

SAFETY & GENERAL RULES FOR SCENARIO GAMES

Pets:

No pets are allowed period. You may see the field owner's pets at the games.

Alcohol:

Adults of legal drinking age are allowed to consume alcoholic beverages up to 2am Saturday. At that point consumption of alcohol is prohibited to players on the field. Any person under the influence of alcohol or recreational drugs will not be allowed on the field. If found under the influence on the field you will be considered for immediate ejection from the property with NO refund. All cans or plastic bottles must be in a "Koozie" or other container cover. **NO GLASS BOTTLES.** Any consumption of alcohol by anyone in attendance (playing or not) will be escorted off the property if acting in an inappropriate behavior of any kind determined by refs or field owners. Any consumption of alcohol by minors, or providing alcohol to minors, will be grounds for immediate ejection from the property with no refund, and the local authorities will be alerted.

Wildlife:

Shooting at wildlife is strictly forbidden!!

Bunkers on the field:

No player may move any bunkers.

Personal Property:

Personal property of others is to be respected at all times. This includes, but is not limited to, generators, noisemakers, perimeter warning devices, flashlights, spotlights, etc. If you come across something of this sort and need/want to disable it you must check with a judge before doing so. Items such as generators, noisemakers, or perimeter warning devices you wish to take on the field must be approved by event producer before doing so.

CAMPING:

Sherwood Forest has camping areas for our players. There is no charge, first come first serve. Open Friday before game at 10 a.m. It will be primitive camping sites. Bring your own fire ring. We prefer you NOT dig a hole for the fire pit. Any items used to make a fire ring must be taken down prior to leaving your camp site. No burning of cans, glass, mags, or any other items that does not burn. We have trash bags available for your site, just ask or they are located on the front deck. A large trash container is available to through your trash in. Please use it! Leave your site better than what you found it. We do ask that there is only one vehicle per camp site. There is a parking area by the cell tower for additional parking. **GLASS IS NOT ALLOWED.** Owners have the right to remove the glass from you or the campsite and dispose of properly. Positively no shooting in the camping area, parking lot, or anywhere that is not on the playing field. You will be ejected from the property with NO REFUND.

REGISTRATION:

Pre-registration is very important for the event producers and field owners to know how much paint and supplies to order. However, if you cannot pre-register, you can walk on. Go to the registration counter to pay for a player's pack and any paint you may wish to purchase. Pre-registered players please have your ID on you when picking up your player packet. You cannot pick up another player's packet unless they are your minor.

EVENT PAINT:

Event paint only! Paint sales will remain open during the entire event. Having off-field paint on the field of play is grounds for immediate expulsion (total ejection) from the event with absolutely NO REFUND. Our sponsors generously donate their time to promote this event and their money to the prize package. In return for this generous support, we use their product exclusively.

CO2 & HPA FILLS:

Both CO2 and High Pressure Nitrogen fills (4500psi) will be available during the entire course of play. There will be no facilities to recharge constant air bottles on the field of play, nor in the parking lot. Due to insurance regulations, no outside fill stations (CO2 / Nitrogen) will be allowed on event property. All constant air bottles must meet hydrostat requirements. No bottles will be filled that are out of date: Five (5) years on aluminum CO2 or nitrogen bottles that are not exempted; Five (5) years on fiber-wrapped CO2 or Nitrogen bottles made after 2008. All bottles MUST have all stickers (non-factory) removed from them to allow fill station operators to INSPECT the bottle for hidden damage. Bottles with stickers (non-factory) will not be filled. Bottles that event management deems damaged will not be filled, PERIOD... No exceptions.

SPEEDS:

All Markers: **Semi auto only**

Must be chrono'd at:

Not more than 280 fps during daytime play – 12 pbs

Not more than 250 fps during nighttime play for all markers – 12 pbs

Not more than 250 fps for markers shooting out of tanks – 12 pbs

Not more than 280 fps for pump guns during daytime play

Pump guns used on attack helicopters 250 fps

FSR not more than 280 fps during daytime play

Law Launchers:

Must be cleared through field owner or game producer.

Must be chrono'd at no more than 230 fps

Must shoot only 2" nerf rockets, JCS rockets or K.N.A.

ON FIELD SAFETY:

Goggles must be ASTM full face approved with ear protection.

You must wear your goggles on your face all the time you are on the field.

Hospital zones have been equipped with areas where you may take your goggles off and clean them. This is the only place you may remove your goggles!

You must wear your goggles while in the chronograph station.

Barrel socks/condoms must be used for both markers and Laws while off field including the hospital zones. Barrel plugs are no longer allowed.

All repairs to markers should be done in the chronograph station or your campsite with a BBD on.

No tools allowed on the field.

Firing of paintballs or other projectiles off field is strictly forbidden.

Surrender Rule: Less than 20 feet in distance, all players should offer the surrender call.

The receiving player also has the option to surrender or turn and attempt to shoot.

BARREL TAG RULE:

Once a player touches you with a barrel and says "barrel tag," you are eliminated and **MUST** take the walk. Do not HIT a player with your barrel! A gentle tap will do!

A barrel tag must be made on one player at a time, with the words "barrel tag" being said each time by the attacker. Once you have been barrel tagged you must leave the area immediately without talking or showing any indication that you have been barreled tagged. When a game is allowed off-gun barrel tags, the barrels are to be no shorter than 10 inches in length. The barrels must be in plain sight (not inside pockets, socks, satchels or bags).

