



Competition Rules for Paintball

It is important to note that paint ball is an active contact sport. If a participant has any medical or health related problems past or present, playing paintball may worsen the affect or create further injury. Kendal Sporting shall not be held liable as described in our waiver for anyone knowingly or unknowingly participating.

All participants must read our waiver and rules and sign the waiver before playing.

GENERAL FIELD RULES

1. (A) No alcohol or control substances before or during game play.
(B) No fighting. (C) No Camouflage.
2. Only markers (paintball guns) & paintballs supplied by Kendal sporting may be used
3. (*) All markers (paintball guns) must be choreographed and must not exceed the limit of 300 ft/s.
4. (F) No marker firing is permitted except on the playing field of the paintball range.
5. (*) No marker firing is permitted until the referees have signaled that players may do so. All firing must cease on completion of a game or if a referee signals to stop firing.
6. Suitable clothing and footwear must be worn on the paintball field.
7. Each player renting equipment assumes financial responsibility for any damaged caused by him or her.
8. (*) Goggles/face masks must be worn at all times while on the playing field. At no time must they be removed or taken off until you are outside of the playing arena.(This includes all other gear as well)

9. For any malfunctions that you can't fix without assistance, move to your designated safety area and request assistance; this will not stop game play.
10. (*) When playing, if you are hit you must raise your free hand (not marker hand) in the air. This is to signify to other players and referees that you have been eliminated/marked.
11. Referees/Kendal Sporting reserves the right to expel or refuse anyone who may be considered a safety risk to themselves or other players.
12. (*) No throwing of the flag once you have been hit.
13. No Profanity is allowed (on the field or in the staging area).
14. Barriers and obstacles are not to be moved or modified in any way.
15. Do not pick up paintballs off the ground, they ruin the guns. Do not over fill your ammo loader.

Remember it is only a game - keep your sense of humor, play fair, have fun. If someone is doing something they shouldn't, politely make sure they know to not do it again, and go on with the game. If they continue, report it to the staff so they can check into

ELIMINATIONS

- A player is eliminated when a paintball breaks and leaves a paint mark anywhere on the player. There is no elimination if the paintball does not break upon impact.
- If the paintball splatters after hitting a tree or other object, the player is not eliminated.

- When a player has been hit in a location that he cannot see, he may call for a paint check. The player must call "PAINTCHECK ME" and continue to play. A judge will come over to check the player for a hit, do not stop playing. If the judge feels it necessary to move the player to check him, he will call the player neutral by shouting out "THIS PLAYER IS NEUTRAL", and will place a hand on the player. If you see a judge with his hand on a player, that player is neutral. Neutral players may not be fired upon, and they may not fire. Neutral players may not move, and no player may move to improve their position on this player. Once the paint check has been resolved the judge will call the player in or out, and the game will resume.
- A player may call a paint check on another player if he is reasonably sure the player has been hit and marked. To do this the player calling the paint check must say "PAINTCHECK" FOLLOWED BY THE LOCATION AND IF POSSIBLE THE DESCRIPTION OF THE PLAYER TO BE CHECKED. (i.e. "paint check the guy in the black sweatshirt behind the blue barrel to my right"). The more exact the location and descriptions are given, the faster your paint checks will be executed. Judges will not respond to a player simply calling "Paint check". If paint checks are called excessively or needlessly the judge may eliminate the player calling the checks. When calling a paint check on another player you may not move on that player, but you should continue to fire. You should encourage players who you believe you have eliminated to check themselves by calling out "CHECK YOURSELF PLEASE". Again, be as specific as possible by telling the player exactly where to check. When a player checks himself, you must stop firing at him.

- If you shoot a player, and he is hit, QUIT SHOOTING!!!! Excessive Shooting will cause you to be ejected from the game. Be careful not to shoot players that are "out" and are leaving the field
- If you are caught rubbing off paint while in the game to avoid calling yourself "out", you will not be allowed to play. Cheaters will not be tolerated.

CALLING YOURSELF OUT ("HITS")

- Loudly call "HIT" and raise one hand above your head, place your barrel plug/condom in the barrel of the marker.
- Once you call "HIT", you must exit the game at the designated exit point (to be specified by the referee prior to game start).
- Players must quickly exit the field; no talking to active players Dead Players can not talk to Live Players Dead men don't talk! Once you are out you cannot say anything but "I'm hit, I'm out!" You cannot gesture or otherwise convey any information to any other player.
- Imitating a "HIT" player will not be tolerated.

REFEREES

- The referees have the right to go anywhere on the playing field, all players must yield to the referees.
- All decisions made by the referee are final. A player may be ejected from the field for arguing or disagreeing with the referee. If a dispute does occur between a player and a referee, it should be brought off the field and taken to the head referee, except on the occasion when a jury may be appointed.

SURRENDERS

- If an attacking player is within 15 feet of another player, that player may demand "surrender."
- If the defending player accepts the "surrender", he/she will leave the field as a "hit" player.
- If the defending player does not accept the "surrender", he/she has the right to return fire.
- Whenever you get a player in a hopeless situation, (i.e.; you are 20 ft or less from a player who has no idea you are there), you should offer the player a chance to surrender rather than shoot at close range. Call out "SURRENDER". If he does not respond in a non-aggressive manner fast enough for you, you may shoot. Absolutely No head shots or multiple shooting will be tolerated. To surrender, a player may call "OUT", "HIT", "I SURRENDER", "I GIVE", "UNCLE", or any other statement that will convey a positive response. Players not making any response or those who try to bluff will probably be shot.
- The "Surrender" option is to reduce the number of injuries experienced from being hit at close range. It is strictly an option. Players are highly encouraged to use it.

ITEMS PROHIBITED ON THE PLAYING FIELD

Any item the Paintball staff feels is unsafe, unfair, or changes the concept of the game will not be allowed onto the field.

The following items are not allowed on the field:

- Velocity adjusting tools. (Instant Disqualification)
- Excessive layering of clothing
- Excessively baggy clothing.
- Foam padding and Bubble Jackets
- Plastic and rubber clothing.
- Laser sights unless specifically authorized.
- Full length Ghillie suits may only be worn with permission from the referee.

PROPER CLEANING OF MARKERS AND GOOGLES

- If goggles need to be cleaned, use the cleaning solution and tissue paper located at the cleaning table. Do not use Windex or any other commercial based cleaner
- Use a squeegee and rag located at the cleaning area to clean any paint that may be in your gun.

EJECTIONS FROM THE FIELD

PLAYERS ARE SUBJECT TO EJECTION FROM FIELD FOR THE FOLLOWING ADDITIONAL REASONS:

Continual failure to follow any of the guidelines on this form may result in ejection from all paintball facilities.

- A. Removing or lifting goggle/face masks system after first warning.
- B. Any fighting with other players or referees.
- C. Failure to play in a safe manner.
- D. Blind shooting (shooting without looking) after first warning.
- E. Any player that his/her actions would make it not pleasurable or unsafe for others to return to play and have fun.

TOURNAMENT SPECIAL INFO

- 200 balls max. Per Match. Each match is the best of 3 flags.
- All competitors must be at Kendal and signed in by 10a.m.

(*) Penalties. Remember 3 Penalties = 1 Flag for the other team.

(F) Flag awarded to the apposing team.