

GENESIS PAINTBALL



1.0 GENERAL RULES

1.1 Play safe and have fun:

This is what we want every player to do. Notice that SAFE comes before FUN. Please don't forget that.

1.2 Identify Yourself:

All players will be issued a player ID badge upon check-in. The player ID badge must be worn at all times during the event. Lost ID badges should be turned in to the registration desk. Replacement ID badges must be purchased at a cost of \$10.

1.3 Event Paint Only Events:

All Genesis events are Event Paint Only. This means that all the paintballs used at the event must be purchased from the event/field. Players found using non-event paintballs will be given one warning, and if found using non-event paintballs a second time, they will be ejected from the event without refund.

1.4 Honesty, Integrity and Sportsmanship:

Players are expected to exhibit these qualities through-out the event. Cheating, Wiping, and Foul language of any sort will not be tolerated. When people get tired, tempers can flair. Please leave the field and take a break if you feel you are losing control.

1.5 Hydrate, Hydrate, Hydrate:

No matter what the temperature outside, even if it is snowing, you need to drink a lot of water to replenish your body's fluids. Don't expect to Run-N-Gun for several hours with-out refueling your body. If you drink Gatorade, remember to drink 2 bottles of water for ever bottle of Gatorade.

1.6 Burst Fire keeps you, and your target, Cool:

It is up to every player to ensure they do not over shoot anyone. Bursts of fire should be kept to a maximum of 2-3 seconds per burst. This way, if you hit your target, they can "safely" indicate this to you and leave the field with out being over shot.

1.7 Faking that you have been eliminated:

Some players have found that if they look like an eliminated player, (taking the posture of the gun/barrel up and walking out in the open), they can walk up to the OpForce and gain a tactical advantage. This poses a great safety hazard for truly eliminate players and is not allowed. If you fake it, you are eliminated.

2.0 PLAYER CONDUCT

2.1 Be a Good Sport:

If you are eliminated, call yourself out. Wiping of any sort will not be tolerated. This includes wiping paint from weapons or other items you might be holding. In most games, you can get back into battle very quickly, so there is no reason not to call yourself out when eliminated.

2.2 Language:

Foul language of any sort is not appreciated. This is a family sport not a school locker room. Please respect this.

2.3 Getting Physical:

Threatening physical harm or actually touching another player in a violent manor will not be tolerated. Local law enforcement officials will be called in to handle the situation.

2.4 Over Shooting a Player:

Continued Over-shooting by a player will be considered a Physical Assault and treated as such.

2.5 Vandalism:

Take care of this property as if it was your own. Any vandalism will be reported to local law enforcement officials and they will be called in to deal with it.

2.6 Arguing with the Referees:

No-one is perfect – even paintball referees. If you think a ref made a bad call, you have every right to challenge the call, but keep it civil. Foul or rude language or threatening actions will not be tolerated. Challenges can be brought up to the head ref, or the Producer. Their call is final and ends the challenge.

2.7 Consequences:

Violation of any of the above rules can result in immediate ejection from the event with no refund.

3.0 SAFETY RULES

3.1 Safety Goggles/Masks:

3.1.1 Must meet or exceed the most recent ASTM F 1776 standard specification for Eye Protective Devices for Paintball Sports.

- 3.1.2 Must provide face, eye and ear protection.
- 3.1.3 Must be worn AT ALL TIMES when in a GOGGLES ON area.

3.2 Barrel Blocking Devices (BBD):

- 3.2.1 BARREL SOCKS are the only approved barrel blocking devices allowed. Old style barrel plugs, squeegees, etc are not allowed. If you do not have an approved BBD, you may purchase one from the field, vendors or event staff.
- 3.2.2 If you cannot find your BBD while returning from the field, remove your barrel from your marker, its air source (CO2 or HPA tank) and dry fire the marker at least twice before leaving any GOGGLES ON area.
- 3.2.3 Each barrel on a marker must have a BBD on while in a SAFE ZONE (e.g. LAW Launchers, multiple barrels, etc.).

3.3 Rates of Fire:

- 3.3.1 Each Individual marker can fire a maximum of 25 BPS.
- 3.3.2 Each Paint Thrower can fire a maximum of 1/2 gallon of paint mixture per second.

