

BASIC PAINTBALL RULES

GENERAL

1. A minimum of one person is to be designated as the Referee for each Paintball game. The Referee will be the one who starts the game, stops the game for paint checks, decides the issues that may arise and who ends the game. The Referee should have a whistle for signaling the start, stopping and ending of the game. As with all games, it does not pay to contradict the decisions of the Referee, decisions by Referees and Judges are final and unarguable.
2. A player is out of the game if he/she is hit by a marking pellet (paintball) and it Breaks on him, this includes his clothing, gun or equipment. It doesn't matter whether the player is shot by an opposing player or a teammate (friendly fire). When a player is marked he/she is to immediately call themselves "OUT or HIT". She/he must then hold their gun over their head, continue to call out "OUT or HIT" and leave the playing field by the shortest and safest route.
3. A player is not considered out of the game if he/she is struck by a marking pellet (paintball) and it does not break. A player is not considered out of the game if he/she is struck by a splatter from a marking pellet (paintball). Splatter is considered to be the spray or fragments from a marking pellet that has broken on an object such as a tree, bush, rock, barricade, etc., close to the player. If a player calls himself/herself "OUT or HIT", because they think that they have been hit by a marking pellet (paintball), he/she is immediately out of the game and must leave by the shortest and safest route. Even if the player discovers that they were not hit, after they make the call they are out and must leave the playing field at once. BLIND FIRING is not allowed. Do not fire if you can't see what you are firing at. Many players are tempted to stick their guns out from behind a barricade and fire, which can lead to accidentally shooting players who are leaving the field, referees, or other things you shouldn't shoot at.
4. If two or more players mark each other simultaneously, both players are eliminated. Under most conditions both players must be eliminated.
5. If there is a question as to whether a player has been marked, call for a "Paint Check", that's what the Referee is for. When a Paint Check is called the game comes to a stop, all players remain where they are until the Referee clears the problem and restarts the game. Note also, that during a Paint Check all players remain where they are when the Paint Check was called and by leaving that position during a Paint Check they can be called out by the Referee or by a player reporting their movement to the Referee.
6. Predetermine the length of the game. Most games run 15 to 30 minutes, with 20 minutes being the average. The Referee will be the one who keeps track of the time. By setting time limits you make for a more aggressive game. If no one wins, who cares, go on to the next game and try some new strategy. Have Rest Periods between games. Predetermine their length and have the Referee keep track of the time. The Rest Periods allow the players to refresh themselves, to talk over the game that they have just played, to reload ammunition and Co2 gas, and to clean or repair equipment.

7. If the game is a Flag Game, only one player is permitted to guard the flag at the station. If the guardian gets eliminated from the game, he/she leaves the flag at the point where he/she got shot.
8. Whether “Dead Man Walking –DMW” is allowed or not needs to be predetermined by the teams. DMW is when a player, although not hit, walks alongside players who got shot and are walking out of the game field. This deception gives him/her the advantage to change his/her shelter or to get nearer to the rivals.
9. “Dead Man Silent” is when a player gets hit and walks out of the field. During this walk he/she is not allowed to speak to any of the players. A marked player is to walk out of the field and to report immediately to the Referee for a paint check.
10. We are a field paint only facility. All paintballs must be purchased on-site. No carry-on paintballs are allowed.
11. Paintballs purchased cannot be returned for reimbursement
12. Every team has a captain. Team captains have to wave to the Referee, in order for the game to begin. The referee blows the whistle and the game officially begins.
13. Boundaries of the playing field are 10’ inside of the course netting. Be sure that all players and the Referees understand where they are located. The rules are: During the playing of a game, any player/players caught outside of the Boundaries are out of the current game and are to leave the play field area at once. Any and all shots fired from outside the Boundaries do not count. No leaving and returning to the playing field is allowed during a game. Once you are outside the Boundaries you are out of the current game. Only the game players and the Referee(s) are allowed on the playing field during the playing of a game. If an unauthorized person enters the playing field the game is to come to an immediate stop until that person leaves the playing field. Review the field Boundaries (15’ inside the netting) so that any stray flying marking pellets (paintballs) do not strike any other persons personal property, such as cars or any facility buildings, picnic areas, course boundary netting, etc.
14. No player may enter or attempt to enter a playing field for a game without having signed a waiver.

