

NR Adventure Park LLC FIELD RULES

IN ORDER TO GUARANTEE A SAFE AND FUN TIME FOR EVERYONE, NR ADVENTURE PARK LLC ASKS THAT ALL PLAYERS FOLLOW THESE SIMPLE RULES. THIS WILL ENSURE THE SAFETY OF THE PLAYERS AND SPECTATORS.

1. Mask on at ALL times, unless you are in the staging area.
2. Barrel covers on when you are not playing and before exiting the field/chrono area.
3. When a player is hit, put the barrel cover back onto the end of the barrel. Walk off the field with the marker up in the air and your MASK ON.
4. Do not shoot at any time off the field / chrono area.
5. Never exit the field / chrono area or go into the staging area without your barrel cover on. If you lose a barrel cover one can be borrowed from NR Adventure Park LLC.
6. Do not shoot any signs or buildings out in the fields. You will be prosecuted by NR Adventure Park LLC.
7. All players need to be at least 10 years old to play at NR Adventure Park LLC. LOW IMPACT can be 8 years old to play at NR Adventure LLC
8. All markers need to be semi auto and under 280 fps. Refs will help players check their speed on their markers.
9. No metal cleats are allowed on the Inflatable Speed ball field.
10. No pyro, smoke bombs, or paint grenades allowed.
11. No running into, jumping on, jumping over or leaning too hard on the air bunkers. You will be called out.
12. Blind Fire is prohibited, YOU MUST aim down the top of your replica to fire. You may fire over obstacles if YOU CAN AIM OVER THEM ONLY. No Crack Shooting.
13. No fighting.
14. Never play a game without a ref to supervise the game. Only one warning before getting kicked out.
15. Screaming hit, out, or raising your marker in the air means you are out, no matter what.
16. Keep the profanity down and please do not cheat.
17. If you steal anything from any other players or from NR Adventure Park LLC you will be prosecuted.
18. If you have any problems, seek out a ref for assistance.
19. IF YOU ARE TOLD MORE THAN ONE TIME TO PUT YOUR MASK ON, WE HAVE THE RIGHT TO ASK YOU TO LEAVE THE FIELD.

Refs are here to provide safety to all players including themselves. NR Adventure Park LLC takes pride in their paintball field and is very happy to have you play here, but will not tolerate anyone that is trying to put others in danger or not being able to follow the rules. By signing the waiver, you agree with the rules that NR Adventure Park LLC has given.

Additional Airsoft Rules Addendum

1. Field joule limit is 1.49J or 400 fps with .20g BB's.
2. No full auto firing.
3. Airsoft BB weight limit is .40g.
4. All chronographing must be done with .20g BB's.

5. High Pressure Air(HPA) is allowed, but you must supply your own regulator lock. Anyone caught adjusting their regulator after chrono will be banned from the facility. HPA limit is 1.30j/ 350 fps Chronograph with .25g BB's.
6. Full face masks are required for anyone under age 18, ANSI Z87 masks only.
7. Full seal goggles are required for anyone over the age 18, ANSI Z87 required to use. Absolutely no safety glasses unless they are being worn under full face masks. i.e. face masks with steel mesh eye covers.
8. Barrel blockers are required when you are not playing and before exiting the field/chrono area.
9. No Burst/Binary fire allowed in close quarters fields (Tombstone).
10. 3 Round Burst max for all other fields.
11. Full auto only allowed outside with LMG, LMG must use a box mag, NO drum mags, and has a Minimum Engagement Distance (MED) of 50 feet.
12. You should only use the onsite buildings and covers, climbing through trees or other structures is forbidden for the sake of your safety.
13. Inside a bunker or building, use only semi-auto firing as well as the BANG rule to avoid much bodily harm.
14. Only the active/alive players in the game are allowed to communicate through electronic or radio communications equipment.
15. Make sure that any laser equipment would not be pointed at the opponent's face [Eyes Safety], no issue with the rest of the body. Avoiding this rule comes under the same category as cheating.

Sub Machineguns:

1 Joules

May fire controlled full auto bursts.

No Minimum Engagement Distance.

MUST use a midcap SMG magazine. NO DRUM MAGS OR HIGH CAPS.

Shotguns:

1.49 Joules

Pump or Semi ONLY

No Minimum Engagement Distance

Rifles:

1.49 Joules

Semi Auto ONLY

No Minimum Engagement Distance

Automatic Rifles:

1.49 Joules

May Fire Controlled Full Auto Bursts.

No Minimum Engagement Distance.

MUST USE LARGE SF STYLE MAGAZINES, EXTENDED MAGAZINES, OR DRUMS. No Standard Rifle mags.

MUST BE AN ACTUAL M27 IAR replica, RPK Replica, or RPK16 Replica.

DMR/SPR/Battle Rifles:

1.49 Joules

Semi Auto Only.

50ft Minimum Engagement Distance

7.62 rifles ONLY OR actual SPR builds.

LMG:

1.49 Joules

May Fire Controlled Full Auto Bursts. May Fire Sustained Full Auto from the bipod.

No Minimum Engagement Distance

Drum or Box Magazines only.

