



# PAINTBALL SAFETY

FROM THE **CIA** —

# PAINTBALL REFEREE JOB DESCRIPTION

These are some important concepts for a referee for a paintball field. Since safety is the main concern we stress that these concepts are followed. These simple points will help you to run a safer and more profitable paintball business.



## 1. YOUR PRIMARY DUTY IS TO MAKE SURE THAT PLAYERS AND SPECTATORS ON THIS FIELD ARE SAFE AT ALL TIMES.

- a) Make sure that there are barrel blocking devices (barrel condom / barrel socks) on the barrels at all times other than when playing a game.
- b) No barrel plugs are allowed on the premises. Only barrel condoms/ barrel socks.
- c) Make sure that the players are following ALL the safety rules ALL of the time.
- d) Make sure that the spectators are always in a safe zone.
- e) Make sure that each of you have a working radio and can communicate with each other and with the manager on duty.
- f) Make sure that each of you have a whistle.

## 2. YOU ARE EXPECTED TO REFEREE EACH GAME AND ASSIST PLAYERS TO HAVE A GREAT TIME. \_\_\_\_\_

- a) Picking the teams fairly and adjusting the balance so that they are evenly matched.
- b) Chronograph their guns every other set to make sure that they are all shooting the same velocity to minimize any pain or injury. Set speed at 275 fps.
- c) Talk with the players so that they know that you are there to help them. Coach them while they are playing and teach them how to shoot correctly, notify them when someone on the other team is moving on them, tell them when it is a good time to move to a different bunker, etc. **ENCOURAGE THE PLAYERS TO SHOOT AT THE OPPOSING TEAM OR TO DO TARGET PRACTICE. MORE PAINT = MORE MONEY!** Protect them if they are about to be over run by the other team and tell them it is a good idea to surrender now. Do not allow opposing players to approach each other closer than 20-30 feet. Keep the more advanced players back to where they can not advance past the 50 yard line to give the other players a chance. Do not allow over-shooting. Do not allow any mode of fire other than semi auto. No ramping, no turbo, zip, three shot bursts, reactive triggers, no full auto. All guns can be turned down to be played on a recreational field. If they do not like it, ask them to leave.
- d) It is important that you give the players all they ever wanted out of paintball. Make each game no longer than 10 minutes. Give them a 5 minute warning, a 2 minute warning, 1 minute warning and every 15 seconds until the 10 second countdown!
- e) When the games are over, use your paper towels in your pocket and the water bottle to clean their goggles while still on their heads and turn the game around in 2 minutes or less. If there are many goggle shots, put safeties on, barrel blockers on, put guns down on the ground, and make sure no other players

are on the immediate field and then you may remove their goggles to clean them.

f) After the set of 2 games on that field is over, bring them back in, ask who needs to have their goggles cleaned, assist in filling their pods, hoppers, and turn the group around in less than 5 minutes and get them back playing again.

g) After the first 3 sets they will start running out of CO<sub>2</sub> so if they have a 12 oz or smaller tank and have shot 3 hoppers full it is time to refill the rental guns. 20 oz tank will shoot 4-5 hoppers. Remember, if they do not have air, they can not shoot paintballs out the gun. No paintballs coming out of the gun means we are not making money. No money = no job for you.

h) Sell the idea of using the two pod packs to carry extra paint. I always provide them to the rental groups or birthday groups. This causes them to purchase more paint to put in the pods. Also allows the pack, when worn in the front to protect the guy's crotch. Great selling point!

i) If somebody's rental gun is not working, change it out immediately. Do not try to fix it. Get them playing right away.

j) If somebody's tank is empty, change it out immediately. Do not fill it right then. That is why we have extras. Remember, we can not do a partial fill or top off with CO<sub>2</sub>!

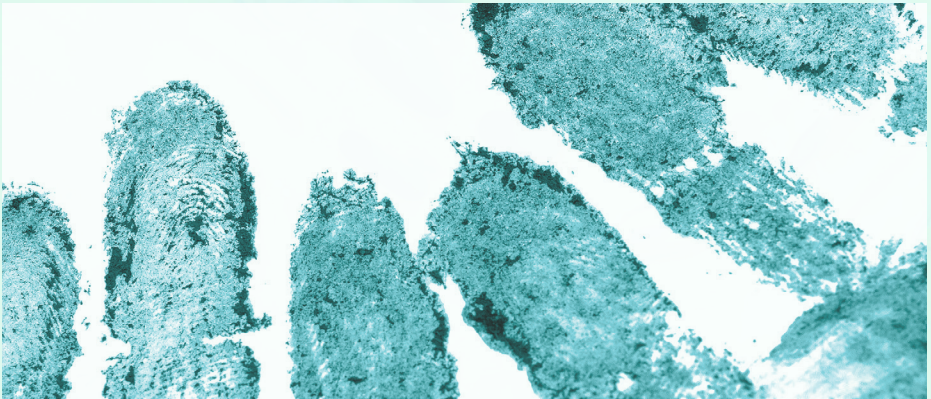
k) If you have a party scheduled, and you have a few walk ons, ask the party if they mind if the other players join them. It is much more fun with more people. Do not put adults with kids but if there is a mix, allow them to play. If the party has asked for a private party then ask and do not push it.

