

**McAllen Crime Stoppers**  
**Paintball Shootout**  
**RULES OF PLAY**

You are about to embark on a unique life experience! You will be participating in the largest All day paintball game in the Rio Grande Valley. This event is of a magnitude never before achieved in South Texas.

An action packed All-day Paintball Shootout. We hope you will enjoy yourself.

Here we will attempt to educate and inform you of all the standard rules of play and of the event in an effort to make your time here the most safe and enjoyable experience!

Due to the enormous importance of SAFETY at this type of event, **ALL PLAYERS** should familiarize themselves with all of the rules of play. When you sign your waiver, you will also be stating that you have READ, and UNDERSTAND these rules. For the sake of your safety and the safety of your fellow players, and the enjoyment of your visit to McAllen Crime Stoppers “Cops and Robbers” Event, it is important that you read and understand these rules.

**This is a game to have fun**, even though a score will be kept, all participants are winners as they have a very enjoyable and a very memorable experience.

**Above all, be safe and have the time of your life!**

**REGISTRATION:** When you arrive to the McAllen Crime Stoppers “Cops and Robbers” Event, you will need to check in at the Registration Booth. You MUST sign a waiver at this time or have brought one with you (you can print one from [www.swat-rgv.com](http://www.swat-rgv.com) or [www.mcallencrimestoppers.org](http://www.mcallencrimestoppers.org) ). If you are under 18, you need to bring one that your parents have signed, no minor will be allowed to participate without a signed waiver by a parent (**NO EXCEPTIONS**), if you have already sent one in with your pre-registration we will have it at the event. Those who have not pre-registered will do so at check in time. Remember, pre-registration is at a discounted price! You will be required to fill out the registration form and sign a waiver. You can purchase paint tickets at this point as well, which you will redeem at select locations around the facility for your paint. The paint sales booth will be close to the registration booth. Upon completing registration and check in, you will have the following: Wristband, paint tickets (if you chose to purchase them at that time) a hopper cover (**mandatory** to participate in the game) which will denote which side you are playing on, and a player's packet. Check in time is as early as 7:00 am on the day of the event. You want to be there early since teams will start playing promptly at 9:00 a.m.

This is a family event, so no PROFANITY please. We appreciate, and expect everyone to act in an appropriate manner. There will be a lot of children at the event. Drinking of Alcohol will not be allowed anywhere on the field or the public areas. Any type of Drugs is expressly forbidden. If you become intoxicated, or are found using drugs of any kind, you will be expelled from the event. Remember, families with their children are present, and we are all here to have a good time.

You **WILL BE ARRESTED** if you break **ANY LAW**. Security will be tight. There will be uniformed and plain clothes Police Officers on duty at all times.

NO FIREARMS, OR KNIVES (other than pocket knives) ARE ALLOWED ON THE PREMISES AT ANY TIME. Do not take any allowed pocket knives onto the playing field or you will be ejected from the game and removed from the event area.

**PETS:** Absolutely NO PETS allowed on the Event grounds.

**PAINT: EVENT PAINT ONLY!** Using non-event paint is grounds for immediate expulsion from the game and the grounds. Our sponsors spend their time and money promoting this event and providing prizes for it. In return for their generous support, we use their paint exclusively at very reasonable fees.

When you purchase a case of paint, you will be given 4 paint tickets (500 paintballs per ticket). You can redeem these at any paint station. These will be located at the registration area and select medic zones on the field. This will prevent you from having to store your paint in a tent, or carry 2000 rounds in your pod harness!

The amount of paint you use is directly proportionate to your style of play. Some will not even use a case for the entire event. While others will use several cases. You can always buy more paint. We will have plenty.

**HPA/Co2:** Co2 and Compressed Air will be available throughout the entire event. We will be able to fill your HPA tanks to 3000 psi at most of the medic zones. You must be sure your tanks are current on their inspection stamp/sticker. **If we cannot read a stamp or sticker your tank will not be allowed.** Please have them inspected if you are not sure prior to coming to the event. This will keep you from having any 'down time', due to an expired tank. All tanks must meet the hydrostat requirements, which are: Five (5) years on all aluminum Co2 (12oz and over). Three (3) years on all Fiber Wrapped bottles. All stickers/covers etc that are non-factory must be removed for inspection of your bottle for damage. Any bottle that is considered to be damaged will **NOT BE FILLED, PERIOD.** We will not take a chance of endangering you, or your fellow players with a tank that might not be safe. So be sure to check and double check all your bottles before coming to the game!

Cops and Robbers: The “Cops and Robbers” field consists of 13+ acres in the hot and humid South Texas weather. The terrain consists of everything from open fields, creeks. Mesquite trees are plentiful, and so is wild grass and cactus in places. Be aware of your surroundings. Check what you are about to crawl through. The field does not have any ‘boundaries’ per say except barb wire fences and a couple of irrigation canals. There will be areas on the field however that will be roped, wired off limits or posted because of potential safety hazards, (i.e.: Irrigation canals, etc.).

