

BRAVO 1 vs Fort Lay EVENT REGULATIONS & RULES OF ENGAGEMENT

Please read this document carefully and thoroughly. These rules are specific to Operation Diadem and do not pertain to any other event, team, organization, and/or field.

SECTION I: GENERAL

REGISTRATION & CHECK-IN

FROM 7:30am TO 10.am

Paint and CHRONO opens at 7:30 am

Game Briefing (RULES) at 9:00 am in front of the Pro Shop.

Game On at 10:00am

When you arrive at the field, please proceed to the pro-shop to sign in and pick up your player's pack. You may also wish to purchase your paintballs at this time. Average use per player for an event is approximately 1 case (2000 paintballs.) You will need to Chrono before game (on) 10:00am to under 280fps.

ARM BANDS or TAPE

Arm band tape (ABT) is to help all players identify who is playing on their team. No changing of arm band color on either side. You must wear the color of your team. No exceptions! If arm bands are not available team color tape will be used.

GAME MATERIALS

Always Check in with your General on the side you have been placed. The general will help you and your team prepare for the game and advice on strategy.

FIELD MAP: These maps are designed to give the individual player an overview of the playing area with marked major locations indicated on the map. However, it is always a good idea to walk the field prior to the game and get to know your way around and where things are located.

Player Cards: Each General will be issued player cards. Depending on the game not all player Cards will be used.

CAMPING & FIELD OPERATIONS

Please keep your camp area clean. Do not leave trash on the ground. Please "field strip" your cigarette butts and throw them in the trash. **No Pets allowed.**

Absolutely NO alcohol consumption is to take place during "game-on". If you leave the playing field and "pop-a-top" at your campsite (or anywhere else), you will be considered "retired" for the remainder of the Event.

See Camping rules at www.abpaintball.com

SECTION II: EQUIPMENT

AIR FILLS & BOTTLES

Both CO2 and Nitrogen fills will be; available the entire game. Due to insurance regulations, absolutely no outside fill-stations of any type will be permitted on the premises. Air bottles must have all non-factory stickers removed so that Fill Station Operators may inspect the bottle for damage. Bottles with non-factory stickers will not be filled. Bottles that event management deems damaged will not be

filled.

REQUIRED EQUIPMENT

GOGGLES: Unaltered, ASTM approved full-face shields and ear protection on all goggles.*
BSD: Barrel Blocking Device and/or Barrel Condoms* Velocity locks (if applicable), Mask, pants, shirt & shoes *Players renting equipment will have these items in their rental pack.

ALLOWED EQUIPMENT

Canteens, flashlights, Alice packs, leaf-o-flauge, stocks, point sights, ajim sights, squeegees, scopes, night vision equipment, CBs, radios - UHF or VHF, walkie-talkies, barrel rain covers, Ghillie Suits, cold smoke, Approved Law launchers.

PROHIBITED EQUIPMENT

Heavy clothing which is designed to promote bounces; shields of any kind; unbreakable trip wires; air horns; cyles; knives; ropes; whistles; hot-burning smoke; pyrotechnics; firearms; laser sights: crossbows; sling shots; BB guns; night scopes, infrared illuminators, thermal imagers, Q-beams. Any device designed to raise or lower the velocity of a paint marker (tools, adjustable barrels without locking caps) are prohibited on the field of play. NO predominantly yellow or orange shirts, jerseys allowed. This is reserved for field staff and referees only.

When in doubt on what is allowed or prohibited, ask game management

MARKERS

All standard sixty-eight (.68) caliber markers meeting game management specifications will be allowed. Game management reserves the right to disallow the use of any paintball marker or paintball launching system.

Chrono at 280fps 15bps max – Unlimited firing Modes

There is absolutely no marker repair or work on paintball markers to be done in the public rest areas or anywhere there are people without goggles on (protective eyewear). All repairs should be done at the chronograph range or in your campsite with a barrel blocking device on your marker at all times

GRENADES:

Any non-explosive type of paint grenade is allowed. Any grenade splatters dime size or larger count as an elimination. No grenades allowed at night.

GHILLIE SUITS

All ghillie suits must be inspected and approved by the game director prior to entering the field of play. If you are wearing a ghillie suit, all direct hits count as an elimination during both day and night play. No paint checks.

