

PAINTBALL RULES @ Wild West Paintball and Airsoft Park

SAFETY:

1. Paintball mask must be worn at all times while in the playing areas and target range area. Mask must have no sign of cracking and damage.
2. If a player loses the paintball mask, has a medical emergency or game is getting out of control, referees immediately yell "**CEASE FIRE**" and a **whistle or horn will be heard**". Referees will pause the game which requires everyone to put their paintball gun on the ground until the affected player gives "**ALL CLEAR**". Official will then signal to continue.
3. Treat all paintball guns as you would a real gun. Please keep your finger off the trigger when you are in the safe area.
4. When exiting the playing area, you must put on barrel cover. If you lose it in the playing area, please put the gun in the playing area and let the official know, so they can help find it.
5. **No Blind Firing/Shooting**. In other word, do not stick your gun outside of a bunker and shoot without being able to see what you are shooting at.
6. **DO NOT CLIMB** on any bunkers or other objects on the playing field.

ELIMINATED PLAYERS:

1. A player is eliminated if he/she sustains a hit on any part of the body or equipment.
2. A hit is defined as a quarter size or large paint mark. Shell fragments by itself do not count as a hit.
3. If a referee observes a paintball hit a player and break, it is considered a hit regardless of the size of the mark.
4. An eliminated player requires to put your hand up in the air and exit to the "dead box" at each field. You cannot talk to your teammate while you are eliminated.

PAINT CHECKS:

1. A player may call for a paint check on himself or another player during gameplay. The nearest referee will check the player as quickly as possible.
2. If a player calls for a check on himself, that player is not considered neutral until a referee touches the player and calls the player neutral.

OVERSHOOTING:

1. Please do not shoot a player more than once to eliminate him or her. We all want to have fun, so please keep your paintball gun under control!

BUNKERING:

1. Do not run up and shoot players at less than 20 feet distance.
2. Try to stay away at least one bunker away when engaging an opposing player.

SURRENDER:

1. You can only surrender a player when their back is facing you within 20 feet or closer. Must get referee attention before surrendering another player. Please do not shoot them point blank.
2. Player can call surrender to himself if he/she don't want to continue playing.

Paintball Guns/Markers:

1. All markers will be .68 or .50 caliber pump action or semi-automatic.
2. No fully automatic markers allowed.
3. Maximum velocity will be 285 Feet Per Second with three shot fired across a chronograph on recreational ball.
4. Only one marker allow on the field.
5. Do not attempt to remove the air tanks from rental markers. Take the complete marker to the air station for refill.

SPEEDBALL:

1. Maximum velocity will be 300 Feet Per Second.
2. Capped at 12 BPS either semi or ramping.
3. No fully automatic allowed
4. Bunkering allow
5. Gunshot count as "hit"

PERSONAL CONDUCT:

1. Do not swear, curse or use offensive language on or off the field.
2. Smoking is allowed in designated areas only.
3. Please do not bring any alcohol and/or illegal drug onto the premises.
4. Do not drink alcohol or use drugs prior to playing.
5. A player caught using illegal drugs and stealing will be **BANNED** from the premises and you will deal with the **POLICE**.
6. A player caught drinking alcohol will be **EJECTED** from the premises

7. **ANYONE** caught fighting will be banned from the field.
8. Congratulate your teammate and the opposing team players after a game whether you won or lost. Help us to maintain a fun, friendly and safe environment for everyone!
9. Please do not argue with the referees. Referee decision are final and not open to appeal. They have tough job to do and work hard to maintain a safe and fun environment.