

# COMPASS PAINTBALL

## SplatMaster Tournament Rules

Before playing, all players are required to turn in:

- A signed copy of these rules. Parents please review rules with participant.
- A signed liability waiver. Parent/guardian must sign (no exceptions).

### General Rules / Game Info

1. Age limit: 7-12 years old. Players must be able to arm the SplatMaster markers without assistance.
2. Players must start each game with their markers touching home plate until signal is given to start. Any player who does not touch home plate before the start of the match must go back and tag home plate before starting play. If the player proceeds forward without tagging home plate, they will be eliminated.
3. Only SplatMaster markers and paint issued by Compass Paintball may be used. Paint is provided with paid admission and will be loaded into markers by staff before each game. Players will be allotted 50 shots per game.
4. Any paint on any part of a player's body or marker is considered an elimination regardless of splatter size or location. If a shot does not break, it does not count as an elimination. If players are not sure whether they have been hit or not, they may call for a paint check. Eliminated players must raise their marker above their head and replace their barrel plug, then leave the field of play and enter the dead box. Eliminated players may not talk or signal to live players.
5. If a player has an opportunity to grab the flag from the center of the field, they may do so for a bonus point. If the flag carrier is eliminated, they must drop the flag at the spot of the elimination. Another player may pick the flag up from that spot, but only the first player to pick up the flag will be awarded points.
6. After an opposing team has been eliminated, players must capture the flag and touch it to the opponents' start box to score additional points. The player who hangs the flag will be checked for eliminating hits by referees. If the player is discovered to have an eliminating hit after hanging the flag, the points will not be awarded. Players may check their teammates for eliminating hits before hanging the flag to ensure a clean hang.
7. Each game will have a 3-minute time limit. If time expires, the head referee will end the game. The team with the most live players at the end of the match will win. If the teams are even at the end of the match, it will be ruled a draw with no winner.
8. One point will be awarded to each winning team per match. Additionally, players

may score one extra point by pulling the flag from the center of the field. Hanging the flag will award two more points, for a total of four possible points per match.

9. The four highest-scoring teams will move on to the finals.
10. Attempting to conceal a hit by wiping or rubbing the paint on your body or marker in any manner will be considered cheating. Any player who does so will be eliminated from the game. The closest teammate to the wiping player will also be eliminated.
11. No surrender rule is in effect during this tournament.
12. If you leave the field of play for any reason during a game, you may not return until the start of the next game.

### **Player Requirements**

1. Wear a protective face mask anytime they are on the field. Full-face masks are required and will be provided to players. No goggles or modified masks will be allowed. Face masks must be working properly and approved for all paintball evolutions. AST minimum requirements must be met or exceeded. **Removing a mask during play is a Gross Violation and will result in an immediate elimination from the game.**
2. Wear a team identification marker. Players will be provided with a colored armband that will identify their team. This armband must be worn at all times during play.
3. Respect other players and staff and be a good sport. Unsportsmanlike behavior may cause your team to lose and may be grounds for an ejection from the tournament and Compass property.

### **Banned Behavior**

1. Removing or pulling up face masks while on the field
2. Blind-shooting (firing without looking where you are shooting. For example: shooting behind you while looking and running forward, or poking your marker out from behind cover to take a shot without looking at your target).
3. Freight-training (lining up single-file and running down the field)
4. Arguing with referees. Any player who argues with a referee will be asked to leave the field for that game.
5. Shooting eliminated players or referees
6. Shooting over or outside of the nets. **Any player who is caught firing over or outside of the nets will be immediately banned from Compass Paintball for life.**
7. Shooting vehicles, signs, wildlife, or buildings.
8. Verbal abuse or foul language

9. Fighting

10. Alcohol, drugs, or cigarettes. This includes all tobacco and e-cig products.

### Whistles

1. A single whistle blast signals the start or end of the game.
2. Multiple rapid blasts 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 resolved.

### Paint

Compass-provided paintballs are required when playing in this tournament to ensure that the paint does not damage our bunkers and to ensure fair play. Your marker will be loaded by the staff before the game begins. All participants will have the same number of paintballs.

The most important rule of this tournament:  
be safe and have fun!

By signing this form, I, (print name) \_\_\_\_\_, hereby indicate that I have read and understand all of the additional speedball 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)

