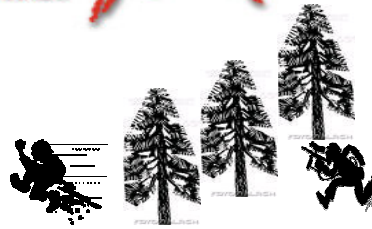




## **ACTION PAINTBALL TOKAI**

### **Safety Rules and Game Scenarios**



All players will be briefed prior to the games starting. Points that will be covered will include safety, operation of the markers and a description of the area wherein the games will be played.

### **Safety Rules**

#### **Rule 1**

Face masks may at no time be removed from the players face whilst on the playing field, test shooting range or in the safety zone. A mask may only be removed when the player is within the boundaries of the rest zone.

#### **Rule 2**

No paintball marker may be taken into the rest zone.  
Paintball markers must be kept safely on the paintball marker racks.

#### **Rule 3**

No multiple Head shots.  
Head shots do count.  
Do not shoot at the back of a players head.

#### **Rule 4**

Close range shooting is not allowed.  
Any distance closer than 8 meters is considered too close.

Action Pursuit Groupcc and its staff Reserve  
the right to remove any player not adhering to the safety rules.

Rights of Admission Reserved

### **Game Scenarios**

#### **Two flag capture**

Each team will take up a position on either end of the playing field. This base position, will be marked by a base flag with a whistle hanging on it. Next to this flag will be a smaller "Steal" flag.

The object of the game is for your team to steal your opponents steal flag and return it to your own base with out being hit by a paintball. On getting the flag back to your base, you must blow the whistle hanging on your base marker flag. This indicates that your team has won.

If you are hit whilst carrying the flag, you must immediately put your paintball marker up above your head and hold the flag at arms length. Any player may take the flag from you. If your team mates take the flag, they may continue with it to your base. If your opponents recapture their flag they must return it to their own base as quickly as possible.

Sound signals. Players must stay next to their base markers until the marshal signals with an air horn that the game has started. A whistle is used to end the game followed by multiple short blasts on the air horn. All players must cease play and move to the center of the field to await instructions from the Marshall.

### **Ambush**

One team takes to the field and hides its base flag anywhere on the field. Players stay at the base until the sound signal goes. The defenders may then leave the base and attempt to prevent the opposing team from finding the base, (Lay ambushes to mislead the attackers) and stealing the flag. The attacking team must then return with the flag to their start point. This is usually played as the best of two games with both teams taking a turn to defend and attack. The winning team is the one that defends the base flag for the longest period of time.

### **Center flag**

Each team has a base marker. There is only one steal flag and this is placed in the middle of the field. Both teams attempt to capture this flag and take it to the base marker on the opposite side of the field from which they started. ie to the opponents starting base.

### **Definition of a Paintball hit**

A hit is when a paintball strikes any part of your body , clothing, equipment, your paintball marker or the flag you may be carrying, and breaks, thereon leaving a mark at least the size of a two Rand coin.

If a ball breaks on foliage in front of you and splatters you, it is not a hit.

If a ball hits you but bounces off without breaking, it is not a hit.

If a player calls out " I am out ", "out ", "I am hit" or "hit" he is out, irrespective of whether the paintball did or did not break on him.

The obligation rests on the player that on feeling the impact of a ball or an opponent telling him to "paint check" himself , that he must stop playing and check whether he has in fact been hit or not and then declare his status.

### **Tag Rules**

In a standard game, if a player is hit, he must hold the paintball marker above his head and leave the field by the shortest route possible. He may not talk or otherwise communicate with other players still on the field.

In social games tagging is allowed. If a player is shot, he must hold the gun by the barrel and rest it on his shoulder. He may not communicate or move from this position other than to 'hit the deck' should a fire fight occur in his immediate vicinity. A team mate may touch (tag) him, thus bringing him back into the game as a live player again.

The tag is immediate. ie. on being touched you must carry the paintball marker in the normal ready position and continue playing.

A team mate may not tag the same player twice. This rule exists to prevent a player from receiving too many hits simultaneously.

**Freeze Rule**

When approaching a player that is not aware of your presence and you are within the minimum 8m shooting distance, you, the attacking player, must shout "freeze!" giving your opponent the option of either surrendering or to try out run you the attacker. Should your opponent decide to run, by doing so they have accepted that they will be shot at close range which will be felt and more than likely leave a mark. The opponent may not fire at you the player calling for them to freeze.

**Paintballs**

Should a player run out of paintballs, they must make their way to the sales area 'alive'. They may not call themselves out and simply walk out of the game. When returning to the field they need to touch their base flag to return to the game.