



### **The Sport of Paintball:**

Paintball is a high adrenalin non-contact sport played around the world. Using air-powered paintguns, players attempt to “tag” the opposition to enable access to the flag. Paintball is a team game, working together as a team with communication; giving support like cover-fire, and target identification will overcome individual skill 99% of the time. Female players play on equal terms with their male counterparts, as stealth and cunning are more important than strength. Safety is paramount to the growth of the sport; at WCT, industry approved goggles (VForce) are standard issue. All paintguns are chronographed (velocity measured) and set to a safe level.



**Being hit in the eye (even indirectly) by a paintball can cause severe eye damage. All players must wear their goggles correctly.**

**Make sure your goggle straps remain tight.**

### **Safety:**

- All players must wear their goggles at all times except in the specified safe room.
- No paintgun shall be fired outside of the playing field.

### **Sportsmanship:**

- All players must play in a friendly and sportsmanlike manner.
- No player shall fire upon spectators, referees, neutral or eliminated players.
- No physical contact, swearing or other aggressive behavior is permitted.
- No player is permitted to consume alcohol during, or prior to, the game.

### **Rough Terrain:**

- As you run around in the forest, be careful not to trip on roots or rough ground.
- Know your limits; be steady on your footing.
- Don't attempt to jump over the trenches.
- Rather than sprinting right across the field, slow down by making short moves.
- Don't bush-crash through dense foliage.

### **Capture the Flag:**

- Each team attempts to capture their opponent's flag and return it to their flag station.
- If as you are carrying the flag you get tagged, put the flag upright back where you were hit.



### **The Paintgun:**

- Paintballs are fragile and can easily break in the hopper if gun is dropped or smashed against trees.
- Be in control of your weapon, don't thrust your gun into your opponent or fire without aiming.
- Don't pick up old paintballs or overfill the hopper as these can jam the paintgun.
- If the gun stops firing, pull back the Re-cock lever on top of the gun.
- No guns are to be taken into the safe room.



**Put the foregrip over the rack.**

### Elimination Games:

- These games usually played as quick games of 8-10 minutes duration.
- As players are tagged, they are out for the remainder of that game.
- Once the game has begun no player may enter the field of play or return to play.
- The next game starts 2 minutes after the previous game, make sure your team is ready.

### Recycle Games (Re-spawn):

- After being tagged, clean off any splats and return to play (except in the elimination phase).
- It is the player's responsibility to remove any splats before returning to the game.
- When the referee calls out "Elimination...last life" the game changes from recycle format to elimination phase (no re-spawn).
- Players can only re-enter the game at the correct re-entry point. Follow the red tape back to behind your starting point.



### Game Start:

- Muster your team between the start posts, Referee then blows the whistle for game-on, any other time the whistle is blown stop firing.



**Line up between the start posts.**

### Tag definitions and procedures:

- A "Tag" is any hit anywhere the paintball breaks leaving a splat larger than a 50 cent piece, anywhere on the body, from the top of the head to the bottom of the feet, carried equipment such as paintgun or harness also count as a hit.



**When tagged, call "TAG" loudly; raise your hand or paintgun immediately.**

- If the player signals their elimination (by either calling "tag" or by raising hand/gun) then realises that the paintball "bounced" they are still eliminated as they have called themselves out.
- **If a player's goggles become dislodged, they will be eliminated; do not fire at anyone not wearing goggles.**
- At close range players should ask opponent to surrender if possible, the surrendering player should call "tag" as if they were hit.



**Paintball is all about getting the flag without being tagged. Teamwork, cover-fire and communication are the key to your success. Remember your team is covering you, ensure that they have understood and follow these rules. Don't forget the number one rule is safety...Keep your goggles on.**