

BALLMART REWARDS

Rules

Sherwood Forest Field Rules:

- All participants must be at least 10 years of age to play
- Any participants under the age of 18 must have a signed waiver by a parent or legal guardian. No alcohol or drugs are permitted on the Property.
- Smoking and/or vaping is only allowed in Rec center
- Personal property of others is always to be respected.
- No co2 fills, compressed air only
- No glass of any kind on the premises

Paint: Event Paint Only! Players found with outside paint will be ejected from the game without refund! .68 Caliber Paintballs. *Only paint purchased during pre-registration or day-of can be used.* No other paint caliber's are accepted.

Player Cards:

Faction specific character cards are essential to this event and are required to be on your person at all times. Do NOT lose them! *If you lose your badge, you will have to pay full price for a replacement.*

The faction on your character badge must match your faction's assigned marking tape color. If they don't match while you are in play, your team will receive penalty points.

Armband Tape: Players will be identified by colored marking tape which will be handed out to you by your commanders. It can be worn on both arms, or on the back and front of your mask. Team colors **MUST** be worn at all times.

Markers: Any commercially produced, commonly available .68 paintball markers may be used. Semi automatic only. No ramping or full auto.

Velocity must be at or below 280 fps. All markers must be chronographed Saturday and Sunday morning. Each marker will be individually tagged each day.

Refs will perform in-game spot checks throughout the event. If your marker is above 280 ft/s on a spot check:

First time: Sent off field to fix it

Second time: Removed from the game, leaderboard wiped, possible team score penalties

Barrel Blocking Device: All paintball markers must have a barrel sleeve/barrel sock for covering the end of your barrel in all non-play areas. Barrel plugs are not acceptable unless they have an attached bungee.

Squeegees in barrels are not acceptable.

Players caught with no barrel sleeve/barrel bag on their barrel in an off-field area other than the chrono may be ejected from the event with no refund. This includes markers with no hopper or air tank. If it has a barrel, it is required to have a barrel sleeve/barrel bag on it. Period.

Goggles: Goggles must meet ASTM and insurance requirements, must be unaltered, must provide full face, eye, and ear protection, and must have suitable, uncracked and undamaged lenses in them. Players caught lifting their goggles or breaking the seal of the goggles against their face may be ejected with no refund.

Radios and cell phones: Radios are allowed and encouraged. You may monitor any frequency you wish. Players may use their radios or cell phones anytime while they are on the field and in play.

DEAD MEN TELL NO TALES! Any “dead” players that are caught “spotting” enemy positions, with or without radios, for their team will be strongly discouraged to continue doing so.

Drones: Only with approval from the field and game producer

Referees: Referees will be clearly marked. Do not argue with a referee under any circumstances. Don't argue with refs about elimination calls. Scenario specific questions about rules can be radioed in for clarification if you ask nicely.

Head Referee: The head referee will always be available throughout the game for dispute resolution, and to oversee referee and player interactions. The decision of the head referee is final.

Non-players on the field: All non-players, including media personnel, must obtain a "spectator" wristband and sign a waiver prior to entering the field.

Confrontations: Any verbal or physical confrontations will be handled on an individual basis.

Eliminations: If you are marked by a direct hit from a paintball (even if the ball itself ricocheted) and it breaks on you and leaves a quarter-sized mark, you are eliminated. This includes any hits to your body, paintball marker or equipment.

If you raise your hand or marker above your head, and/or place your barrel sock on your barrel, you are out of play and must respawn.

Any player found to be "playing on" after being eliminated will be removed from play by a referee and sent to your reinsertion point. Continued disregard for elimination rules will result in point penalties to your team and may result in ejection from the event.

Barrel-tagging: You may "barrel-tag" players and eliminate them without shooting. Unless it is on your marker the barrel must be at least 8 inches long, and in plain sight (not hidden up your sleeve). To barrel-tag someone you touch them with the tip of your barrel anywhere below their collar. When you tag them you must immediately say, "Barrel tag!" when you touch them with it. Barrel-tagged players are immediately eliminated and are to walk away quietly.