3.4 Maximum Velocities:

Launching Unit	Day FPS	Night FPS
.68 Caliber Marker	285	260
.43 & .40 Caliber Marker	360	310
LAW Rocket Launchers	250	N/A
Paint Throwers	150	N/A
All Vehicle Mounted Weapons	250	N/A

3.5 Chronograph your marker:

All markers and exotic weapons must be chronographed to the appropriate velocity prior to entering the field.

3.6 Where you can safely fire your marker:

Markers and exotic weapons may only be fired in a "GOGGLES ON" area (the playing field and the chronograph). **DO NOT DRY FIRE YOUR MARKERS IN THE SAFE ZONE.**

4.0 SAFETY ZONES ON THE FIELD

The Playing field may have one or more SAFETY ZONES on it. They are as follows:

4.1 SAFE BOX:

A SAFE BOX is a netted off area on the field of play where players may enter and safely remove their mask. BBD's must be placed on your marker(s) before entering a SAFE BOX. Entering a SAFE BOX eliminates the player from play and they must follow the rules for re-insertion.

4.2 DEAD BOX / RESPAWN STATION:

A DEAD BOX is a netted off area on the field of play where players may enter and safely remove their mask. BBD's must be placed on your marker(s) before entering a DEAD BOX. Entering a DEAD BOX eliminates the player from play and they must follow the rules for re-insertion.

4.3 COMMAND POST (CP):

A Command Post (CP) is a netted off area on the field of play where players may enter and safely remove their mask. BBD's must be placed on your marker(s) before entering a COMMAND POST. Players inside a CP are alive, but no shooting into or out of a CP is allowed. To eliminate players inside a CP, refer to rule "8.1 How to Capture a CP".

5.0 HOW PLAYERS ARE ELIMINATED

5.1 Paintball breaks:

If a paintball hits and breaks anywhere on you, or on any weapon or object you are carrying, and leaves a mark at least the size of a nickel (not splatter), you are eliminated from play. Again, Weapon Hits Count!!!

NOTE: Players in Ghillie suits are eliminated by any paintball that hits them. The paintballs do not need to break. Players wearing layers of padded clothing for the purpose of bouncing paintballs before they break, (like sweatshirts, etc...) are treated as wearing a Ghillie suit, and as such, are included in this rule.

5.2 Hits from a Grenade, Paint Mine or Paint Thrower:

If you or any weapon/object you are carrying is hit by any speck of paint from a grenade, mine, or paint thrower, you are eliminated from play. Unless otherwise specified, these weapons are only valid for use during day light.

5.3 Simulated Explosive Device (SED) Kill Zone:

Scenario paintball players have all sorts of exotic weapons they can use to eliminate players. Simulated Explosive Devices as in LAW Rockets, Sim-C4, Sim-Dynamite, etc. all have a kill range of 25' (8 paces). If you are with-in the kill radius of a SED when it is deployed, you are eliminated from play.

5.4 Barrel Tagging:

Barrel Tag is not an option. Once a player touches you with a barrel and says "barrel tag," you are eliminated from play. No point in pulling the trigger when you have a barrel pressed against your side. A gentle tap with the side of the barrel will do!

5.5 Surrender Rule:

This is a double option. When within 15 feet (5 paces) in distance, a player that has out-maneuvered another player should offer the surrender call by saying "Player, take the hit", "Player, surrender", or something along those lines. The receiving player has the option to surrender, or turn and attempt to shoot. If you've out-maneuvered the other player, you should be in a position that no matter what, they're going to take the hit.

5.6 Hit by Chemical Smoke (Smoke colored other than white):

If any part of a player comes in contact with "Chemical Smoke" (Any colored smoke from a smoke grenade), that player is eliminated. Chemical Smoke is only distributed by the Event Producers. Chemical Smoke is only valid for use during day light.

5.7 Crossing Out-Of-Bounds:

If any part of a player crosses a boundary tape/line, that player is eliminated. A referee can give the player one warning if the crossing is incidental, but only one.

