NAVAL BASE SAN DIEGO

PAINTBALL RULES

FOR PLAYERS

619-487-0019 | Admiral Baker Park | 2400 Admiral Baker Rd., Bldg. 3606

SAFETY RULES

- **MASK AND SAFETY GEAR:** Players must wear a full-face mask with goggles that meet field safety standards at all times while on the field. This includes during the game, the staging area, and even when walking to and from the field.
- **BARREL PLUG:** Players must use a barrel cover or plug when out of the field, and it must only be removed once entering the play area.
- **CHRONOGRAPH:** Players' markers must be chronographed and set to the field's FPS limit (usually 280 fps) before play. Referees may check markers at any time.
- **FIELD BOUNDARIES:** Players must remain within the designated boundaries of the field. Stepping out of bounds results in an automatic elimination.
- **BLIND FIRING:** Players are prohibited from shooting their markers without a clear line of sight to the target. No blind firing is allowed.
- **PERSONAL CONDUCT:** Aggressive or unsportsmanlike conduct, such as swearing or verbal abuse, is strictly prohibited.

EQUIPMENT RULES

- **PAINTBALL MARKERS:** Players must use field-approved paintball markers. The markers should be chronographed to the field's speed limit (usually 280 FPS). Referees can check markers throughout the game.
- **PAINTBALLS:** Only field-approved paintballs are allowed.
- **CLOTHING:** While some players wear camouflage or tactical gear, clothing should provide sufficient protection from impacts.

GAME PLAY RULES

- **STARTING THE GAME:** The game begins when the referee gives the signal. Players must start from their designated starting zones, which are clearly marked on the field. Players may not leave their starting zone until the game begins.
- **ELIMINATION:** A player is eliminated if:
  - They are hit by a paintball, and the paintball breaks and leaves a visible mark.
  - A paintball breaks and leaves a mark anywhere on their body, gun, or equipment.
  - A player's mask is hit (this results in an immediate and automatic elimination).
  - A player steps outside the field boundaries.
- **CALLING YOURSELF OUT:** Once hit, a player must immediately call out "OUT!" and raise their gun or hand to show they are eliminated. The player should walk off the field and not engage in gameplay.
- **NO RE-ENTRY:** Once eliminated, a player is not allowed to re-enter the game until the next round.
- **SURRENDER RULE:** If an opposing player is within a short range (typically 10-20 feet), the player being targeted must surrender by either verbally calling "surrender" or raising their hand or gun to indicate their intent to avoid being shot.
- **NO SHOOTING AFTER ELIMINATION:** Once a player is out, they are prohibited from firing their gun.
- **TIME LIMIT:** The game may be played to a time limit (e.g., 15 or 20 minutes), or until one team is fully eliminated. If the game ends without a clear winner, it is usually considered a draw.

CONDUCT RULES

- **FAIR PLAY**: Players must act in good faith. Cheating, such as wiping off hits or deliberately misleading referees, is strictly forbidden.
- **TEAMWORK:** Players must work as part of the team, and no player should intentionally undermine the team's objectives.
- **SPORTSMANSHIP:** Good sportsmanship is essential. Harassing or abusing the other team, including insulting players or referees, will lead to ejection from the field.

NBSD PAINTBALL

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