l) Always check for different color paint hitting the bunkers or different color shells. This will tell you if we have someone using their own paintballs. This is not allowed. Have them empty their gun and pods and use our paintballs only. If you suspect someone is using a different paintball, before you go out to start

the next game ask everyone to line up and open the lid on their hoppers. You will find the guilty one real quick!

m) Keep the groups playing on different fields. You control where they play. After they have played ALL fields, put the choice up for vote.

n) Provide chest protectors for the kids and women. Offer neck protectors.



### 3] YOU ARE EXPECTED TO CLEAN AND MAINTAIN THE EQUIPMENT.

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a) Remove the goggle lens after each use and carefully make sure it is washed with soap and rinsed well with water. DO NOT USE ALCOHOL ON THE LENS!!! Set aside to air dry.

b) Wash the goggles, without the lens, with the hose, inside and out to remove paint spray and dirt and sweat. Set on the shelves to dry for next group or next day.

c) Remove the barrels from the guns. Let soak in a bucket of soapy water while you are washing the goggles and lens. Rinse with clean water. Allow to air dry.

d) Using the spray bottle marked alcohol, spray the outside of the guns to remove the paint and spray. Wipe with paper towels and allow to air dry on the racks.

e) Remove barrel blocker, wash in soapy water, rinse well, hang up to dry in room.

f) When dry assemble barrel on gun, put barrel blocker on gun. Put on rack.

g) Lube guns every month by applying three drops in gun, screw in CO2 tank, remove barrel and dry fire 10-15 times to blow oil through gun. Remove tank, assemble barrel back on gun, and put barrel blocker on gun. Put on rack.

h) Lube the o-ring on our tanks every week. This helps keep the o-rings lubricated and assists not to damage them when removing the tank from the gun.



## 4. YOU ARE EXPECTED TO INSPECT, FILL AND MAINTAIN THE CO2 TANKS AND HIGH PRESSURE TANKS. \_\_\_\_\_

a) Never allow a customer to remove their tank from their gun. You must remove each tank. You will be extremely careful to watch the valve and tank and make sure that they are coming

out together and not having the tank separate from the valve.

**b) ALWAYS HAVE SAFETY GLASSES ON WHEN WORKING WITH AIR FILLS!**

c) DOT regulations require we inspect each tank prior to filling. If it is a CO2 tank over 2 inches in diameter, you must check the date of the tank on top or bottom. This usually means a 12oz or larger tank. If the tank date is 02 03 that means that the tank was manufactured in February 2003 and expires in January 2008. CO2 tanks expire in 5 years. Carbon fiber or high pressure tanks in 3 years. Do not fill a tank that is out of date. It is a \$30,000 fine!!! It does not matter what the player says.

d) If it is a high pressure tank, you remove from the gun, hand to the player remove the cover and nipple cover if they have one, then give you back the tank. Let them be responsible for the covers. You inspect the carbon fiber tank for any cuts or scratches, cracks in the resin, etc. If any visible to where the integrity of the tank is compromised, do not fill.

e) When filling a Co2 or high pressure tank, never overfill. See filling instruction sheet and become familiar with it.

f) Do not replace the burst discs on customer's tanks if they blow. Do not work on their guns.

g) All Co2 tanks will be filled before you leave your shift.

## 5. YOU ARE EXPECTED TO WALK THE FIELDS EACH MORNING AND EVENING.

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a) Using the buddy system, walk all fields looking for trip and fall issues such as branches, rocks, rope and remove all dangers.

b) Review all bunkers to make sure that no nails are protruding.

