

East Coast Swamp Flyers RC Club #973

“Extreme RC Combat Event”

Rules and Regulations for Paintballers

1. Objective. To recreate the excitement of aerial combat with Air to Air, Air to Ground, and Ground to Air engagements in an enjoyable, safe competition that will be interesting for spectators and challenging for the contestants.

2. General. Every Paintball contestant shall sign the Paintball Safety Declaration Form, and attest that he or she meets the requirements stated therein. Contestants are expected to act in a safe and sportsmanlike manner at all times. Any conduct by a contestant deemed by the Contest Director (CD) to be hazardous or unsportsmanlike will be cause for immediate disqualification of that contestant from the event at the discretion of the CD. The judgment of the CD on safety matters shall not be protested. There shall be no limitation on the type of equipment fitted to the Paintball gun except as specified in the following sections. The contestant shall be allowed only one (1) paintball gun per round (except as noted in section 4.5), but may switch to an alternate paintball gun of his/her choice for any following rounds. All paintball guns and paintball ammunition must be safety inspected for compliance with the all requirements for which they are participating prior to the competition by the Contest Director or a CD appointed representative prior to competition.

2.1 Safety:

Safety for spectators, contest personnel and contestants is of the utmost importance for this event. The CD has the authority to enhance safety requirements to suit the need of the flying site and the contestants. 8 foot high chain link fencing cage shall be erected to provide safety for all paintballers. The fencing shall surround the contestants in a horseshoe shape. Protecting from the front and both left and right sides. At no time shall any paintballer exit the cage from the time the CD calls “start engines and launch” until all aircraft have landed. The Paintballer positions, Combat Engagement Line, Safety Line, Pilot Line and Spectator/Pit Line should be clearly marked for the duration of the event. Spectators shall maintain a distance from the Combat Engagement Line of at least 500 feet for every 1.0 cu. in total displacement of the largest displacement aircraft in the contest. **All Paintballers in the cage must wear a Hardhat, full face mask with goggles, long pants, and long sleeves. All individuals forward of the Spectator/Pit Line shall wear a protective hardhat,** as outlined in the Official AMA National Model Aircraft Safety Code, while combat flights are in progress. Each contestant is responsible for obtaining such headgear and shall have the sole responsibility to provide for his or her own protection.

3. Paintball Marker Requirements:

Any Paintball marker with any modification may be used as long as it meets the following requirements:

Marker speed must be less than 280 Feet per Second. Anything over will result in ejection.

Any paintballs found to be chilled or frozen will result in ejection.

All Paintball Markers must have a barrel plug and must be in use at all times unless in the cage.

4. Contest Rules:

4.1 Contest Structure. The contest shall consist of 4 teams with each team consisting of 10 paintballers. The contest shall consist of 8 non-elimination rounds. Each round will consist of two teams competing against each other. Each team will

compete in 4 rounds. After each round the scores will be totaled. At the end of the contest, all the rounds will be totaled for each team's final score. The team with the highest final score in the contest is the winner. In case of a point tie, a simple coin toss shall be used to break the tie. The CD may option for a shoot off to break the tie if the paintballers are in agreement.

4.2 Round Structure. Each round shall consist of:

4.2.1 Preparation and Test Fire. Before each round the CD will announce "test fire". At that time all paintballers must make their way towards the cage with all protective gear on. Before entering the cage, the paintball judge will have each paintballer remove the barrel plug and test fire their marker through a radar to ensure it does not exceed 280 FPS. Once that is complete the paintballer may enter the cage and placed their marker on the ground facing out the front fence. Each paintballer must then take one step back. The CD or Line Marshall shall ensure that each team is in the cage, then he or she will announce that there is one (1) minute until the "Start Engines and Launch" signal.

4.2.2 Scramble/Launch. A call/signal to "Start Engines and Launch" begins a window of ninety (90) seconds for launching aircraft into the Combat Arena (All markers must stay on the ground during this period). The period ends when the last aircraft is airborne, or ninety (90) seconds has elapsed, by the call/signal to "Start Combat".

4.2.3 Duration/Combat. At the call of "Start Combat", markers may be picked up and firing may commence. The combat period has a duration of ten minutes. Paintballers are only allowed to fire through the chain link fence in the front. No marker is allowed to pass through the chain links on either the left or right side. The maximum angle of fire for each team is 45 degrees to the left or right. The combat period and all combat scoring begins at the call to "Start Combat". The combat period and any combat scoring will end after the call to end combat. The Paintball Judges are responsible for ensuring all rules during combat are upheld. Judges will also be keeping the time and advising the paintballers of the time left or time passed during the round. Judges are also responsible for tallying up each teams score.

4.2.4 Marker Malfunctions. During combat if any marker malfunctions, the paintballer may remove his marker from the fence. The Paintballer must then kneel down and correct the issue. At not time will the paintballer point his weapon anywhere but straight up, straight down, or straight out into the combat arena.

4.2.5 Landing/Stand Down. Firing will cease and landing will begin after the phrase/signal to "End Combat" has been given. At that time all markers will be cleared, barrel plugs inserted, and all markers will be placed on the ground facing out the front fence. All paintballers must stay inside the cage area with all their protective equipment on until all aircraft have landed.

4.2.6 Tallying Scores. Once all aircraft are on the ground and engines have been shut off, Judges and all contestants may inspect the planes and tally the scores. No plane shall be removed from the field until the scores have been recorded.

4.3 Change of Paintball gun. During a round, no change of paintball guns is allowed once the launching of the aircraft has begun. Between rounds, the contestants may freely choose from any paintball gun available to them.

5. Scoring:

Hitting Opponent's Plane	100 Points
Cutting Opponent's streamer by paintball or if balloon cuts streamer	100 Points
Downing Opponent's Plane	200 Points
For each successfully defended Balloon	50 Points

6. Other Safety Rules:

- There is no shooting or discharging of paintball markers outside of the cages during the event.
- Barrel plugs must be in at all times when not in the cages.
- Do not shoot wildlife, judges, spectators, etc.
- No plane is allowed to be shot at once its landing gear or fuselage touches the ground.
- No physical contact.
- No alcohol or illegal drugs are allowed on the premises.
- No verbal abuse.
- Do not leave tanks (empty or full) or markers in direct sunlight.
- We are not responsible for your personal possessions; please keep your cars locked and an eye on your gear at all times.