

SONS OF THUNDER PAINTBALL

FIELD RULES

- All paintball markers must be chronographed under 300 feet per second.
- CO² Powered markers must be chronographed under 290 feet per second.
- All markers must be Rate of Fire Capped at 12.5 balls per second in Any Mode.
- Any marker with a Response or Reactive Trigger must be in compliance as well.
- Barrel Socks are required for all markers, it may only be removed on the playing field or at the chronograph range. Barrel plugs or other devices are not allowed for use.
- Commercially produced ASTM certified paintball masks are required. Masks must be unaltered and provide full face, eye, and ear protection. Lenses must be in good, useable condition.
- Law Rockets, Paintball and Smoke Grenades, or other exotics are not allowed.
- Radios are allowed and encouraged, Radio Jamming Equipment is not allowed.
- Knives, guns, or other weapons are not allowed on the premises.
- Tools are not allowed on the playing field.
- Referees, photographers, or other non-players may be present on the field, do not shoot these people or use them as cover. You may be liable for damage to cameras or other equipment.
- Referees make the final call on the field, do not argue with referees.
- Do not shoot wildlife. Report any incident, so that assistance can be rendered if necessary.
- Players are eliminated when a paintball breaks on the body or gear, and leaves a paint mark larger than a nickel.
- Players wearing ghillie material are eliminated on the hit, not a break.
- When eliminated, announce you are out, raise your hand, and leave the playing field.
- Barrel tag eliminations are permitted. You must say 'Barrel Tag' to the eliminated player.
- Players eliminated with a barrel-tag must walk out quietly, without announcing it.
- Surrenders are a courtesy play. If you are closer than 20 feet away but unable to close for the barrel tag, offer the surrender. If the player doesn't accept the offer, use 1-2 mercy shots to eliminate them.
- Eliminated players are not permitted to talk about enemy locations or movements with living teammates. Dead men tell no tales.
- Paint checks can be requested if you are unsure about a hit. Any players involved in the paint check are not active players. If the hit is clean, players should disengage before re-engaging.
- Re-insertion into a game is limited by the gametype, re-insertion will be discussed for a compatible gametype.
- Field boundaries are marked, and shown on the map, do not go past field boundaries.
- Do not enter food plots, hunting stands, or other out of bounds areas.
- Be cautious of all water, depth changes with the season and could be deeper than expected.
- Be cautious for new trees and tree cages, it will be future cover, don't trample or damage it.
- Silhouettes are provided on the main field trails, please don't shoot other trees.
- Do not shoot hunting stands, bird house, signs, or other man-made structures.
- Do not move rocks or gravel on the premises, it was purchased and placed for a reason.
- Don't litter in the staging area, trash and recycling cans are provided for your use.
- No alcohol or other substances are allowed on the premises. Any player under the influence will be ejected from the field.
- Confrontational, aggressive, or violent behavior will not be tolerated.
- Please inform us of any issues on the field, intentional or accidental, so it can be cleaned, fixed, or otherwise rectified.
- Play with honor and integrity. Call out poor sportsmanship. Offer a helping hand to others.