

★ EUROPEAN ★  
**BIGGAME**  
★ SERIES ★

 **Rules**

# ESSENTIALS

## EVENT VENUE

- The whole venue acts as enclosed land.
- The organizer (Big Game Corporation Limited) owns the householder's right during the event

## EVENT WRISTBAND

Due to the fact that the „European Big Game“ is a club-event, a participation in this event requires a membership. For being a club member the holding of an event wristband is mandatory.

- The wristband must be worn visible on the wrist. A loose handover is not allowed.
- You can get your own wristband at the entry of the venue.
- Directly after getting your wristband you are accident-insured while being on the venue. This is valid for the actual wristband only. The documents regarding the accident insurance are available at the organisation.
- Without a specific wristband, the entry and the stay on the venue are prohibited. In line with the householder's right, the Big Game Corporation Ltd. is permitted to expel appropriate persons from the venue.

## CAMPING AREA

- Every kind of music, flags or symbols which can be related to the right or left political wing/scene is prohibited.
- No dry firing is allowed in the camping zone.
- Shooting with a fully loaded marker is only permitted on the field or the chrony station.
- Any use of welding equipment, plasma cutters, chainsaws etc. is prohibited.
- Open fire is not allowed. Any kind of commercial gas or electric grills are permitted.
- Garbage has to be collected in the appropriate garbage bags and must be disposed in the waste disposal stations.
- Garbage bags are handed out for free at the venue entry or at the information counter.

- If needed, power supply can be provided in the Camping area. A service charge has to be paid and everybody needs his own cable drum (limited to **1000W**).
- Electric devices are permitted no more than an amount of a normal household. Dryers for buildings, gastronomical fryers, floodlights, etc. are not allowed!
- The tent space in the camping area is assigned by regulators. Please follow their instructions.
- Due to safety reasons, parking inside the camping area is not allowed. You are free to drive inside the area for loading and unloading.
- Parking is only allowed in the designated parking spaces.

## **PARKING AREA**

- The use of the parking area is at own risk.
- The Big Game Corporation Ltd. is not liable for the damage by other cars or persons to parked vehicles and the content of your car.
- The car owner has to park his car in the right way so that the driveway is free and others can enter their car every time without problems.
- Speed limit in the parking area is walking pace. Please follow the instructions of the personnel.

## **FORBIDDEN ITEMS**

- Gas- or alarmweapons (e.g. gas- or alarmguns or revolvers)
- Any kind of striking weapons (e.g. Baseball bats, tonfas, clubs, brass knuckles)
- Holding or consumption of drugs or similar illegal matters.
- The usage and/or bringing of ropes, ladders, grapple hooks or similar items.
- Every kind of music, flags or symbols, which can be related to the right or left political wing/scene.
- Daggers, sabers or similar thrusting.
- Firecrackers, explosive devices or bengal lights plus any kind of pyrotechnical effects. In special matter explosives or similar products.
- Smoke and foglements (see scenario effects)
- Welding equipment, plasma cutters and similar heavy equipment.
- Any kind of pets, especially dogs.
- Uniforms, patches, helmets or other equipment from any WW II armies as original, reproduction or replika. Likewise, any effects or rank patches of participants in WW II.

- Helmets or equal military equipment from actual armies e.g. fieldphones, radios 2m band etc.
- Uniforms, tactical helmets, shields and equal equipment from actual police units (GSG9, SAS, Police etc.)
- National insignias, rank patches and effects of actual armies or military units are prohibited (national flags on uniforms must be removed or covered).
- Lasers, laserpointers or similar laser optics, night vision optics, low-light amplifiers, mounted torches or other equipment which emits visible light on the target
- Weapons, extensions or accessories which stand in opposite to the valid national weapons law

**Due to the organizers householders right, prohibited items can be secured for the duration of the event. These items can be picked up in the organization tent after the event.**

**With the securing the belongings will not go to the organizer. Illegal items and their respective owners will be reported to the local police.**

**Persons violating these rules will be banned from the event and will have to leave the venue immediately.**

## **SECURITY**

There will be professional security-personnel all over the event that cares for safety and order. These are accordingly marked. Marshals, regulators and security-personnel are authorized to issue directives. Please follow their instructions

# **PART 2 – FIELD RULES**

## **MARKERS**

Allowed are only the following paintball markers:

- whose acquisition and ownership is free for adults,
- that have the "F in the pentagon" and all signs that are needed for that kind of weapon (caliber stamp, type description, importer (for German markers),
- whose projectile energy is not above 7,5 joule (not more than 214 fps),
- that fit the samples that are deposited at the BKA alternatively the PTB.

