



EVENT REGULATION

ARTICLE 1 (Purpose)

The objective of Paintugal event regulation is to make sure that all the events organized take place in a completely safe and calm environment.

ARTICLE 2 (Registration)

Each player must go personally to the reception area for identification, in order to play in the event. The ID process is based on the list of subscriptions, filled in during the official time-line, on the association's web-site (www.paintugal.com), or other institutions.

ARTICLE 3 (Rules & Penalties)

Behaviour

- 1) All players of Paintugal Association's events, must obey to the security and event regulations, if he/she doesn't obey it, Paintugal is free to apply penalties or expel that player from the event (maximum penalty).
- 2) Unsporting behaviour or disrespect for the players, referees or organization staff will be punished with the maximum penalty.
- 3) Smoke or paint grenades are not allowed, as well as other kind of devices with pyrotechnic substances or toxic for the human being or environment. Whoever breaks this rule receives maximum penalty.
- 4) Artefacts are not allowed to be used without the authorization of local organization and the Direction Board. Whoever breaks this rule receives two penalties.
- 5) Both players and retailers are responsible for their own garbage and its disposal on the appropriate place.
- 6) Don't ever use, fire, or test your paintgun outside the field or radar/test area. Whoever breaks this rule receives maximum penalty.
- 7) In the game briefing, each player has the obligation to recognize the "hospital" areas and also the perimeter of the field so he/she does not fire outside. Whoever breaks this rule receives two penalties.
- 8) A player under the influence of alcohol or other kind of psychotropic substances will be prevented from playing and will receive maximum penalty.
- 9) The team armband must be used on the right arm. In case of character playing, the player must use the related armband on the left arm. Whoever breaks this rule receives two penalties.
- 10) "*Dead Man Walking*", is forbidden. Walking through the field, without showing evidence of active or eliminated, in order to achieve objectives or elimination. Whoever breaks this rule receives two penalties.

Shooting

- 11) When encountering an opponent less than 5 metres, ask for surrender. Paintballs travel at 330 km per hour, a short-range impact is painful. Whoever breaks this rule receives two penalties.
- 12) The surrender rule is online valid for 1 on 1 encounters. You cannot ask for surrender to 2 or 3 opponents simultaneously.
- 13) When eliminating an opponent do not exceed the sufficient amount of shots by "overshooting". Specially to opponents already declared as eliminated. Whoever breaks this rule receives two penalties.



Elimination

- 14) After an impact, the player must self-check to see if he/she is eliminated or not. When something prevents the player from checking himself, please ask the closest referee, team colleague or even the opponent, to check the mark.
- 15) A player is eliminated when the paint mark has the size of a 1€ coin, whether it was made by himself, team colleague or opponent.
- 16) The whole body of the player is considered elimination area. From the tip of his/her hair, to the sole of the shoe, including paintgung and all accessories.
- 17) After checking, if the mark is not an elimination one, the player must shout out loud "GAME/PLAYING".
- 18) After elimination, a player must shout out loud "OUT" or "ELIMINATED". Then, he places the barrel plug on the barrel, and lifts the paintgun up. Then comes out the area where he/she was eliminated, and walks to the team "hospital" without crossing fire lines or giving information about the game. The player can be saved by a "medic" or by entering the "hospital"
- 19) In case of PLAYING ON, if the player has a relevant impact, continues to play or shoot and does not declare himself as eliminated, receives two penalties. If a player breaks this rule a second time, receives maximum penalty.
- 20) When a player is shot with a visible or not visible mark, does not declare himself as eliminated and cleans the paint mark (CLEANING) receives maximum penalty.
- 21) The medic character can put a player back in the game, except when his/her "extra lives" on the player-card are over. The medic cleans the paint mark and punches the player-card on the appropriated mark.
- 22) A medic is not allowed to "heal" himself, this action will be considered PLAYING ON and the appropriate penalty shall be applied.

Penalties

- 23) The player-card given by the organization has to be worn by the player in the event area. Without it a player cannot participate in the event. It must be on an easy access location.
- 24) Whenever a referee, a player-referee, staff from the organization or from Paintugal Direction Board asks a player to hand out his/her card, the player is obligated to give it. Breaking this rule will be punished with the maximum penalty.
- 25) Each penalty shall be registered on the player-card with a puncher by referees, player-referees, staff from the organization or from Paintugal Direction Board.
- 26) After each penalty the player shall receive a warning. When a player receives all the penalties or the maximum penalty he/she is expelled from the event.
- 27) Every penalty will be accounted for and evaluated on a board meeting in order to decide the transgressor's penalty:
- a) Associate: the sentence will be his/her rights suspended for 6 months, maximum, as specified in the above mentioned Article 8, mark 2, of the regulations.
- b) Non-associate: Shall be prevented from playing on the Association events for 6 months, maximum.

ARTICLE 4 (Tasks)

Characters

- 28) Player-referee tasks, as well as medic, engineer, or other kind of tasks that the organization wants to include in the game, shall only be played by associates, and any kind of substitution during the game is not allowed.