**CORPORATE CHALLENGE LORAIN COUNTY**

**Paintball**

**TOURNAMENT RULES**

**5:45 Safety Briefings begin**

* Offered every 15 minutes on the ¼ hour
  + 5:45, 6:00, 6:15, 6:30, 6:45, 7:00
* Briefing Room capacity is 25 players (players advised not to wait until just prior to 1st game – games will not be delayed to accommodate players who have not completed the briefing. Please arrive early enough to assure your participation in this **MANDATORY SAFETY BRIEFING**.
* Please be aware that **briefings will be started every 15 minutes beginning at 5:45 pm.** Players will **NOT** be permitted to enter the briefing room once a session has begun. At the end of the briefing, players will have a safety briefing wristband applied to their wrist and will be issued their facemask that they are responsible for until their team is eliminated from the tournament. Wristbands may not be shared and once they are cut or torn, they are invalid. Any team found sharing wristbands will be eliminated from the tournament.

**GAME PRCEDURE**

* Referees will explain rules in Safety Briefing
* All players will be able to play in a practice round if they choose.
* Paintball Markers will be issued at the beginning of each game as players enter the field & will be returned prior to exiting the field. Each marker will have 50 paintballs in his/her hopper. Players may **NOT** use paintballs not used from previous games or purchase additional paintballs for tournament games. **USE YOUR PAINTBALLS WISELY!**
* Players will keep the mask they were issued at the conclusion of the Safety Briefing throughout the evening. The losing team will turn their masks in when exiting the field.
* It is each team’s responsibility to be ready to play at their scheduled starting time. It is possible due to some games running slightly longer than scheduled, that some games may be delayed. Tournament Officials will attempt to stay on schedule as much as possible. Short games sometimes permit time to be made up – don’t assume that since some games fall behind schedule that the time cannot be made up – **BE READY WHEN YOUR TEAM IS SCHEDULED!**
* **Five (5) person teams.** Teams may start with fewer than 5 players but may not have more than 5 players participating in any one game. **No player may enter the field once the game has begun.**
* Players start at opposite ends of our Scenario Field. A referee will start each game with 3, 2, 1 …GO! The objective of the game is to “mark” (eliminate) all the opposing team members before all your team members are marked (eliminated). Once a player has been marked (shot) they are eliminated immediately from that game. They will walk to the perimeter of the field with their marker (gun) raised above their head denoting that they are out of the game. They must leave the field immediately and may not be shot at

by opposing team members while exiting the field in this manner. The team that eliminates all of their opponents first is declared the winner. The winning team moves on to the next round of the tournament and the losing team is eliminated.

* All games have a 10-minute time limit if one team has not been eliminated before the time limit ends. If both teams still have players on the field who have not been marked (shot) at the end of 10 minutes, the team with the most eligible players on the field is declared the winner. If both teams have the same number of players on the field who have not been marked, there will be a Sudden Death extension of the game. In this scenario, the remaining players will each get at one end of the field and the referee will restart the game in the same fashion as regular games are started. In Sudden Death, the field is reduced to half its size and players must stay within this new smaller field during Sudden Death rounds. The team that first eliminates one of the opposing team members is declared the winner of the game.
* Games will be played rain or shine

**WAIVERS ARE REQUIRED BEFORE THE DAY OF THE EVENT.**