



SUPERGAME TANK RULES v8

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SAFETY FIRST. THIS MEANS THAT IF THE WEATHER IS SUCH THAT TANKS WOULD BE A SAFETY HAZARD ON THE FIELD, THEY WILL NOT BE ALLOWED (i.e. LOTS OF RAIN RESULTING IN SLIPPERY AND UNSAFE ROADS).

TO QUALIFY AS A TANK, THE BASE VEHICLE MUST BE MODIFIED SUCH THAT IT SOMEWHAT RESEMBLES A MILITARY FIGHTING VEHICLE. DRIVING YOUR STREET LEGAL PICKUP ON THE FIELD AND PUTTING GUYS IN THE BACK BED TO SHOOT DOES NOT QUALIFY. ALL DECISIONS CONCERNING WHAT QUALIFIES AS A TANK WILL BE MADE BY THE STAFF. ADDITIONAL CONSIDERATION WILL BE GIVEN BASED ON THE BALANCE OF TANKS ON EACH TEAM.

Mini Tanks -

A Mini tank would be a tank built around a quad, golf cart, small dune buggy, or similar small vehicle. An example of a Mini Tank would be a quad fitted with a removable netting cage or metal "tank like" body.

Full Sized Tanks -

A Full Sized Tank would be an automobile based and can range from a minivan to a bus. An example of a Full Size Tank would be a pickup truck with gun ports and windows replaced by netting. It is recommended that they have high ground clearance and 4-wheel drive, given poor conditions of many trails and roads in paintball fields.

TANK RULES

1. SAFETY
 - 1.1. All tanks must have a working non-expired fire extinguisher.
 - 1.2. All tanks must have an emergency brake, wheel chock (to ensure vehicle cannot move accidentally while not in play).
 - 1.3. Velocity for all Mounted guns is 280 fps. Any tank caught with a hot gun will take an hour penalty. The second offense is done for the day.
 - 1.4. All tank personnel must have an emergency exit strategy and have a horn, P.A. system, or a secondary access/exit.(ability to tear away netting in an emergency is acceptable in order to exit the tank quickly in case of emergency).
 - 1.5. Barrel plugs must be in place on tank main guns when leaving the field.

- 1.6. All tank drivers, crew, and tank refs must take a TANK BRIEFING prior to participating in the game. The date and time will be announced at a later date. In this meeting we will go any changes to the rules, discuss safety issues, the weather, road conditions, and answer questions.
- 1.7. Each tank must fill out a TANK REGISTRATION form that can be found at www.supergame.tv.
- 1.8. Each tank must be approved at the event, prior to being allowed to participate in the game. The approval process will take place by the TANK INSPECTION COMMITTEE after the TANK BRIEFING.
- 1.9. No players are allowed within 15ft of a moving tank.
- 1.10. For safety reasons, the number of tanks allowed on the field at one time may be limited. If this happens, the Generals from each team will be responsible for rotating the tanks through as each team sees fit.

2. TANK CONSTRUCTION

- 2.1. No sharp or protruding metal/blunt objects extending from tank bodies.
- 2.2. No loose wiring. All wiring will be inspected for safety concerns(away from heat).
- 2.3. All tanks must have safe entry and exit points to load and unload passengers. They should not have a hard time getting in or out of the vehicles. Again, player safety in regards to sharp objects inside of the vehicles needs to be maintained.
- 2.4. Exhaust cannot be modified or extended to extent of causing harm to players in and around the tank.
- 2.5. Air supply lines to the tank mounted guns must be secured, and scuba tanks must be bolted or tied down.
- 2.6. All tanks must be built with heat and fire precautions. Heat shields should be in place where needed, wires protected, etc.. Keep player safety in mind.
- 2.7. No fuel modifications are allowed. No gas cans as an onboard gas supply.
- 2.8. Tank Drivers view should be free & clear and should allow for proper lines of site when operating the tank at all times.
- 2.9. Battery must be secured.
- 2.10. All tanks must have a secure recovery point for a tow strap.
- 2.11. A colored flag indicating whether you are playing for the red or yellow team must be clearly visible and a minimum 2'x3' in size.
- 2.12. All tanks must have the ability to stop on a incline, and then continue from a stopped position on a incline.

3. KILL NETS AND FLAG

- 3.1. Mini and Full Size Tanks – All Tanks must have 4 kill nets, one facing each direction so an opponent has the ability to eliminate the tank from all four directions. The kill net for all tanks must be a minimum of 19" in diameter with the net mesh 1/2" or smaller so the rockets do not shoot through the net. All nets must be sturdy enough to take a hit from a rocket launcher without ripping a hole in the net.**
- 3.2. All tanks must have a white flag that is viewable from all sides when the tank is eliminated.**

4. TANK DRIVER AND TANK REF

- 4.1. All tank drivers must be a licensed driver.
- 4.2. Tanks must not exceed the speed of a walking player.
- 4.3. All tank crews must supply their own tank ref. The ref must wear a bright orange ref vest and have radio communication with the driver of the tank at all times. Refs for tanks will have a mandatory quick briefing (5 -10 minutes prior to main safety meeting). They need to know what to look for and how to handle tank traffic. All tank refs must know how to disable their tank and/or shut it down in case of an emergency.

5. TANK GUNNERS

- 5.1. Tank gunners will be treated just as regular players. If they are hit with a paintball while in the tank, and it breaks leaving a quarter size spot or larger, then they are eliminated. They may stay in the tank but they cannot talk or fire their marker.

6. RULES OF THE ROAD

- 6.1. Eliminated tanks must concede the right of way to a live tank. If two live tanks meet on a narrow road, and choose not to engage each other with rockets, or do not have the ability to engage each other with rockets, then they must stop, and send the tank refs to the middle to discuss right of way. Right of way should be decided by looking for the nearest pullout. The tank closest to the pullout must proceed to the pullout, and allow the other tank to pass. Both tanks will be neutral during this process.

7. TANK COMBAT

- 7.1. Tanks may engage players with players shooting from inside the tank out of shooting ports. If a player inside a tank is shot, they are eliminated and must sit down for the rest of the ride inside the tank.

- 7.2. Tanks may engage buildings, tanks, or other physical obstacles with a nerf rocket shot out of a rocket launcher.
- 7.3. A tank can be eliminated when a nerf rocket is shot out of a rocket launcher and lands in one of the mandatory 4 nets required on each tank. Once eliminated, a tank must proceed to its start base and sit for 5 minutes before it may reincarnate and enter the field of play again.
- 7.4. Tanks are not allowed to "camp" on an objective. They are only allowed to stop for 30 seconds at any one time. Once they begin moving again at walking speed, they must move a minimum 100ft before stopping again.

8. RULE AMENDMENTS AND ADDITIONS - There may be rule amendments or additions prior to the start of the game. It is the responsibility of the tank drivers to know the rules for the day. Weather and game conditions may affect the game such that the TANK RULES will change or be modified on game day.