

PAINTBALL PLAYER SAFETY AND FIELD SAFETY RULES

All players must read and agree to follow all player safety rules, field safety guidelines, and sign this form prior to participating in any paintball activities without exception. Any violation of the safety rules will result in ejection from the field and participation in paintball activities.

- 1) **SAFETY GOGGLES** must be worn by anyone in the playing field at all times. Goggles are to be in the full operating position (covering eyes, face and ears) at all times while a player steps onto the playing field. If a mask fogs up and needs to be cleaned the player must remove him/herself from the playing field **BEFORE** even altering the position of the mask away from full coverage of the eyes, face and ears. Only Goggles specifically approved for paintball that provide full face and ear protection are allowed. Modifications are strictly prohibited to the structural design and capabilities of the designed mask but enhancements such as camouflage is permitted.
- 2) **NO SHOOTING** in any areas other than the designated playing field and/or target/chronography range. Not shooting into or out of the registration area, neutral zones, observation zones,. Markers may only be discharged on the active field of play or target/chronography range. Players are not to “test” their markers except for in the target/chronography range, and are not to discharge their markers while walking into the field of play to assume a playing position.
- 3) **JUDGES DECISIONS ARE FINAL** and players or spectators will not be allowed to change or modify the rulings of the Judge(s).
- 4) **BARREL BLOCKING DEVICES** must be in at all times anywhere on the property and are to be left in until the “Ready” command is given just prior to the start of a game. Players are expected to keep their barrel blocking device with them while on the field and when the game ends (whistle signal) they are to immediately turn the Trigger Guard(Safety) to the “on” position and then place the barrel blocking device on the marker. Barrel blocking devices must be specifically designed and manufactured for paintball markers.
- 5) **NO BLIND SHOOTING**, you must have visual contact to the location the marker is shooting.
- 6) **NO CLIMBING** of trees, or any structure 4-feet or higher. Castles, forts, or towers are not to be climbed.
- 7) **NO PHYSICAL CONTACT** of any form is allowed between players unless it is of players on the same team to provide directions or signals.
- 8) **NO CONSTRUCTION OF BOOBY TRAPS** – play with the field “as is”.
- 9) **NO ALCOHOL OR ILLEGAL DRUGS** are allowed on the premises.
- 10) **NO VERBAL ABUSE**, profanity, name calling or slurs against anyone will be allowed, we expect everyone to act and behave in a Christian manner in the midst of friendly competition.
- 11) **NO SMOKING** or the use of fire, matches or other flammable materials.
- 12) **NO UNAUTHORIZED EQUIPMENT** or potentially dangerous gear is allowed. All firearms, knives, machetes, etc. are prohibited. The field operator must approval all equipment allowed on the premises.
- 13) **MODIFICATIONS ARE PROHIBITED**. Players are not allowed to modify safety goggles, markers, fixed bunkers or towers (except for camouflage activities) or any property on the premises.
- 14) **SPECTATORS** are required to a) stand behind the Safety Area screen at all times and are required to wear safety goggles if they move into a position to observe the playing field.
- 15) **TANK FILLS**: players are not allowed to perform tank-fills; only swapping of tanks
- 16) **INJURY**: Notify the referee or Field Operator if you are injured; declare “I’M OUT” immediately.
- 17) Avoid shooting at the neck or head.
- 18) All markers must be chronographed before play or at Referee/Field Operators request.
- 19) **BEING MARKED OUT**: A player is marked out when a paintball breaks on him/her and leaves a mark the size of a quarter or larger anywhere on his/her body, equipment, or paintball marker. Splatter from a paintball bursting on a barricade or any other object will count if it is a quarter or larger. Players rubbing or wiping paint during a game will be ejected from play. When a player is marked out he/she will call out loudly “I’M HIT” or “I’M OUT”. Slowly raise an arm, point your marker straight up into the air and walk to the closest exit as quickly as possible. Other players may not shoot at the player while he/she exits.

