

CITY WARS 2009

RED FOX GAMES

RULES AND REGULATIONS

SAFETY/SPORTSMANSHIP

- Masks must be worn at all times during play
- Masks are not required at the main office area or inside a designated insertion point
- Barrel blocking devices (plug or condom) are mandatory in all areas not in active play
- Calling surrender when within ten feet of an opponent is MANDATORY however your opponent does not have to surrender (use good sportsmanship around our younger players)
- This scenario game is just a GAME; all players are expected to behave in a sportsmanlike manner (verbal baiting, cursing, cheating, shooting "hit" players will be cause for ejection)
- Referees have the final decision in all circumstances and their ruling must be obeyed

IDENTIFICATION/TEAM MARKING

- Each player will be given marking tape that must be used in the following manner...
 - One length of tape tied to the BARREL of the marker
 - One length of tape tied to the rear of the mask
- Playing without tape is not permitted, referees & team commanders will have replacement tape
- Players are not allowed to swap tape colors
- Players must correctly identify which team they are on (red or blue) if challenged

WEAPONS/ORDINANCE

- FIELD PAINT ONLY; possession of any other paint will be cause for immediate ejection
- Markers must be .68 caliber paintball markers, all rates of fire are permitted
- Field speed is 280 FPS or less, speeds greater than 300 FPS will be cause for ejection
- Vehicles simulating tanks are permitted and can only be destroyed by foam Nerf rockets
- Smoke, grenades and mines are permitted (inform referees of mine locations)
- Players are allowed one primary marker and a sidearm (if desired)
- No multiple paintball markers allowed (i.e. bazookas or shotguns)
- Any specialty markers must be approved by Red Fox Games staff

HIT ZONES/CALLING OUT/REINSERTION POINTS

- Standard Red Fox Games hit zones apply

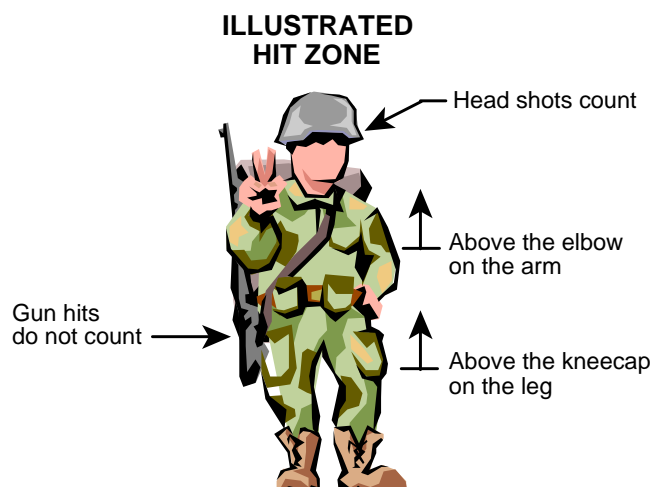
PLAY SAFE

PLAY FAIR

PAINTCHECK

CALL OUT

HAVE FUN



- Paint must break above (not on) the knees or elbow, on the main torso or on the head
- Gun and hopper hits do not count, hits to gear worn on the body (i.e. pod pack) count
- Players in ghillie suits are out when hit within the hit zone regardless if the paint breaks
- If a player calls "OUT" or "HIT" for any reason the player is out until reinserted
- Paint breaks must be a solid mark at least the size of a nickel
- Any paint in the hit zone from a grenade or mine counts as a hit regardless of paint size
- When a player is out they must report to their own team's reinsertion point before they will be allowed to reenter the game
- Players must have their barrel blocking device in place and marker held up when leaving the playing area or returning to their designated reinsertion point
- If a player surrenders they are out and must follow the same rules as being hit
- Referees will reinsert players from the reinsertion point at 15 minute intervals
- Upon reinsertion players must immediately report to their team commander for assignment