

MilSim Corps™ Paintball League

League Rules

Revision 1.1

Section 1: Authority

1. The MilSim Corps™ Commissioner approves all rules, regulations, policies and procedures.

Section 2: Rule Changes

1. Proposed rule changes by the Commissioner shall be posted to the website 30 days prior to effective date.

Section 3: Membership Cancellation by the League

1. The Commissioner holds the right to cancel any membership at any time.

2. If the Commissioner cancels a membership for any reason, the member is due a full refund to be issued within 5 days of cancellation.

Section 4: Safety

1. Safety Rules are set by the Rules of the Field.

2. The Field Ref shall ensure that the Rules of the Field for safety are enforced.

3. The League does not dictate safety rules for the fields.

Section 5: Marker Speeds

1. Maximum marker speeds are set by the Rules of the Field.

2. The Field Ref shall ensure that the Rules of the Field for marker speeds are enforced.

3. The League does not dictate marker speed rules for the fields.

Section 6: Firing Mode

1. The firing mode for markers shall be semi-automatic.

2. The burst size shall be 1 trigger pull – 1 shot.

Section 7: Special Weapons

1. The only special weapon allowed is grenades.

Section 8: Clothing

1. Clothing rules are set by the Rules of the Field.

2. The Field Ref shall ensure that the Rules of the Field for clothing are enforced.

3. The League does not dictate clothing rules for the fields.

Section 9: Paint Check

1. Paint check rules are set by the Rules of the Field.

2. The Field Ref shall ensure the Rules of the Field for paint checks are enforced.

3. The League does not dictate paint check rules for the fields.

Section 10: Official Patches

1. The League has Official Patches worn on the player's shirt.

2. The player may use clothing of their choice to place patches on.
3. The League does not dictate player clothing for Official Patches.
4. The Official Patches are as follows:
 - a. Right Arm
 1. League Patch
 2. Country Flag Patch above the League Patch
 3. Operation Patch below the League Patch
 - b. Left Arm
 1. Rank Patch of the player's current rank
 2. Leader Designation Patch above the Rank Patch
 3. Time In Service Patch below the Rank Patch
 - c. Right Chest
 1. Name Patch above the pocket
 2. Qualification Badges above the Name Patch
 3. Specialist Awards below the Name Patch on the pocket
 - d. Left Chest
 1. Battle Ribbons above the pocket
 2. Operation Medals below the Battle Ribbons on the pocket

Section 11: Official Patch Requirement

1. Regular Season
 - a. Players are encouraged, but not required, to wear Official Patches while playing the six (6) regular season Missions.
2. Post Season
 - a. Players are required to wear Official Patches while playing the post season games.
 - b. The following three (3) Official Patches are the minimum required:
 1. League Patch
 2. Name Patch (with call name written)
 3. Rank Patch (of the Player's current rank)
 - c. Recognition and Awards Patches are not required at Post Season games.
3. A Field Ref shall perform Official Patch checks at all post season games.
4. Players without Official Patches shall not be allowed to play in the post season games.

Section 12: Team Size

1. Teams will have a minimum of 5 registered players and a maximum of 10 registered players on their roster.
2. Only registered players on a team roster may play for the team on the field or an authorized substitution.
3. Teams shall have a minimum of 5 players and a maximum of 7 players on the field.

Section 13: Player Substitution

1. A team may substitute one player per game with an approved MilSim Corps™ Mercenary.

Section 14: Playing Season

1. The Regular Season starts on January 1 and ends on September 30.
2. The Regular Season is comprised of 6 Missions per the Operation scenario.
3. The Regional Championships are held in October.
4. The National Championships are held in November.
5. The MilSim World War is held every two years in December.

Section 15: Duration of Games

1. All games shall be 30 minutes or when all objectives are completed, whichever occurs first.
2. Only a Field Ref may call an end to a game.

Section 16: Mission Day Format

1. Each Mission will have two teams competing against each other.
2. Each mission will have three games as follows:
 - a. Game 1: Blue Mission: Blue Team is the Mission Team, Yellow Team is the Patrol Team
 - b. Game 2: Yellow Mission: Yellow Team is the Mission Team, Blue Team is the Patrol Team
 - c. Game 3: Ambush: Blue Team versus Yellow Team
3. Team Objectives are as follows:
 - a. Mission Team: The team assigned to complete the Mission objectives
 - b. Patrol Team: The team assigned to stop the other team from completing the Mission objectives

Section 17: Multiple Teams

1. A player may play on more than one team at different fields during the Regular Season.
2. A player may not play on more than one team at the same field.
3. The player must choose one team for the Regional Championships and remain with that team for the National Championships and the MilSim World War.

