

Balance Of Power

Gameplay Rules

Rules:

- **Obey ALL field rules and ALL equipment rules** (detailed in "Equipment Rules" below)
- **Ref decisions are final!** Respect the call or risk ejection from the game
- **Field chrono is 280 FPS.** All players must chrono **twice each day**, once before game-on and once after/during lunch. Make sure to leave time to chrono (seriously, the line after lunch can get long)
- If you are using First Strikes, **you must chrono with them.**
- **Barrel socks are required in off-field areas** (anywhere outside the netting).
- **Goggles are required at all times on the field and must be approved for paintball use.**
- **Restricted Apparel:** Players must not wear shirts that have **orange or safety yellow** These colors are reserved for referees only. Players who are wearing these colors will need to change.
- **Arm Band is required.** It is your responsibility to make sure your tape is on. Only duct tape or fabric ("team tags") are allowed, at least two inches wide. No ribbons will be allowed.
- The tape **MUST** be located on the arm between the elbow and the shoulder, and must be visible at all times. Only one arm needs to be taped. If you're wearing a ghillie suit, you're responsible for making sure your tape is visible.
- **If the referees call "CEASE FIRE" for any reason, stop shooting immediately and drop to one knee. Referees will give a countdown before play resumes.**
- **Gun hits don't count.**
- **Blind firing is not allowed.**
- **45 degree rule:** Don't shoot down at players that are inside 45 degrees from where you are standing. This is to prevent paintballs from entering the goggles from above. Shooting **up or down** through floor boards is **not allowed** as it violates the 45 degree rule
- If there is a hole or crack in a wall, you cannot shoot unless you can **fully see your target through the same opening while shooting. For safety, do NOT lean on any loose boards.**
- **Do not move** any boards, bunkers, or field equipment.
- Don't shoot up or down through floorboards.
- **Do not shoot across the tapeline. Do not lean on the tapeline. You will be called out.**
- Any hit to the body is considered a kill shot, and the **killed player must immediately leave play to respawn** back at the spawn point. Remember: **Dead players don't talk.**
- There are **NO** medics,
- **Friendly fire** will be counted. If you are hit, you are OUT.
- **Barrel tags/Rambo:** a light touch from a barrel or simulated blade is allowed. Upon tagging and saying either "tag" or "Rambo" the tagged player is out. Don't tag excessively hard or aggressively. Remember, **eliminated players don't talk.**
- **If you are out, keep your hand and marker up to avoid being confused with a dead-man walker.**
- *****Dead Man Walk/ Deception Rules***:** Dead man walk **is** allowed, However, **you may NOT:** have your barrel sock on, have your hand up or pretend to be out or surrendering, use eliminated players as cover, lie about your team color or being live. **You MAY:** refuse to answer if asked about your team color or being a live player.
- If you are hit and need to look for mags, do so quickly and have your gun (w/barrel sock on) and hand up to indicate that you're out. For safety, we strongly recommend coming back later if there's a heavy firefight. Refs will not retrieve your mags for you.
- Each team has **2 spawns:** one at the HQ and one and at a marked signpost. The general is **not** a spawn point.
- There is **NO** base dropping. The HQs are out of play. **DO NOT** shoot, fire rockets, or throw satchels or grenades at the HQ. **DO NOT** bunker behind or near the HQ. **Attacking the HQ may result in a judge punch and/or ejection.**
- **Stay at least 70 feet back from the enemy HQ. This is the length of one and a half semi trailers.**

Missions & Points

- Throughout the day, your General will be given missions to accomplish for points
- **Missions** will be monitored by “observers” refs who will score the missions and sign off on them
- **DO NOT move or touch mission markers, signs, and props** unless you have correct mission for it, given by your general, with the right mission number. Your team will lose points if you move or destroy props without the right mission card.
- **If you don't have the mission card for it, don't touch it.**
- There are three **domination locations** on the field. Hold these locations to earn points for your team.
- When you trigger the domination spot, the light will change to your color. After 5 minutes, it will reset to neutral and you'll have to trigger it again. If the enemy team enters at any time, your timer stops.
- A General is worth **50pts** if the other team eliminates them outside their HQ. Generals must verbally declare themselves out to the opposing team. The Generals will be wearing gold arm tape in addition to team tape. Eliminating your own general will result in a **50pt** deduction and some embarrassment.