**The player commits that he proves every marker that he got from third persons to meet the requirements to the law. Especially self-made markers, or conversions of existing markers are not allowed. In case of doubt the marker has to be handed over to the organization staff for an acceptance test.**

## **Every marker must have the 0.68 caliber**

Penalties or reprimand times will be given according to the European Big Game Rule book beginning from a muzzle velocity of 280 fps.

<b>at 280 fps or above</b>	1st Violation: 2 hours of gametime field reprimand. 2nd Violation: day ban
<b>at 290 fps or above</b>	1st Violation: day ban 2nd Violation: Event ban
<b>at 300 fps or above</b>	immediate Event ban

- **Boards:** Boards, modes or software allowing full-auto shooting, or that violate the law, are prohibited. In case of doubt, please hand the marker to the organization staff for inspection.

- Full-auto-mode means each setting which allows continuous shots when the trigger is being pulled.

**Those markers are violating the German gun law and, according to the penalty rules, will be punished with an event ban.**

- Software and upgrades that enable semi mode for a marker **are permitted.**
- In unclear cases, regarding the condition of the marker, please hand it to the organization staff for inspection to avoid a penalty.
- Before entering the game area every marker has to be chironed in the main chronograph-station.
- For passing the chronograph, you have to shoot three times in slow order.
- All of these three shots must be under the legal maximum velocity.
- Marshals are permitted to test the markers during the game at their own discretion.
- Intentional adjustment of the velocity during the game is prohibited. Violations will result in a suspension of the event venue.
- Fully loaded markers are allowed only on the way to the game area or the main chronograph-station. Anywhere else, electronic markers must be turned off and mechanical markers have to be in secure mode.

- Barrel plugs are prohibited. The use of a barrel sock is mandatory.
- **Barrels Socks** must be equipped to your marker every time a HP system is connected to your marker. This is essential on the whole event venue.

**Exceptions** are the areas inside the:

- Main chronograph-station
  - Techsupport-tent and tech chronograph-station
  - Game area (inside the netting)
- 
- The barrel sock must be equipped also when a barrel is on your marker, except the markers in the tradeshow tents.
  - Fully loaded markers are prohibited in the Tradeshow. Loaded markers are also markers that have a HP system equipped and no paintballs in the Loader.
  - The Barrel Sock has to be removed in the netting of the game area only.
  - In case of technical problems that can influence the velocity of your marker, contact a marshal to avoid penalties.
  - Every player is responsible for his own equipment, in common to the laws and terms.

**It is prohibited to carry tools with you in the game area.  
This will be punished with a Penalty!**

## **PAINTBALLS**

- The European Big Game is a FPO event. (FPO = field paint only)
- BYO Paint is prohibited (BYO = bring your own)
- Paintball have to be bought at the actual event. Paintballs from previous events will count as BYO-paintballs and are not allowed at this event.
- The brand and colour of the paintballs are specified by the organizer. Only actual paint is allowed.
- Caliber 0.68 Paintballs are available in bags of 500 or boxes of 2000.
- Caliber .40, .43 and .50 are prohibited.
- If you bring your own paint to the event, even if it's paint from previous events, you will get banned from the event. (see penalties)

- Hits with BYO-paint are illegal and will not count.
- We advise that players use their paint-cards only for the amount they use at the actual day. We store our paint in a well tempered area, so you will get always a high class quality.

**Carrying BYO-paint is prohibited at the whole venue and will be punished with a Penalty.**

## HP

- At each European Big Game Event, 3000psi(200bar) and 4500psi (300bar) will be available.
- There will be so called „Fillpanels“ for refilling your HP bottle. Please follow the instructions of the staff.
- Only HP bottles that are made for paintball us are allowed. Aluminum, Composite/Kevlar and STAKO-bottles are allowed in sizes of 0.8L (45/48cu), 1.1L (68cu) and 1.5L (88cu).

For the case that the HP system is run by a third party, their own rules are obligatory. Air systems are only allowed in unspoilt and tested condition (actual testing date). This counts especially for damage of the pressure hull.

