

JLT Paintball Referee Rules and Guidelines

1. Make sure players' masks are kept on and in place when on the field.
2. Barrel blockers must be on when they leave the field.
3. When game is over call out loudly, "Game over! Keep your mask on, put guns on safety and barrel blockers on." Repeat several times.
4. When a player is hit, call out loudly, "Player leaving the field. Let him out!"
5. When checking a player, that player is neutral. (The player cannot be shot or put out nor can they shoot.)
6. Guns and hoppers don't count when hit. Paint spots on the body or face mask must be a solid spot larger than a quarter, not just speckles or spray.
7. Players shooting through a hole smaller than a player's head or blind shooting around the edge of a bunker will be given one warning. Upon a second offense, the player is out of that game.
8. Players, who cheat, wipe paint or shoot players holding their gun up after they are out will be out of the game immediately. If a second offense occurs players will be off the field for the day and asked to leave.

Referee Guidelines

1. Refs stay out of the line of fire. Always look behind you and watch how players are moving around you.
2. Do not help, instruct players, or show favoritism.
3. If you think a player got hit or a player is calling for a paint check, move very quickly to resolve it.
4. If you catch someone wiping paint or cheating be sure you can identify them later and let me know who they are.
5. When you ref you represent JLT Paintball. Always maintain an attitude of respect, common sense, and fairness. Be assertive when necessary but not mean-spirited. Don't abuse your power. Players are not to shoot you deliberately or argue with you.
6. The safety and good time of all players is in your hands.

Referee Benefits

Ref one game - get a 12 oz Co2 fill or \$3 off another product.

Ref two games - get \$5 off of products.

Ref three games - get a bag a paint or \$10 off of products.

For the fourth, fifth and sixth games, you will get a repeat of the first three.