

Yankee Paintball & Airsoft **Field Safety Rules**

Take the time to read and understand them before you come to play. All players must be instructed on the rules before playing by a staff member. All players are expected to play safely and follow the directions of Yankee Paintball staff. The decisions of the refs are final and will be fully backed by management. Failure to comply can result in loss of playing time or removal from the premises. Minor violations shall result in a warning. Two minor (2) violations in one playing day will result in the loss of playing privileges for the remainder of the day without refund. **MAJOR VIOLATIONS SHALL INSTANTLY AND IMMEDIATELY RESULT IN LOSS OF PLAYING PRIVILEGES WITHOUT REFUND! MAJOR VIOLATIONS MAY ALSO RESULT IN LIFETIME BANS AT THE DISCRETION OF MANAGEMENT.**

1 Goggles Paintball and Airsoft Players MUST use Goggles and Masks that provide Eye, Ear and Full Face Protection, no exceptions. You MUST have your goggles on at all times when on the playing field! DO NOT lift or take your goggles off. Lifting of goggles during gameplay is a MAJOR VIOLATION. Lifting goggles on field not during gameplay MINOR VIOLATIONS. There are Safety Areas with double netting located on the fields. Markers & Guns are not allowed inside Safety Areas. Goggles may be taken off inside Safety Areas. Cleaning supplies for goggles are provided at the staging area.

2 Barrel Covers These should be on your marker or gun at all times. Yes, **WE REQUIRE BARREL COVERS ON AIRSOFT GUNS TOO!** Only exceptions are when you are on the shooting range/chrono station or you are instructed by a referee to take it off to play. When you are eliminated from a game the first thing you should do is put your barrel cover on. You must use a cover, barrel plugs are not acceptable means of blocking your barrel. **Barrel Covers are available at the sign in shack.**

3 Velocity Check You must chrono ALL guns at the chrono station before playing, even rental guns. It is each individual player's responsibility to make sure their marker is shooting at acceptable speeds. You must re-chrono every time you re-enter the field if you bring you marker off. **Paintball Marker Maximum is 280 FPS, Airsoft Gun Maximum is 400 FPS.** Shooting over velocity is a MINOR VIOLATION. Shooting over 350 FPS is a MAJOR VIOLATION.

4 Over Shooting Do not shoot someone more than three times. Over Shooting is a MINOR VIOLATION. Blatant over shooting with intent to harm the other player is a MAJOR VIOLATION.

5 Cheating Will not be tolerated and is considered a MINOR VIOLATION. Repeated cheating will result in the loss of playing privileges without a refund.

6 Blind firing is a major cause of friendly fire and injury to refs. **YOU MUST LOOK AT WHAT YOU ARE SHOOTING AT.** Do not stick your gun around the corner or top of an obstacle and start shooting. Do not shoot through holes in bunkers you cannot also see through at the same time.

7 Sportsmanship We encourage good sportsmanship at Yankee Paintball. The taunting of individuals or teams is not allowed. Also there are players of all ages so please refrain from swearing. **BE RESPECTFUL TO EVERYBODY!**

8 Threatening / Physical Contact Do not threaten other players or referees. Do not try to instigate a fight. **ASSAULT AND/OR BATTERY ARE MAJOR VIOLATIONS - YOU WILL BE EJECTED FROM THE FIELD IMMEDIATELY AND THE AUTHORITIES CONTACTED! YOU WILL BE BANNED FROM YANKEE PAINTBALL & AIRSOFT FOR LIFE!**

9 Elimination You are out when you are hit by a paintball and it breaks on you or your equipment (gun, mask, pods, etc...). Check to see if the paintball broke. Sometimes they bounce. If you can't see it ask someone next to you or yell for a **Paint Check** and a ref will come check you. If you yell "hit" or "out", you are out whether it broke or not, so be sure to check first. If a paintball breaks on something in front of you and splatters on you, you are not out. If a ref finds paint on you the size of a quarter or greater you MAY be called out at the refs discretion.

10 Eliminated Players When you are eliminated you want to yell either hit or out. Put your hand in the air and wait a second before you show yourself. This gives your opponents time to see that you are out. Once you've established that you are out, immediately put your barrel cover on and walk to the designated dead zone. **KEEP YOUR GOGGLES ON!** If you cannot see, ask for a ref to assist you. **DO NOT** shoot people with their barrel covers on! Cleaning supplies are provided at the staging area. **Eliminated Players Do Not Talk.** You cannot help your team once you have been eliminated. Do not make gestures to give away an opponent's position. Interfering with game play after elimination is a **MINOR VIOLATION.**

11 Field Paint & Ammo Only Paintballs and BB's **MUST** be purchased from us. We have different qualities and quantities of paint and BB's to meet your needs. All our BB's are biodegradable and are available in multiple weights. **USE OF OFF FIELD PAINTBALLS or BB's IS A MAJOR VIOLATION.**

12 Wrist Bands Wrist bands are your proof of admission. They are non-transferrable. If you lost or do not have a wristband you will be escorted to the staging area where you will have to purchase one or you will be asked to leave.

13 Firing Modes WE ALLOW ALL FIRING MODES! ALL ELECTRONIC MARKERS/GUNS MUST be CAPPED AT 12 BPS OR LOWER! Special event BPS may vary, such as for pump days, tournaments, scenario or big games. Firing Mode violations are **MINOR VIOLATIONS.**

14 Moving Bunkers There is no moving of any field obstacles or altering of bunkers at any time. **MINOR VIOLATION.**

15 Crack Shooting There is no shooting out of any cracks between bunkers or pushing your marker through an obstacle to make a shot. However shots that come through a crack count if it breaks on you or your gear.

16 Surrender Rule NO SHOOTING WITHIN 20 FEET! You must yell "Surrender!" Then that person is eliminated. They do not have a choice of surrendering. Failure to Offer Surrender or Failure to Accept Surrender when proper is a MINOR VIOLATION.

17 Wearing Orange No players are allowed to wear Orange. Orange is reserved as a SAFETY COLOR for our employees and spectators. DO NOT SHOOT THOSE WEARING ORANGE!

18 Alcohol/Drugs No alcoholic beverages or drugs are allowed on the premises at any time. We reserve the right to refuse service to customers who appear or act intoxicated or under the influence. Even if your medication is prescription, we may refuse service if you are noticeably impaired. USE OF ALCOHOL OR DRUGS IS A MAJOR VIOLATION.

REMEMBER SAFETY FIRST! IF YOU EVER NEED HELP OR ARE IN DOUBT, CALL A REF!

Ask a referee if you need more air. The ref or shop tech will fill your tank or replace it. Please be careful when unscrewing Compressed Air tanks. Check to make sure the tank is unscrewing from the gun and not the tank head.

Be sure to keep your marker upright when you are shooting. They do not feed sideways or upside down. If you pull the trigger and nothing happens check the knob on the side, make sure it is pulled back. If that is not it, check and make sure the safety is in the fire position. If that doesn't work, call for a ref. We offer minor tech support on site, remove yourself from the game and visit the check in booth or rental/air container.

Make sure to wear appropriate clothing. We may refuse entry if we feel you are not adequately dressed and that allowing you to play would cause injury. At minimum you should be wearing pants and a long sleeve shirt. Insect repellent is usually available at the staging area. If you do not see some, ask a ref.

We do not allow home-made paintball markers or airsoft guns, rocket launchers, etc.

NO SMOKE GRENADES! We have to call Oxford Airport and the State Troopers before popping smoke. If YOU pop smoke without clearance YOU will be dealing with the State Police and the Aviation Authority, which may include fines, penalties, etc.