PAINTBALL SAFETY RULES

All players must read and agree to follow all player safety rules & field safety guidelines prior to participating in any paintball activities, without exception.

SAFTEY RULES: VIOLATORS WILL BE EJECTED

- MARKERS WILL REMAIN UN-COCKED, POINTED AT THE GROUND, WITH A BARREL BAG OR PLUG IN PLACE AT ALL TIMES. Barrel bags or plugs may only be removed within the Paintball field when authorized by a referee for gameplay.
- Markers may only be shot while playing inside the paintball field during gameplay or when authorized by a referee in order to test fire or conduct chronographic velocity tests.
- GOGGLES AND FACE MASKS MUST BE WORN AT ALL TIMES. Goggles may only be removed within the designated safety area.
- NO PHYSICAL CONTACT. You cannot touch another player
- NO SHOOTING 10 FEET OR CLOSER.
- No external velocity adjusting devices
- NO POTENTIALLY DANGEROUS GEAR. No knives, trip wire, firearms, explosives, incendiaries, etc.
- NO ALCOHOL. NO ILLEGAL DRUGS.
- NO VERBAL ABUSE._No offensive remarks about another participant's race, religion, ethnicity, or parentage will be tolerated.
- NO CLIMBING OF TREES OR STRUCTURES._No running into, jumping on, jumping over bunkers.
- DO NOT TRY TO DISASSEMBLE OR ADJUST YOUR MARKER.
- AVOID FIELD HAZARDS. Watch where you are running. Be mindful of obstacles and other players.
- DO NOT SHOOT ELIMINATED PLAYERS. If the referee sees you shoot an obviously eliminated player, you will be eliminated, too.

- DO NOT LOAD PAINTBALLS FROM THE GROUND INTO YOUR MARKER._They will cause your marker to jam.
- ALL PAINTBALLS USED MUST BE PURCHASED FROM POCONO MOUNTAIN PAINTBALL.
- NO CLEATS OR SHARP-EDGED SHOES, FLIP FLOPS OR SANDALES.
- REFEREES' DECISIONS ARE FINAL._Players and spectators will not be allowed to argue with the referees under any circumstances.
- ALL MARKERS_will be set at a velocity of no more than 280 feet per second (fps).
- KEEP YOUR GOGGLES ON!
- MARKERS ARE ALWAYS CARRIED UN-COCKED, BAGGED/PLUGGED, AND POINTED AT THE GROUND WITH FINGERS OFF THE TRIGGER UNLESS ACTIVELY PLAYING IN A GAME.