

24 HOUR GAMES “CONDENSED” RULES

PLAYER ID: Must be punched for chrono prior to entering field. Must be worn at all times.

MASK: Players must keep their mask on at all times while on the playing field. Violation = one ref punch

BARREL CONDOM (BBD): All players must keep their BBD on while outside of the playing field.

VELOCITIES: 280 FPS during the day, 250 FPS at night. LAWS at 250 FPS. Any TWO shots 1-10 FPS over = ref punch. Any ONE shot 11-30 FPS over = ref punch. Any ONE shot 30+ FPS = TWO ref punches. Spot checks on the field are mandatory and must include 3 shots with no “clearing” shot.

REFEREES: Referees (Regular or Refs In Play) are to be treated with respect at all times! Ref’s decision is final, even if it doesn’t mesh 100% with a rule. Tell us, we’ll re-train them if needed.

BASES: ONLY goggle-free area on the field. Max of 10 people inside at any time, do your business then go outside. ABSOLUTELY NO GUNS INSIDE THE BASE AND NO SHOOTING OUT OF OR INTO THE BASES.

ALLOWED ITEMS: See specific rules... Players can use: .68 caliber guns (any firing mode during day, semi at night) with approved N2 or CO2 tanks, grenades, LAWS (NERF only), Smoke (COLD burning only), mines, trip mines, flame-throwers, Ghillie suits, bullhorns, tanks and Night Vision (MOST games)

BANNED ITEMS: Players cannot use/carry: Knives, “real” guns (including blowguns and crossbows), anything explosive, drugs or alcohol, Allen wrenches, game tape (other than what’s provided), hole punches, non-event paint, or glow sticks (except UV ones for NV)

ARMAND TAPE: Must be worn on either bicep. Wrong color tape or tape in wrong area = you’re not a live player

SCORING: Opening Battle: 500/Objective; Mission: 100 Points; Props: 20/Item; Base Kill: Once/Hour for 50 points; General Kill: 25 Points; Role Players/Prisoners: 50/Person; Final Battle: 500/Objective; Spies Undetected: 250/Spy

PROPS: Stored in base with the Base Ref; Cannot leave the field for any reason; Cannot be buried; Can be taken from one side at any time, from any place, by any player – UNLESS it is marked with side-specific tape; Can be traded for other props or for money

MISSIONS: 5 minutes limit for GEN or XO to receive. Mission ref holds card and goes with mission. Mission squad has 20 minutes to arrive at the location (30 minutes at night). Mission squad must perform the duties as they are written on the card in order to get mission points. Mission ref returns card to Base Ref.

BASE KILLS: Counts for points once per hour. Can be blown by: One foot inside and yell “ALL DEAD” OR One Mortar Round (NERF) OR satchel hitting the building. Base is down for 10 minutes if blown, then it regenerates. Max of TWO attackers may enter (NO GUNS), jot down info and take up to THREE props stored within the base. All attackers must move 200+ feet away from base after five minutes.

GENERAL KILLS: Outside of base: Any hit kills General and is worth points each time it happens OUTSIDE. Inside of base: Any base kill method also kills General, but General kill INSIDE is worth points only once per hour.

ELIMINATIONS: Quarter size or larger hits to the body, gun, or equipment will count as an elimination. Once hit, you may call for a MEDIC, but you must remain where you were shot. Medic has 90 seconds to get to you. Head shots are not healable by the medic. You may call for paint check – but you CANNOT advance your position.

NO-TALK POLICY: If you’re hit, you can’t speak or motion to ANY player. You are in “walk to base” mode only.

SURRENDER RULE: Players should attempt to make a barrel tag or ask an opponent to surrender if they are within 10 feet. SURRENDERING IS OPTIONAL - ASKING FOR A SURRENDER IS NOT.

BARREL TAGS: Must have gun AND barrel! At least 6” of barrel must be visible when tagging someone. Pistol tags must be done outside of clothes or holsters. You can only barrel tag one person at a time by physically placing the barrel of your gun on the player and saying “BARREL TAG!” You may whisper it softly enough so that others nearby can’t hear it, but it must be heard OR felt by the tagged player. The tagged player cannot retaliate, yell, or do anything other than quietly walk off of the field. Dead men don’t talk.

RE-INSERTION: Once a player has been eliminated they must go to the designated re-insertion area and await the next re-insertion time to re-enter the field. Re-insertions will take place every 30 minutes; on the top and the bottom of each hour, with a five minute “window.” Players MUST reinsert at the insertion area (ONLY) during the appropriate time. Violation of this rule will result in a REF punch on your player ID card.

DYNAMITE: Issued to any player, first come first served. Blast radius of 25 feet. Dynamite that falls short (or long) of hitting the structure = players in front of (or behind) the building are eliminated. Players inside of the building are only killed if the building itself is hit.

SATCHEL/C-4: Issued to DEMO only. Must have ONE C-4 charge inside to work. Same blast radius as dynamite.

BASE MORTARS: Any player with NERF can use. Can be used as tank killer (defense) or base killer (offense), but cannot be used against other structures or ANY player. Same blast radius as dynamite.

BARBED WIRE: Players and vehicles cannot go past it if deployed. Only Engineers/Demos can deploy.

MINES: Deployed and defused by Demo or Engineer only. Both kill friend or foe! Anti-tank mines kill tank and 25’ radius. Trip mines kill 5’ radius (arms-length all directions).

APC: 1 Driver + 10 Passengers. No usage limit, no time (fuel) limit. Players cannot shoot until “disembarked” – signaled by APC ref LOWERING his hand. Destroyed by LAWS, satchels & dynamite. Grenades immobilize for 5 minutes. Don’t shoot paintballs at it. APC, Tank & Helo must return to base to be reinserted back into the game. **ALL ARE DAYLIGHT ONLY**

HELO: 1 Driver + 5 Passengers (2 are gunners that fire LAWS only). **Helo OR tank ONCE per hour for 30 minutes** (fuel limit). Destroyed by LAWS only (troop’s, helo’s or other tank’s). Players within 15 feet eliminated (machine gun)

TANK: 1 Driver + 1 Gunner (fires LAWS only). Destroyed by LAWS only. Satchels, dynamite & grenades disable 5 minutes.