

Common Rules

- Proper footwear required: No open toed footwear, slippers or bare feet.
- We have people of many ages playing. For a healthier environment, we ask you try to keep your language clean when in common areas.
- We have a player NO CONTACT policy in Paintball playing areas. There are no “Hand Tags” or “Equipment Tags” allowed.
- No unauthorized retail sales of paint or other equipment on premises.
- Unless otherwise stated for a special event or competition, all standard games allow you to bring you own paintballs. Field paint may also be purchased from us at field locations & service center.

Set Up Area

- No shooting or dry firing anywhere in the staging, or parking area.
- Proper barrel blocking devices are required at all times when not actually playing a game or in an approved firing area.
- For added safety please engage your marker safeties and or turn off electronics when in a non-firing area.

Target / Chrono range

- Masks are to be on before you enter the target/ Chrono range, and are not to be removed for any reason while in the target / Chrono range.
- Chrono your Paintball marker to a maximum of 280 FPS for Scenario / Rec or 300 for Speedball / Competition play.
- Put your barrel blocking device on before you exit the target / Chrono range.
- **DO NOT** remove your mask until you have returned to the staging area.

General Safety

- **Masks must be** properly worn and **will not be lifted** away from your face for any reason while in a playing area, field entrance or target / Chrono range or any other MASKS ON designated area.
- Please Chrono your marker several times a day. There may be spot checks. At Rogue, our refs may be carrying hand-held chronographs ... and we use them!
- Substance use that could affect your ability to remain safe in staging and play areas is prohibited.
- No tear gas, Pepper ball, knives, velocity adjusting tools, firearms, unapproved ordinance including but not limited to fireworks and smoke devices, climbing devices, traps or other obvious prohibited materials on the field. Ask us if you have questions.
- To enter and to exit the playing field, follow the designated field markers that lead to and from the staging areas.

Barrel Blocking Devices - BBD

Barrel blocking devices are safety devices designed to stop a projectile from leaving the barrel in the event of an accidental, or misfire while in a masks off area.

- Only approved barrel blocking devices are to be used.
- Approved BBD are required in any masks off area, including parking and staging areas.

During a Game

MASK Safety

- Do not remove your mask for any reason during, before or after a game while on the field, or in an exit or entrance point.

Blind Firing

- *There is no "Blind shooting" allowed.*
 - You must be able to look where you are firing; at least at the time you pull the trigger. Sticking your marker blindly around a wall or through a window and firing is considered "Blind Firing". You cannot see if a teammate has moved in front of you, a ref is ahead of you or an eliminated player is walking out.

Eliminations

- **Eliminations: What counts and does not: Scenario / Rec play**
 - If you are struck by a paintball which breaks anywhere on your person, ***excluding* your marker, hopper, and air/CO2 tank (if attached directly to your marker)**, and leaves about a nickel size mark of paint; you are eliminated.
- **Eliminations: What counts and does not: Speedball / Competition:**
 - If you are struck by a paintball which breaks anywhere on your person, ***including* your marker, hopper, and air/CO2 tank**, and leaves about a nickel size mark of paint; you are eliminated.
- Players are expected to play fair. **NO WIPING.**
 - *If you are struck by a paintball or a grenade which would eliminate you and you wipe off the paint without a ref instructing you to do so, and continue to play - YOU ARE CHEATING!*

Paintball Grenade hits and eliminations

- Eliminations by a paintball grenade do not require the standard nickel sized mark. Any splatter from a paintball grenade will eliminate a player.

When you are eliminated

- Call yourself out, by yelling **OUT**, or **I'm Out**.
- Raise your marker and/or arm over your head.
- You may choose to signal your elimination with your verbal call and your elimination flag. (Provided on game days)
This is the sign to others that you're out.
- All shooting directed to this person must stop as quickly as possible.
- Move quickly and safely to your nearest sideline, and follow it to the field exit. **Do not lift your mask** until you are completely out of the field. Please remember to put your approved barrel blocking device on before you exit the field.
- You are eliminated. Eliminated players do not talk.
- *After you have been eliminated, Do not communicate with your team* in a manner that gives up information about the game.
- Faking your elimination to move or engage players is cheating and creates an unsafe situation
- Do not use an eliminated player exiting the area as a mobile bunker.
- You may speak to a ref at any time.

I don't know if that hit counted

Paint check

- If you are hit in an area you can't see, or question a hit, you may ask a nearby player to look, or call for a paint check.
- Call out loudly or to the closest ref "PAINT CHECK".
- A teammate or a ref may check you. Paint checks do not halt the game.
- The ref may check you at his or her own discretion.
- The ref may call you out or clean.
- Do not wipe a hit off during play unless a Ref has instructed you to do so.

Surrender Rules

- A surrender rule is mandatory in scenario and rec play and is enforced to the best of our ability.
- In speedball / Competition play there is NO Surrender rule.

How surrender works:

- If you and an opponent are already firing at each other, and you move up on him/her to within 10 - 15 feet or at bunker range while you two continue to trade fire, you are not required to ask for surrender, though you still may do so if you choose.
- If you are able to sneak up on a player not already trading fire with you directly, within 10 - 15 feet, or at bunker range of that opponent, or from behind at close range, **YOU MUST ASK FOR A SURRENDER!**

- **Player options when asked to surrender:**

1

You may **immediately** call yourself out, signal you are out and leave the playing area in the correct manner.

If the person surrenders / calls themselves out - DO NOT SHOOT THEM!

***** OR *****

2

Being asked to surrender, you may say no, attempt to run away, attempt to turn and shoot the person asking you to surrender.

If you do not immediately signal that you are eliminated when asked to surrender, and choose option #2, the person asking you to surrender may shoot you.

Do not tag a player with your hand or any part of your equipment.

Refs and field staff

Refs and field staff will wear clothing to identify them as such. Wearing similar clothing as to appear as a ref is prohibited. Only authorized persons are permitted to operate as field refs / staff.

Please do not intentionally shoot the refs.

- Whatever the ref(s) say goes. On and off the field.
- Please do not argue a call on the field with a ref. You may discuss calls after the game in a civil manner.
- If you feel the ref has been out of line with you, you need to discuss a call or penalty, or an observation of a safety issue, please tell lead staff immediately, so that we may take appropriate actions.
- Field staff may use radios for communication. For safety reasons we ask that if you use radios that you do not operate on these channels. The channels will be communicated at the beginning of the game day.

Awareness

- Please try to keep the staging areas tidy by putting your trash in the proper place. Trash barrels or dumpster.
- Please do not put boxes into the trash barrel without first breaking them down. You may leave boxes outside the trash barrels.
- Please help us recycle. Toss your returnables into the proper barrel.

Penalties

- Cheating, unsafe behavior or bullying, lifting of a mask in a mask on area, firing of a paintball, marker (with or without balls), failure to use an approved BBD in required areas, and blocking staff radio channels; Can result in a receipt of a field penalty
 - A First penalty is a warning and will result in a single mark
 - A Second penalty will result in ejection from the activities for the remainder of the day. Refunds are not issued to any person for lost activity time as a result of accumulated penalties.
- A Mask lift in a mask on area may also be accompanied by a minimum 1 hour loss of activity time by the offender.

COVID – 19

- **We ask that you please wear a face covering (mouth and nose) appropriate for Covid when engaging field staff in areas where a paintball mask does not need to be worn, using the bathrooms, or engaging with other players or visitors that will put you within 6 feet of them.**
- **Please respect those at the target and Chrono ranges, service and retail center, and waste disposal areas by waiting your turn and maintaining appropriate social distance.**
- **Please use proper hand sanitization frequently, when possible.**