MEDIC ZONES: There will be several Medic Zones across the Field of Play. There will be referees at all medic zones. They will be responsible for safety and reinsertion. You will be reinserted at beginning of game, at 20 minutes and at 40 minutes after game started or if you need a longer break, when you are ready and cleared by the referee. There will be medic zones in the battle area. When you are tagged out, proceed to the nearest medic zone. It is important you know where they are located so you can get to them quickly and get back in the game. Select medic zones will have water, paint, and air fills available. Take this opportunity to catch your breath, drink some water, and reload. It is very important to drink plenty of water during the event to prevent dehydration. We also recommend drinking electrolyte type drinks such as Gatorade, etc when you are off the field. When you are reinserted, make your way back to your team.

SPECIAL NOTE: There will be no engagement or game play allowed within 50 feet of a Medic Zone. All participants in play must stay at least 50 feet from the Medic Zones. Medic Zone "camping or ambushing" (sitting right outside a medic zone to ambush players as they reinsert) is not allowed. You cannot engage players leaving a Medic Zone.

#### TAGGED/OUT:

TAG: Any hit the size of a quarter or larger constitutes a ‘tag’. If ‘tagged’, you are out. ALL HITS THAT BREAK AND LEAVE A MARK THE SIZE OF A QUARTER OR LARGER COUNT AS A TAG! This means marker, hopper, pack gear, chest, back or head! Splatter does not count. **Be a good sport when you are tagged and, put your barrel blocking device on, raise your marker, and go to the nearest medic zone.** Get some water, wipe the sweat out of your eyes, and GET BACK IN THERE when allowed by referee (every 20 minutes of game time) THE EXCEPTION TO THIS RULE IS ANYONE (SNIPERS) WEARING A GHILLIE SUIT IS OUT IF HIT AT ALL, ANYWHERE. **THE HIT DOES NOT HAVE TO BREAK.**

Any amount of paint (speck, splatter, spot, etc.) from a paint grenade or paint mine hit counts as a tag. You are out. A spot the size of a quarter or larger is NOT required to count as a hit from a grenade or mine.

Players will be mindful of "close shooting" and "overshooting." Try not to shoot an opponent at point-blank range, and do not shoot an opponent more than is necessary to get a hit / break. NO BLIND FIRING (firing your marker in a direction or location that you cannot see, such as around corners without looking).

WHAT TO DO WHEN HIT: This is the procedure with the exception of a surrender, or barrel tag. When hit, yell out '**HIT**' in a loud voice. Place your barrel blocking device on your marker, and raise it as high as you can before getting out from behind your cover. Face away from where your enemies are firing from and exit the field by the fastest, safest route. Putting both hands in the air is a good idea as well, because it leaves no doubt as to your condition. Get out of the way fast if you are in an area that is under heavy fire. Head away from the fire! **Do not talk, trade equipment, give equipment or ammunition to your teammates, or participate in radio chatter.** You are 'DEAD', and dead men cannot do any of the above! Head to your nearest Medic Zone, and prepare for reinsertion. Get loaded up on liquids, ammo, and air!

PAINT CHECK: During the day games, if you are hit and not sure if the ball broke, call for a paint check by a referee. Because of the number of players on the field, there may not be a referee right next to you, so if a teammate is, ask him/her if your hit. **If you are, then do the honest thing and call yourself out.** Head to the medic zone and get ready to reinsert!

If you hear someone on the opposing side call a paint check, **DO NOT ADVANCE** on them while the referee is checking them out. This constitutes a foul, and the referee will call **YOU** out. The referees have been instructed to call you out, and enforce it, if you advance on a 'paint check' player.

Surrender: The surrender rule is also known as the 10' rule. If you get within 10' of someone and they do not see you, you can call out, "Surrender!". At this point the other player has to call themselves out, raise their marker and surrender. Calling for a surrender is considered a courtesy so as not to 'light someone up' when they are within 10' to avoid a painful hit. When faced with this situation, **surrender is mandatory.** The person calling for the surrender has out maneuvered you, and has done the honorable thing by asking a surrender. Be equally honorable and accept the option.

Leaving the Field or Entering a Medic Zone: If you leave the Field of Play or you enter a Medic Zone for any reason (refreshment, supplies, restroom break, equipment repair), it is the same as calling yourself out. You will have to wait at the Medic Zone for the referee to clear you before you can go back into play. If you have left the field and return, you must first return to a Medic Zone and wait to go back into play on the next reinsertion.

REINSERTIONS: Reinsertions will be guided by the Referees. You cannot reinsert yourself into game play. You must await authorized reinsertion by the Referees.

RADIOS: Two way radios are allowed but not provided by “Cops and Robbers”. Each player or team is responsible for supplying their own radios.

PROHIBITED BEHAVIOR:

NO PHYSICAL CONTACT IS ALLOWED BETWEEN PLAYERS. No cursing or un-sportsmanship like conduct is allowed. If observed participating in any of these type behaviors, you will be asked to stop, or leave. **Cheating is not tolerated. Don't wipe.**

Players will receive 2 marks (an 'X' drawn with a permanent marker) on their hopper cover as a warning before being ejected from the game. Wiping, shooting hot, serious unsportsmanlike conduct, the use of Non-Field Paint, or violation of the rules in any way as deemed excessive by the Staff, will be grounds to mark a player's hopper cover. **On the third offense and you will be expelled from the event. Three strikes and you're out.**

Theft, destruction of property (both belonging to the facility and other participants), vandalism, disruptive or dangerous conduct will absolutely not be tolerated. YOU WILL BE EXPELLED FROM THE EVENT.