



## **SAFETY/EQUIPMENT**

**GOGGLES!** Your most important piece of personal safety equipment are your goggles. You MUST keep them on at ALL TIMES when you are on the field. **No exceptions!** All goggles must be ASTM approved full face and ear protection. This is not an option. Even if you are not playing, you must wear goggles at all times you are on the field. During play, you can only remove your goggles when you are within the safety netting of designated Medic Zones. No exceptions! The neck is also a very vulnerable area that has the potential for serious injury if not protected. We highly recommend some sort of neck protection. Whether it be a neck protector made for paintball, or a bandana and a turtle neck, it's up to you. Again, it is highly recommended to use neck protection.

**BARREL BLOCKING DEVICE:** YOU MUST HAVE YOUR BBD ON YOUR MARKER AT ALL TIMES WHEN NOT ON THE PLAYING FIELD. Only Barrel Socks/Condoms will be allowed. No Barrel Plug inserts. If you ever see anyone without a BBD off the field, don't hesitate to remind them to put it on. You have the right to expect others to respect your eyesight. Since we cannot be everywhere at all the times, we are asking everyone to help us enforce these 2 very important rules (Goggles On, BBDs). Remember: PLAY SAFE!

**HYDRATION** The weather in the Rio Grande Valley (South Texas) during “Cops and Robbers” Event is typically hot and humid. Proper hydration and nutrition is VERY important to your safety at this event. Even when inactive, it is important that you drink plenty of fluids (plenty of water and the occasional sports drink). This will help you maintain your hydration for the periods when you are active or hard at play. There will be plenty bottle water and sports drinks that you can purchase onsite, from our sponsors.

When playing, it is very important that you take water with you onto the field, and drink regularly while playing. It is much easier to maintain proper hydration by drinking plenty. It is still **STRONGLY ENCOURAGED** that you take your own hydration source (such as a canteen or camel back) with you onto the field. Hand in hand with this, it is vital that you at least snack light during a long day of play. You certainly might not want to eat a heavily meal, but it is important that you eat something, such as the occasional snack bar. (A meal will be provided for all registered players) **Please remember, this is a game.** If you feel overheated or over-taxed,

take a break. Find a cool spot, rest, drink, catch your breath, and then get back in there!

**MARKER REPAIRS/TESTING:** THERE IS ABSOLUTELY NO FIRING or DRY FIRING OF MARKERS ALLOWED IN ANY PUBLIC AREA WHATSOEVER. There will be a designated marker repair station accessible in the campground where you can test fire your markers. Any repairs involving dry firing/firing must be done at this station, and with a barrel blocking device on your marker at all times. YOU CANNOT FIRE YOUR MARKER AT ANY TIME EXCEPT AT A MARKER REPAIR STATION, OR ON THE FIELD, PERIOD. Firing your marker anywhere else, is not only a safety hazard, but a blatant show of disrespect for other people's safety. If you are found firing your marker anywhere but an approved area, you may be asked to leave the event.

**FIELD REFEREES:** There will be no Player-Refs / Refs-In-Play. Only Staff Referees will be present on the field. Referees will be designated by bright yellow color Shirts. Under no circumstances is anyone allowed to **ARGUE** with a referee. On the field, their calls are final, period. First and foremost, the Refereeing staff is here for your safety! If you see any referee allowing any unsafe actions, please report him/her to the Event Coordinators. All referees will have numbers on the backs of their t-shirts that will identify them individually. REPORTING A REFEREE FOR UNSAFE PROCEDURES BECAUSE HE CALLED YOU OUT, is bad sportsmanship, and will not be accepted. Remember, in an event of this magnitude, referees cannot always be at every fire, nor always be available for a paint check. **Their primary responsibility is safety.** Play fair, play honestly, and if in doubt or need, call for a Referee. As "Cops and Robbers" Staff Members, they are there to assist you in any way they can.

The Event Coordinators reserves the right to disallow any marker/delivery system if they deem it is unsafe.

ALL markers must be fired through one of the staff radar chronograph stations. Maximum velocity for daytime play is 285 fps. A player found to have increased his marker's velocity will be ejected from the game.