

RULES FOR FOX4 SCENARIO GAMES

Eliminations:

Eliminations in scenario games are treated the same way as in regular rec-ball:

- 1) Hits are the size of a dime or larger
- 2) Gun hits do NOT count
- 3) Spray or Splatter from a gun hit, tree, other obstacle doesn't count as a hit

When Hit:

- 1) Announce the hit by calling "Hit" or "Out"
- 2) Put your Barrel Plug in or your Barrel Cover over your barrel
- 3) Raise your arms over your head and make your way to the exit
- 4) Repeat your "Hit" or "Out" call as you make your way to the exit

Hit players are NOT allowed to pass information of any kind on to "live" players.

In addition players have the option of using the Medic option (see rules for Medics). Player re-insertion will be every half hour, at the top and bottom of the hour. Re-insertion will take place from the staging area. Re-inserting yourself at any location on the field is against the rules. Players who violate this rule will be asked to leave.

Medic Option:

Each player has 5 red Crosses on his/her player I.D. card. When hit, the player must choose to exit the field or call for the "Medic." Each time a player picks the "Medic" option one of the 5 red crosses on his/her player I.D. card is hole punched out. If a player has no more red crosses available to punch out then they must exit the field as a "Hit" player.

Players using the "Medic" option must:

- 1) Call themselves out
- 2) Put their Barrel Plug in or their Barrel Cover on
- 3) Call for the Medic
- 4) Wait for a Medic to arrive and "Heal" you - Players can NOT wander the field looking for a Medic

Medics can heal anything but a "Head" shot. That would include any shot that broke on either the players head or any portion of their mask.

Mask Ruling:

Players who violate the field mask rules will have their Player I.D. badge punched. A player with two mask violation hole punches will NOT be allowed back onto the playing field - NO REFUNDS

Chronograph Ruling:

The field speed limit is 280 Feet Per Second. Players who shoot hot (greater than 280 Feet Per Second) will have their Player I.D. badge punched. A player with two Chronograph violations will NOT be allowed back onto the playing field - NO REFUNDS

NOTE: Any player who shoots higher than 320 Feet Per Second on the playing field will be ejected immediately - NO REFUNDS

Prohibited Items:

- 1) Tools of any kind
- 2) Tools that can change or affect a paintball markers velocity (Feet Per Second)
- 3) Fully Automatic paintball markers (Markers with a reactive trigger must be set at the lowest possible setting)
- 4) Tools such as wire cutters, knives, lock picks, key locking padlocks, combination locks or laser pointers
- 5) Masks that have been altered by having the ear or mouth protection removed or modified

Demolition Expert:

Each team will have a number of Demolitions Experts. They can be identified by the special I.D. worn around their necks, and by the shoulder bag marked "DEMO". When a structure needs to be destroyed, it is up to the Demolitions Expert to do it. D.E.'s must place their explosives bag, or themselves and their bag on/in the structure to be destroyed. (bags must not be thrown!) The D.E. must have a mission card, the proper explosives card, and a referee to witness the mission. The referee will remove the mission card, and the used explosives card from play.

Engineers:

Each team will have a number of Engineers. They can be identified by the special I.D. worn around their necks, and by the shoulder bag marked "ENG". When a structure needs to be re-built, it is up to the Engineer to do it. Eng.'s must place their equipment bag, or themselves and their bag on/in the structure to be rebuilt. (bags must not be thrown!) The Eng.'s must have a mission card, the proper equipment card, and a referee to witness the mission. The referee will remove the mission card, and the used equipment card from play.

Bazooka or Mortar Teams:

Each team will have a number of Bazooka or Mortar teams. These players can be identified by the special I.D. worn around their necks, and the special weaponry and ammunition they carry. The "Team" will be assigned a target. To destroy a target, the "Team" must have the following items, a mission card, the "weapon and ammo", and a Referee to witness the mission. Bazooka/Mortar Teams cannot be employed without a mission card.

Officers:

Generals, and executive officers, are chosen for their ability to lead players in this exciting activity. They are experienced players, with a knowledge of our field. If your General falls in combat, 100 points are awarded to the other side. If your X.O. falls, 50 points are awarded to the other side.

1. General Fox 4 Rules:

- Masks must be worn at all times on the playing field, chronograph area, while entering/exiting the field. Mask violations result in a 30 minute sit-down, 2nd violation results in ejection for the day.
- Barrel plug or barrel sock/condom must be used at all times in the staging area. Do not remove them until instructed to do so.
- When hit, players must yell HIT/OUT as loudly as possible and raise the marker and arms into the air. Players must insert their barrel plug or cover the barrel with the barrel sock/condom.
- Refs will call any hit the size of a dime or larger as a valid hit.
- After calling HIT/OUT players must report to the staging area or other area designated by the referee.
- When hit, players are not allowed to coach or point out opponents to their team mates.
- 7. DEAD MEN DON'T TALK, THEY WALK!!**

8. Players can call for a paintcheck on themselves by yelling PAINTCHECK repeatedly.
9. When a ref checks a player opposing players must not shoot or advance on that player until the ref instructs you to do so.
10. Players must look down the length of the gun to shoot. **NO BLIND FIRING ALLOWED.**
11. Hits from a paint grenade or land mine counts, no matter how small. When a paint grenade is tossed in to a building, often all players are called out!!
12. Players caught cheating or wiping off paint hits will be ejected from the facility.
13. Players will not be allowed to verbally abuse, or threaten any other players. No physical contact is allowed. Violence of any kind will result in ejection or arrest.
14. Players must not shoot at wildlife, spectators or referees.
15. Players are not allowed to carry rental guns into the parking lot or into the store. Rental equipment must remain in the staging area or the on the field.
16. Self equipped players must keep their gun in a bag while in the parking lot.
17. Players failing to leave after a HIT/OUT or entering the game without authorization will be ejected from the facility
18. Players must stay inside the yellow boundary tape. All play and all shots must stay inside the boundaries.
19. Hand held radios or head sets are not allowed on the field unless cleared by the ref staff.
20. **Fox 4 Scenarios are: Event Paint Only – Must purchase your paint at Fox 4 Paintball the day of the event.**
21. Tools, knives or weapons of any kind are not allowed on the field.
22. FOX 4 is not responsible for lost or stolen property. **WATCH YOUR STUFF AT ALL TIMES!!**
23. **HELP US KEEP THE COSTS DOWN – USE THE TRASH CANS AND DUMPSTER!!**
24. Maximum velocity allowed on the field is 280 fps. As dictated by our insurance carrier. All self equipped players must pass the chronograph. Players shooting over 320 fps will be ejected from the facility.
25. Refusal to chronograph a gun will prevent entry to the field. Refusal to allow a referee or staff member to shoot your gun will result in ejection. Velocity adjusting tools are not allowed on the field at any time. Violations will result in immediate ejection from the facility.
26. Player will not discharge or display my gun in the parking lot.
27. **NO FULL AUTO, SELECT FIRE or MULTIPLE BURST GUNS ALLOWED.** Insurance dictates all markers must operate with one shot per trigger pull.
Referee decisions are final, good call or bad. Questions should be saved for after the game. Once a call is made – it stands.
28. **NO FOUL LANGUAGE OR ETHNIC SLURS ALLOWED. RESPECT YOUR FELLOW PLAYERS.**
29. **THE OWNERS AND THE STAFF RESERVE THE RIGHT TO DENY ACCESS TO ANY PLAYER, AT ANY TIME, FOR ANY REASON.**