

Paintball Field Core Rules.

All Core Rules apply to all games and are enforced 100% of the time and have a 0% Tolerance.

(Version: 2.1, Date: 5-11-10)

1. Paintball Mask's must be worn at ALL times while on the Field,
Barrel Socks must be worn at ALL times while in camp site.

2. Any Player(s) who witnesses another player(s) breaking any of the rules is required to stop the player(s) or tell a referee immediately.

3. You are NOT allowed to fire or test fire your gun(s) in the Camp Site this includes dry firing you must go to the designated Chronograph Area to fire or test fire your gun(s).

4. All Paintball Guns must be Chronographed and CANNOT Exceed the Maximum of 280 fps.

5. NO Player may shoot another player(s) while within 10 feet of that player(s) NO Exceptions this includes Allies or Enemy inside a Bunker, Tank, Etc.

6. NO Player is allowed to shoot a Referee or any other Non-Combatants,
or any player who is dead and is headed to camp site or resurrection point.

7. It is 1 Shot anywhere on a player(s) to kill a player(s)
this includes Guns, Hoppers, Backpacks, Pods, Etc, however the paintball must BREAK
on the player(s) to count as a hit, splatter does not count as a hit unless its from a grenade.

8. Wiping Paint is Illegal and any player(s) caught wiping paint
is NOT allowed to play the rest of the day.

9. Any Player who Enters the Camp Site is considered DEAD and before
returning to the game must return to his/her team's Resurrection Point before he/she can begin playing again,
If there is no Resurrection in the game then the player is dead and must wait at
the camp site until the next game or round to play.

10. No Player(s) is allowed to shoot into another teams Resurrection Point,
However any team may shoot out of their Resurrection Point.

11. No Illegal Activity, Items, or Substances are allowed
at the Camp site or on the Paintball Field EVER!