



**WASP SF
MEMBER RULEBOOK
2015**

COMMON WORDS/TERMS USED

- Marker – paintball gun
- Pods – containers that store your paintballs
- Hopper – holds and feeds your paintballs to the marker
- Reprawn – You are shot and eliminated and need to go back to the starting point of the game
- Safety Zone/ Home base/Elimination zone (all words for the starting point that your side begin their game)
- Wipe – means you are wiping a paintball hit off
- Paint check – means you have hit or been hit by a paintball and want a Referee to check and confirm
- Eliminated – been hit and are out
- Hot marker – means your marker is firing over the stated field limit of balls per second (which isn't allowed)
- Chrono or chronograph – is the device that all paintball markers must be checked on before an event to ensure your marker isn't HOT as above bullet point.

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SECTION ONE - MEMBERSHIP

Section one NO. 1: WASP Special Forces Members Code of Conduct

A code of conduct is an important part of any club. When you sign on as a WASP club member you are agreeing to abide and be bound by our club rules.

Code of conduct for members:

- I will place the safety and welfare of players above all else.
- I will give all players a 'fair go' regardless of their gender, ability, cultural background or religion, including new players or those on rental gear.
- I will accept responsibility for my actions and decisions.
- I will condemn unsporting behaviour.
- I will be a positive role model in behaviour and personal appearance and ensure my comments are positive and supportive of the club I represent.
- I will be a good sport as I understand that actions speak louder than words.
- I will keep up to date with the latest 'Laws of the Game', trends and principles of their application.
- I will refrain from any form of personal abuse towards players or other officials.
- I will not arrive at the venue intoxicated or drink alcohol before I play or during a paintball game.
- I will always try to play by the rules and I will never argue with an official. If I disagree with a decision I will inform the event organiser or WASP Manager in the shop during a break or after the event.
- I will control my temper. I understand that verbal abuse of officials and sledging other players and deliberately distracting or provoking an opponent are not acceptable or permitted behaviours in any sport.
- Whilst off the WASP field I will not use the company name or the name of my club to abuse other paintball companies or businesses. I will leave the WASP name out of my personal opinions.
- I will treat all players in my sport as I like to be treated. I will not bully or take unfair advantage of another competitor.
- I will always treat the officials, photographers, staff and owners of WASP with respect whilst I am at their field.
- I will not bring walk on paint to the field unless it has been previously brought at WASP and is being used for a training session.
- I understand that if I don't abide by the above rules and terms that WASP Paintball has the right to ask me to leave and revoke my membership.
- I understand that before I'm allowed onto the playing field I must complete a waiver form or registration form.
- I understand that WASP Paintball is not responsible for any injury/death that may occur from me choosing to play paintball at and on their fields.
- I agree to take all safety measures possible before, during my paintball game.
- I understand that I'm not permitted to walk behind the paintball counters or help myself to the gun store room at any time without WASP staff permission.
- I understand that I must check my marker in and out of the gun storage cabinet or WASP Paintball take no responsibility for my marker if it goes missing.
- I understand that if I wish to do a non-official training session that I must first seek the permission from WASP Paintball.

SECTION ONE NO. 2: General Field Rules

No video or photography is to be taken on the WASP Paintball fields unless it has been pre-approved in writing by the Club Organiser, General Manger (Chris) or Marketing Manager. Go Pros are permitted as long as materials that are up loaded to social media outlets show and represent WASP Paintball in a positive light. WASP Paintball has the right to ask for any material to be removed at any time.

SECTION ONE No. 3: Members Entitlements

- Membership is only valid for 12month period, after this date a renewal payment and form must be completed.
- Members are entitled to a new membership card, club patch and access to the WASP SF face book group.
- Members are entitled to a discount on scenario days and club paint for training sessions (please check with the Paintball Shop for the current prices and rate).