**Only HP systems that show a valid Testing date (Pi), are allowed. Expired or invalid HP systems or those with exceeded testing date are not allowed for use or refill!**

## MASKS

- Entering the game zone is only allowed with wearing a specific mask which is designed for Paintball.
- Masks have to be in an unspoilt condition. Damaged glasses have to be changed.
- Ski- , Welding masks, Sunglasses etc. are prohibited. Only special full face covering Paintball masks with ear covering are allowed.
- In the game zone you have to wear a mask ALL THE TIME. If medically support is needed the mask can be taken off. For this case, the area has to be secured immediately and the game has to be interrupted.
- In unclear cases handthe mask over to the organization staff for inspection.

## SCENARIO-EFFECTS

- Smoke and fog-grenades, especially self-made grenades, are prohibited.
- The use of paintgrenades (Squadbuster, BigBoy etc.) is allowed. Paint-mines, Vortex-cannons or similar items are prohibited.
- In unclear cases handover these items to the organization staff for inspection.
- Exceptions are valid for the organization staff only, in matters of the scenario.

## HITS

- A hit shows the elimination of the player.
- A hit shall be bigger than 2 cm (1 Euro coin). Massive spray does count as a hit also. It does not matter where the player has been hit.
- Paint splatter from paint-grenades count as a hit.
- Hits from BYO-paint (even paint from previous events) do not count.
- Marked players (players that are hit) have to leave the field immediatly or move themselves to the re-entry tent, which can be found in the safety-zone. After passing this tent, re-entering the field is allowed.
- Marked players will be scanned out at both entry-points (starting-point 1 or 2) or at the exit point (exit in the middle of the field- depending on the field). The field can be left at every named point.
- Re-entering the field is only possible at the entry-points (A or B) and players can only use their team starting point.
- Dead-men-talk is absolutly prohibited.
- Dead-mans-walk (acting like beeing hit in order to get advantages on the field) is not allowed.
- Massive delay counts as dead-mans-walk. This will be punished with a penalty.

**If you are hit, put the barrel sock on your marker, put it up in the air and place one hand flat on your head to show that you are marked to the marshal and fellow players. Additional to that, you have to shout "HIT" loudly.**

- The same counts when a marshal counts you as "OUT" or "HIT"
- When you are not sure if you are hit or not, shout to a marshal "PAINTCHECK" or "CHECK ME". Same counts if you want the marshal to check your opponent. Then simply shout "CHECK HIM"

- Wiping a hit, or playing on with a hit, is prohibited and will be punished with a penalty.
- Bonus-balling is prohibited.
- Designated shooting at a marshal is prohibited.
- Please play fair and check yourself and other players for hits.

## **Safety Kills, so called “Gotcha”, is not allowed.**

### **MARSHALS**

Marshals are responsible for security and compliance on the field. They are authorized to issue instructions to all of the players.

The marshals are subdivided in:

<b>Ultimate Marshal</b>	red/white	Event direction scenario field
<b>Ultimate Assisted Marshal</b>	red/wwhite-black sleeve	deputy direction scenario field
<b>Head Marshal</b>	yellow/white	head of the marshal team on the field
<b>Head Assisted Marshal</b>	yellow/white-black sleeve	eputy of the Head marshal
<b>Spielleiter</b>	blue/white	scenario leader
<b>Missionsmarshal</b>	black/white blue sleeve	scenario function
<b>Fieldmarshal</b>	black/white	marshal rule inspection
<b>Media</b>	green/white	photographic personnel

- In case of doubt concerning the rules players can get further information by any marshal.
- Between 7am and end of the game marshals are not allowed to drink any kind of alcohol! These times will be extended if a marshal is involved in the game play before or after the given times.

- The alcohol consumption outside the operational hours has to be controlled to be in a physical good condition and sober the next day.
- All marshals are subordinate to the Head Marshal. The Head Marshal is authorized to issue instruction to all kind of marshals. He is subordinate to the Ultimate Marshal and the administration of the event.
- In severe breach of the rules, final decisions and/or administrative issues the Ultimate Marshal will be called.
- The Ultimate Marshal and/or the Head Marshal can be called via radio for submission at any time by radio equipped marshals. Assistants, the Master of Ceremonies, mission marshals, entry- and exit-points are generally equipped with radios.
- The Head Marshal or his deputy is generally located at the Entry-/Exitpoints during playing time.
- The Ultimate Marshal or his deputy is generally located on the playing field during playing time.

