

Field Rules for Paintball

Paintball is an “honor” game. Be honest and play fair.

Use only camp paintballs.

Wear full face safety protection at ALL times when on the playing field. Keep mask DOWN in place on the face.

Barrel bags on guns at all times except when in playing field. No shooting in the safety zone.

All guns will be chronoed at or below 270fps.

No tools permitted on playing field.

Paintball breaks on head, body, or gun counts as a hit. If it does not break, you must yell “NO BREAK” to stay in the game.

Once hit, yell “OUT”. Point the gun in the air with your arm raised over your head and walk to the designated area for that game which will be your base or the safety zone. ALWAYS keep face mask on (DOWN in place) unless you have entered the safety zone.

Do not talk to your teammates on the way out of the game.

Do not hand off supplies to teammates on the way out of the game.

Do not use an eliminated player as cover.

Do not use a referee as cover.

No phony gestures nor yelling to make others think you are out when you are not out.

When you hear a whistle, an air-horn, or megaphone, stop shooting immediately. This means the game is over. Barrel bags MUST be put on your gun BEFORE entering the safety zone and face mask MUST remain on until you are in the safety zone.

No cheating; otherwise you will be dealt with by the referees.

No physical contact between players.

No verbal or physical obscenities or gestures will be tolerated.

A referee’s call is final. Do not argue.

Do not shoot at animals or anyone wearing referee jersey.

No climbing trees, bunkers or roofs of buildings.

No tools, knives, fireworks, lighters, matches, or smoking is permitted on the playing field. Also, no smoking, no alcohol, and no drugs permitted on camp property.

You can request a referee to clean your barrel, but you are still in play.

If you are hit where you cannot see if a paintball broke or not, you may yell for a “PAINT CHECK” and a referee will come to you, but you may continue to get hit.

Any hit bigger than a quarter counts as a hit.

A paintball splatter does not count as a hit.

If you say “HIT”, you are considered “out” even if the shot did not break.

Any player stepping out of the boundaries is out.

Do not shoot eliminated players.

If you hear the signal “FREEZE”, stop all activity because someone is hurt and must be taken off the playing field.

Do not pick up paintballs or re-use them. Once they are on the ground they are dirty and can jam your gun.

“MERCY” yell rule:

 Within 20 feet of another player.

 With a no-miss shoot

 The opposing player cannot be actively engaged (being shot at) with the player offering the surrender.

 You have 3 seconds to yell “HIT”; if not, the opposing player may shoot.

 If the player receiving the “MERCY” call moves before yelling hit, the opposing player may shoot.