



PAINTBALL FIELD OPERATOR SAFETY GUIDELINES

1. **Field Operation:** Strict control must be exercised over all areas including:
 - a. Field Entrance
 - b. Parking Areas
 - c. Staging Areas
 - d. Sales and Services
 - e. Spectator Areas
 - f. Playing Fields
2. **Personnel:** All field staff must be fully and properly trained. Referees and fill station attendants must be sixteen (16) years of age or older.
3. **Emergency Procedure:** All field staff must be trained to properly respond in the event of an accident or emergency and instructed to respond immediately. Field staff must know the exact location of the field telephone, readily accessible first aid kit and incident report forms. Management must fill out and return an Incident Form immediately following all injuries.
4. **Field Orientation:** Prior to the first game, each player must undergo a formal orientation session including: a detailed explanation of the player safety rules – clearly specifying those rules which result in player ejection; game rules; the geographical diagram of the field; and emergency procedures. Referees are assigned to each group at this time.
5. **Barrel Blocking Device Regulation:** The mandatory use of industry-approved Barrel Blocking Devices (BBD) must be strictly enforced at all times in all non-playing areas of the field. Barrel plugs are no longer considered adequate protection due to differing barrel sizes and increased rates of fire. Operators must remain fully stocked to provide BBD's for all rental equipment and also for customers to buy if necessary. (Towels, socks, or stick squeegees are not considered a BBD!)
6. **Safety Goggles:** Mandatory goggle enforcement is required in all areas where "Goggles On" signs are posted. Industry-approved full-face mask goggle systems must meet or exceed ASTM Guidelines which require: Full enclosure of the eye cavity using 06 lexan lenses secured within frames and to the head with a headband. The face and ear protector components must be attached securely to the goggle frame to present full coverage (no Gaps) to the bottom of the chin, along the jawbone, temples, and ears. Modifications are prohibited. Wash, disinfect, and inspect goggles regularly.
7. **Trigger Guards:** Trigger guards are mandatory on all paintball markers used by participants at your facility. The trigger guard must be rigid, wider than the trigger area, and enclose the trigger area.
8. **Safety Netting:** Netting (12' required, 20' recommended) must be installed around play areas and must be maintained and checked regularly. Approved netting and/or 300 feet of open space must surround all areas of play. Carrier requires each operator to test the netting per ASTM guidelines: "Stand 15' from netting and shoot 10 shots in a 4" circle at 300 fps. No part of the paintball shell may pass through larger than 3 by 5mm rectangle." Bunkers must be a minimum of 20' from the netting and spectators must be kept 5' away from the netting at all times.

9. **Chronographing Procedures:** Maintain at least one (1) chronograph (preferably two) with a back-up battery at the field at all times. All paintball markers must be chronographed before players enter the field and before each new set of games. A chronograph referee must be available at all times to strictly enforce velocity guidelines. Velocities must be adjusted so that three (3) consecutive shots through the chronograph do not exceed:
 - Paintball – 300 (FPS) Outdoor games and 250-275 (FPS) Indoor games
 - Airsoft - 400 (FPS) Outdoor games and 300 (FPS) Indoor games & Close Quarter (.20BBs)
350 (FPS) Outdoor games and 300 (FPS) Indoor games & Close Quarter (.25BBs)
 Maximum Velocity allowed for Snipers is 500 FPS with no shots closer than 100 feet to Opponent
 Underwriting approvals is required for Sniper velocities that exceed 400 FPS
 Any Sniper Weapons MUST NOT have the ability to fire FULL AUTO
10. **Field Maintenance:** Boundaries of all outdoor playing fields must be clearly and continuously marked with rope, tape, or other highly visible material. The field must be inspected frequently for natural or man-made hazards. Paintball markers must be cleaned and inspected weekly. A designated staff member must inspect the chronograph, first aid kit, mobile telephone, scale, fill station, CO2 cylinders, and all field equipment (including safety signs) daily.
11. **Player Safety Rules:** Each player/participant must read the player safety rules prior to signing the waiver of liability. The player safety rules must be posted at the field entrance and counter/sales office. Mandatory ejection (without warning!) of any player that knowingly violates the required safety rules is required – especially mask violations!
12. **Paintball Markers:** Automatic Markers that are in a mode of self loading and shooting at a rate faster than one round per manual activation of the trigger's cycle are allowed by UNDERWRITER APPROVAL ONLY. An additional premium may apply for coverage for activities involving ramping/multiple round burst modes. A semi-automatic marker does qualify for the program without approval if it is gravity fed or tractor fed at a rate of no more than fifteen (15) balls per second. In addition, off-premise marker rental is prohibited in this program.
13. **Safety Signs:** "Goggles on" signs must be posted at every entrance to activate play areas. "Barrel Blocking Device" signs must be posted at every exit of active play areas "Caution! Paintball Game Area" signs must be posted at any location where the operators/field manager might expect unauthorized direct access to the active playing field.
14. **Fill-Stations:** Only trained personnel are allowed to perform tank fills. Allowing players to fill their own tanks is prohibited. Only exception might be employed-supervised multi0fill air stations and tank have already been checked that day. CO2 cylinders must be chained in an upright position. An on-site scale is required to prevent overfills.