SAFETY RULES:

1. Participants are not allowed to wear shorts or t-shirts during the game. All players are required to wear long-sleeved shirts and full length pants. Arms and legs must be fully covered during play.
2. During a game, masks/goggles are to be worn at all times by all persons on the playing field or near other people who are playing. This rule is strictly enforced and players that violate this rule are given at most one warning before they are disqualified to play. If a players’ mask falls off during a game, he or she should immediately lie face down on the ground and cover

his/her head. Any player who sees this should alert the referee and other players to stop the game until the player is able to replace their goggles.

3. No physical interaction whatsoever is allowed between players.
4. It is forbidden to shoot from a distance under 10 to 15 feet. The capsule leaves the barrel with an average speed of 280' per second which is equivalent to 200 mph and this may lead to injuries. If the distance between two rival players is less than 10 to 15 feet, either both players increase the distance, or the Referee stops the game.
5. If a player holds his/her gun with both hands stretched out over their head, no one is to shoot at the player. This movement is only allowed if the player is eliminated, runs out of ammo, or in case of an emergency.
6. An eliminated player cannot shoot while walking out of the field, nor is he/she to be shot at.
7. Referees under no circumstances are to be shot at or hit.
8. It is strictly forbidden to bring or consume alcohol of any kind before, during, or after the game.
9. Paintball guns are not allowed to be carried around or openly exposed while in the Park or Campground area outside the Paintball Course area. If caught, the guns are subject to confiscation by Park personnel or Park Security and can be picked up upon leaving the Park.

ADDITIONAL SAFETY RULES & PRECAUTIONS:

1. Paint guns must have a barrel sock covering the barrel at all times, except while on the playing field. In case your gun has Co2 leakage, avoid coming into contact with the gas. Co2 has a freezing temperature (-76° C) and this may cause local chills or possible burns on the skin. If your gun is leaking, put it aside and call the Referee.
2. Paintball velocity: All Markers are to be checked by chronograph prior to use on the course. In addition to the mandatory use of masks, paintball markers for this course must not fire paintballs that exceed a range of 280 feet per second. The industry standard maximum velocity is 300 feet per second (about 200 miles per hour). Paintballs traveling faster than 300 fps will leave large bruises and can potentially break the skin or even fingers.

Paintball velocity is measured using a chronograph. All persons playing will be required to measure their paintball velocity using the on-site chronograph. It is important that markers be chronographed after any adjustment or replacement of parts (e.g. the barrel) that might significantly change the marker's velocity. The course provides metered compressed air onsite at no charge.

3. Always be prepared in case your paint gun malfunctions. Bring spare parts and tools with you to the playing field. The main tools that you should have are: a pair of pliers, a set of Allen wrenches, screwdrivers, and a small crescent wrench.
4. Do not carry your gun by the Co2 supply hose, or the gas might leak and cause your gun to malfunction.
5. The most important thing to remember about playing paintball is to clean your equipment after every game. It is important to have all your equipment working at its peak performance from your goggles to your paint gun. Always, after a day of paintball, break down your paintball gun, clean it completely and lubricate it before you put it away. This will insure that it will be ready to go the next time you want to play and you can avoid malfunctions.
6. Never leave your paintball equipment unattended and always keep it locked up when not being used.
7. Do not take your mask off until the game is over and you are off the field. Injuries occur because someone removed their mask at an inappropriate time.
8. Players under 10 years of age must have a parent or guardian present at all times during play.
9. Players should hydrate frequently, every time they come off the field. Water is best.
10. Tools of any kind are not allowed on the paintball field at any time. If repairs are needed on equipment, you must leave the field of play.
11. Do not leave guns or full CO² tanks in the sun.