

# Reclamation: Paradoxia

## Rules

### **BKW 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 the parking lot.
- Personal property of others is always to be respected.
- No co2 fills, compressed air only

**Paint:** While we do allow outside paint, First Strike Rounds are not allowed.

**Player Wristbands:** Will be issued at player registration. Players wristbands are required to participate at this event and must always be worn. Wristbands will be checked every time a player enters the field.

**Armband Tape:** Players will be identified by colored marking tape. Marking tape can be worn on the front and back of your back of your mask, or on your arms. Players are not allowed to wear enemy tape.

**Markers:** Any commercially produced, commonly available .68 paintball markers may be used. All electronic markers must be capped at 10 balls per second IN ALL MODES INCLUDING SEMI-AUTO MODE.

**Velocity must be at or below 280 fps. Players will be chronographed each and every time they step onto the field.**

All paintball markers must have a barrel sleeve/barrel bag 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. However, players are prohibited from communicating or disrupting any frequencies (Channels 5,6 and 7) utilized by BKW, Refs, and Game Control.

**DEAD MEN TELL NO TALES!** Any “dead” players that are caught “spotting” enemy positions, with or without radios, will result in penalties against your team’s overall score.

**Prohibited equipment:** No aerial drones or other remote-control devices allowed! No tools or knives may be carried on the field. No personal fill stations allowed on the premises. Any items found in violation may result in being ejected from the game without refund. No pyrotechnic devices.

**Referees:** Referees will be clearly marked. Do not argue with a referee under any circumstances. If you disagree with a call, ask to see the Head Referee.

**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 player who verbally and/or physically confronts another player will be ejected from the game. In extreme cases of violence, law enforcement will be contacted.

**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, except for shields. You must immediately leave the field or respawn at your mobile base.

Any player found to be “playing on” after being eliminated will be removed from play by a referee and sent to your reinsertion point.

**Barrel-tagging:** No barrel tagging or “melee kills” allowed. Do not physically touch other players in any way.

**Reinsertions:** During regular play, players must find their mobile base and can instantly respawn. They must physically touch the base and then clear the area of the base when possible. Wipe off your hits and tag back in.

Players may exit and re-enter the field at both the North and South Entrances but must then find and tag their base on the field to respawn.

**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:** Will not be tolerated. It is the practice of casually strolling past enemy positions as if you had been eliminated, while still in play.

**Shields:** A shield will provide mobile cover to the players behind it.

- May be handed off between live players.
- Eliminated shield holders must bring their shield back to their Mobile Base BEFORE handing it off to another player
- No throwing the shields.
- No “body checking” or ramming into another player
- No dual wielding the shields!
- Vulnerable to Rockets
- Shield player may use any marker

**Smoke Grenades:** All colors may be used. DO NOT pick up an actively burning smoke grenade.

### **Rocket Launchers**

- Scenario Slugs are the only rockets allowed. Can only be launched from paintball markers
- Can carry and launch up to 2 per respawn

- Rockets can be recovered from the field but you can only use them after respawning
- 5 ft blast radius from point of impact on buildings, structures, and shields. Damage passes through walls.
- Rockets can ONLY be shot at buildings, structures, and shield, but not directly at players
- A ref must witness the impact AND clear the area for the eliminations to count. We strongly suggest you get their attention before lobbing one in the air. Don't argue with refs on rocket impacts

#### **Paradox Blade (Foam Sword)**

- The Paradox Blade can be wielded and used by any player. You are required to swap your paintball loadout for the sword.
- You also are required to upgrade your player badge to the Chronix Strider player class.
- Once upgraded, you can capture any of the 4 POI that are exclusive to the Chronix Strider player class. You will no longer be able to capture or interact with regular POI until you give up your Paradox Blade and have your player badge downgraded.
- Only game control can upgrade and downgrade your player badge