## **BUILDINGS**

**Buildings, which are marked RED on the tactical card are not allowed to enter or played. Due to increased danger and sources of danger these are blocked and locked.**

- The stay in blocked buildings, roofs, roof overhangs, balconies/terraces and/or similar is forbidden and will result in a penalty.
- Blocked buildings are marked on the map in the event booklet as "blocked" (RED). These buildings are labeled with red/white warning tape and/or danger signs.
- It is allowed to play in basements and subterraneous corridors. However, it is possible to have raised danger for the players due to loose cables and pipes. These areas will be blocked and shall be reported immediately to the marshals.
- To play subterraneous corridors a marshal has to be present.
- It is allowed to use lightsticks or electric torches in these areas. It is not allowed to adapt these lights on a marker (see forbidden objects)
- In accidents, offences and/or dangers of one and/or other player the player (or causer) adheres for all damages. The event insurance does not cover such cases!

## PLAYERS LICENSE

Entering the field is only permitted to persons having a valid event wristband and a player's license after being successful scanned. Excluded of this regulations are only:

- Eventleader
  - Organisation/Support
  - Ambulance and fire fighters and corresponding personnel or similar personnel
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- Instead of a players license marshals have to show their marshals license
  - A Player's license can only be acquired together with a valid registration.
  - Photographers or similar people need also a valid players license.
  - Press and commercial photographers need permission by the event direction. Filming and taking photos for commercial purposes need a consultation with the event direction (MCEO) and a written permission.
  - Player's licenses as well as Marshals licenses have to be worn well visible either on a lanyard or mask.
  - The players will be scanned while leaving the field
  - In case of a penalty the marshal is authorized to retain the player's license for the duration of the penalty. For further information see "Penalty Rules".

## SCENARIO FIELD

**It is forbidden to enter the scenario field under the influence of alcohol and/or drugs.**

- It is not allowed to move any movable objects on the scenario field. This includes particularly doors or similar parts of the buildings. Excluded thereof are only objects which are allowed to be used in matters of the mission.
- It is not allowed to move covers (fixed or moveable) on the field.
- Shields, pillows, mattresses, blankets and/or similar movable devices are not allowed. This includes doors and similar furniture or parts of buildings which could be used as portable covers
- Areas of danger which are recognized by players must be reported immediately to marshals to mark or clear them.
- Playing beyond the regular playing times is not allowed. Excluded are only event activities.
- Games under own organisation (e.g. night games) are not allowed.
- After completion of the official game day it is not allowed to enter the scenario field.

## SAFETY ZONE

- Safety zones are arranged in the extension of the entry points (see the map in the middle of the event booklet).
- Additionally a safety zone at the exit point (middle of the field) will be arranged.
- The safety zones will be marked and bordered by yellow/black tape.
- The safety zone can be used for assembling and fallback. Players from the opponent team are not allowed to shoot into the safety zone. Players which are hit in their own safety zone are NOT marked but they are allowed to shoot out of their own safety zone to mark players from the opposing team.
- Marked players which return to their own safety zone are able to clean themselves in the re-entry tent and are able to keep on playing to help their team without leaving the field.
- The safety zone at the exit point is the neutral area of the field. No one is allowed to shoot in or out this area

## BEHAVIOUR IN ACCIDENTS OR FIRE

- In case of an emergency or a fire a marshal must be informed immediately. Perform first aid or try to fight the fire.
- You will find all fire extinguisher locations on the tactical map. The use of a fire extinguisher is only allowed in case of a fire. Misuse, damage or demolition will lead to an event ban.
- According to the seriousness of the accident the marshalls in charge might interrupt the game. This will be announced by speakers outside the scenario field.
- The endangered area will be blocked and the players have to leave the area. If the complete game play is broken off, which is **only possible by the Ultimate Marshal**, all players shall leave the field immediately. All marshalls are responsible to evacuate the field smoothly.
- Rescue vehicles shall have a clear way and medics shall be helped if needed.

- In case of an emergency the rule „Freeze“ will be active. If a marshal shouts „Freeze“ everybody has to stop playing **immediately**. The barrel has to show to the ground, the marker will be secured and a barrel sock has to be used. Every player has to **follow this rule immediately** due to an emergency in his area. Marshals shall call for support. The accident victim shall not be left alone. Marshals equipped with radio can be used for better communication. Once it is available an emergency call via “emergency button” on the radio has to be done. In serious cases it is necessary to call a field representative (e.g. Head- or Ultimate Marshal). Smaller cases can be arranged directly on their own. Medic personnel and means of transportation will be available at any time.
- To end „Freeze“ (only if a safe game play is ensured) the Marshal will shout “Game on”.

