

# ***CROSSFIRE GAMEPLAY RULES***

Each game will start with an explanation of the rules. Then once everyone is in position, there will be a 5 second countdown, followed by a blast of the horn. Only at this point should you take your safety off

A hit counts as a ball striking you anywhere on your body, whether it bursts or not; so be honest. It's easy to cheat, but if you're spotted or a complaint is lodged against you, you won't be invited back, as nobody wants to play with a cheater. On the plus side, we have re-spawning, as if you are the reinforcements

Hits to your weapon do not count

Splashes and spray from rounds bursting close to you do not count

Headshots count, but do NOT shoot at anyone's head at close range. Shots to the groin count, but are ungodly painful. Do not aim there, for the sake of the next generation...

'Friendly' fire - shooting your own team - counts as a hit

Those playing against you are not zombies. If you've obviously hit someone, don't keep shooting them to make sure. Paintballs can hurt, and you don't want to put anyone off playing again in the future. Besides, you waste ammo that way...

Try to avoid shooting anyone at very close range (under 3m), as you can bruise them. If you're this close, just aiming at them and shouting "Dead!" will constitute a hit. First to aim and claim a hit is the victor. This is difficult to enforce, so please use common sense

If you take a direct hit to your lens from under 3m, report it to a marshal ASAP. The lens will need to be checked very carefully before being used again, and may need to be replaced

If you're hit, you're dead. Shout "I'M HIT!" several times, PUT YOUR SAFETY ON, leave the area with one hand high in the air, carrying your weapon in your other hand, and head for the Hospital. Do not talk to anyone, other than a marshal, and DO NOT give an indication of an enemy's position, or where the flag is. Remember - you're dead. Act like it...

Do NOT shoot anyone who is in the Dead stance

The Dead stance is NOT a tactic that can be used to deceive. If you act dead, you're dead.

Surrendering is allowed during a game, to avoid getting hit if the odds are against you. To surrender, hold your rifle in the air with both arms, and shout "SURRENDER!" several times. Since people are wearing helmets, it's a good idea to shout loudly, and often...

Don't shoot someone who wants to surrender, or already has

Like the Dead stance, the Surrender stance is not a game tactic. You're effectively hit, and out – except without the pain...

Respawns are allowed in many of the games. If you're hit, head straight to the Hospital. As you approach it, put your safety on, and point your rifle barrel up or down - not at. Enter the Hospital, take a red plug, and stick it firmly into your barrel

Sit down, weapon on your knees, and count to one hundred loudly enough for people to hear. This will show you're hospitalised

Once you finish counting, remove your barrel plug and you're back in play. However, you may stay hospitalised if you wish. Don't hang around outside the Hospital, as you can be shot by a member of the opposing team who respawns behind you...

The Hospital is a demilitarised area, so no shooting from it, or into it. It is protected by a marshal who will shoot anybody camping close by; so keep moving, soldier!

The Hospital stance is also NOT a tactic that can be used to deceive

The Hospital is not a shortcut. Anyone passing through it will be assumed to be injured.

If you run out of ammo, or gas, you can carry on. You don't need to be able to shoot to win. Sharing ammo among team mates is allowed

The game is over with a long blast of the horn. This may happen during a game if someone gets injured. Put your safety ON, and meet back at the starting point of North Base

When breaks are called, replace your barrel sleeve, put rifles down on the log, pointing up and away from the Safe area, in a line next to each other, so they can be counted

Make a mental note of its number, so you can use it again. If someone has taken your weapon in error, if your weapon is faulty, or under-performing, please let a marshal know

Do NOT take your helmets off until given permission to do so by the co-ordinator; usually in the Safe Zone

SAY AGAIN – Keep your helmet on at ALL times, until given permission to remove it

Thank you