

# **SKIRMISH** SCENARIO GAMES

1-800-SKIRMISH ( 754- 7647 ) [skirmish.com](http://skirmish.com)

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## **TOURNAMENT RULES & REGULATIONS**

1. No full auto, burst shots, reactive triggers or turbo boards are allowed.
2. Chrono limit is 280 fps on and 290 fps off. . . teams will chrono each other on . . . We will chrono you off. . . we reserve the right to chrono your gun for you.
3. All players must have their barrel touching the start box.
4. All refs' calls are final. Arguing will only get you penalized.
5. Any discrepancies will be heard by the Team Captain and player involved only.
6. Once the score sheet is signed by the Team Captain the score is Final.
7. Barrel plugs are required at all times.
8. Flag hits do not count.
9. Each player may only have one gun on his/her possession.
10. You are not permitted to curse on the field.
11. Alive players must check in at the end of the game or they will be reported as eliminated.
12. If you kneel on a ball or rub against a bunker. . . call a Ref over immediately or you may be eliminated.
13. Eliminated players are to exit the field with your hand on or over your head.
14. No physical contact is permitted.
15. The flag must be visible at all times
16. You must have clear control to constitute first flag pull.
17. If a Team in your division does not show up for the event or a game. . . it's considered a forfeit and max.
18. If a Team should drop out and leave prior to playing all of their games or arrive late and only play some games. . . the scores of all played games will stay as played and unplayed games will be treated as forfeits.
19. You are not permitted to drop any of your equipment on the field except loaders.
20. This is a field paint only event. . . anyone hit by anything other than field paint will be allowed to continue to play and shooting team penalized accordingly.
21. Any Team shooting anything other than field paint will be ejected from the tournament.
22. Team Captain is responsible for all players knowing the rules and regulations.
23. We will not wait for any Team to start a game. . . be on time or you will forfeit the game.
24. Harness must be worn on the outside of your top.
25. Neoprene covers are not permitted on loaders.
26. Players are neutral during hands on paintchecks only.
27. Tiebreakers will be decided by (1) prior head-to-head games (2) preliminary round scoring (3) fewest penalties (4) play it out (5) coin toss.

## **GENERAL RULES:**

- Do not shoot guns in the parking lot area.
- Please clean up your area before you leave.
- Food will be available all day – we will not be taking a lunch break.
- Make sure all your old hits are wiped off.
- Alcohol/drugs on the premises will get your team eliminated from the tournament.
- In the event that a player gets injured on the playing field a ref will ask the player if he/she wishes to continue or not. . . if the player says "no" that player will be considered eliminated.

## SCORING SYSTEM

First flag pull – 25 points (must have clear control before being hit)

Flag possession/no hang – 25 points (must have flag on your possession)

Flag Hang – 50 points

Per eliminated opposing player – 5 points each

100 points possible in 5-Man

90 points possible in 3-Man

## PENALTIES

Chronoing off between 291–300 - 10 point penalty (3 shot average) / or with on-field chronoing elimination

Chronoing off 301 and over - 25 point penalty (3 shot average)

Dead man talking or sideline coaching - 25 point penalty

Arguing with the Refs - 50 point penalty

Playing with obvious hit - 50 point penalty (hit on gun, goggles, front part of harness)  
Or 2 for 1 at judges discretion

Playing with UN-obvious hit - 10 point penalty

Wiping - 50 point penalty and two-for-one

Adjusting tools on the field - 50 point penalty

Cursing at all on the field - 10 point penalty

Un-sportsment like conduct, player eliminated from tournament for day

