



# Sound View Camp And Retreat Center

## Paintball Course Rules

1. **We are here to have fun!**
  - A. A healthy spirit of competition, the strong desire to paint a friend, those are good things!
  - B. A negative rivalry or a serious need to “prove something” don’t belong on the course. Find a safe person to help you work those issues out elsewhere!
2. **Masks on when markers are in use.**
  - A. Masks must be on, properly fitted, and all buckles in place when you enter the playing field.
  - B. Masks remain on when you are on the playing-side of the net!
  - C. Masks only come off once you are completely out of the chute!
3. **Only aim your marker at something you intend to shoot.**
  - A. Never shoot at someone who doesn’t have a mask.
  - B. Between games point marker straight up at the sky or straight down at the ground.
  - C. Never shoot at referees, bystanders, people or objects that are out of bounds, or wildlife.
4. **Basic playing rules.**
  - A. Keep your marker on safe and barrel sleeve on until the game begins.
  - B. A player is out when:
    - 1) Obvious hits: If a paintball hits a player or any of their equipment where they can see it and leaves a solid mark larger than a nickel.
    - 2) Un-obvious hits: If a paintball hits where you can’t see with goggles on, you should ask a teammate or ref for a paint-check. Remain behind cover until it is determined whether the ball left a nickel-sized mark. If no teammate is available, you may ask an opponent for a paint check, then go back to your hiding places and countdown to begin play.
    - 3) If a paintball breaks on something else, and the splatter leaves a solid mark larger than a nickel on you.
  - C. As soon as you’re out, you should raise your marker above your head, shout “Hit” or “Out,” and leave the field. You may not talk to teammates
  - D. Balls that bounce off a player without leaving a mark do NOT count as a hit or out.
  - E. If you are within 20 feet of an opponent with a clear line of sight, the first player to recognize the situation should call: “Safety tag.” The player that is surprised should say “I’m out,” then exit as usual.
  - F. Excessive shooting of a player or continuing to shoot after the player has called themselves out is against the rules and will result in the ejection of the player shooting.
  - G. If you leave the boundaries of the playing field you are out for the round.
  - H. Do not climb trees, or on buildings/bunkers unless it is lower than 3 feet.
  - I. If the referee or group leader needs to stop the game for game end, or an emergency, they will repeat three blasts on the whistle or will repeat the message on the megaphone, until all players have gathered.

**5. Clothing for the Course**

A. Required:

- 1) Long Pants
- 2) Long Sleeves (No low-necked shirts)
- 3) Closed-Toed Shoes

B. Suggested:

- 1) Forearm and/or elbow protection
- 2) Shin and knee protection
- 3) Groin protection
- 4) Chest Protection (female players)
- 5) Neck protection

C. Prohibited:

- 1) Metal or ceramic cleats, or cleats that may injure other players.

I have read the rules and understand them. I will follow the rules and any further instructions from facilitators, referees, or staff.

**Guest Group Name:** \_\_\_\_\_ **Date:** \_\_\_\_\_

<u>Printed Name</u>	<u>Signature</u>	<u>Printed Name</u>	<u>Signature</u>