Equipment Rules:

- **NO HOPPERS! Magfed, 10-round tubes, and stock class adapters only.** Tac caps are not allowed.
- Any box or drum mags must be fully mechanical and must be approved by the game producers.
- **NERF launchers:** 2 Grenadiers allowed per team. Rocket launchers must be commercially built and not homemade.
- **Rockets** are for hard targets only and **cannot be used against players** except ballistic shield players.
- For safety, **rockets may not be fired from the 3rd story of the two large towers.**
- **Bring Your Own Paint** fee is included in the admission price. Some brands are prohibited. Please call Apocalypse paintball for more details.
- **First Strike™** rounds are allowed and encouraged!
- **All players must wear goggles approved for paintball use. Goggles must be worn at all times on the field. If there is an emergency, keep your goggles on and call for a ref**
- **Paint grenades** are allowed
- **Soundflash grenades are allowed.** They can be tossed towards another player's feet but **CANNOT** intentionally be thrown at another player. **While we put player safety above all else, please be aware that these grenades may be used near you at this event.**
- **Soundflash grenades** do not eliminate players except that **they will eliminate shields.**
- **Airsoft grenades** can **NOT** contain BBs.
- **Strobe lights are not allowed**
- For safety reasons, **smoke grenades cannot be used inside the trench or inside buildings.**

Special Units

- There are three special units: Grenadier, Demolition, and Shield. These units will have **Special Unit Cards** given by the General. The special unit cards may be requested for inspection by referees, so have them available.
- **Do not lose your special unit cards!** If you do, it is **gone** for the whole event and will **not** be reissued.
- Only the General can assign the cards. **You may not** hand your special unit card to another player. You may not hand your special unit gear (satchel, launcher, etc.) to another player unless that player has the correct special unit card.
- If you manage to recover the other team's special unit card, keep it safe and turn it in for **100 points** at the end of the day!

Grenadier: the Grenadier can use a launcher that shoots NERF-sized rockets.

- A ref must be called in **before you shoot** to confirm and call kills. If no ref is called in before the shot, the attack will not count, and a rocket card will be used.
- Rockets can be fired at hard targets (buildings, bunkers) and shields **ONLY**.
- Grenadiers will receive Grenadier cards. Every time a rocket is fired, hit or miss, one card must be given to a ref. Grenadiers **may** carry as many cards as they want and do not have to tag up between cards.
- The **grenadier** may carry as many rockets as they want but can't have another player carry their rockets for them.

- Rockets destroy a 15' cube (15'x15'x15'). If fired through a door or window, this will fully destroy smaller buildings. The ref's call is final.
- Rockets that hit the side of a building destroy a 7 ½ foot arc behind the wall
- **The trench is "indestructible" by rockets.** Hits against the trench will only eliminate players on the outside unless they're fired into a window or doorway.
- Rockets that hit multi-level buildings only destroy the level that they hit, including POW buildings.
- Grenadier may not hand their unit card to another player.
- Take your launcher with you to respawn. Do not leave it on the field.

Demolition: the Demo player can use the satchel charge, which is a green bag given to them by the General. It destroys buildings, bunkers, and shields with the same rules as the rockets.

- Satchels can **only** be carried by the demo player. The satchel and the card cannot be handed to another player.
- Satchels can be thrown *towards* another player, but not *at* another player (don't try to hit them with it).
- For safety, **NO ADDITIONAL WEIGHT MAY BE ADDED TO THE SACHEL BAG.** They will be pre-weighted by the game producers. Adding any weight to the satchel bag will result in a judge punch, and may result in forfeit of the demo card, and possible ejection. This rule is the responsibility of the Demo player.
- **One** satchel charge bag is provided per team. If you lose the bag for your team, a new one will not be provided for the entire duration of the event. Do not take the other team's satchel.
- A satchel charge is good for **one use only**, then you must return to HQ to respawn the charge. You can continue to play, but you can't use the satchel until you respawn. The satchel detonates when it lands and cannot be "re-thrown".
- **A ref must be called** in before using a satchel to confirm and call kills or there will be zero kills and the satchel bag must be respawned.
- Be sure to retrieve after use. Refs will not retrieve the bag for you. If the firefight is too heavy to safely retrieve the bag, inform a ref and it won't be considered "losing" the bag.
- Take the satchel with you to respawn. Do not leave it on the field.

Shield: the shield player can use a ballistic shield. Only **one** shield per team may be on the field at any given time. The user **must** possess the shield card while using the shield.

