

## The Rules and Regs According to *The Disposable Heroes* (2005-1)

The philosophy behind *Disposable Heroes* paintball is simply this... Play hard, have fun and above all, *play by the rules*. Our limited-style rules and attitude toward the game are what make us different from most tourney and commercial paintball groups.

The following rules are in effect to keep the games competitive among players of widely differing experience levels and playing ability and to keep them exciting and, most importantly, safe. The rules are not open to arbitration, discussion or exception. If you don't like any or all of the rules and regulations listed below then *don't sign up to play*. It's as simple as that.

We have four house rules which we consider to be so major that the breaking of any of them is cause for instant ejection (no refund - no appeal) and offenders will never come back. They are as follows:

- **Shoot a cow; go home and never come back.**  
This rule simply means that anyone caught shooting anything that's not supposed to get shot (cars, buildings, traffic signs, cats, etc.) will go home and never come back.
- **Cause damage to the field; go home and never come back.**
- **Cheat; go home and never come back.**
- **Give the operator(s) or landowner(s) a hassle; go home and never come back.**

### **1.0 CONDUCT RULES AND OFFICIALS' DECISIONS**

- 1.10 An "official" is considered to be any member of the field staff, and in private games is any member of the Disposable Heroes.
- 1.11 All officials' decisions are final. Such decisions are not subject to appeal or arbitration. Anyone taking the game so seriously as to argue with an official should seriously consider professional help. **THIS IS ONLY A GAME!** The referee is there to maintain order within the context of the rules. Yes, they will make mistakes. In a game this fast and fluid it's impossible not to make them, and yes you're likely at one time or another to be on the short end of it. Tough. Live with it.
- 1.12 The "One-Plus-One Rule" is always in effect. Any player caught cheating will be given their permanent walking papers. Any player breaking any other rules in a game will be eliminated from that game only. But then, in addition to the offending player being removed from play, the teammate closest to the offending player will be yanked from the game as well.
- 1.13 The "Overshooting Rule" is always in effect. Any player hitting another with more than two (2) paintballs in a volley will be ejected from that game in compliance with the One-Plus-One Rule (see rule 1.12). The victim remains in the game. If the shooter violates the rule a second time, they're out for the day. This rule's sole purpose is to require Fire Discipline of all players involved. We realize that suppressive fire can result in multiple hits, but control that trigger finger or pay the price.
- 1.14 Unsportsmanlike behavior, constant foul language, "spanking" an opponent, racial or sexist remarks, or just generally being an asshole will buy you a ticket out the door.
- 1.15 **When in doubt, DON'T DO IT!!!**

### **2.0 SAFETY RULES**

#### **2.1 Paintball Gun Safety**

- 2.11 All paintball guns must be chronographed before play begins and if necessary, adjusted to the 280 max fps muzzle velocity limit allowed for day games, or the 230 - 250 max fps muzzle velocity allowed for night games.
- 2.12 At the discretion of the Safety Master, the velocity of all paintball guns may be checked again after the midday break and adjusted if the speed is above acceptable limits. Random spot checks may be required at any time by the Safety Master.
- 2.13 Paintball Guns will be re-chronographed every time the barrel or tank is changed, or the tank is filled.
- 2.14 Anyone adjusting paintball gun velocity on the field will be ejected immediately and will not be invited back.
- 2.15 Paintball guns may only be fired inside designated areas and at appropriate times. These areas are the playing area, the target shooting range, and the chrony station.
- 2.16 All paintball guns must be cleared of chambered paintballs and/or made safe before entering the staging area. No exceptions.
- 2.17 Any paintball gun deemed inappropriate or unsafe will be banned from play.

#### **2.2 General Safety**

- 2.21 Approved goggles must be worn *at all times* when on the playing field or within one of the designated shooting areas (chrony station, etc.) If your goggles become so fogged that you can't see, or if you're hit in the goggles call a timeout (see rule 3.15).
- 2.22 Approved goggles must also be worn in the staging area while games are being played on the field.
- 2.23 No dangerous objects such as knives, firearms or other combat equipment including smoke generating devices not specifically approved by the operators will be allowed on the premises.
- 2.24 No drugs will be allowed at any time -- before, after or during the game. Alcohol may only be consumed at the end of the day after all play has ceased.

#### **2.3 Field Safety**

- 2.31 No intentional physical contact is allowed between players during game play. Tripping, pushing, jumping upon or grappling with another player or their equipment is expressly forbidden. The only legal way to stop an opposing player is to shoot them with your paintball gun, grenade them, or force a surrender (see rule 2.34).
- 2.32 Paintballs, paint grenades, light grenades, and approved smoke devices are the only projectiles allowed during play. Absolutely no other objects, such as stones or sticks may be thrown or shot, not even for a distraction.
- 2.33 Head and neck shots *do not count* for elimination. Don't intentionally shoot for the head, even if it's the only part of your opponent in view. This rule is in place for player safety and while we realize that accidents happen, bear in mind that a head shot is usually extremely uncomfortable, always a waste of paint and never an elimination.