SECTION III: GAME PLAY

TEAMS

Player Sides and Teams that will be divided from the number of registered players according to skill level, equipment, fire power, experience and ability. Teams can choose sides, although it may be necessary to move teams around to balance the play.

FLAGS

Each center Flag is worth 25 point every 30 minutes during two 3 hour periods

Each side Flag is worth 100 point every 30 minutes during two 3 hour periods

One side at a time will have a center town mission – worth 200 points at the start. 10 am and 2 PM

See game maps for flag position and home base locations.

Point will be added up every 30 minutes and tallied at the end of both 3 hour periods.

The team with the most points at the end will be determined the winner

At haft time the home bases will be switched to give even change to each team for flag positions on the field.

Final Battle: 30 minute final battle over Tippmann town with a center piece objective.

ELIMINATING HITS & REINSERTION

An "eliminating hit" is defined as being hit by a paintball and it breaks open a quarter sizes. If the paint ball bounces off, you are NOT eliminated. This also applies to any equipment you are carrying. Splatter (the paintball breaks next to you and the paint "splatters" on you) does not count. All hits will count as elimination. Paint grenade Hits any amount of paint from grenade. If you are eliminated, cease all movement and immediately and walk out of the playing area to the closest reinsertion point. You must wait 20 minutes or until the next reinsertion. Reinsertion will be every 20 minute starting g from the top of the hour.

PAINT CHECKS

There may be times when you are hit or hit another player and cannot see if the paintball has broken. Call out "Paint Check!" and a referee will examine you or the opposing player and make the determination whether it is elimination. Do not call a paint check on a player then advance on that player! You will be penalized. Alt players should continue play during a paint check unless the referee calls the player neutral. During a game of this magnitude - with the huge numbers of players - it is virtually impossible to have a referee at every conceivable location. Here, cooperation between players is key. Ask your buddy to check you. And, if you're hit, walk and don't talk or advise players. Everyone should remember you're never off the field for more than a few minutes at a time. Play fair and walk as you would want the other player to walk should you have marked them.

Playing Tip: Dead men don't talk,.. Play fair... Play honest, stand-up ball. Check yourself first! Reach back and find a blob of paint? Call yourself out and walk. Go get that air refill or drink of water you've been wanting.

Playing Tip: During big battles, you may continue to be shot at after you're hit IF you don't get out of the way fast! Move out of the lines of fire quickly and then search your pockets for your BBD (barrel blocking device).

NOTE: Any time you're eliminated, YOU'RE DEAD. Shut up at this point; zip the lip. No matter how bad you want to talk to your commander or other players - no passing of information while you're eliminated. Dead men don't; talk, period! Only thing a dead man says is, "Dead man walking." Once you have re-inserted onto the field of play, then its game-on again.

SURRENDER RULE

Surrender: It's a double option. Under 10 feet in distance, all players should offer the surrender call. The receiving player also has the option to surrender or turn and attempt to shoot.

Playing Tip: Surrender should not become a discussion between the 2 opposing players. Ask, "Take the Hit! Three, two, one," then pull the trigger if they have not responded by yelling "Hit," "dead man" or putting their marker high up in the air. If you are offered a surrender by a player who has out-manuevered you, turning and firing only demonstrates that you are a less-than-honorable player They have done the sportsmanlike thing and offered. Be equally sportsmanlike and accept the option.

BARREL TAG RULE

Barrel Tag is not an option. Once a player touches you with a barrel and says "barrel tag," you are eliminated. A barrel tag must be made on one player at a time with the words "barrel tag" being said each time by the attacker.

SECTION IV: SPECIAL ROLES

During the course of this event you will notice individuals on the field who have special abilities and are identified by unique "Character Cards". These roles will be assigned to players by their Commanding Officer and may be rotated from player to player through the course of the game. Only players carrying the appropriate Character Cards for their assigned role may carry, utilize or display said associated game props J operations equipment (bombs, aircraft, etc).

General - A Player holding is the Commander of the Game for which ever side they are on. The General directly communicates with the Game controller.

XO - A Player holding this card is the second (2) in command under the General. The XO can stand in a General or change player roles and positions with orders from the General.