

Paintball Rules

Xtreme Paintball Rules

- The Referee will be the one who starts the game, stops the game for paint checks, decides the issues that may arise and who ends the game. The Referee will have a whistle for signaling the start, stopping and ending of the game.
- A player is out of the game if he is hit by a paintball and it breaks on him, this includes his clothing, gun or equipment. It doesn't matter whether the player is shot by an opposing player or a teammate. When a player is marked she/he is to immediately call themselves "OUT or DEADMAN". She/he must then hold their gun over their head, continue to call out "OUT or DEADMAN" and leave the playing field by the shortest and safest route.
- A player is not considered out of the game if she/he is struck by a paintball and it does not break. A player is not considered out of the game if she/he is struck by a splatter from a paintball. Splatter is considered to be the spray or fragments from a paintball that has broken on an object such as a tree, bush or rock etc., close to the player. If a player calls herself/himself "OUT or DEADMAN", because they think that they have been hit by a paintball, she/he is immediately out of the game and must leave the playing field by the shortest and safest route. Even if the player discovers that they were not hit, after they make the call their out, and must leave the playing field at once.
- If two or more players mark each other simultaneously, all must be eliminated. A referee will decide who is to be eliminated when two or more players are marked
- If there is question as to whether a player has been marked, call for a "Paint Check", that's what the referee is for. When a Paint Check is called the game comes to a stop, all players remain where they are at until the referee clears the problem and restarts the game. Note also that during a Paint Check all players remain where they are when the Paint Check was called and by leaving that position during a Paint Check they can be called out by the referee or by a player reporting their movement to the referee.
- Game time is 30 to 45min
- A player is not allowed to move holding with the barricades or barrels
- All paintballs used at the tournament must be purchased from Xtreme Paintball. No carry-on paintballs allowed.
- Paintballs purchased cannot be reimbursed.
- Set up the Boundaries of the playing field. Be sure that all players understand where they're located. The rules are: During the playing of a game, any player's) caught outside of the boundaries is/are out of the current game and are to leave the play field area at once. Any and all shots fired from outside the Boundaries do not count. No leaving and returning to the playing field during a game. Field Boundaries are set up so that any stray flying paintballs do not strike any other persons personal property, such as houses, cars, etc.
- A team will be disqualified if any player enters or attempts to enter a playing field for a game without having signed a indemnity form

Xtreme Paintball Safety Rules

- During a game, full-face masks are to be worn at all times by all persons on the playing field and never removed for any reason during the game.
- No physical interaction whatsoever is allowed between players.
- It is forbidden to shoot from a distance under 5 meters. The capsule leaves the barrel with an average speed of 80-100 m/sec
- If a player holds his/her gun with both hands stretched out over his/her head, none is to shoot at the player. This movement is only allowed if the player is eliminated, or in a case of emergency.
- An eliminated player cannot shoot while walking out of the field, nor is s/he to be shot at.
- Referees are under no circumstances to be hit.
- It is strictly forbidden to bring or consume alcohol before, during, or after the game.

Xtreme Paintball Safety Precautions

- Do not carry your gun from the CO2 supply hose, or the gas might leak and cause damage to the gun
- Do not adjust the velocity setting of the guns while in play they are pre-set and must remain on the pre-set settings.