20.7 Tanks can only move on clear roads and clear ground. If the tank wishes to move off road, the crew needs to have a member walk in front of the tank to look for players lying in the grass. This crew member is out of play while acting as a scout, may ignore paintball hit and may not fire a marker.
- 20.8 Tanks must have a marker flag to show that it is in play. A white marker flag must be shown if the tank is out of play.
- 20.9 Tank crew and passengers can be tagged out if they are hit by a paintball. If the driver is hit the tank is to stop and a new driver may be chosen.
- 20.10 Tanks are limited to 5 miles per hour while in the play zone.