- **Shields must weigh at least 15 lbs.** Shields can be up to a standard size of 20"x36". Shields larger than standard may require extra weight to be added at the game producers' discretion. **All shields must be approved by the game producers.**
- Shield players **must be able to see their target** to fire, otherwise it's considered blind firing. This includes painted up viewports. The shield may be cleared of paint on the field as long as the shield player is live.
- Rockets, satchels, and soundflash grenades also **eliminate** the shield player. Rockets, satchels, and soundflash grenades must land within **5 feet** of the shield player to eliminate them.
- The shield player **cannot** hand their card or shield to another player.
- If the shield player is **eliminated**, they must take the shield with them to respawn. **It cannot be left on the field or you risk losing the shield and/or shield card.**

Special Assets:

- These special assets may be used during gameplay. The Generals will have more information about each.

Precision airstrikes will eliminate **ALL** players, friendly and enemy, in a certain area.

- Only the **upper level** of multi-story buildings is destroyed.
- Airstrikes **will** destroy trenches.
- Respect the ref's call.
- Refs will not tell players if an airstrike had any kills, but can say whether they've finished clearing the area.

No-Fly Zone A No-Fly Zone can be used to activate air defenses. While a No-Fly Zone is in effect, the other team cannot call any air support. The No-Fly Zone lasts for 30 minutes.

Paradrop allows **10 players** to drop almost anywhere on the field. The players can be dropped almost anywhere, but for safety, it must be **at least 2 grid squares away from the enemy HQ.**

- The players will be in a line, holding a rope, and accompanied by a ref. Players on a paradrop **cannot** shoot, speak to, or interact with any player not on the paradrop, unless it's by radio. Players on a paradrop

cannot interact with props until they have dropped.

- Players **cannot** shoot at or through a paradrop or talk to the paradrop players until the players are live. Do not point your marker at the paradrop.
- **Do not** use the paradrop as a bunker. Stay at least 10 feet away if you're following the paradrop.
- Once the paradrop has reached its target, the ref will begin a 5 second countdown. Once the countdown hits zero, the paradrop players are **LIVE**. They can shoot and be shot at.
- If you are on a paradrop, enemy players may see you and may set up to get ready for the drop. Join the paradrop at your own risk.
- **Use good sportsmanship. Don't overshoot players that drop.**

Drone Strike allows a precision elimination of a single enemy player (sniper shot). The player calling the drone strike must have line of sight on the player they want to eliminate, and be able to describe them well enough for a ref to call that player out (goggle color, jersey color, location, etc).

- The player calling in the drone strike must have a **drone strike card**, which must be surrendered to the ref.
- Any player can carry drone strike cards. A live player can hand the cards to another live player. Dead players cannot drop or hand off their cards.
- Drone strikes may not be used within one grid square of the enemy base.

Lockdown allows a building to be sealed. When this is active, a ref will set up orange driveway markers at the building. **This ability will cost your team points to use**, so coordinate with your commanders.

- A player will point out the target building within line of sight to a ref. This locks down all entrances and exits for the building
- Once the lockdown is active, players may not **enter OR leave** the building for 10 minutes or they are instantly eliminated. You may eliminate yourself to leave the building. Activating the lockdown itself does not eliminate anyone.
- **Props may not be carried in or out during the lockdown.**
- Players **can still shoot into or out of** the sealed building. Rockets and airstrikes **will still** eliminate players in the building.
- For multistory buildings, only one level will be locked down. Identify the level to the ref. This includes POW.
- In the **castle**, lockdown will close off one exterior entrance or close off one tower starting from the second level. It has no effect on walkways and ramps.
- In the **trench**, lockdown will close off one entrance, but will not prevent players from using the trench to go to another entrance.
- Only one lockdown per team may be used at a time. The lockdown cannot be ended early.

REAL DRONES MAY BE USED AT THIS EVENT

- The drones are for observation and intel **only**
- Drones cannot be used to attack a player and **CANNOT BE EQUIPPED WITH ANY** type of weapon or gear such as a marker, paintballs, paint grenades, smoke grenades, soundflash grenades, speakers, radios, or anything else that you can think of other than a camera.
- The real drones cannot use a "drone strike"
- Don't shoot at the drones.
- **Drones are operated at the owner's risk.** While players are directed not to shoot at drones, this is an active combat sport. Flying your drone too close to a battle may catch a stray paintball. You are exposing your drone to leaves, branches, dirt, curious squirrels, and territorial birds.
- **Do not touch a drone that doesn't belong to you.** If a drone is downed, the operator knows. Please inform a ref so they can let the commanders know where it is.