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Standard Practice for Paintball Player Safety Briefing¹

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INTRODUCTION

This standard is intended to provide paintball game organizers with safety information, which can be given to each game participant prior to the participant's first game of the day. The intent is to revise this specification whenever substantive information becomes available which justifies revising existing requirements or adding new requirements.

1. Scope

1.1 This standard is intended to satisfy the demand for basic safety information, which should be understood by each paintball game participant prior to the start of the player's first game on the day of play.

1.2 The information specifies rules of personal conduct, which might affect the safety of persons who are in close proximity to a paintball marker or a propellant gas storage vessel.

1.3 The information includes procedures to be followed by every person who is in, or near, an area where paintball is being played or paintballs are being shot, and to the use of safety equipment related to paintball game or paintball target shooting activities. These procedures are to be followed any time a paintball marker is being handled.

1.4 This standard is intended to be a useful tool for paintball game organizers, but it is not intended to eliminate the need for proper game supervision, conforming to Specification F1777.

2. Referenced Documents

2.1 *ASTM Standards*:²

F1776 Specification for Eye Protective Devices for Paintball Sports

F1777 Practice for Paintball Field Operation

F1979 Specification for Paintballs Used in the Sport of Paintball

F2272 Specification for Paintball Markers

3. Terminology

3.1 *Definitions of Terms Specific to This Standard:*

3.1.1 *barrel blocking device, n*—device designed to prevent a paintball from being expelled from a paintball marker.

3.1.2 *paintball, n*—spherical ball, commonly with a diameter of 17.3 mm (0.68 in.), comprised of a shell and a fill, designed to be discharged from a paintball marker and conforming to Specification F1979.

3.1.3 *paintball marker, n*—device specifically designed to discharge paintballs.

3.1.3.1 *Discussion*—The device is sometimes referred to as a paintball gun and conforms to Specification F2272.

3.1.4 *safe area, n*—area where the discharge of paintballs is not permitted and actions are taken to prevent accidental discharge of paintball markers conforming with Specification F1777.

4. Significance and Use

4.1 Specific safety rules and procedures are important in order to minimize the risk of injury to persons in the general area of paintball markers and gas propellant storage vessels.

5. General Considerations

5.1 Persons who participate in paintball games should be made aware of the hazards associated with the equipment and the game activities.

5.2 This standard specifies the minimum requirements for a player safety briefing. Paintball game organizers may choose to include additional safety instructions in their briefing to players.

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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.

5.3 Any person permitted into an area requiring paintball goggles must be given the relevant portions of this safety briefing before being allowed in the area.

6. Safety Instructions for Paintball Game Participants

6.1 Goggle Requirements:

6.1.1 Goggles must be made specifically for paintball and must conform to Specification **F1776**.

6.1.2 Goggles should be inspected for cracks and to be certain the goggle lens is properly secured by the lens retention system.

6.1.3 Goggles should be checked to be sure they fit snugly.

6.1.4 Every person must wear goggles at all times, when he or she is not in a safe area.

6.1.5 While in a goggles-on area, a person must never lift or remove his or her goggles for any reason.

6.1.6 Any person whose vision is impaired/obscured, should hold his or her goggles securely in place and call out for assistance from a referee, safety official, or teammate to help get off the field safely.

6.1.7 In the event a person's goggles are knocked off, damaged, or displaced, that person should set their gun down, drop to the ground, cover their eyes, and call out that their goggles have fallen off and to stop shooting. Everyone who hears this should immediately stop shooting, put their gun down, and stop playing, until a referee has arrived, the player with the goggle problem has been taken off the field, and the referee announces that the game can resume.

6.1.8 Just because a person is eliminated from a game does NOT mean that person can remove his or her goggles. Goggles must not be removed until the person wearing them is in a designated safe area. Goggles must always stay on, until barrel blocking devices are securely in place.

6.2 *Barrel Blocking Requirements*—A barrel blocking device must be securely in place any time you are not in a shooting zone or on a playing field, and at any time when a referee or other official has ordered barrel blocking devices to be used.

6.3 The velocity at which a paintball marker is shooting must be measured by use of a chronograph:

6.3.1 Maximum marker paintball velocities must conform to Specification **F1777**.

6.3.2 Every marker's velocity must be checked before the first time it goes onto the playing field, and should be checked again as needed throughout the playing day.

6.3.3 A referee or other game official may require a velocity check of any marker at any time for any reason.

6.4 Every paintball game participant renting equipment must receive instructions on, or demonstrate an understanding of, how the rental equipment works and how to use it properly. This lesson must include but is not limited to the following:

6.4.1 How to load and unload the marker,

6.4.2 How to use each safety device on the marker, whether mechanical or electronic,

6.4.3 How to use the barrel blocking device on the marker,

6.4.4 How to properly put on the paintball goggle system, and

6.4.5 How to properly remove a propellant gas cylinder from the marker.

6.5 If paintball game participants are allowed to fill propellant gas cylinders, instructions on fill station safety and use must be given.

6.6 *Emergency Procedures*—All participants should be informed of what to do in case of an emergency.

7. Keywords

7.1 paintball; paintball air system; paintball sports; pressure vessel; safety; safety briefing

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