



Safety Regulations:

1. Minimum age is 10 years old. Children between the ages of 10-17 years old will require parental/approved adult supervision on-site.
2. Goggles/mask must be worn at all times in the playing area. No mask, no play!
3. Sturdy long sleeve shirts and pants are recommended; boots and athletic cup are also strongly recommended. Paint is water based and washes out easily.
4. Spectators will not be allowed in or near the playing area while game is in progress.

Rules of Play:

1. Enter the game at the designated starting point.
2. Barrel bags will not be removed until the referees signal to do so.
3. No gun discharge outside the playing area.
4. While the game is not in session, paint guns will be kept on safe with the barrel bag securely fastened.
5. A single long blast of the whistle will signal the start and finish of the game.
6. MULTIPLE SHORT BLASTS SIGNAL EMERGENCY! Please put your barrel bags on and gun on safe. Play it safe! If you or someone else is injured, make sure play has stopped completely.
7. If you are eliminated from a game, assume a neutral position, (gun raised overhead) immediately. A player is eliminated if a paint ball strikes their person and leaves a mark at least the size of a quarter. If the paint ball does not break, a player is not eliminated. However, once in a neutral position, a player is considered out of the game, regardless of being marked or not. Do not fake elimination. Violators will be suspended from further play. Shots to the hand and gun are sufficient for elimination.
8. Head shots are considered a tag. However, don't intentionally hit a person in the head; try to protect yourself from getting shot in the head. Deliberately shooting an opponent in the head will result in the removal from the game.
9. A paint check may be called by either player. Call "Paint Check," desist from further offensive play, but maintain cover until a referee or another player is able to check you out. If the player is determined to be "clean," the player may resume playing. In rare

events, the referee may call a player "neutral." In this situation, the declared player will move as directed for the referee to check them out; other players will not shoot at or advance any closer to the player until the referee has made a determination of "eliminated" or "clean."

10. Once a player has been eliminated, do not continue to fire upon that player. No bonus balling!
11. If you are eliminated, go to the net or boundary closet to you and proceed to your dead box.
12. No physical contact between players at any time. No wrestling, fighting, grabbing or diving at one another.
13. If you exit the playing area for any reason, you may not re-enter that game. This includes a gun malfunction that the player cannot fix himself.
14. If you intentionally shoot referees or spectators, you will be EJECTED from the field.
15. Do not intentionally shoot the net.
16. No hiding behind referees.
17. Players will not shoot into the air, especially a shot that results in paintballs going over the net.
18. No blind firing.
19. Players will not shoot at wildlife, birds, etc.
20. Do not intentionally shoot any signs.
21. Chronograph limit is 300 FPS. Any player repeatedly exceeding this limit will be ejected.
22. 3 Shot Rule: If a player shoots another player and breaks 3 or more paintballs on the target, the shooter will be eliminated.
23. Surrender rule and 10' limit: Any advancing player MUST attempt to surrender a defensive player once they are within 10' of each other. If the defender chooses not to accept the surrender, the offensive player may eliminate them. Declination of the surrender may be done verbally, or if the player makes an offensive move.
24. All violations and grievances will be decided by referees. Referees' decisions are final.
25. If any player violates these rules, they will be removed from the playing field.
26. No alcoholic beverages allowed. Players observed consuming alcoholic beverages off-premise will not be allowed to play.
27. Any damage done to rental gun or equipment must be paid by the player.
28. Poor sportsmanship and excessive behavior will not be condoned. Any actions deemed inappropriate by the referees can result in removal from the area.