

## Shadowfront: No Quarter Rules

Please Note: All info below is subject to change.

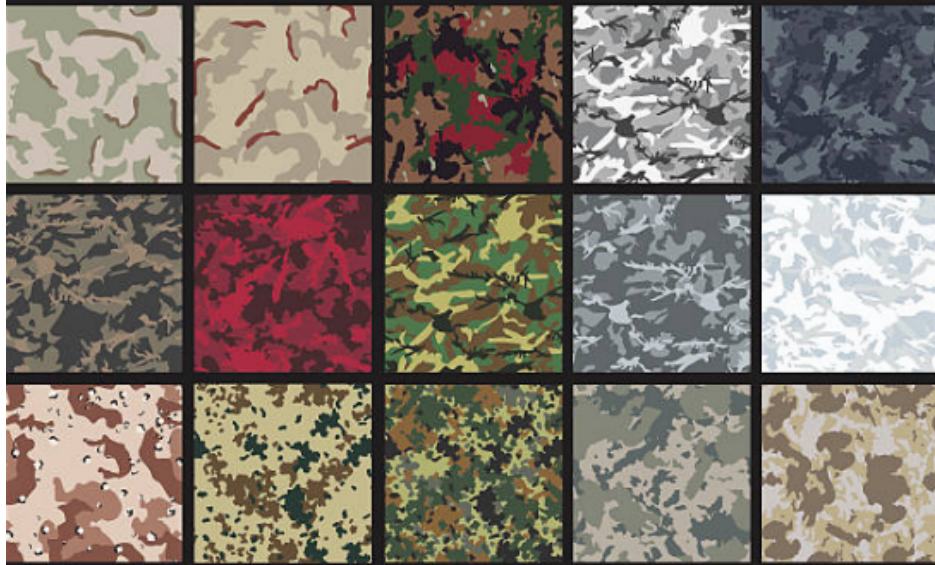
### Wasaga Adventure Park



# Uniforms

## Shadow Alliance - (Camo Team)

Any Camo Pattern besides “Real Tree”  
Plain Green or Plain Tan is not allowed.



## Bright Sun Corporation - (Civilian team)

Anything but Camo or Real Tree.



## Times

Refer to facebook event page for times.

## Hearing Protection!

We highly recommend Hearing protection for all of our events!

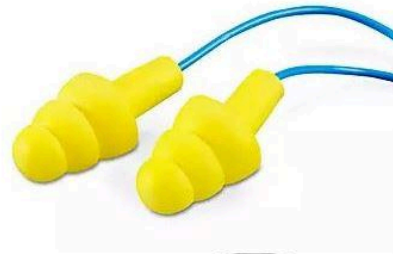
Sound grenades are in play!

We also use Bangers for props!

When getting into Airsoft "milsim side". We recommend Hearing protection!

It doesn't need to be anything fancy or high end, just to protect you from sounds over 95 decibels!

Hearing



### **EYE Protection:**

Full Seal, ANSI Z87.1 rated (Revision, Valken, Pyramex, Smith Optics, ESS, Wiley X, etc and paintball goggles) held on with a strap.



**No ski goggles. No Mesh Goggles, no safety glasses, no shooter glasses**

**Any one caught on the field with non full seal will be ejected without refund.**

## **Mandatory Equipment FOR ALL EVENTS**

**Red Kill Rag - Red Kill Light (If the game is going into night time).**



**Watch or timer - Water**





## **Chrono - RPS**

### **Rifles - Shotguns - Side Arms:**

**1.49 Joules** (400 fps with 0.2gram bb) for all weapons but Snipers

Semi Auto for all weapons but LMG's/SMG's Under 1.0.

### **HPA:**

All HPA/Gas/CO2 guns will be chrony'd with the BB weight you will be using.

All HPA guns must have some sort of **tournament lock** for their equipment. You may not adjust your FPS after it has been chrono.

HPA will be available on site for the duration of the event unless stated over-wise.

### **LMG:**

LMG's must be a Belt Fed style of weapon. Not an AK/m4 with a bi-pod and drum mag. G&G and krytac lmg's are allowed. RPK is OK.

There will be a RPS (rounds per second) cap enforced for Support weapons of 25rps.

### **No over shooting.**

LMG's MAY not shoot full auto within 25 feet. They must switch to a side arm or semi auto.

No Full auto indoors, but shooting out of a window is allowed.

### **Qualifying 7.62 NATO or higher DMR replicas:**

1.88 Joules with 50 ft MED. Must have a side arm that's under 1.49 joules

DMR's must chrony with the weight they are using.

SR25, PSG1, G3A3/G3A4/G3SG1, Dragunov, G28/HK417, SCAR-H SSR/Mk20, M14/EBR

**If you don't see your gun here above, DON'T ask. We won't answer you if you try to ask.**

### **Snipers:**

BOLT ACTION SNIPER RIFLES will be chrony'd with the weight they are using.

**Players who have a recognized sniping course** is allowed to shoot **2.26 Joule** max with a **100 Foot M.E.D**

Players who do not have a **Sniper Certificate**, Must shoot **1.88 joules with 50 ft MED.**

Snipers must have a side arm that's under 1.49 Joules.

### **Electronic Triggers/Trigger guards**

Guns can only fire 1 BB per trigger pull (this means trigger pull and release - some guns are being modified to shoot on pull and release, we do not allow this).