5.8 Aerial Bombardment:

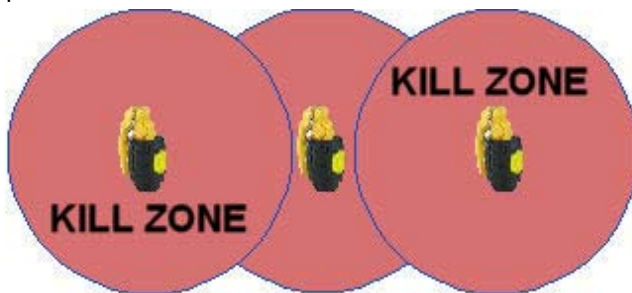
An Aerial Bombardment is a scenario mission that a team can use to eliminate players and disrupt movement through a section of the playing field. To deploy an Aerial Bombardment, the teams General will send his "Spotter" person to Mission Control. At this time the Spotter is not a live player and must be unarmed. At Mission Control, the Spotter will be assigned two staff personnel as assistants and three Sonic Grenades. The spotter will lead his assistants into the field to the location he wants the bombardment to be deployed. He will instruct his assistants to pull the pins of their grenades and give each assistant a direction to walk. The spotter must stand still. When the grenades sound off (10 - 20 seconds after the pin is pulled), the assistants stop moving and the bombardment has begun. The assistants will walk no more than 50' (18 paces) from the spotter, designating a maximum kill radius of not more than 50' per grenade. The distance from an assistant to the spotter will denote the kill radius and the spotter and assistants will shout "Air Raid, Air Raid, Air Raid, get down, get down". All Players in the kill radius must immediately (with-in 1-2 seconds) "hit the dirt" to not be eliminated. Bombardments last anywhere between 2 - 5 minutes.

During a Bombardment, any player in the effected area is immediately eliminated if they are not in a prone, stationary position (i.e. laying flat on the ground, not moving and not changing position). Only simple head and hand movement is allowed.

Players outside the kill zone are not effected, and may continue to fire their markers at players trapped inside the kill zone.

The inclusion of Chemical smoke during a Bombardment is a very effective tactic. If included, one or more of the staff holding sonic grenades will have a chemical smoke grenade, They will deploy the Grenade after the Bombardment has started. All chemical smoke rules apply during (and after) a Bombardment.

Example Kill Zone:



5.9 Artillery Barrage:

Same as 5.8 Aerial Bombardment.

6.0 WHAT TO DO WHEN YOU ARE ELIMINATED

6.1 Dead Man Walking, Let Me Out:

When you are eliminated, you need to do the following. Raise your marker high in the air and say loudly, **HIT, HIT, HIT**. Wait for a second or two to allow any paintballs that had already been fired to pass by. **Place your Barrel Blocking Device on your marker**, hold your marker above your head with both hands, and walk off the field saying "**DEAD MAN WALKING. LET ME OUT**". Continue repeating this until you have safely exited the field. It is the eliminated players responsibility to let the other players on the field know that they are eliminated and there fore not a target.

7.0 REINSERTION - HOW TO GET BACK INTO THE GAME

7.1 TYPES OF RESPAWN:

7.1.1 Timed Respawn: When game rules allow, a horn or other audible or verbal notice will be given at set intervals for players inside a Respawn Station to re-enter the field of play as a live player. Timed Respawns typically happen every 10 or 15 minutes. Keep your BBD on until you have respawned.

7.1.2 Instant Respawn: When game rules allow, an eliminated player may re-enter the field of play as a live player at any time after entering a Respawn Station. If the Respawn Station is a Flag Station, the eliminated player need only touch the Flag Station to respawn.

7.2 Respawning from a Flag Station:

Minimum Distance Restriction - *You may not respawn at a flag station that is within 75' (25 paces) of where you were eliminated. This zone may be marked by tape, posts, or paint on the ground.*

8.0 SCENARIO ROLES - SPECIAL PLAYERS

8.1 Generals:

Every team will have 1 General that is responsible for the overall coordination of the team and the acquiring of Scenario Points towards event victory.

8.2 Commanders:

Every General can have 0 or more Field Commanders that act on their behest on the field. If the General is killed, the Commander can act in his stead (all applicable duties) until the General respawns.