SECTION ONE No. 4: On-line social media including the use of the WASP SF Facebook page

- The photos that are taken by our official photographer can be shared, liked and tagged.
These images are not to be altered, edited or reused in any other form unless written approval has been granted by the photographer.
- Where possible we ask that all members promote WASP paintball to family and friends to help the club and business to continue to grow and survive.
- No promotion of other paintball fields, events are to be posted on the WASP SF page unless written permission has been granted by an official wasp manager.
- We ask that language and comments on the WASP SF page are kept clean and friendly.
- We ask that you stick to topics and subjects relating to paintball or bushball on the WASP SF club.
- We ask that no photos with illegal parts on markers be loaded to the WASP SF page or shown on Facebook or we have the right to remove or ask you to remove as WASP does not support these "add" on objectives to markers.

SECTION TWO - RULES OF PLAY

SECTION TWO No. 1: What is a Scenario Day?

Scenario paintball is not a specific game of paintball but a genre of paintball games where large groups of players compete for specific objectives, often simulating famous battles from history or from movies. While there is no specific definition of scenario games, perhaps the only unifying aspects of scenario paintball games is that they typically involve large groups (from a few dozen to a couple of hundred). The game can last for many hours or even multiple days and they are planned out well in advance. Scenario paintball games often have aspects of typical games of elimination or capture the flag where these individual “battles” are simply part of the larger “war”.

Scenario games can be based on countless different objectives but some popular themes are re-enactments of World War II battles, Vietnam battles or classic films such as Aliens or games like Halo. A typical scenario event could involve team assignments; explanation of objectives (recovering items on the field, capturing and defending locations, freeing prisoners, etc.) and so on. To keep players involved, eliminated players are typically reinserted (resprawn) at regular intervals so that players can literally stay involved all day.

Some scenario games require teams of players to come, but most allow for single players and small groups who are then assigned to larger teams. Most events have trained referees who also chronograph all markers (to make sure that nobody is shooting hot) and go over the aloud speed.

SECTION TWO No. 2: Waiver form/Registration form

Prior to the event all players and any spectators taking to the playing field must complete a waiver form or registration form for the event. This can be done either before the event or on the day of the event. These forms will be made available by the event organiser. Any person that hasn't completed one of these forms will not be permitted onto the playing field.

SECTION TWO No. 3: Photography/Video

On the day of an event no photography or video is to be taken on the playing fields unless prior permission has been granted by the WASP paintball events or Marketing Manager. Go-Pros are allowed, however WASP Paintball have the right to ask any player to remove any footage that maybe uploaded on social media at any given time if it reflects WASP in a bad way or WASP deem the material not to be suitable to the general public. All video that is uploaded on U-Tube should also mention the field location and WASP Paintball if the material is shot at our fields.

Wasp paintball also have the right to then use or share any video material that has been taken at our fields without having to gain permission or credit to the person who has taken the footage.

Wasp Paintball is not responsible for any video/camera items that may get damaged or broken or lost at our field. Nor is WASP Paintball liable for any sickness or injury that may occur to the people that are taking video or photographs at the WASP fields.

Any photography that is uploaded by the official WASP Photographers can be shared, tagged or liked but not be altered, or watermarks removed in anyway. Credit to the field or photographer may be granted.

SECTION TWO No. 4: Team Colour Armband

Each player will be issued a team colour armband before the event that will be consistent with all members of the players' team. Each player must wear the armband on the right arm, in a plainly visible fashion (with no overlapping clothing).

If a player loses his/her armband on the field of play they are deemed "Eliminated" (with no penalty), and must return to the elimination zone to report the loss and be issued another team colour armband.

It is recommended that players securely fasten the armbands and that teammates check each other's bands to ensure that they are secure before entering the field of play. (Also check your armband periodically during the course of the game).

SECTION TWO No. 5: Marker Requirement for play

All markers in play comply with Western Australian firearms laws and regulations. It is up to the discretion of the staff if a marker is deemed to be 'illegal' in nature.

SECTION TWO No. 6: Main base and other Zones (Safety Zones)

Both teams shall have a main base and a designed elimination zone – this will be explained at the beginning of the speeches on event day.

SECTION TWO No. 7: Out of Play

The field will have a fence line around it or at the beginning of the event you will be advised of the boundary lines for play. Once players leave these areas they are considered to be out of play.

SECTION TWO No. 8: Eliminations

Elimination is defined as any hit from a paintball and a subsequent break resulting in a marking that is equal or greater than the size of a \$1 coin.

