

First of all, it is a Federal offense or crime to shoot your paintball markers outside of designated areas.

In addition, it is in violation to shoot your marker above shoulder level or directly in the air. Also, it is in violation of rules to shoot at wildlife for any reason. Violators may be ejected from the field without refund and subject to prosecution. Also, you may be in contact with "nature" which may include snakes, animals, insects and poison oak. Protective clothing is advised and we ask you to stay alert, STAY SAFE, and stay clear. Here is a quick rundown of the additional rules:

FORMAL PLAYER SAFETY BRIEFING

When played correctly, Paintball is extremely safe. Please pay close attention to these rules, which have been designed for your protection. But remember, before you play... Be sure to have someone who is familiar with the equipment you will be using, show you how to use it properly. You should know how to load and unload your marker, and how to use the safety. You must also be sure that your goggles fit properly, and are in good condition. Have someone help you adjust the goggles if they feel loose. They should fit snugly and should not have any paint or scratches on the lens. And above all, they should be made specifically for paintball.

1. KEEP YOUR GOGGLES ON: The single most important piece of equipment is your goggles. Paintballs travel at up to 200 miles per hour! This makes for impacts, which feel like a hard thump or being popped with a towel. These shots may leave a welt on your body, and they WILL permanently remove an UNPROTECTED eye! Any time you are on or near the playing field, you must have your goggles on. Keep them on at all times while on the field, unless you are in a designated safe area or the ref calls an all clear. Do not remove them for any reason while on the playing field or target range. Do not partially lift your goggles or pull them away from your face. If you do attempt to or do remove your goggles, the game will be ended immediately, another safety speech will be given and you will sit out the next game. In the event that your goggles come off during a game, you will immediately cover your eyes with your hands, drop to the ground and shout "CEASE FIRE! MY GOGGLES ARE OFF!" Everyone is to stop shooting, place his or her markers on the ground and remain in place. The nearest referee will come to you and assist you in putting your goggles back on. The referee will shout, "GAME ON!" to restart the game when it is safe. Just because you are eliminated from a game does NOT mean that you can remove your goggles! You must not take off your goggles until you are well off the playing field area and in a safe area where barrel plugs/socks are required.

2. KEEP YOUR BARREL COVER ON: Another important piece of equipment you have is the barrel sock or barrel plug. This safety device will supplement the marker's safety switch. At any time when you are not actually playing, or shooting at the target range, you must have the barrel sock on your marker. You must put on your goggles prior to walking out of a safe area. Safe areas are where players are required to have barrel plugs in their markers at all times. The referee on the playing field will tell you when you can remove your barrel cover. When you are eliminated from a game you should raise your marker above your head and yell "I'm Out!" which signals the other players that you are out. You will then immediately proceed towards the staging area and then put your barrel sock/plug on your marker. **DO NOT LEAVE THE PLAYING FIELD WITHOUT YOUR BARREL SOCK ON YOUR MARKER; and DO NOT REMOVE YOUR GOGGLES UNTIL YOU ARE WELL AWAY FROM THE PLAYING FIELD IN A SAFE AREA!** Keep the barrel cover on your paintball marker at all times outside of the netting. When marked out, immediately put your barrel cover on your paintball marker before exiting the field. Treat your paintball marker with respect and never point it at anyone except while playing. Keep it pointed at the ground or up in the air when out of play. Anyone shooting or aiming a marker outside of approved facility will be ejected from the field and be subject to criminal prosecution. There are no exceptions!

3. START AND END OF GAME: The referee or whistle starts and ends the game. If you hear a whistle blow during the game **STOP SHOOTING IMMEDIATELY.**

4. ELIMINATION SHOT: A player is out whenever they are hit by a paintball that breaks anyplace on their body or equipment. Upon being marked out, yell out, immediately put on your barrel cover and quickly make your way off the field in the most direct way possible. Splats larger than a quarter anywhere, including on your equipment, count as an elimination. Remember if a ball hits you but does not break, you're still in the game, unless you call yourself out. If however you feel the impact and call yourself out, you ARE out. If you feel an impact but cannot tell if it broke, you should call "Paint Check". The referee will come to you and look for a splat. The referee will make every effort to check you without interrupting play. If the referee feels it's necessary to stop play he will call you neutral. The referee will signal this by holding a hand straight up. He may then ask you to move around to allow him to thoroughly check you for splats. If the referee finds that you are marked he will signal that you are eliminated by placing one hand on his head and pointing with the other to the eliminated player. If he determines that you are not marked, he will call you clean and will signal by waving his hands above his head and saying "Player is Clean" allowing you to resume play. Remember, after you are eliminated from the game, you cannot talk or assist anyone still in the game.

5. RENTAL EQUIPMENT. "FIELD PAINT" ONLY IS ALLOWED in rental equipment. From this point forward if we catch you with any non-field paint in our equipment, you will be asked to leave with no refund. You cannot chrono with it either. **NO EXCEPTIONS! THIS WILL BE STRICTLY ENFORCED!**

6. NO FIGHTING: Absolutely no physical contact. You will be kicked off the field. This is a high intensity game, but it is just a game, don't fight over it.

7. NO ARGUING WITH THE REFS: Our CALL STANDS. The owners will back the refs 100%. It is just a fun game and they are there to insure your safety and fair play.

8. NO CHEATING: This is an exciting game, but just that, a game. If you get hit, you can be back in the next game. Most of the complaints from players are about others cheating. **DON'T BE THAT GUY.** So, if you don't cheat, there won't be any reason to complain or get angry. If we catch you cheating, you will be ejected from the game.

9. NO PROFANITY: If you slip we will warn you, but if you are swearing at someone, we reserve the right to eject you from the field. Remember that there are spectators here. Always set a good example. If you need to curse while playing, then paintball at OGCCC is not for you!

10. OVERSHOOTING: Please do not overshoot. Excessive shooting of a player will not be tolerated. If you shoot anyone more than two times, you will be called out and risk park ejection at the Referee's discretion.

11. SEMI AUTOMATIC MODES OF FIRE ONLY: No Full Auto's, Turbo's, or Round Bursts. 1 SHOT PER TRIGGER PULL.

12. NO MOVING BARRICADES AROUND THE FIELD or jumping on bunkers!

13. CHRONO SPEED IS 280 FPS on this field. Hot markers will not be tolerated and you will be chronoed numerous times on and off the field throughout the day.

14. SURRENDER RULE: No shooting within 15 feet of anyone without giving the person the opportunity to surrender.

When you are hit, put your barrel cover on, keep your goggles on and walk off of the field to the staging area. Make sure you keep your goggles on until you are completely outside the netting.

15. NO TALKING TO OR COACHING OF PLAYERS from outside the netting.

16. HAVE A GREAT TIME. Let us know how we can make your day the best possible.

Play Safe, Play Hard, and Have Fun!

I have heard and/or read and understand these agreements at orientation and agree to follow these rules at all times.

Signature

Date