

FIELD SAFETY RULES

All players and spectators must read and follow these important guidelines. The purpose of these rules is to ensure safe play and sustain the level of organization and sportsmanship necessary to keep paintball a positive, enjoyable activity. Participants will be restricted from play and may be ejected from the field for violating any of these safety rules.

- Listen to and follow the field staff. Do not argue a ref's decision; do not distract his attention from the game.
- Everyone, including spectators, must wear a full-coverage, unaltered goggle/face mask system when on the field, at the target range and in any area where paintballs are shot.
- No shooting into or out of the parking area, staging area and neutral zones. Barrel plug use is mandatory in these areas. Squeegees, sticks, rags, etc. are not barrel plugs.
- Shooting is permitted only when on the field, at the range, or in a designated area. Do not shoot at signs, buildings, automobiles, airplanes, etc. Do not shoot at wildlife on the field.
- Any person who litters, vandalizes or behaves in an unsafe manner will be expelled from the field do not "blind fire," do not climb trees, do not move or tamper with field structures, do not create field hazards. Do not encourage unsafe play. Smoking is permitted in designated areas only.
- Any person who engages in confrontational arguing, uses abusive language, and/or threatens physical violence will be expelled from the field.
- Potentially dangerous gear (such as firearms, pyrotechnics and explosives) is prohibited. The game site operator must approve personnel paintball equipment. No alcohol or illegal drugs are allowed on the premises. No blood red colored paintballs, no paintballs that stain.
- Pump and semi-auto paintguns only. Maximum rate of fire is 3-round bursts during non-tournament play.
- Paintgun velocity must be chronograph checked before playing. Maximum velocity is 290fps for non-tournament play.
- Manually adjustable velocity regulators (any system not requiring a tool for adjustment) are prohibited. No tools are allowed on the field during play.
- Do not attempt to remove the power source or other parts from rental paintguns, and do not tamper with the rental goggle/face mask system.

1. PROTECTIVE GEAR

- a. Eye Protection:** Eye protection will be worn by any person who is on or directly Exposed to the fields while games are in progress. The chronograph station is Considered part of the field. Goggles must be paintball specific and have the Attached full-face protection.
- b. Body Protection:** Females are encouraged to wear chest protection and males an athletic cup. This is to alleviate any discomfort from unfortunate paintball impacts.
- c. Other Types of Protection:** Elbow and knee pads, gloves, and neck wraps are Permitted.

2. PROHIBITED ITEMS: There will be no firearms, knives, or any other destructive Items taken onto the paintball field. “Ghillie” suits and light emitting devices are also Prohibited.

3. FIRE PREVENTION: There will be no smoke grenades, smoke bombs, or any other Smoke or heating generating devices allowed on the paintball field.

4. EXTERNAL VELOCITY ADJUSTERS: Markers with external velocity Adjusters will be required to be able to be “locked” using a type of tournament- Approved device. No velocity adjustment tools will be carried onto the field.

5. BEHAVIOR: No alcohol consumption will be permitted either before or during Paintball events. Participants that are believed to have consumed alcohol before Arriving to the facility will not be allowed to participate and will be directed to leave. Making aggressive physical contact, arguing/fighting with another player, staff, or Participant poses a safety hazard and will not be tolerated.

6. ELIMINATION PROCEDURES: Paintball “hits” are indicated when player Receives a “mark” of paint of at least the size of a quarter in diameter from one shot. “Splatter” marks do not constitute a hit. Judgment will be determined by a referee.

Other signs of elimination include:

- a. Verbal Signal.** Saying or yelling the word “hit” eliminates you from a game, Regardless of receiving an actual hit or not “surrendering” to the opposite Team is also indicated by calling yourself “hit”.
- b. Visual Signal:** Lifting your gun and free hand over your head signals that you Have been eliminated.
- c. Once Eliminated,** install your barrel plug in marker and proceed in a quick Manner to the staging area using both visual and verbal signals.

7. CHRONOGRAPHING AND VELOCITY LIMITS: Prior to the start of any Game, all players will fire three rounds over the chronograph. The average velocity will

Be not more than the established maximum setting, with no single shot of more than 300

Feet per second.

8. FIELD BOUNDARIES:

- a. Field boundaries are clearly marked and will be briefed prior to the start of play.
- b. Crossing boundaries is not permitted and if determined to be the case, will eliminate the player from the game.
- c. Shooting over/around boundaries is permitted.

9. FIELD SUPPLIES:

- a. First Aid: The location of a first aid station will be briefed prior to the start of the Game.
- b. There will be least one First Aid/CPR certified individual on site during the day.
- c. Potable water location will be on site.

10. GENERAL PREPAREDNESS:

- a. Players will be separated by skill level.
- b. Paintball discharge areas are at the chronograph area and playing field only.
- c. Any violation of any of these rules can result in the removal from the game and /or the facility.