



1260 Old Franklin Turnpike  
 Rocky Mount, VA 24151  
 540.489.7368  
 Field: Sat 1-5  
 Sun 11-4

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| <p><b>WAIVER</b></p> <p>ALL players must sign a waiver every play session unless a Member. Minor Members must have waiver notarized. You must be 11 years of age or older to play at our facility. Anyone under the age of 18 must have a waiver endorsed by a Parent or legal guardian.</p>  | <p><b>GOGGLES</b></p> <p>Goggles must be worn at all times when on the playing fields, target range, chronograph area and anywhere posted. All "Goggles On" areas are identified by "Goggles On" signs. While in these areas, APPROVED EYE PROTECTION (designed for paintball) MUST BE WORN BY ALL PERSONS AT ALL TIMES.</p>   | <p><b>BARREL COVERS</b></p> <p>All players are required to have paintball marker barrel covers. A device specifically designed for blocking the ball if the marker is accidentally fired, at all times other than while in game areas, target range, or at the chronograph area. This includes driving on and off of the property. Barrel Plugs are not acceptable.</p> |
| <p><b>PAINTBALLS</b></p> <p>Tiger Paintball is an FPO, "Field Paint Only" facility. Paintballs must be purchased on site. Players are not allowed to bring their own paint.</p>   | <p><b>ALCOHOL/DRUGS/SMOKING</b></p> <p>No alcohol or drug use will be permitted anywhere on site! It is strictly forbidden to bring or consume alcohol before, during, or after the game. Smoking is not allowed on site!</p>  |   |
| <p><b>PROHIBITED</b></p> <p>Smoking, Swearing, Fighting, Physical contact, and arguing. No Climbing, altering or constructing obstacles. No Tools or weapons are allowed on the field. No blind shooting. No modifying or disassembling of rental equipment.</p>  | <p><b>PAINTBALL MARKERS</b></p> <p>All markers/guns must chronograph under 285 FPS. Players should check their guns several times a day to make sure they do not shoot over 285 FPS at any time. No shooting or dry firing in the staging area and parking area. The chrono/target range and paintball courses are the only places where firing is allowed. All players are responsible for their own Markers and Equipment!</p> |   |
| <p><b>ELIMINATIONS</b></p> <p>A player is eliminated from the game when a mark (the size of a nickel or bigger) is left on them or any of their equipment. If you call yourself out without a break, you're still out. When eliminated, shout "Hit!" loud enough for those in your vicinity to clearly hear you, raise your marker in the air, as if you were surrendering and make your way off the field keeping your marker in the air. Before you leave the field make sure your barrel cover is on your marker. A player can surrender at anytime. You do not have to wait to be hit. To surrender shout "Surrender", "Hit" or "Out" and put your gun up over your head to show you are out. Eliminated players should head back to the staging/safety area. Eliminated player are not allowed to talk to or signal to live players, "Dead men tell no tales." An eliminated player cannot shoot while exiting the field, nor are they to be shot at. After the game be sure to wipe off any old hits. Players can be eliminated for old hits.</p> |  |   |

**ALL DECISIONS BY THE REFEREES AND STAFF ARE FINAL.**

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