

# RUN-N-GUN PAINTBALL GAME RULES

1. If a paintball breaks on any part of you or any equipment you're carrying including your gun, you are eliminated. If a paintball breaks on a tree or barricade then hits you, it must leave a quarter size spot or solid streak of paint to eliminate you. If you are not sure if there is enough paint from a splatter or if you're shot someplace you cannot see, call for a "**paint check**". When you're calling for a paint check the game goes on as normal so find a safe spot to bunker down and defend yourself and the ref will locate you and check to see if you've been eliminated. If the player calling for the paint check is under fire, the ref can call the player "Neutral". At that time all moving and all shooting at the neutral player must cease. If the player is eliminated the ref will signal player is eliminated and remind the player to safety & barrel bag their marker. If the player is clean, the ref will say, "player is clean, 3,2,1, go". Those 3 seconds give the ref time to clear the area. If you move or shoot before the ref says go he has the option of warning you or removing you from the game. Never call yourself out if you are shot by a player who is calling for a paint check, call for a paint check yourself and keep on playing. The refs have radios and will sort it out quickly.
2. If you have been eliminated from a shot or a splatter yell it loud! I'm hit! I'm out! Raise your marker in the air so they can see your out. Then immediately safety and barrel bag your marker then raise it back in the air as you walk across the field back to the safety area. If you have lost your barrel bag safety your marker, raise it in the air and keep saying "I'm hit I'm out as you walk across the field. When you get to the field entrance lean your gun against a tree and go to the safety area for another barrel bag. Remember to keep your goggles on until you have recovered your marker and returned to the safety area.
3. There is a yellow rope with streamers around each field & you must stay within the boundaries or be eliminated. "Dead" players do not talk! Once you've been eliminated you cannot talk to or give assistance to any player still in the game. Do not climb any trees, and do not shoot any animals that might wander onto the field.
4. All of our Rental Markers use compressed air. Check your gauge after every game to make certain you do not run out. You will want at least 1200 psi of pressure in your marker to play a game. If you need more air, do not remove the tank from your marker. Bring your marker to the shop and we will take care of it.
5. If you need your rental goggles or marker cleaned bring them to the shop and we will service them for you. Please do not wipe your rental goggle lens yourself as it may get scratched. Please bring rental goggles to us and we will replace your lens with a clean/anti-fogged lens. If you are using your own goggles, we provide cleaning products for you to clean them yourself the way you want them handled.