Each time a player is eliminated, he/she must return directly to his team's designated Elimination Zone without deliberate delay. If a player continues to play after being hit they may be asked to sit on the side line for duration of time (this will be determined by the referee on duty).

If a player is hit they may not always be aware, so in this case, the player that has hit the opposing team player is asked to call out to the player and let them know. If the player that has been hit is in doubt call a referee over or ask a player near you to see if there is a hit the size of a \$1 coin on you.

Once a player has been hit, they must immediately put their marker in the air with barrel sock on and one hand on their head or in the air, to indicate to the opposing team that you are out.

SECTION TWO No. 8.1: Calling a Hit or Out

Any time a player calls a HIT or OUT of themselves the player is eliminated, regardless or (should this be of) an actual paintball break. When calling a bounce, the player must be careful not to indicate a hit.

SECTION TWO No. 8.2: Taking Your Self Out

Any time a player puts his/her barrel blocking device onto their barrel, or raises his paintball marker over his head for longer than three (3) seconds, that player is eliminated regardless of an actual paintball break.

SECTION TWO No. 8.3: Armbands and Elimination

These must be worn on the right arm between the shoulder and the elbow. Once a player's armband is no longer in place, they are deemed eliminated regardless of reason or method of removal.

SECTION TWO No. 8.4: Re-Supplying

Eliminated players may restock while in the Elimination Zone. Players may take as much paint, fill up on Air and water onto the field as they choose, however, players may not rake refill stations, such as scuba tanks or bulk CO2 tanks onto the field.

For new players or those on rental gear, should always ask a referee that is located at each elimination zone to help you refill air into your bottle to avoid injury. The referees are there to help.

SECTION TWO No. 8.5: Attire

Players may wear a variety of clothes and gear, with the exception of any gear that the field official determines as overly padded for the purpose of causing a paintball to bounce. Field armour will not be allowed.

All players must wear a safety approved mask on the playing field at all times. If in doubt ask our events manager prior to the game.

Loose fitting clothing shall be allowed within the reason at the sole discretion of the field official. Standard burlap or radar-dispersing net (ghillie suits) shall be allowed. However a player wearing a full or partial ghillie suit shall be held to the ghillie suit elimination requirements as stated in Section Two No. 9.6.

SECTION TWO No. 8.6: Ghillie Suits

Any player wearing full or partial ghillie suits (including ghillie that is attached to load bearing equipment) made of burlap or radar-dispersing vinyl mesh are required to call a direct hit as elimination regardless of whether the paintball broke or not. Field referees shall be particularly thorough with ghillied-suited players and will typically perform a detailed paint check any time a ghillied-suited player is in a fire fight.

SECTION THREE – Illegal practices

SECTION THREE No. 1: Playing On

PLAYING ON shall be defined as a player moving more than one meter, firing a paintball marker, or remaining in the game for more than three seconds after the player has been hit with a paintball in an obvious location (at the sole discretion of the referee), with the paintball leaving a spot, that when covered with a \$1 coin, that shows paint on all sides of the coin. A referee will not call a player out until three seconds after the player has been hit (unless the player calls a paint check on him).

If a referee must call a player out, that player is PLAYING ON and a penalty may be applied.

Playing on and wiping is severe penalties, and will be strictly enforced. There will be no warnings issued, and the referees' initial determination is conclusive and thereby not open to discussion.

WIPING shall be defined as Playing On After making an effort to obscure or otherwise remove the paint left by a hit and penalties may be imposed.

SECTION THREE No. 2: Leaving the field of play

Leaving the field of Play shall be defined as any time a player sets foot across the boundaries of the playing fields.

SECTION THREE No. 3: Hot Gun

Hot Gun shall be defined as any paintball marker or exotic marking device firing consistently more than five feet per second over the stated field limit. Field officials may check marker velocity at any time during a game at the field official's discretion.

SECTION THREE No. 4: Dishonour of referee or official photographer/staff

Dishonour of referee shall be defined as any time a referee or other field official, in his own discretion after having been confirmed by the Primary Field Official that a player has disregarded instructions or has otherwise behaved aggressively towards a referee.

