

# NITEHAWK PAINTBALL RULES AND REGULATIONS

Please Read ALL and Then sign below!

- HAVE FUN!
- KEEP YOUR MASK ON AT ALL TIMES WHILE ON THE FIELD. Even when game is over!
- KEEP YOUR MASK ON IN THE CHRONO RANGE. ONLY TAKE IT OFF IN THE STAGING AREA.
- KEEP BARREL BAGS ON AT ALL TIMES WHEN OFF THE FIELD.
- BARREL PLUGS ARE NOT ALLOWED!
- NO SHOOTING IN PARKING OR STAGING AREA.
- **NO ARGUING BETWEEN PLAYERS:** If there is a problem between 2 players on the field, take it to a ref, or **BOTH** guilty parties will be asked to leave the field. **NO EXCEPTIONS!**
- **NO OVERSHOOTING:** If you cannot control your ramping or full-auto, You will be ask by the referee to switch to semi-auto.
- **SURRENDER OR DIE:** Give a player the option to surrender when with-in 20 feet; if the player refuses to surrender, you may shoot them once in the pod packs or feet.
- **REFS HAVE FINAL SAY:** All refs will be fair and unbiased, but they have the **FINAL** say in any dispute.
- **NO SPAWN CAMPING:** A player may not re-spawn at a flag station if they are shot within 60 feet of that flag. The player must find another flag of their color to re-spawn.
- **PLAYER REFS:** Player refs will be denoted by wearing a second arm tape of a different color. Plus they will have ID cards on them. These refs are to be treated with the same respect as any other ref and they WILL stop playing if you need assistance.
- **BARREL TAGS:** Barrel tagging is allowed by placing the SIDE of your barrel against another player. If you get barrel tagged, call yourself out. The player could have simply shot you from close range.
- **NO WIPING**
- **DEAD MAN DO NOT TALK**
- **NO PLAYING ON:** If you are hit and continue to play, that is considered "playing on". You may continue to a bunker to get out of the line of fire for a paint check, but if you don't conduct a paint check, you are cheating, and may be asked to leave the field.
- **NO BLIND FIRE:** Players will not fire they're markers around corners or over bunkers without looking where the paint is going.
- NO** Intoxicated players on the playing field at any time.
- ALL MARKERS WILL BE CHRONOGRAPHED AT 285 FPS OR BELOW BEFORE ENTRY TO THE FIELD. NIGHT GAMES WILL BE 250 FPS OR BELOW.** Players caught on the field shooting "hot" will asked to go to the chrono station to re-chrono. If it happens more than once, that player will be asked to leave the field for the rest of the day. **NO EXCEPTIONS!!**
- ALL DISPUTES WILL BE TAKEN TO A REF. IF THE REF CANNOT SOLVE THE DISPUTE, IT WILL BE TAKEN TO NITEHAWK.**
- NITEHAWK PAINTBALL HAS THE RIGHT TO REFUSE SERVICE TO ANYONE NOT FOLLOWING THE RULES AND REGULATIONS OF THE FIELD.**

Signature \_\_\_\_\_ Date \_\_\_\_\_