

MILSIM PAINTBALL LEAGUE

LEAGUE RULES

Section 1: Playing Season

1. Local League: January to August
2. Regional Tournament: September
3. National Championships: October

Section 2: Divisions

1. There are two divisions based on marker types:
 - a. Special Forces Division: Hopper-Fed
 1. Any marker is allowed
 - b. Task Forces Division: Mag-Fed
 1. All roles, except for Gunner, shall use mag-fed markers
 2. Gunner role may use any marker

Section 3: Team Size

1. A team shall have a minimum of four players and a maximum of five players on the field
2. If playing with four players, the Gunner role shall not be used

Section 4: Minimum Age

1. The minimum age to be a league member and participate in league games is 12 years old

Section 5: Mission Day Format

1. Two teams will play three rounds
 - a. Round 1: Mission Game: Blue Team attacks, Red Team defends
 - b. Round 2: Mission Game: Red Team attacks, Blue Team defends
 - c. Round 3: Ambush Game: Blue Team and Red Team
2. Team Objectives
 - a. Mission Game
 1. Attack Team is assigned to complete the Mission objectives
 2. Defend Team is assigned to stop the Mission Team from completing the objectives
 - c. Ambush game: teams are assigned to take possession of the dummy

Section 6: Game Time Limit

1. Mission rounds are 25 minutes
2. Ambush rounds are 20 minutes

Section 7: Team Starting Positions

1. Attack Team players shall start at the Reinsertion Point facing away from the objectives
2. Defend Team players may take positions anywhere in the field, no closer than 50 meters to the Reinsertion Point
3. Once the game starts, Defend Team players may not move closer than 30 meters to the Reinsertion Point

Section 8: Player Roles

1. Medic, Artillery, Demolition, Sniper, Gunner

Section 9: Objectives

1. Main objective:
 - a. any player may complete the objective
 - b. must be completed by the end of the game to be awarded points
 - c. completed per the Mission Schedule
 1. Mission 1: Capture; Mission 2: Transport; Mission 3: Rescue; Mission 4: Hunt
2. Artillery objective:
 - a. may only be completed by the Artillery role
 - b. must be completed within 15 minutes to be awarded points
 - c. completed by using a rocket launcher to shoot a rocket at the designated structure
3. Demolition objective:
 - a. may only be completed by the Demolition role
 - b. must be completed within 15 minutes to be awarded points
 - c. completed by detonating a paint mine so that paint marks the Demolition Sign
4. Sniper objective:
 - a. may only be completed by the Sniper role
 - b. must be completed by the end of the game to be awarded points
 - c. completed by shooting any one player on the Defend Team

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5. Ambush objective:
 - a. Obtain and maintain possession of the dummy

Section 10: Points System

1. Points are awarded for each objective and player elimination:
 - a. Main: 14 Points
 - b. Artillery: 6 points
 - c. Demolition: 6 Points
 - d. Sniper: 4 Points
 - e. Eliminations: 1 Point per player
2. Attack Team is awarded points for objectives completed and number of Defend team player eliminations
3. Defend Team is awarded points based on objectives not completed and players not eliminated on their team
4. Ambush
 - a. Points are awarded based on the team that has possession of the dummy
 1. Mid-Game (10 minute mark)
 - a. Team with Possession: 12 Points
 - b. No Team with Possession: 5 Points to each team
 2. End of Game
 - a. Team with Possession: 12 Points
 - b. No Team with Possession: 5 Points to each team
 3. Eliminations:
 - a. Team with most eliminations: 6 Points
 - b. Both teams with equal eliminations: 3 Points to each team

Section 11: Team Rankings

1. Teams are ranked by the highest score then by the most eliminations

Section 12: Championships Qualification

1. Regional Tournament: All teams are invited to attend
2. National Championships: The first place teams from each Regional Tournament qualify to attend

Section 13: Replaying Missions

1. A team may replay any Mission
2. The team's top score for a Mission is used to rank the team in the standings and the lower score is not counted
3. Every game a player plays is counted and added to their individual statistics