All weapons MUST have a trigger guard.

ZERO blade triggers.

## General Rules and Safety

Minimum age 14.

Please do not talk during rules or game briefings. If you have a question, raise your hand.

Mags out, safeties on and barrel bags on while game play is not underway/in the staging area.

**Barrel Sleeves or Condoms are required and must be used in staging and safety areas/parking lots.**

Eye Protection Must Stay on at all times while in the play area. If you remove it while in the play area, you will be asked to leave with no refund. This is for Safety.

Pistols may not be loaded while in a holster in the staging area.

Do not blind fire.

No riot shield of any kind.

No 40 Mikes (Master mikes are allowed). No tag Rounds.No Pyro of any kind. **NO home made pyro of any kind is allowed.** (mk5 Flashes are okay to use).

Gun hits don't count.

No bang bang. Fight it out.

Dead men don't talk. Players are cheating if they give away tactical info after being shot.

No aggressive physical contact. You will be banned from Wasaga Beach Paintball for life.

Wasaga Beach Paintball is a Bring Your Own BBs Field. They must be BIO BBs only, no exception. Players caught violating this rule will be ejected from the game, no refunds.

All players must register and fill out a waiver at the customer service counter.

All disputes/grievances are to be taken to the Game host for resolution IMMEDIATELY. We want fair and fun games for all.

Cheating will not be tolerated. If you are caught not calling hits, you will be ejected from the field.

Firing through cracks and holes is permitted with a clear line of sight ONLY. NO Shooting up and down through floor boards.

Melee Weapons - **ZERO MELEE KILLS ARE NOT PERMITTED. NO PHYSICAL CONTACT WITH ANY MELEE OF ANY KIND.**

Do not fire upon any animal.

No drugs or alcohol. Consumption will result in your expulsion from the premises

No lasers of any kind. (Night vision lasers Level 1 eye safe are allowed).

Flash lights on Guns are allowed, but can not have a "RED" tint colour to them. (So they don't look like an kill light).

### **Ammo/Mags:**

Carry as much as you want. Reloading on the field is allowed.

Any size of mag is allowed.

Box mags can be on any weapon but LMG's are still the only weapon that may shoot full auto.

### **Grenades:**

Grenades are allowed. If a grenade goes off beside you, 10 Ft kill radius. If no hard cover is between you and the grenade. (Hardcover could be a couch, wall or table, examples) You are dead. You can still be healed.

### **Smoke Grenades:**

No black, white, or grey colours. Please avoid using Purple smokes, they are normally used for Missions or air strikes, but we will inform you when an airstrike happens.

### **NEUTRAL AREA**

All guns must be kept magazines out, chamber clear, safety ON, and barrel sleeve on

Side arms must be holstered or bagged. Mag out, chamber clear, safety ON

No Dry Firing in the staging area

Weapon testing and calibration must be done on the field & in the target range.

### **Cheating**

Referee's will perform hit checks throughout the day. If a referee catches you cheating, you will be asked to leave with no refund.

Mind your OWN hits, Do not call other players hits.

### **Radios**

GAME CONTROL 1

OP4 - 2

Shadow Alliance Teams 3 - 7

Bright Sun Corporation Teams 8 - 12

**No channel surfing, if you are caught on the other team's radio channel, you will be ejected without refunds.**

## Squad Format

5 Person Squads

Rifle User

Medic

Rifle User

Support Gunner - May use a BELT FED LMG

DMR/Sniper

Squads must stay together. No Lone Wolfing, Live Die as a squad.

If you do not have a squad. We will find you one!



## Hit rules/Medic/bleed out

Hit Rules -Upon being hit by a BB, you will call out "HIT" and fall to the ground.

Friendly Fire is lethal fire – Saying "Sorry" doesn't revive dead players

**There is a 3 min bleed out timer once hit. You can be medic'd by another player within that 3 mins (See Medical Rules for full details)**

At the end of that 3 mins if you have not been given medical aid, you are considered "Dead" and must return to a respawn point.

Once fully dead, you must keep a Red Kill Rag, or a Red Kill Light, while out of play. Red Lights at night time, red kill rags being out, or saying to another player "I'm dead" are considered Out Of Game!

**Medics - Only Medics with Medic Arm bands will be allowed to heal other players. Medics can heal other medics.**

### **MEDIC RULES**

Each player will carry 1 bandage on their person.

If you have your own bandages from another event provider (le Milsim West, Risk, etc) you can bring those and use them instead.

When Wounded, the wounded player must display a kill rag or kill light, then another player who is alive may approach you to revive you.

This player will start an assisted self heal with you.

The other player will kneel next to you, take both hands off their weapon and equipment, and verbally tell you they are starting to medic you.

**There is to be no physical contact between players**

While this other player is kneeling, you may retrieve a bandage from your equipment and apply it to yourself however you see fit (Arm, leg, etc)

Once this bandage is tied on, you are no longer WOUNDED and are back in play. BEFORE you start shooting or moving after being healed, you MUST remove your kill rag or turn off your kill light. If you are shot again while your bandage is applied to your body, you can repeat this process with your second bandage.

If you run out of bandages, you cannot be given any medical aid (Do not use any other players bandages) – wait the 3 minute bleed out time and then return to respawn.

# Check in Map