NIGHTTIME PLAY:

During nighttime play, the following rules are in effect:

Chrono speed is 250 fps at night

There are no paint checks at night. All hits count - the ball does not have to break.

There are no medic's at night.

Paint grenades do not work at night.

All hazards and field boundaries are marked with glow sticks.

No players are allowed to carry or use cylumes (glow sticks). These are reserved for the refing staff and field boundaries. Players caught with cylumes will be asked to leave the event with no refunds.

PROHIBITED BEHAVIOR:

Physical contact with another player is strictly forbidden. Any such behavior may get you ejected from the game with no refund.

Clothing worn to produce bounce of paintballs is not allowed.

Tools of any kind are not allowed on the field.

Equipment:

Markers: Only 68 caliber markers are allowed.

SRPLs-need to be cleared through field owner or game producer.

Grenades: Tippman style grenades. No homemade grenades allowed. Accumulation of paint to make ~the size of a quarter and you're eliminated.

No grenades at night

Ghillie suits: will be cleared through game producer. All hits count at all times when

wearing a ghillie suit.

Breakable trip wire devices: must be easily breakable string or thread

Offensive equipment: all equipment will be shown to field owner or game producer prior to game on.

Defensive equipment: all equipment will be shown to field owner or game producer prior to game on.

Smoke: Cold burning smoke only. Sport Smoke and orange marine smoke are allowed.

Laser sights: Green lasers are forbidden. Check with field owner on red lasers.

Tanks:

All tanks must be cleared through the field owner.

Anyone bringing a tank or any motorized vehicle for use at Sherwood Paintball must submit a Certificate Of Insurance at least 2 weeks prior to the game. Send it to:

Sherwood Paintball Inc.

3497 N. U.S. Hwy 35

LaPorte, IN 46350

Please list Sherwood Paintball and Wayne L. Stayback Irrevocable Trust as additional interest.

Tank owners are required to bring their own tank support person. A tank walker, who will be responsible for watching out for players, objects that may get in the tanks path and eliminations of the tank. If different then what is here GSRP rules will be used for all tanks.

Max Speed: Limited to 5 mph or a fast walking speed, whichever is slower. No exceptions.

Fully functional brakes. No exceptions.

ASTM approved paintball goggle system: Mandatory. Must be worn at all times by all players inside the vehicle. No exceptions.

Dead /Eliminated Indicator: Much like the old fiberglass antenna or fiberglass bicycle pole that can be flagged and positioned either up or down, alerting all players to the vehicle's status. Pole in up position indicates vehicle is eliminated; in down position indicates vehicle is in play.

Team Indicator: The vehicle must be readily identifiable as to which side or team it is on.

Tape the two opposite corners of the tank with 24 inches of team arm band tape so that atleast 12 inches of tape can be seen from all sides.

Tanks will need to be equipped with 2 fishing nets that are a minimum of 2 foot by 2 foot. They will be attached one on the front and one on the back of the tank. They must be of sufficient height not to interfere with the rocket landing in the net.

Rate of Fire: Semi-Auto ONLY. No exceptions.

Vehicle Contained – Static Mounted or Personal Paint Markers Chrono Speed: 250.

Tanks are not allowed during night play. Chrono speeds are lowered slightly because these vehicles close distances quickly.

Tank / Vehicle Main Gun: 250 FPS max velocity.

Viewable area of 360 degrees: Means the occupants must be able to see all around the vehicle with no blind spots.

Vehicles can also:

Transport people, destroy structures and bunkers, or act as a stationary bunker (when

disabled).

Even if a vehicle / tank meet all of the above conditions, it may only be used with 2 weeks prior approval, as well as immediate pre-game approval of the scenario director.

How to eliminate a tank:

You must use a nerf, K.N.A. or JCS rocket. The rocket must go in the fish netting for the tank to be eliminated. Or if the door is open and a law hits inside the tank.

You cannot barrel tag a tank with a law rocket at any time.

Grenades, satchel charges and law rockets that strike the tank disable it for 5 min. or until an engineer repairs it. At the end of 5 min. if the tank has not been repaired it is destroyed and must leave the field.

Walking Tanks:

All rules within the "Tank" section carry over to "walking" tanks.

Exceptions:

A walking tank does not need a tank walker.

Walking tanks must remain upright. They cannot dodge a rocket by moving up or down or leaning over.

Walking tanks do not have to have the fish netting. Any walking tank hit anywhere with a rocket, dynamite, sticky bomb is eliminated.

All Tanks:

They must look like tanks.

They are to serve as tanks (as described above); not ambulances; not mobile bunkers.

Players may not advance within 20 feet in front of a live tank.

Tanks must stay on the paths that are suitable for the tanks.

Players may NOT approach any tank, insert a marker barrel into an opening and shoot the occupants. You will be ejected from the field!

All tanks are the personal property of the owner. It is considered the same as your marker, mask and pack.

Players may not touch, take, disable and or in way intentionally damage or destroy the tank or its contents. If you do, you will be ejected from the event, field and subject to arrest by local law enforcement.

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Please check for game specific rules with the game producer. Check the facebook event page.