8.3 Medics:

Medics can not heal them selves. Medics can heal other players on the field that have been eliminated by a 5.1 Paintball break that has hit the person anywhere except in the head (i.e. anything but a head shot).

8.4 Doctors:

Medics that have healed 100+ people are now Doctors. Doctors heal just like Medics, except they can also heal a 5.1 Paintball Head shot and 5.2 Grenade, Paint Mine or Paint Thrower kills.

8.5 Engineers:

Engineers are the only players on the field than can deploy 12.0 Exotic Weapons (Exception - see 5.8 Aerial Bombardment and 5.9 Artillery Barrage).

8.0 COMMAND POST (CP)

9.1 How to Capture a CP:

To capture a CP, a life player from a team other than that of the CP, need only step 1 foot inside the entrance of the CP. At that moment, the CP has been captured and the capturing team is awarded the points for capturing the CP. All players inside the Command Post, are now eliminated and must withdraw from the area and respawn as allowed.

Players from the capturing team are not allowed to enter the CP at any time.

9.2 How to Retake a Captured CP:

A team that has lost possession of their CP may battle back and retake possession of their CP by eliminating all opposition players there, and flying their flag at the top of the CP Flag Pole.

9.0 APPROVED PROJECTILES

10.1 Anti-Personnel Projectiles:

10.1.1 **Elimination:** Anti-Personnel projectiles are only effective against people. They have no effect on AFV's.

10.1.2 **Paintballs:** Only Event Paint paintballs may be used. If you need .43 or .40 caliber paintballs, contact the event producer.

10.1.3 **Paint Grenades/Balloons:** Water based, non-staining, non-toxic paint, usable only during the daytime.

10.1.4 **Liquid Paint:** Water based, non-staining, non-toxic paint.

10.2 Anti-AFV Projectiles:

10.2.1 **Elimination:** Anti-AFV projectiles are effective against both AFV's and personnel and will eliminate either on a successful hit.

10.2.2 **Anti-AFV Paintballs:** Event paintballs with a special fill color (usually white) will be used as Anti-AFV projectiles. The event director (or his appointed staff member) will supply each team with a limited supply of Anti-AFV paint.

10.2.3 **LAW Rockets:** Non-paint projectiles must be made of soft Nerf like materials and weight less than 6 ounces. Nerf balls, Nerf vortex footballs, or Nerf Rockets of 2.5" in diameter or smaller are examples of approved projectiles. All of these must be approved by the event staff prior to being used on the field.

10.0 APPROVED PLAYER WEAPONS

11.1 Paintball Markers:

11.1.1 .68 Caliber Paintball Markers – All retail .68 caliber markers.

11.1.2 .43 or .40 Caliber Paintball Markers – Requires prior notification and Event Producer approval.

11.2 Paint Grenades / Balloons:

All paint grenades must be approved by the event staff prior to use. They must only use water based, non-staining, non-toxic paint. No single grenade may contain more than 12 oz. of fill.

11.0 EXOTIC WEAPONS

All of the Exotic weapons identified below may only be used if approved by event personnel. Unless otherwise stated, **Exotic weapons may only be used/deployed by Engineers**, and are only authorized for use during daytime play.

12.1 Smoke Grenades:

12.1.1 WHITE/GREY SMOKE: Only grenade allowed as player deployable smoke. This is used to obstruct vision, but has no other effect on players.

12.1.2 CHEMICAL SMOKE - ORANGE/RED/YELLOW SMOKE: This is used to signify a Chemical Weapons Strike. Any player that comes in contact with this Smoke is eliminated from play.

12.1.3 BLUE/GREEN SMOKE: This is used to signify an Explosive Strike on a hard target (like a Bridge or Building). Whatever target that this smoke grenade is deployed on is immediately destroyed, and not usable until repaired by an engineer. Any player that is in or on the target when this smoke grenade is deployed is also immediately eliminated from play.

12.2 Paint Mines:

All Paint Mines must be approved by the event staff prior to use. They must only use approved Anti-Personnel or Anti-AFV projectiles. If there is a trip wire attached to the mine, it must be easily breakable to ensure safety. Any speck of paint that lands on any player eliminates that player from play.

