



Standard Practice for Paintball Field Operation¹

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INTRODUCTION

This practice sets forth procedures for operating a paintball playing field. The goal is to assist paintball field 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 operation through standardization of operating practice.

1. Scope

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

2. Referenced Documents

2.1 ~~ASTM Standards:~~ ASTM Standards:²

F1750 [Specification for Paintball Marker Threaded-Propellant Source Interface](#)

F1776 ~~Specification for Eye Protective Devices for Paintball Sports~~ [Specification for Eye Protective Devices for Paintball Sports](#)

F1979 [Specification for Paintballs 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 ~~*burst-mode marker, n*—a burst-mode marker may discharge two or more times per trigger cycle or may discharge two or more times with the pull and release of the trigger.~~

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

3.1.4

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

3.1.5 ~~*enhanced trigger marker, n*—a paintball marker that at some point discharges more than one paintball per trigger cycle. This includes markers that “store” the number of trigger pulls and discharge more than one paintball at some point.~~

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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

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

3.1.7 *fully automatic paintball marker, n*—a marker that discharges when the triggering device is actuated and continues to discharge until the trigger returns to its reset or recycle position.

3.1.8

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

3.1.9

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.

3.1.10

3.1.7 *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.

3.1.11

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

3.1.9 *paintball air system, n*—the power source normally used by a paintball marker to propel a paintball.

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.

3.1.10 *paintball marker, n*—a device specifically designed to discharge paintballs. The device is sometimes referred to as a *paintball gun*—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 *pump marker, n*—a marker that requires the operator to manually cock or engage the sear of the marker before each shot by a means of a pump, bolt, lever, cocking handle or similar device.

3.1.15 *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.

3.1.16 *semi-automatic marker, n*—a semi-automatic marker discharges one time with each trigger cycle. Markers that “store” the number of trigger pulls and discharge more than one paintball at some point do not meet this definition. Markers that operate in other discharge mode(s) do not meet this definition.

3.1.17

3.1.15 *staging area, n*—an area protected against stray entry of paintballs, in which paintball players organize themselves for a game.

3.1.18 *trigger cycle, n*—the movement of the trigger through discharge and returning to a reset or recycle position.

4. Operational Procedures

4.1 *Safety Rules Posted*—Player safety rules, printed in 12-point 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 a formal briefing on safety rules, risk of injury, game rules, field orientation, and equipment operation. —Prior to their first game of the day, every player shall be given or shown 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 Plug-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 *Eye, Ear, and Face Protection*—All persons shall be required to wear ear protection and paintball goggles with full face protection at all times while they are in areas designated as “goggles on areas.” The goggles shall be designed specifically for use in paintball games, shall not be obviously altered from the original manufactured design in a manner not prescribed by the manufacturer, and shall comply with Specification Goggles—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 and by January 1, 2005 shall bear the Protective Eyewear Certification Council seal.

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 area along routes to the playing fields, and at the entrances