

POWERPLAY RULES

1. Barrel Socks, condoms, bags or locking plugs, must be used at all times in safe areas. Barrels may not be detached from guns in these areas.
2. No firing, even dry firing, may be done in the staging areas. (Paintguns may be dry fired if the barrel is covered by a secure barrel blocking device)
3. Players must be at least ten years of age. Players under the age of 10 must have a parent playing next to them at all times. No player under the age of 10 is allowed on the field without parent.
4. All players must sign and agree to a WAIVER and complete the MEDICAL RELEASE FORM. Those that are UNDER 18 MUST HAVE A WAIVER signed by a parent or legal guardian.
5. Players must first register at the sign-up counter and listen to orientation given by Referee or video before they may play. All payers must do this, even if they are regular customers.
6. Players may not enter the field or play a game without a Referee.
7. Full protective goggles must be worn at all times in the field, chrono, and walkway areas.
8. Closed toe shoes must be worn. Damaged or unsafe modifications to goggles are not allowed for field play.
9. Our field speed is 290 fps. A chronograph, or chrono, is used to measure the speed. No marker is allowed on field shooting over 290 fps. All markers that are not owned by PowerPlay must have velocity verified and tagged prior to entering the playing fields.
10. Players may not tamper with anything that has the capability of adjusting a gun's speed on the field. Tools may not be brought into a game. If the player's gun is malfunctioning, they have the choice to call themselves out.
11. Players must call themselves out when they have an obvious hit, unless the game rules state otherwise.
12. Once a player is out, they may not talk, argue, or in any way try to signal other players. Dead men don't talk. Any attempt to act as an eliminated player on the playing field while game is in play will result in the elimination of that player and one of his/her team-members.
13. Players must hold the paintball gun above their shoulders when they are shot out while still on the field.
14. Blind firing is not allowed. This means that you must be able to see what you are shooting at.

15. Full-auto, reactive, or burst modes are allowed when field refs authorize their usage. At all times the use of Semi-automatic mode only is to be used.
16. All players must recognize the Surrender Rule; players may not shoot each other at a range less than ten feet, unless otherwise stated by referee.
17. All players must abide by the referee's directions or be subject to sit out a game or leave premises.
18. Players must adhere to all rules of the game.
19. Fellow players and the PowerPlay staff and property must be treated with respect.
20. NO soliciting or loitering without direct approval from owner (Brian).
21. If a player does not abide by the rules, they will sit out a game or be made to leave. No refunds are given.
22. Players will be asked to leave immediately for the following offenses:
Being Unsportsmanlike: this includes overly aggressiveness, physically threatening & insulting others, disregarding a referee's instructions, cheating, not having the ability to follow the rules and throwing tantrums. Players like this are encouraged to take their money elsewhere. You ruin the fun for others.
23. Playing with paintballs not bought from the PowerPlay field registration counter must be approved by a referee before entering the field.
24. This list of rules is not all inclusive. Anything that endangers people, prohibits fun or does not coincide with PowerPlay objectives will be prohibited. We reserve the right to refuse service to those who exhibit any of the above actions or whatever.