



Standard Practice for Paintball Field ~~Game Site~~ Operation¹

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INTRODUCTION

This practice sets forth procedures for operating a paintball playing field ~~game site~~. The goal is to assist paintball field ~~game site~~ operators in running a safe business. Like any other physical activity, paintball presents a potential for injury. No procedural practice can prevent all injuries, especially when paintball players do not follow safety instructions. The ultimate responsibility for preventing injury lies with the paintball player. This practice, however, intends to promote safe paintball field ~~game site~~ operation through standardization of operating practice.

1. Scope

1.1 This practice establishes minimum safety requirements for the operation of paintball playing fields, ~~game sites~~, and provides for certain materials and procedures required.

1.2 *This international standard was developed in accordance with internationally recognized principles on standardization established in the Decision on Principles for the Development of International Standards, Guides and Recommendations issued by the World Trade Organization Technical Barriers to Trade (TBT) Committee.*

2. Referenced Documents

2.1 *ASTM Standards:*²

F1750 Specification for Paintball Marker Threaded-Propellant Source Interface

F1776 Specification for Eye Protective Devices for Paintball Sports

F1979 Specification for Projectiles Used in the Sport of Paintball

F2030 Specification for Paintball Cylinder Burst Disk Assemblies

F2184 Guide for Installation of Paintball Barrier Netting

F2271 Specification for Paintball Marker Barrel Blocking Devices

F2272 Specification for Paintball Markers

F2278 Test Method for Evaluating Paintball Barrier Netting

F2553 Specification for Warnings on Refillable CO₂ Cylinders Used In the Sport of Paintball

F2653 Specification for Paintball Valve Male Threaded Connection for Use with Approved Cylinders

F2773 Practice for Transfilling Compressed Air or Nitrogen and Safe Handling of Small Paintball Cylinders

3. Terminology

3.1 *Definitions of Terms Specific to This Standard:*

3.1.1 *bulk cylinder, n*—a gas storage vessel used to fill gas propellant vessels on paintball markers.

3.1.2 *discharge mode, n*—a mode that controls the number of paintballs discharged per trigger cycle.

3.1.3 *ear protection, n*—devices that cover the ear cavities and prevent direct entry of paintballs into the ear canals.

3.1.4 *filling apparatus, n*—equipment used to properly fill gas propellant vessels on paintball markers from bulk cylinders.

3.1.5 *game area, n*—an area in which paintball games are conducted and in which paintball goggles are required to be worn.

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² For referenced ASTM standards, visit the ASTM website, www.astm.org, or contact ASTM Customer Service at service@astm.org. For *Annual Book of ASTM Standards* volume information, refer to the standard's Document Summary page on the ASTM website.

~~3.1.6 *goggles, n*—consist of eye protection devices that comply with Specification **F1776** and have ear and face protection integrated into the design.~~

~~3.1.6 *goggles on area, n*—areas in which all persons are required to wear paintball goggles, such as and not limited to playing fields, game areas, chronograph areas, and target ranges.~~

~~3.1.7 *paintball, n*—the ammunition used to fire fired from a paintball marker that complies with Specification **F1979**.~~

~~3.1.8 *paintball air system, n*—the power source normally used by a paintball marker to propel a paintball-paintball that meets various government regulations that vary by location and shall comply as required with Specifications **F1750, F2030, F2553, and F2653**.~~

~~3.1.9.1 *Discussion*—~~

~~All paintball air systems must meet various government regulations that vary by location and shall comply as required with Specifications **F1750, F2030, F2553, and F2653**.~~

~~3.1.9 *paintball goggles, n*—consist of eye protection devices that comply with Specification **F1776**.~~

~~3.1.10 *paintball marker, n*—a device specifically designed to discharge paintballs that comply with Specification **F2272**.~~

~~3.1.11 *paintball marker barrel blocking device, n*—a device specifically designed to be installed on a paintball marker to prevent the accidental discharge of paintballs that comply with Specification **F2271**.~~

~~3.1.12 *player, n*—a paintball game participant~~

~~3.1.13 *playing field, n*—an area delineated by a boundary marker, in which paintball games are conducted.~~

~~3.1.14 *safety mechanism, n*—a device that, when activated, disables a part of the paintball marker, usually the trigger, to prevent unintentional firing in normal use and must be released to allow the marker to be discharged by the movement of the trigger. The device is sometimes referred to as a *safety, safety button, or safety lever*. An electronic on/off switch is considered to be a safety mechanism if, when the switch is placed in the off position, it renders the marker inoperable.~~

~~3.1.15 *staging area, safe zone, n*—an area protected against stray entry of paintballs, in which paintball players organize themselves for a game-game or for non-players to congregate.~~

4. Operational Procedures

~~4.1 *Safety Rules Posted*—Player safety rules, printed in 24-point type or larger, shall be posted conspicuously at the registration area. Every player shall be instructed to read the safety rules.~~

~~4.2 *Field Orientation and Safety Briefing*—Prior to their first game of the day, every player shall be given or shown receive a formal briefing on safety rules, risk of injury, game rules, field orientation, and equipment operation. During this briefing every player will be advised of what to do in case of an emergency.~~

~~4.3 *Barrel Blocking Device Regulation*—All players shall be required to have paintball marker barrels blocked with a device specifically designed for that purpose at all times other than while on the playing field during games, at the chronograph, or at the target range. All barrel blocking devices will comply with Specification **F2271**.~~

~~4.4 *Goggles:*~~

~~4.4.1 All persons shall be required to wear paintball goggles at all times while they are in areas designated as “goggles on areas.” The goggles shall comply with Specification **F1776**.~~

~~4.4.2 Follow manufacturers’ instructions for fitting goggle systems. Goggles should fit on face so that foam makes contact with forehead and cheeks and seals fits around orbital area. Goggles should be in firm contact with face and headstrap adjusted snug against head. After proper adjustment the The headstrap must have a minimum 1 in. remaining stretch from back of head when finger is hooked under strap and slight load is applied. Headstraps with a knot tied in them must be replaced immediately.~~

~~4.5 *Chronographing Procedures*—All paintball markers shall be chronographed. All field rental paintball markers shall be chronographed daily prior to being used at the field. All other paintball markers shall be chronographed at the field prior to being used on the field. Paintball marker velocities shall be adjusted so as to not exceed 300 ft/s.~~

~~4.6 *Required Signs:*~~

~~4.6.1 The following signs shall be posted conspicuously:~~

~~4.6.1.1 “Goggles On” signs shall be posted at the exits of the staging areas safe areas along routes to the playing fields, and at the entrances target ranges, or to any other areas that paintball marker discharge might be permitted.~~

~~4.6.1.2 “Barrel Plugs” Blocking Devices” signs shall be posted at the exits from the playing fields, chronograph area, target range, and anywhere else that paintball marker discharge might be permitted.~~

~~4.6.1.3 “Paintball Game Area, Eye Protection Required” signs shall be posted at locations where unauthorized direct access to the playing fields “Goggles On” areas is likely by outsiders not familiar with the sport. non-players.~~