

SAFETY AND GAME RULES

All players must read and follow all safety and game rules without exception. Any violation of these rules will result in that player being ejected from play.

1. Safety Goggles with mask must be worn at all times while on the playing field, whether play is in session or not.
2. No shooting into or out of the registration area, staging areas, neutral zones or parking areas. All guns must have barrel plugs in while in these areas. Guns may only be discharged on the playing field or at the target range.
3. Do not shoot at the referees, wildlife animals, signs, automobiles, etc.
4. Do not shoot at other players if they are 10 feet or less from you.
5. When within 20 feet players must ask opponent to surrender or be "marked".
6. No climbing trees or on top of structures.
7. No potentially dangerous gear. All personal equipment must be approved by the game site operator.
8. Avoid field hazards, natural or man-made.
9. Construct no booby traps.
10. Verbal abuse, foul language or physical contact will not be tolerated.
11. Do not attempt to remove power source or any parts from the rental guns.
12. Do not leave the guns in direct sunlight.
13. No blind shooting. Players may only shoot at game participants they can see. You must be looking as you are firing.
14. Do not shoot at another player after they have been marked.
15. When marked, a player must call HIT and place his/her barrel plug in their marker, raise their marker above their head and leave the playing field without talking to other players.
16. All markers must be chronographed by an employee of Shepherd's Staff.
17. Paint pellets must be those supplied by Shepherd's Staff.
18. ALL JUDGES DECISIONS ARE FINAL. No player will be allowed to argue with any judges. Any field problems or conflicts will be dealt with by the field operator in conjunction with the judge. Penalties for any infraction of safety or game rules will range from being banned from one or more games to expulsion from the area.
19. HITS If you hit and you are not sure in the ball broke, call PAINT CHECK loudly and the referee will check you.
If you are hit and the ball didn't break, call CLEAN loudly.
If gun jams, hold gun over head and call JAM.

I HAVE READ AND AGREE TO ABIDE BY THE ABOVE RULES OR PLAY.

Date _____

Signature of player _____