### **Emergencies have priority to all other situations (e.g. scenario)!**

**Marshals attending an emergency are authorized to lead equal or higher marshals. This is not valid for field leading personnel (Ultimate or Head). In this case all normal game surveillance activities have to be stopped and all arrangements to clear the emergency have to be done.**

# PART 3 - PENALTY RULES

## **INFRINGEMENTS/VIOLATIONS:**

Infringements will be punished via penalties. Penalties will be given by the Ultimate or the marshals only. Here it will be distinguished between minor and major infringements:

## **SUSPENSIONS**

- A sending-off the scenario field in reaction to minor infringements:
- The player is not allowed to play or enter the scenario field the next 2 hours.
- **During the suspension the player's card will be confiscated. The card can be retrieved at the end of the penalty at the main exit.**
- The player has to be accompanied by a marshal. In case major infringements the player will be accompanied by the person in charge of the scenario field (or his deputy) to the event direction.
- In case of 2 infractions the player will be banned for the complete event because of being **unteachable**.
- The penalty starts with scanning out at the exit point or the responsible point/person.

## **DAY BAN**

- A temporary sending-off the scenario field as a result because of repeated minor infringements.
- The player is not allowed to play or enter the scenario field the whole day.
- During the duration of the penalty the player's card will be confiscated. The card can be retrieved after the duration of the penalty (next day) at the main exit. The player will be accompanied by a marshal to the exit point where the licence will be stored.

## **EVENT BAN**

- Within the householders right administered send-off of the venue.
- Only for major, dangerous breaches against the rules of the EuroBigGame. Only the organizer or his authorized deputy is allowed to administer this penalty.

- The **Ultimate Marshal** is the deputy of the organizer.
- The person concerned has to leave the venue within 2 hours. In case of injury/danger of himself and/or other persons and/or damage/demolition of materials, buildings, vehicles and/or similar things the player respectively causer is solely liable.
- In consequence of an event ban the insurance coverage will be expires immediately. The player's card will be void, the player will keep the ownership. The player's card will be handed out to the player while leaving the area. The event wristband will be retained and void. The membership expires immediately.
- In case of an event ban the host has the right to suspend or prohibit the participation of the relevant player from upcoming events of the European Big Game Series.

**Possession or consumption of drugs or similar substances are not allowed in Germany. Contravention will be prosecuted by German law (Betäubungsmittelgesetz "BTM")**

**The event direction (Ultimate Marshal or his deputy) reserves the right to punish all other not mentioned infringements in its own measurement.**

**The originator is solely liable for all human and/or material damages by erratic behavior.**

**With his signature to the disclaimer, the player accepts the rule book of the EuroBigGame.**

	<b>Infingement</b>	<b>2 hours penalty</b>	<b>day ban</b>	<b>event ban</b>
	Hot Gun 280+ fps	◆		
	290+ fps		◆	
	300+ fps			◆
	Carrying tools on the field	◆		
	Usage of full auto mode / Illegal modes *			◆
	Shooting with fully loaded markers outside the scenario field or other allowed areas (e.g. chrono station) **			◆
	Infringement of the scenario effect guidelines***		◆	
	Usage of BYO-paint on the venue			◆
	Intentional changes of the velocity on the field			◆
	Dead-mans-walk / wiping/ playing on / Bonus balling	◆		
	Playing under influence of alcohol or drugs****			◆
	Unauthorized entering of blocked or forbidden buildings/-parts	◆		
	Entering of or shooting in opponent safety zone	◆		
	Entering and staying in blocked buildings or blocked parts of buildings			◆
	Misusage, damaging or demolition of fire fighting facilities (e.g. fire extinguisher)	◆		

\* Call Ultimate Marshal or his deputy if it occurs.

\*\* The Event direction has the right to declare a fine of up to 500 Euro. Dealer and their employees, helpers or guests have to pay this fine instantly.

\*\*\* Additionally all not allowed smoke- or explosive devices will be retained and destroyed.

\*\*\*\* The person in question will be removed from the field during the whole day. The organizer reserves the right of additional steps.