Section 18: Qualifying for Regional Championships

1. A team must play all 6 Missions during the Regular Season to be eligible for the Regional Championships.
2. The top 10% of teams at each field will be invited to the Regional Championships in their region.
3. Percent rounding method:
 - a. 0.4 or below: rounded down
 - b. 0.5 and above: rounded up

Section 19: Points System

1. Mission Team

- a. Points are awarded on which Objectives the Mission Team completed.
 - 1. Mission Objective: 125 Points
 - 2. Communication Objective: 25 Points
 - 3. Demolition Objective: 25 Points
 - 4. Sniper Objective: 25 Points

2. Patrol Team

- a. Points are awarded on which Objectives the Mission Team did not complete.
 - 1. Mission Objective: 75 Points
 - 2. Communication Objective: 25 Points
 - 3. Demolition Objective: 25 Points
 - 4. Sniper Objective: 25 Points

3. Ambush

- a. Points are awarded to one team based on the completing the objective.
 - 1. Rescue: 100 Points
 - 2. Most Hits: 50 Points

Section 20: Team Rankings

- 1. Teams are ranked by the highest score.
- 2. Teams with the same score are then ranked by the highest Battlefield Ratio.

Section 21: Team Disqualification (Mission Abort)

- 1. A team may be disqualified from a Mission Day, also known as Mission Abort.
- 2. The league shall give a team a Mission Abort for any Mission Day where a team plays a game with a player that does not have a valid League Membership.
- 3. The team will receive all zeros for the Mission Day scores and this score will be part of the team's national ranking. The team may not replay the Mission.

Section 22: Cheating

- 1. A player is considered cheating for the following:
 - a. A player does not call him/herself out when hit by a paintball or does not call a Team Medic for a Bandage Armband, and continues playing in the game.
 - b. A player does not exit the game or call a Team Medic when a Field Ref calls the player hit.
 - c. A player removes a Role or Bandage Armband while an active player in the game.
 - d. A player uses a different Role Armband from the Reinforcements Box than the Role Armband issued to the player at the start of the game, and reenters the game.
 - f. A player assigned the role of Team Medic does not turn in the correct number of Bandage Armbands to a Field Ref for the purposes of scoring.
 - g. A player communicates with his/her teammates after being called out of the game.
 - h. A player adjusts his/her marker to exceed the marker chronograph limit set by the field.
 - i. A player takes more paintballs into the game than is allowed by the rules of the Mission.
 - j. A player moves the Reinforcements Box for any team during the game.
 - k. A Patrol Team player moves, covers or hides a Mission prop during an active game.

2. A Field Ref reserves the right to call any player for cheating for any reason at his/her discretion.
3. The Field Ref has the final decision on a cheating incident.
4. The league does not review any cheating incidents, as this is a field-operated league.
5. The Field Ref shall submit a Player Cheating Request within 5 days of the cheating incident.
6. The league shall update the League Database and keep track of all cheating records.
7. The league shall notify the player, the team and the field when the League Database has been updated with a cheating incident.

Section 23: Consequences of Cheating:

1. If a player is called cheating by a field ref, the player shall leave the game immediately and shall not be allowed to play in the remaining games for the day.
 - a. First Offense: The player shall be suspended for the next Mission Day. A Mission Day is considered all three games.
 - b. Second Offense in the same season: The player shall be suspended for the next two Missions. A Mission is considered all three games.
 - c. Third Offense in the same season: The player shall be suspended for the rest of the season. The player's membership will be cancelled. The player shall receive a full refund of the League Membership Fee paid by the member. A full refund shall be issued to the player within 5 business days of the date the League notifies the player of membership cancellation. The player may join the following season pending a formal review by the Commissioner.

Section 24: Disputes

1. Any disputes from players shall be settled at the discretion of the Field Ref.
2. The League shall not dispute any action taken by the Field Ref regarding disputes.

Section 25: Actions not covered

1. Any actions not covered by the League Rules, Mission Rules or any applicable Program Rules are at the discretion of the Field Ref.
2. The League shall not dispute any action taken by a Field Ref that is not covered by the League Rules, Mission Rules or any applicable Program Rules.