Section 14: Elimination

1. Marker
 - a. A paintball must break on the player or any gear the player is wearing
 - b. Gun hits do not count as eliminating a player
 - c. A player may be bandaged if shot with a paintball
2. Paint Grenade
 - a. If a paint grenade marks a player, the player is eliminated
 - b. If a paint grenade is detonated in a structure, all players inside the structure are eliminated
 - c. A player may not be bandaged if eliminated by a paint grenade
3. Paint Mines
 - a. If a player is marked by a paint mine, the player is eliminated
 - b. If a player detonates a paint mine, the player is eliminated; even if not marked by the paint mine
 - c. A player may not be bandaged if eliminated by a paint mine
4. Rocket Launchers
 - a. If a rocket hits a structure or natural bunker, all players, in the structure or natural bunker, are eliminated
 - b. A player may not be bandaged if eliminated by a rocket

Section 15: Bandaging a Player

1. The Medic on each team shall be issued three (3) Bandage Armbands
2. A Medic is the only player that may use Bandage Armbands to bandage players
3. Medics may place a Bandage Armband on themselves
4. If a player is shot, the player may choose to call for a Medic
5. The player must take immediate cover within 5 meters
6. The player may not use any weapons
7. The player may only call for a Medic; the player may not communicate with the team
8. The Medic shall wipe off the paint mark and place a Bandage Armband on the player's arm

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9. Once the Bandage is on the player, the player may resume normal game participation with no restrictions
10. Only one Bandage Armband may be placed on a player
11. If a player wearing a Bandage Armband is shot, the player is eliminated

Section 16: Role Cards

1. Each player shall be issued an official MilSim Role Card prior to starting the game
2. Players shall remain the same role for all three rounds of the Mission

Section 17: Reinsertions

1. The Defend Team does not have any Reinsertions; one elimination per Defend Team player
2. The Attack Team shall have one Reinsertion per player
3. The Ambush Teams shall have one Reinsertion per player

Section 18: Firing Mode

1. Fire Mode: Semi-automatic only
2. Trigger Effects: None allowed (no ramping, no response)
3. Burst Mode: None allowed (one trigger pull = one shot)

Section 19: Ammunition

1. Special Forces Division:
 - a. Medic, Artillery and Demolition: 420 rounds
 - b. Sniper: 210 rounds
 - c. Gunner: 840 rounds
2. Task Forces Division:
 - a. All roles: 200 rounds
 - b. Gunner: 400 rounds
3. Players may not share ammunition with other players.

Section 20: Special Weapons

1. Paint Grenades
 - a. Limit one paint grenade per player per round
 - b. Players may share paint grenades
2. Smoke Grenades
 - a. Limit one smoke grenade per player per round
 - b. Players may share smoke grenades
3. Paint Mines
 - a. only the Demolition player may use
 - b. Attack Team is allowed one paint mine
 - c. Defend Team is allowed one paint mine
4. Rocket Launchers
 - a. only the Artillery player may use
 - b. Attack Team is allowed three rockets
 - c. Defend Team is allowed two rockets

Section 21: Official Patch Requirements

1. Regular Season
 - a. Players are not required to wear Official Patches
2. Regional Tournament and National Championships
 - a. Players are required to wear Rank Patch and Operation Patch
3. Players without Official Patches shall not be allowed to play in the Championship games

Section 22: Cheating

1. A player is considered cheating for the following:
 - a. When shot, the player does not call for a Medic or turn in his Role Card to an Official
 - b. A player adjusts the marker to exceed the chronograph limit set by the field
 - c. A player violates any league rule as stated
2. If a player is called cheating by an Official, the player shall leave the game immediately and not be allowed to continue playing the rest of the league games for that event

Section 23: Disputes/Actions not covered

1. Any disputes or actions not covered by the League Rules are settled at the discretion of the Official.
2. The League shall not dispute any action taken by the Official regarding disputes or actions not covered.