Any official that is wearing a fluoro colour vest is not to be shot at whilst on the playing field. Penalties may occur if this happens on purpose.

SECTION THREE No. 5: Unsportsmanlike conduct

Unsportsmanlike Conduct shall be defined as any time a player, in the discretion of a field official or referee, after having been confirmed by the Primary Field Official, swears at another player or otherwise behaves in an overly aggressive way toward another player or field official will be asked to leave the field.

SECTION FOUR

SECTION Four No. 1: Penalties

Referees may give a penalty to any player on the field that is caught doing the following. The player will be asked to respawn and if the same player is caught more than once doing the same thing, they may be asked to leave the field for the day.

- Playing On
- Wiping
- Leaving the field of play to gain a playing advantage
- Out of Boundaries
- Field adjustment or marker velocity
- Illegal Taking
- Dishonour of Referee
- Unsportsmanlike Conduct

SECTION Four No. 2: Special Equipment

The following special equipment can be used during a game when this is part of the event scenario. This will not occur at every event.

Medical bag

The medic characters may only use this piece of equipment. There are only 15uses per medical bag per game (ie Can heal 15players each game). Medics must ensure that all hits are removed before a player is deemed healed. Any old hits will be deemed as a valid hit by game staff, and that player will be deemed eliminated, and penalties may be issued.

Eliminated players may either remain in place for a medic or be accompanied by a live team mate to a medic. Medic must tag with a medical tag to show they have been healed in the game by a medic. (15 pieces of survey tape is provided in the kit, and a piece must be tied around the upper arm near the team armband).

SECTION Four No. 3: Paint Checks

There are three types of paint checks. Any time one or more of these paint checks are given; all play must stop within a 20meter radius of the person being checked. No player may fire or move during the course of a paint check.

Players may clean guns, replace paint, communicate or do any activity that does not require that they discharge their paintball marker or change position.

Any person hit by a paintball during a paint check must call paint check on him/her self and have the referee verify that the hit is invalid.

SECTION Four No. 4: Referee checks

A referee may call a paint check at his/her discretion. The referee's call is final.

SECTION Four No. 5: Self Checks

A person may call a paint check on themselves at any time, without penalty. If a player calls a paintball check on them and is hit while a referee is checking them, the hit will not count. If a player is unsure about a HIT but does call a Self Check within 3 seconds after the impact (in the exclusive judgment of the referee), then that player is considered as playing On (providing they did receive an eliminating hit). Players are asked that (should this be not) to shot (should this be shoot) at any player that has called a PAINT CHECK.

SECTION Four No. 6: Opponent Checks

Players may call for an Opponent Check. A referee must be present for an Opponent Check to occur. To request an Opponent Check, a player should call PAINT CHECK ON MY OPPONENT. The referee will call the paint check on that opponent. The player calling the check will either confirm or withdraw the paint check but will not continue firing at the player they have called the paint check on.

If confirmed, the referee will approach the opponent and check thoroughly for paint. If the opponent has received a clean hit, the referee will call him out and may assess other penalties if the player had Played On or Wiped.

SECTION Four No. 7: Misrepresenting Your team Affiliation

During the course of a game, players are permitted to misrepresent their team affiliation verbally, so long as the player continues to wearing the team colour armbands. Removing or changing a player's team, colour armband constitutes a Sportsmanship Penalty. Inadvertent loss of a team armband, at the sole discretion of the referee, may not be subject to a sportsmanship penalty.

SECTION Four No. 8: Equipment Trading

When a player is eliminated, he may not leave or trade equipment that is held or attached to himself with another player. Any equipment that is left or traded by an eliminated player will be considered an Illegal Device. If a player leaves equipment prior to being eliminated, that equipment is NOT considered illegal.

SECTION Four No. 9: Bounces and Field Courtesy

Players are encouraged to call bounces by shouting BOUNCE any time a hit does not break. Since many bounces look like eliminating hits, shouting BOUNCE may avert unsportsmanlike conduct and assure other participants that the player is not playing or wiping while acknowledging the opposing player's good shot.

