

Compass Paintball - Field Regulations

Before playing, you are **required** to do the following:

1. Turn in a **signed** copy of these rules
 2. Turn in a **signed** liability waiver (if you are under 18, a parent must also sign the waiver)
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General Info / Rules:

1. The field chronograph speed is **285 fps**. At night, the chrono speed is **250 fps**. If you are using your own gun, you must have it chronographed **by a referee** before playing.
2. If you are hit below the elbows (forearms and down), below the knees (shins and down) or in the gun, **you are not eliminated. Only shots to the torso, upper legs, upper arms, and head count as eliminating shots.** Splatter from nearby shots does not count. In the case of grenades, **any paint on any part of your body is considered an elimination** (even if it is just a single drop on your foot). All hits count **during night games. The shot does not count if it does not break, no matter where it hits.**
3. If you think you have been hit, but cannot tell, or are not sure if it is eliminating or not, **call for a paint check** and a referee will come check you.
4. If you are hit, you must **put your barrel sock on, raise your gun above your head, and walk off of the field.** If you call yourself "hit" and then realize that the shot was not eliminating, **you must still leave the game** because it is unfair to call yourself out, and then stay in the game. **Always stick by your call**, even if you are wrong.
5. All guns must be .68 caliber (standard on most paintball guns) and must have a trigger guard (which keeps the trigger from being pulled accidentally; also standard).
6. Only repair your marker in the Pro Shop or off the field in the staging area (the area where players get ready for the next game). Never attempt repairs while on the field or in the chronograph area.
7. If you must leave the playing field for any reason during a game (to get more air or paint, for instance), **you may not reenter the game. You must wait until the next game to play again.**
8. **Do not** open bags of paint on the patio by the Pro Shop. **All paint must be handled at the other end of the field.**

Things you must do:

1. Wear a protective face-mask **whenever you are inside the field or chronograph area** (netted boundaries). **Full-face masks are required. No goggles are allowed.** Markers and face-masks must be working properly and approved for paintball evolutions. AST standard minimum requirements must be met or exceeded.
2. **Keep a barrel sock on your gun** whenever you are **outside the netted boundaries** (socks only; **no plugs are allowed**). If you do not have a sock, **you can rent or purchase one from the Pro Shop.**
3. Always wear your identification marker while on the field (**if you are on Bands, you must wear your band on your mask in plain sight [or your armband if you are given one]**). If you are on Skins, you have no marker, so this rule doesn't actually apply to you).
4. **Respect the other players and staff!**

Things that are not allowed:

1. Removing (or even pulling up) your mask while on the field or in the chronograph area
2. Blind-shooting (shooting without looking where you are shooting. For example, running while shooting behind you and looking forward, or poking your gun out from behind a bunker and shooting without looking at what you're shooting at.)
3. Wiping (wiping off paint after being shot to stay in the game)
4. Arguing with the referees; anyone who argues with a referee will be asked to leave the field for thirty minutes.
5. Overshooting (landing **more than three eliminating shots** on an enemy player). In a case of overshooting, **both the player doing the shooting and the player who is hit will be eliminated.** Anyone who repeatedly overshoots opponents will be immediately banned **for life** from the Compass.
6. Ropes, knives, or any kinds of tools will not be allowed on the field, **but are allowed in the staging area** (where players prepare for the next game) **and the chronograph area**
7. Shooting eliminated players
8. Shooting referees

9. Shooting in neutral zones, such as the parking lot or the staging area (where players get ready for the next game)
10. Shooting over or outside of the nets; anyone who shoots over or out of the net will immediately be banned from the Compass **for life**.
11. Shooting vehicles, signs, buildings or wildlife
12. Verbal abuse and foul language
13. Fighting
14. Alcohol/drugs
15. Laser sights
16. Pyrotechnics (or anything requiring a flame to work)
17. Night vision (during night games)
18. During night games, no glow-sticks or other objects that glow are allowed; only the referees may use these
19. Climbing up manmade or natural structures (including trees and bunkers)

Surrender Rule:

If you are within **16-20 feet** of an enemy player, you **must** offer them the option to surrender. If you are told to surrender, **you must do it**.

Penalty Cards:

When you sign in at the Compass Pro Shop, you will be given a Penalty Card. This card is required if you want to play. Each time you break a rule, a referee will punch a hole in the bottom of the card. **If you receive three punches in one day, you will be asked to leave the field for the rest of the day.** Please note that you **are not being banned from the field for life**, simply ejected for the day. You may return and play on another day if you like.

Bible Verse Cards:

When you sign in at the Compass Pro Shop, you will be given a small piece of paper with a Bible verse on it. During certain games, you will have the option of being resurrected after you are eliminated. To be resurrected, go to a referee and **quote the verse to them. You cannot read the verse to the referee, and you cannot look at it just before saying it.** That defeats the purpose of having the cards in the first place,

because you are not learning the verse, just reading it off a card. That is not what we are aiming for. We want you to **learn the verses**.

Resurrection:

During certain games (at the referees' discretion) you will be given the option to be resurrected (reenter the game after being eliminated). In some cases, the number of times you can do this will be limited, and in other cases there will be no limit. **In order to be resurrected, you must find a referee and quote the Bible verse from the card you were given when you signed in.** In some games, only certain referees can resurrect certain people (for example, in some games, only one referee will resurrect members of the Skins team, while another will only resurrect members of the Bands team, in order to keep track of how many players of each team have resurrected.) In other cases, any referee can resurrect any player. The referee will tell you which way it will be when explaining the rules to the game in the staging area. If you are able to quote the verse back to the referee, you must **return to your team's starting point** and then you may reenter the game. **Remember, you must memorize the verse! You cannot read the it off the card, and you cannot look at it just before saying it to the referee.**

Whistles:

During the game, the referees will signal different events in the game using a whistle. There are two different types of whistles:

- 1) **A single blast**, which signals the beginning or end of a game
- 2) **Multiple rapid-fire whistles**, which signal a game-ending emergency, such as a lost face-mask. If you hear this signal, **stop shooting immediately**. The game has ended and will not be resumed. A new game will be started once the emergency has been dealt with.

IMPORTANT: If you did not receive a Penalty Card and a Bible Verse Card when you signed in and paid for the day, please go to the Pro Shop and get them.

By signing this form, I, _____,
(print name)

hereby indicate that I have read and understand all of the rules set by the Compass paintball field. I understand that if I do not follow these rules, I may be ejected from the field (and possibly permanently banned) without a refund.

(Signature) (Date) (Phone number)