Respawns: During regular play, players will respawn instantly at their team's starting location. Wipe off your hits and tag back in. Players may enter the field at their designated entrances. Players may exit the field from any allowable exit point.

Bunkers on the field: No player may move any bunkers unless specific provisions are outlined by Game Control allowing him or her to do so.

Boundary Tape: For safety reasons, DO NOT cross or shoot over the boundary or nets. Do not use perimeter nets as bunkers. Any player caught doing so will be eliminated and forced to reinsert.

Dead Man Walk: Did you mean, a pleasant afternoon walk? If your hand or marker is raised above your shoulder, you are considered out of play. If your barrel sock is on the end of your barrel, you are considered out of play. Otherwise, you are a nice target for players that pay attention.

Flag Stations: They are the bread and butter of Ballmart Rewards. Capture them with your character badge!

Stationary: 13

Mobile: 2

Shields: Ballmart Rewards does not recognize shields as anything more than a giant target. Any break on a shield will eliminate the shield and the player.

Smoke Grenades: Only cold burning Enola Gaye smoke grenades are approved.

Rocket Launchers

- It is not safe to use rockets and missiles in our Astromart shopping asteroids.

MedKit

- Anyone can use it!
- Each Medkit has 16 charges. Each time you scan a wounded player's character badge, it will heal them and deplete a charge. Return a depleted Medkit (no more green LED's) to a ref or Game Control
- A player is considered "wounded" if they are hit anywhere on their body or equipment.
- Head shots can't be healed. Previous attempts to do so have resulted in...less than desirable outcomes...
- Wounded players must remain in place and call for a medic while counting to 60 seconds. If they reach 60 seconds they are eliminated and must respawn at their base

Scenario Slugs

- Can be used by M&M pilots to eliminate other M&Ms.. They serve no other purpose. Any hit counts from a scenario slug.

M&Ms (Maintenance Machines)

- You **MUST** have your badge “upgraded” to be able to use an M&M.
- M&M pilots are considered role players and are expected to maintain the highest standards within this event.
- They are a core part of the game and don't run out of fuel
- They can only capture mobile flags
- M&M pilots have one loadout: Scenario Slugs
- Can carry up to one passenger and drop them off anywhere on the field except at the other team's respawn.
 - To pick up a passenger, the M&M Pilot must take a knee for 3 seconds. Passenger must keep their hand on the pilot's shoulder until their are dropped off
 - To drop off a passenger, the M&M Pilot must take a knee for 3 seconds and the passenger can let go
- M&M's and their passengers can not shoot or be eliminated by paintballs. Don't deliberately shoot at them.

Game Mechanics:

Game Mode: Domination

There are 13 stationary flags that any player can capture. To capture a flag, you simply hold your badge up to the center of the flag until the light turns purple. Once you see purple, let go and it will flip to your faction's color. If that flag is already owned by your faction, it will remain that color.

Ballmart Rewards operates on 15 minute scoring cycles. The faction that controls the most flags at the end of each 15 minute interval "wins" that scoring cycle and the flags reset to neutral (white). It's really that simple!

But wait, there's more! There are also 2 mobile flags that will be carried by refs that can only be captured by M&M pilots. Refer to "M&M Pilots" in the rules above.

Protip 1: Find M&M pilots that are focused on capturing and defending mobile flags

Protip 2: ABC—Always Be Capturing. Even if you see a flag that is your team's color, scan it anyway.

Finally, every time you capture a flag that your team doesn't control, your badge is rewarded with 1 point. The players with the most flag pulls will show up on the game's leaderboard. The top five players on the leaderboard at the end of the event will be recognized. No other awards will be given.

Final Battle

There is no break between main gameplay on Sunday and the final battle. Be ready to take the fight to the Renaissance Core!

- All flags are disabled at 1330. Scoring is over.
- The faction players that win the final battle will be richly Rewarded with Ballmart Rewards regardless of who won the main portion of the game.