

Basic Rules of Play

1. Safety first:

- Think about your paintball gun as a real gun...because it is!
- Facemask a must at all times in the field when a game is going on. Even in "Safe Zone"
- Hands off trigger when not in play
- Safety switch engaged when not in play
- Barrel cap/plug in when you are not in play
- Put your marker down on the table when not in play
- When you leave the field of play put down your gun on the table
- Anyone not following these safety rules will be asked to leave the game



2. Strikes:

- Any hit = elimination (except a hit to the gun and depending on the game play there may be multiple hits allowed).
- Be honest and respectful. We're all friends. If you get hit, you're out. We don't play with refs, so be honest.
- If you think you got hit...assume you did and leave the game.
- (Don't say, I think the ball broke on the tree before it hit me. If you feel it, you're hit.)
- Don't get shot in the foot and say...I've got another foot. Dude...you're out.
- Watch head strikes. (Try to hit center of mass if you can.)
- No strikes within 10 feet. (I know this is hard, but watch the close-range shots. They will leave a nasty bruise).
 - o If you're within 10 feet, call "SURRENDER!"
 - o If both opponents call surrender at the same time, consider it a "tie" and both run back 10 feet and re-engage.
- Though "controlling" paintball shots is difficult when you're ducking, running, and shooting at an enemy, watch head strikes.

3. If You Get Hit

- If someone yells "I'm hit" do not keep shooting at them. They're out. You got them. Good job.
- Conversely, if someone hits you, realize there is a lot of adrenaline and paintball guns are loud. They might not hear you screaming like a little girl. Hold your gun up, drop to the ground, and yell louder..."I'm out."
 - o If you get hit, raise your gun, put muzzle cap in, and quickly walk off the field. You cannot shoot after you're hit.
 - o If hit, no helping your team by giving away enemy positions. No help from the side line! Just walk off. (Reinsert depending on the game of play).
 - o No "re-entry" into the game once you're hit...(depending on the game)



4. Starting & Ending the Game:

- Each bunker will have a walkie-talkie. Keep them in the bunker.
- This will be how we signal each other to begin the game. (The whistles didn't really work well.)
- At the end of the game (depending on which game), an eliminated player in the safe zone will blow an air horn. (Just a quick few bursts, which will alert the remaining players the game is over).

5. Other Miscellaneous Rules

- Mechanical or pressurized grenades and smoke bombs are allowed.
- NOT ALLOWED IS ANYTHING YOU HAVE TO LIGHT!
- Hiding the Flag = flag must be placed at eye level
- Keep profanities to a minimal. Getting hit with a paintball moving 300 feet per second does hurt...but there are kids around.
- Bug spray...not a rule but a strong recommendation!
 - o We're playing in the woods. You'll be crawling around the ground, ducking and hiding in leaves, etc.
 - o Check your little weenies when you get home for ticks
- *If you are injured, let Tony know right away. Play stops immediately until injured person is removed from field of play.*



We're all friends, family, and friends of friends. Last, have fun! Now let's play!

