

# Paintball Rules

1. A minimum of one person is 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 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 a opposing player or a teammate (friendly fire). When a player is marked she/he is to immediately call themselves "OUT or DEADMAN". She/he must then hold their gun over their head, continue to call out "OUT or DEADMAN" and leave the playing field by the shortest and safest route.
3. A player is not considered out of the game if she/he is struck by a marking pellet (paintball) and it does not break. A player is not considered out of the game if she/he 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 or rock etc., close to the player. If a player calls herself/himself "OUT or DEADMAN", because they think that they have been hit by a marking pellet (paintball), she/he is immediately out of the game and must leave the playing field by the shortest and safest route. Even if the player discovers that they were not hit, after they make the call their out, and must leave the playing field at once.
4. If two or more players mark each other simultaneously, all must be eliminated. A referee will decide who is to be eliminated when two or more players are marked
5. If there is 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 at 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 30 to 60 minutes, with 45 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, s/he leaves the flag at the point where s/he got shot.
8. A player is not allowed to move together with the barricades.
9. 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.
10. "Dead Man Silent" is when a player gets hit and walks out of the field. During this walk s/he 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.
11. All paintballs used at the tournament must be purchased from the referee. No carry-on paintballs allowed. The game does not stop during this interaction. The referee leaves the paintballs to the player and walks away. The player runs the risk of getting hit while purchasing the paintballs.
12. Paintballs purchased cannot be reimbursed.
13. Every team has a captain. At the meeting, captains will receive any final instructions and written notice of rules. After the game, captains of both teams attend the calculation of the points done by the referee.
14. Team captains have to waive to the referee, in order for the game to begin. The referee blows the whistle and the game commences officially.

15. Set up the Boundaries of the playing field. Be sure that all players and the referee(s) understand where they're located. The rules are: During the playing of a game, any player(s) caught outside of the boundaries is/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 during a game. Once you're outside the Boundaries you're out of the 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. Set up the field Boundaries so that any stray flying marking pellets (paintballs) do not strike any other person's personal property, such as houses, cars, etc..

16. A team will be disqualified if any player enters or attempts to enter a playing field for a game without having signed a waiver.

## **b) Safety Rules**

1. It is not allowed to wear shorts or t-shirt during the game. All players are required to wear long-sleeve shirts and full-length pants. Arms and legs must be fully covered during play.
2. During a game, goggles are to be worn at all times by all persons on the playing field and never removed for any reason.
3. No physical interaction whatsoever is allowed between players.
4. It is forbidden to shoot from a distance under 5 meters. The capsule leaves the barrel with an average speed of 80-100 m/sec., and this may lead to injuries. If the distance between two rival players is under 5 meters, 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 his/her head, none is to shoot at the player. This movement is only allowed if the player is eliminated, or in a case of emergency.
6. An eliminated player cannot shoot while walking out of the field, nor is s/he to be shot at.
7. Referees are under no circumstances to be hit.
8. It is strictly forbidden to bring or consume alcohol before, during, or after the game.

## **c) Safety Precautions**

1. Paint guns must have a barrel blocking device (plug) inserted in barrel at all times, except while on the playing field. In case your gun has CO<sub>2</sub> leakage, avoid coming into contact with the gas. CO<sub>2</sub> has a freezing temperature (-76 °C) and this may cause local chills on the skin. If your gun is leaking, put it aside and call the referee.
2. Always be prepared for your paint gun to malfunction. 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, screw drivers and a small crescent wrench.
3. Do not carry your gun from the CO<sub>2</sub> supply hose, or the gas might leak and cause your gun to malfunction.
4. The most important thing 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 you should break down your paint gun. Clean it completely and lubricate it before you put it away. That way it will be ready to go the next time you want to play.
5. Never leave your paintball equipment unattended between games and always lock it up during games.