- 20) PAINT CHECK: When a player has been hit in a location that he/she cannot see, player may call "PAINT CHECK". The player may continue to play while a referee comes over to check the player for a hit while the game continues. When a referee is within 5-feet of a player and/or has his hand on a player during a check that player is neutral and may not fire or be fired upon.
- 21) SURRENDER (15') RULE: Whenever you get a player in a hopeless or pointblank situation (a shot within 15 feet) you MUST offer him to surrender rather than shooting at close range. The offensive player will call 'SURRENDER" to which the defensive player will respond "I SURRENDER", raise his hands slowly, point his marker straight up and exit the field. A player who does not offer the "Surrender" command may be ejected from the game and depending on the circumstances may be disqualified from further play. A player in a defensive role who reacts or declines a surrender by a quick maneuver is to provoke a second "Surrender" command from the offensive player resulting in the AUTOMATIC OUT of the defending player. The goal here is to avoid close range (15' or less) or point blank shots.
- 22) SAFETY(Trigger Guards) are mandatory on all markers and are to be in the "ON" position at all times until the "Ready" signal is given just before play commences; are to be placed back to the "ON" position within 10-seconds of a game ending.
- 23) All players and persons observing or in the Safety Area must have read and signed this form before entering the designated area of play for paintball.

GAME SEQUENCE:

- 1) ASSEMBLE: Players assemble in the Safety Area with marker Trigger Guards (Safety) in the "ON" position and Barrel Blockers in place on the marker.
- 2) SCENARIO: Each game sequence will have a Scenario Description and will be reviewed by the Referee/Field Operator prior to each game.
- 3) If needed teams will be chosen and assembly areas designated.
- 4) POSITIONS: On signal by the Field Operator/Referee the players move into position (safety and barrel blocker still "on")
- 5) READY: One minute prior to play starting the Field Operator will loudly call out "Ready – One Minute". This command might be quickly repeated 2-3 times based on location, wind and weather. At this point players are to remove their barrel blocker first, securely store the barrel blocker on their body or equipment, then in final preparation turn their Trigger Guard/Safety to the "OFF" position.
- 6) WHISTLE START: One long blast of a whistle (3-5 seconds) will signal the start of play, one minute after the "Ready – One Minute" command is given.
- 7) DURING PLAY if a player is Marked Out or ends/quits the game before the official whistle they are to loudly state "I'M OUT" – slowly raise their hands – point their marker straight up into the air and proceed to turn their Safety On, then put their Barrel Blocker on while walking to the closest exit point.
- 8) END OF PLAY: The end of play is signaled by one long whistle (3-5 seconds) and all players are to immediately turn their Trigger Guard/Safety to the "ON" position, place their Barrel Blocker on the marker and walk to the assembly area.

By signing below I agree to and will abide to the Player Safety and Field Safety rules for paintball at Sunday Bluff. In addition, if I am a minor (under age 18) my parent/guardian will be required to sign this form indicating they understand the nature and risks associated with the paintball activity and allow their minor child to participate in paintball activities during the event. One form is required for each participant.

PARTICIPANT NAME (please print): _____
 PARTICIPANT SIGNATURE: _____ Date: _____

PARENT/GUARDIAN NAME (print) _____
 PARENT/GUARDIAN SIGNATURE: _____ Date: _____

NAME OF EVENT: _____
 DATE(S) OF EVENT: _____

PAINTBALL SKILLS ASSESSMENT

All participants will be required to demonstrate the safe operation of their marker, mask and pass a quick "checkout" quiz (verbal/demonstration - not written) prior to participation in any paintball activity. The entire group can be checked, and then "anyone age 12 and under must have an individual checkout" with a Field Operator prior to participating.

Specific skills that need to be demonstrated:

MASK

- The adjustment and proper placement of the face mask
- Respond properly to the verbal question: "What do you do when you can't see through your mask and you're in the middle of a game?" (What if it fogs up? ... What if you get splattered by a paintball and can't see you (this can/will happen from time to time)?"

MARKER PARTS

- Properly identify these parts on their marker:
 - a) Safety/Trigger Guard (and operate the safety to "ON" and "OFF" position)
 - b) Barrel blocker (and properly put the blocker "in" and store on their body/equipment when they take it "out")
 - c) Trigger
 - d) Sight (reasonably point the marker to a desired target)
 - e) Paintball hopper (when and how to load; what to do with spilled paintballs)
 - f) CO2 canister
 - g) What the marker sounds like when it is low on air or malfunctioning

SITUATIONS

The player must respond properly to these scenarios with a verbal response &/or demonstrate proper actions:

- How a game starts (assembly area - description - move to location - "ready/1-minute" - whistle)
- How you are "marked out" of a game (quarter-size hit or indirect hit)
- What's the difference between a "hit" (marked out) and a "splatter"?
- What is a "paint check"
- When YOU are to surrender (demonstrate)
- When you call out for someone to Surrender
- What is "too close to shoot"? (15' or less, Surrender rule)
- What you physically do when "marked out" (actually demonstrate: call out, hands/marker up, safety on, barrel blocker, walk)
- How a game ends