

SOUTHERN COMMAND

GENERAL RULES

CO2 & HPA FILLS:

Both CO2 and High Pressure Nitrogen fills (4500psi) will be available during the entire course of play. It is recommended that you get your tanks visually inspected (exterior) at registration and filled during the first mission. 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 No bottles will be filled that are out of date: Five (5) years on aluminum CO2 or nitrogen bottles that are not exempted; three (3) years on fiber-wrapped CO2 or Nitrogen bottles. 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. We will not endanger you or our players for the sake of filling a potentially dangerous bottle.

INSERTION POINTS:

The IP is the area where you will enter the field of play once killed. Once killed, you will give up your player card and return to your sides Militia HQ. You will receive a new player card and will be returned to play. You should then report to your Command Head Quarters to get further instructions. Once you are 50 feet away from the Militia HQ you are in play. Do not fire from or at the Militia HQ or any building.

EQUIPMENT

GOGGLES REQUIRED:

Unaltered, ASTM approved, full-face shields and ear protection on all goggle systems. NO yellow goggles allowed for players. This is reserved for field staff and referees only.

OTHER REQUIRED:

Barrel Blocking Device (BBD) and/or Barrel Condoms, velocity locks, pants, shirt & shoes, trigger guards are required due to insurance regulations. In 2003, Barrel Plugs are no longer generally accepted as a usable safety device.

ALLOWED EQUIPMENT:

Canteens, flashlights, night scopes, infrared illuminators, thermal imagers, Q-beams, Alice packs, leaf-o-flauge, stocks, point sights, aim sights, squeegees, scopes, night vision equipment, CBs, radios - UHF or VHF, walkie-talkies, barrel rain covers, **Turkey "Ghillie" Suits (NOT Military "Jute" / "Bushrag" type Ghillie Suits).**

RECOMMENDED EQUIPMENT:

Something for Lunch - "energy" foods with complex carbohydrates; first-aid kit; marker tools (Left at your vehicle); lots of non-alcoholic liquids: water, sports drinks, juices. Alcohol dehydrates your body and can pose a serious health risk when playing a physically demanding sport like paintball. For this reason, the consumption (and possession) of alcoholic beverages is prohibited.

PROHIBITED EQUIPMENT:

Heavy clothing which is designed to promote bounces; shields of any kind; unbreakable trip wires; air horns; cymbals; ropes; whistles; hot-burning smoke; pyrotechnics; firearms; projection laser sights; crossbows; sling shots; BB guns. When in doubt, ask the game management. Any device designed to raise or lower the velocity of a paint marker (tools, adjustable barrels without locking caps) are prohibited on the field of play. NO predominantly yellow or orange shirts, jerseys allowed. This is reserved for field staff and referees only. If this is in doubt check with event management. Repairs and Gun work can only be done at the Militia HQs.

MARKERS:

Sixty-eight (.68) caliber markers meeting game management specifications. Due to safety factors and insurance regulations, game management reserves the right to disallow the use of any paintball marker or paintball launching system. All paint markers must be fired through a **radar chronograph**. Maximum velocity is not to exceed three hundred (300) feet per second (FPS). Any markers that can be adjusted without tools need a velocity lock-down or "tourney-cap." Full-auto paintball markers (including zip and burst) are allowed during play with consideration that the player understands the concept of "Overshooting," and the possible consequences overshooting entails. Be responsible! Don't overshoot! You will get one warning. Then you will be asked to leave with no refunds.

GRENADES:

Tippmann style, Atomic or Strange Ordinance style. One speck of paint from these types of grenades is an elimination.

VERBAL MISREPRESENTATION OF SIDES:

Is allowed. You are **NOT** required to tell the truth about which side you are playing for.

EXAMPLE: (Player 1 sees Player 2 in the bushes 20 yards in front of his position)

Player 1: "Hey, what color are you?"

Player 2: "I'm Red, what color are you?"

Player 1: "I'm Red too."

(Player 1 then steps out from behind cover and gets marked by Player 2.)

Player 1: "Hey buddy! You said you were Red!!!"

Player 2: "I lied...."

Player 1: "Good shot. Man, I should have read the rules of play better... they told me not to always trust what I hear. I should have gotten a visual on your team tape."

Moral of the Story: If they are not wearing your color team tape, consider them the opposition, or at the minimum, be leery of them. Always use caution until you get a visual ID on their team tape. As in the real world (a real world conflict) seeing is believing, or, believe half of what you see and a third of what you hear. Not everything is always as it appears in a scenario game.

TEAM TAPE:

Team Tape (TT) is to help all players identify who is playing on their team, **NOT** to identify who is on the other team. "Survey Tape" will be put on both the front and rear of each player mask to identify each team.

The Militia is not required to wear any Team Tape. If they are wearing Camouflage – they are in play for one team or the other. **DO NOT SHOOT** at anyone in a vehicle, 4-wheeler, or other motorized Vehicle.

Commanders must also wear tape on their **LEFT** arm as well as their mask.

The following are Strictly Prohibited:

Picking tape up off the ground and using it.

Purchasing or bringing tape and putting it on yourself or others.

Any Velcro or other TT over the original to deceive the other side.

COMMANDERS & COMMANDER ELIMINATIONS:

Each team will have a commander and team leadership structure. The commander is in complete control of the side. Follow your commanders; they have the overall picture and information of how the game is going and what is happening. Check in with them often and let them know what you did, saw or completed. This information is valuable and vital to your team. Rotate out and pull base **security** for an hour; you never know - you may find yourself in an awesome firefight. Your Commander must go to the Militia HQ at every Mission start (Horn Blow) to pull his "Orders" for the next mission. Help protect your Camp during these times. Your Commander must return to his HQ with a valid player's card to open the orders.

Playing Tip: These missions are what earn points and wins or loses the game for your team. Go out on them... they're fun. Most of the time you will get into some very good action, and remember, at the end of the game if your team wins and you didn't go out on any missions, how much did you contribute to the win? If your team loses, then how much did you contribute to this loss?

The commander may be worth bonus points each time he/she is eliminated. Thus, you can earn your team bonus points by eliminating the opposition's commander and save your team points by keeping your commander alive. This is not a one-time objective! Each time the commander is eliminated, all rules pertaining to players pertain to him: he must give up his player card, walk to the Militia HQ and pull a new player's card. Side note: the commanders can go anywhere on the field they choose. They are not required to stay in their command bunker, but it's a good idea to keep an eye on your troops.

Do not bring paint markers into the command bunker! Place markers on banner or blanket outside command bunker.

Do not point a paint marker into or out of the command bunker! **A pull of the flag eliminates all those in the bunker. Collect cards from all players within the building.**

DO NOT FIRE FROM OR AT ANY - BUILDING, MOTOR VEHICLE, OR NON-PLAYERS (Militia in Orange or Camp Staff)