- 2.34 The "Surrender Option" must be offered at distances less than twelve (12) feet. At such close distances a paintball hit can *really* smart, so it's mandatory that you give your opponent the option to surrender. If they don't answer or surrender immediately, by all means shoot the fool.

### **3.0 GAME RULES**

#### **3.1 Elimination**

- 3.11 A player is eliminated from the game when a paintball breaks and marks anywhere on the body (including anything hanging from the body, such as canteens, bulk loaders, etc.) except the head or neck. *If the paintball doesn't break, it's not a hit.* Splatter from paintballs breaking on objects near a player, such as trees or brush, does not count. Hits on a player's gun *do not count* as an elimination.
- 3.12 There are times when a player is hit in a spot (such as the back) where it's not possible to see if the paintball broke. In that case the player may call for a "paint check" by yelling loudly and clearly, "*Paint check!*"
- 3.13 When a player calls for a paint check, play stops immediately. All players within earshot and line of sight must cease all movement, fire and communication (except to indicate that a paint check is in effect) Once play has ceased, the player *closest* to the affected player checks to see if the paintball has broken. If the paintball has broken, the hit player is eliminated and must leave the field per rule 3.16. If the paintball didn't break, the hit player remains in position until the paint checker restarts the game per rule 3.14.
- 3.14 After performing a paint check, the checking player returns to their original position. After verifying that all other players are ready, the checker restarts the game by yelling "*Play On!*"
- 3.15 Any player who has a good reason (goggle hit, head shot, etc.) may stop the game temporarily by yelling, "*Time out!*" The procedure for a time out is exactly the same as with a paint check, except the closest player lends assistance instead of doing a paint check.
- 3.16 Eliminated players must immediately remove themselves for the "hot" area. They may continue to watch the game so long as they stay out of the way and hold their paintball gun over their head. Otherwise they must leave the field by the most direct route possible, consistent with play action and terrain, and return to the staging area.
- 3.17 Spoofing elimination is not allowed. It is considered cheating.
- 3.18 Eliminated players may not offer any assistance to their teammates by any means -- voice, gesture, or otherwise. Such action will be considered blatant cheating.
- 3.19 Any player moving out of bounds, whether intentionally or by accident, is considered eliminated.
- 3.20 An eliminated player may never exchange guns, paintballs, grenades or other equipment with non-eliminated players.
- 3.21 If a player calls themselves "Hit" or "Out" or anything similar then that player is eliminated. It doesn't matter if the player is actually hit or not. If you say you're out, you're out. Remember to call paint checks.

### **4.0 FLAG GAME RULES**

#### **4.1 General**

- 4.11 Unlike scenario games which have individual victory conditions, flag games generally resemble "capture the flag" type games with different variations on the same theme. Usually, the object of a flag game is to start on one side of the field, fight your way to your opponent's side, find their flag, capture it, and then return it back to your flag station. All this must be accomplished before your opponent does the same to you. The rules below apply to all of the flag games, no matter what the flavor.
- 4.12 A flag is captured when a player removes the *banner*, (not the entire flag) from the opposing team's flag station and places it around his/her neck. The banner must be carried in plain view, around the neck, and transported in a direct route, consistent with terrain and play action, to the capturing team's flag station.
- 4.13 A player eliminated while carrying a banner must act as a human flagpole. They must give up the banner to whomever reaches them first.
- 4.14 A flag is pinned when the captured banner is placed on the capturing team's flag station. Both banners must be present at one flag station to win. When this is accomplished, the game ends immediately.
- 4.15 Before each game starts, a ten (10) minute interval is given to the two teams to set their flag stations, prepare their defense and plan their attack. During this time, all players must remain within 100 feet of their flag station.
- 4.16 Flag stations must be placed five (5) feet or more away from all obstructions. The flag cannot be hidden or set in a place which is out of reach of the shortest person on *either* team.
- 4.17 In a "Center Flag" game, a flag is hung in the center of the field. Each team attempts to find the flag first, capture it and then hang it on the *opponent's* flag station.
- 4.18 If the time limit for a game is exhausted before a win can be made by flag capture, then the winning team is determined by the highest count of eliminated players. If the counts are even, it's a draw.

#### **4.2 Night Game Rules**

- 4.21 All day rules apply except as follows.
- 4.22 In night games a paintball has only to hit a player to score as an elimination -- *it does not have to break.*
- 4.23 "Light grenades" are allowed in night games and are the only thrown projectiles allowed. A light grenade is simply a light stick which is thrown by one player to illuminate a small area. Once the light grenade is thrown it may not be touched or covered up by players on either team until the game is over.
- 4.24 The victory conditions of night games vary from game to game and will be stated before each game.