

PAINTBALL GUIDELINES

Paintball is open play 12pm – 4pm, however it is suggested that you arrive by 3pm to play. Long sleeve shirt and long pants, goggles, and closed toe shoes are required. You may use your own goggles and marker or rent them from DRG. Participants must be at least 10 years old.

Safety Guidelines

1. Safety switch on markers must be on “safe” and barrel sleeves must be properly secured at all times except for during a game.
2. Goggles must be worn at all times when not in designated safe area (walkway into and on the field.)
3. Players may not increase the velocity of their own marker at any time.
4. Markers will be adjusted to 280 fps or less:
 - Prior to game play
 - After changing tanks
 - After a major change in the weather
 - When requested by the instructor/referee.
5. No player may shoot at another player within 20 feet. When one player encounters another within 20 feet he should use “SAFETY MARK!” rather than shooting if both yell at approximately the same time both will be out and must exit the field.
6. Markers will not be discharged for any reason while inside a designated safe area or outside of the netted field.
7. No equipment or devices other than those described herein shall be used in game play unless authorized by DRG head instructor.
8. All markers with a CO2 bottle attached must have barrel sleeve properly in place before being taken out of the entrance to the field (into the no goggle area.)
9. Players or spectators outside of the field with out goggles covering their eyes must stay at least 10 feet away from netting.

Guidelines of Play

1. Obey the referee. He has final call.
2. Observe and obey signage.
3. Operate markers ONLY in designated areas.
4. No paintball playing while under the influence of any debilitating or mind altering substance (legal or not).
5. Game starts with “Barrels on Barrels” (the marker touching the base barrels) or as decided by the referees.
6. Be honest. Paint wiping is NOT acceptable.
7. No sharing paint/swapping markers while on the field.
8. Ask referee for help if:
 - You have marker malfunction
 - You have a wardrobe malfunction (goggles messed up)
 - If you suspect a hit but can’t see if you are really marked. This is called “Paint Check”
 - You think you marked someone else and want it verified. Also called a Paint Check.
10. Elimination occurs when:
 - A paintball BREAKS or leaves a splash on a player larger than a quarter anywhere on a player or his equipment
 - When a player is subject to a “safety mark”
 - A player indicates by word or gesture that they are out
 - Or any time a player surrenders.
11. When eliminated the player must indicate by saying, “OUT!” or “HIT!” place the safety and the barrel sleeve on and raise your marker up into the air and proceed to leave the field.
12. No talking after eliminated. (“Dead men tell no tales!”)