12.3 LAW Rocket Launchers:

LAW Rocket Launchers may be made of surgical tubing and work like wrist rockets, or they may look like shoulder fired weapons, mortars, or towed Field Artillery. They may only shoot approved Anti-Personnel or Anti-AFV projectiles, Paint Grenades or Paint Balloons. When fired from a LAW Rocket Launcher, they have a minimum angle of attack of 45°. All rocket launchers must be approved by the event staff prior to use.

When an approved LAW Rocket is fired from a LAW Rocket Launcher, it has a kill radius of 25' (8 paces) from the point where it lands. If the rocket hits a structure or vehicle, the vehicle or structure is destroyed and everyone in and on it are eliminated. **LAW Rockets can be used against a CP.** It will kill everyone inside a CP, but does not mean the CP has been captured. A live OpForce player still has to place a foot inside the CP netting to Capture it.

12.4 Paint Throwers (Simulated Flame Throwers - SFT):

All Paint Throwers must be approved by the event staff prior to use. They must only use approved **Liquid Paint** as outlined in section 9.1.4 above. Their operating limits are outlined in sections 3.3 Rates of Fire, and 3.4 Maximum Velocities. **SFT's can be used against a CP.** It will kill everyone inside a CP, but does not mean the CP has been captured. A live OpForce player still has to place a foot inside the CP netting to Capture it.

12.5 Simulated Explosive Devices (SED):

Scenario paintball players have all sorts of exotic weapons they can use to eliminate players or AFV's. Simulated Explosive Devices as in LAW Rockets (only when fired from LAW Rocket Launchers), Satchel Charges, Sim-C4, Sim-Dynamite, etc will all have their target group and kill range defined by the event staff during the safety briefing. **SED's can be used against a CP.** It will kill everyone inside a CP, but does not mean the CP has been captured. A live OpForce player still has to place a foot inside the CP netting to Capture it.

12.6 Sonic Grenades:

These are a new device being used just recently in a few paintball scenario games. They produce a high pitched noise until the pin is put back into the grenade. Genesis Paintball is using them to simulate 5.8 Aerial Bombardment and 5.9 Artillery Barrages. When the Sonic Grenade is deployed by field staff, everyone within 50 feet (18 paces) of a Sonic Grenade is to immediately hit the dirt and lay still in a prone position until the Sonic Grenade is silenced by the field staff (usually about 2-5 minutes). Any movement by a player in the effected area, other than simple head or hand movement, will immediately eliminate that player. Players may still fire their weapons as long as they do not move their bodies.

12.0 ARMORED FIGHTING VEHICLES (AFV)

13.1 General Rules for AFV's:

13.1.1 All AFV's must be approved by event staff prior to use.

- 13.1.2 All AFV's must have a working break system.
- 13.1.3 All AFV's must start at and return to their Command Post (CP) or approved staging area.
- 13.1.4 All AFV's must stay on the indicated AFV route. Traveling off the AFV Route (or out of bounds), results in an elimination of the AFV and all personnel in/on the AFV.
- 13.1.5 All AFV's must have a walking referee with them at all times. This ref is to ensure the safety of players around the AFV and to notify the AFV when it has been hit by a killing device.
- 13.1.6 Only Anti-AFV paint, LAW Rockets & SED's can kill an AFV.
- 13.1.7 When an AFV is eliminated, all players inside or riding on it are also eliminated.
- 13.1.8 Eliminated AFV's must fly a **WHITE** flag no smaller in size than 2' x 3', to indicate to other players that they are eliminated.
- 13.1.9 Eliminated AFV's must report back to their CP (or approved staging area) and sit out for 30 minutes before it can re-enter play.

13.2 Motorized Fighting Vehicles (Tanks and APC's):

- 13.2.1 No player may approach within 20 feet of a motorized AFV unless its engine is powered off. To load and unload players from a motorized AFV, the AFV engine must be powered off.
- 13.2.2 All motorized AFV's have a maximum speed/safety limit of 5 MPH. Exceeding this speed/safety limit will result in immediate elimination from play. Violating the speed limit safety rule more than once may result in the expulsion of the AFV from the event.

13.3 Non-Motorized Fighting Vehicles (PUG's):

- 13.3.1 Only people powered, no motors may be used for movement.

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