Repair any that need repair. If there are wood pieces missing fix them.

c) Review all the danger areas with orange tape and replace tape if torn down. Keep the players from entering that area.

d) Check the netting for any holes or tears. Repair or replace when needed.

e) Check all no trespassing signs, goggle on signs, safety signs and make sure that they are up where they should be.

f) Check for any snakes or ants. Kill any that exist. Ask for assistance from a manager. Sprayer and insecticide are on premises. If not put in order for supplies.

g) Make sure that the chronograph is put out in the morning and picked up in the evening on your closing shift. Make sure back up battery is on site.

h) Make sure that the target area has targets to shoot at.

i) Remove all trash on the ground as you are working and the closing shift should make sure that the trash is in the dumpster. All boxes and bags, cups etc.

## 6. YOU WILL BE RESPONSIBLE FOR THE PARKING AREA, STAGING AREA & ACTIVITIES IN THESE AREAS.

a) Always keep an eye on what is going on in the staging area and parking area. Keep those eyes moving.

b) Walk through the staging and parking areas to insure that the players know you are watching them.

c) Do not allow players to be without barrel blocking devices



in parking area. It is under your control and rules. Make them follow the rules.

d) Do not allow horseplay such as shooting at each other, wrestling, and throwing paintballs at each other. It will just escalate into a challenge later.

e) Have trash cans around and tell the players to pick up after themselves.



## 7. YOU WILL BE RESPONSIBLE FOR THE REGISTRATION BUILDING.

a) Keep the floor clean of trash and debris and paintballs.

b) Sweep the floor each night and keep clean.

c) Keep the tanks chained. Keep inventory on when you need to

order more Co2 or Nitrogen and notify a manager in writing.

d) Keep inventory of paintballs. Each person that sells a case of paintballs should sign out for it. Notify a manager in writing when you need to order more. Keep 25 cases of paintballs at all time.

e) Keep the fridge full of drinks and notify a manager in writing when you need to order more. Not when you run out.

f) Keep paper towels, alcohol and soap in stock. Notify a manager in writing when you need to order more.

g) Keep inventory for necessities in stock. Notify a manager in writing when you need to order more.

h) Keep change in cash register. Notify a manager when need more.

## 8. YOU WILL BE RESPONSIBLE TO HAVE THE RENTAL EQUIPMENT READY FOR EACH GROUP IN ADVANCE. \_\_\_\_\_

a) You will review the schedule in advance to see when you work and what parties are scheduled. You will discuss with management and be prepared. Two refs to each party.

b) You will have the equipment assembled, paintballs in hopper, and chronographed prior to the group showing up. You will have it on the party table outside the building ready for the group but not allow anyone to touch the equipment until you are there to disperse it.

c) You will go over safety rules with each participant as a group. You will explain where parents may and may not go.

d) You will be accountable for all the equipment checking out and checking back in.

## 9. YOU WILL BE KNOWLEDGEABLE OF THE SAFETY RULES AND WILL NOTIFY EACH PARTICIPANT OF THESE RULES.

- a) You will read the rules to each player or group so that they will understand each safety rule. This is done to each group or player every day whether they have heard it before or not.
- b) You will make sure that they respond to you that they understand each safety rule.

I have read and understand these rules and agree to follow all these rules and enforce them. I will strive to make this field the safest field in the USA. Everyone comes here with two eyes and they will leave with two working eyes.

Employee Signature \_\_\_\_\_ Date \_\_\_\_\_

Manager Signature \_\_\_\_\_ Date \_\_\_\_\_

## PAINTBALL SAFETY CHECKLIST

As a field owner you are faced with several liability issues that you should be aware of. Usually we are too busy to notice the small details or to attend to all of them. A check list would help so I have created one as a guideline. I will list 20 quick items that might help you from having claims on your paintball field. Create your own check list from these ideas.

All paintball field owners should familiarize themselves with the ASTM Safe Practice for Paintball Field Operation (F1777-02) which is available at [www.astm.org](http://www.astm.org). This checklist is for some guidance in starting and keeping your field safe. It is not the gospel, but a guide.

It is written with information from 13 years providing insurance for the paintball industry, from playing paintball for 14 years as a rec player, a tournament player, and a scenario player, owning a paintball field, and owning a family fun center with a paintball field.

## FIELD

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Minimize trip and fall exposures if setting up a field in the woods.

- Remove branches, roots, rocks in the traffic areas. Low hanging branches have the possibility of knocking off masks so cut all branches up to 7 foot high when the branches are leafed out.
- If using ravines use a step system to enter and exit, do not allow them to jump into it at any point they wish.
- Use caution tape to mark danger areas.
- Have your field boundaries clearly marked.
- Place your bunkers at 30 feet apart so that they will not be shooting so close.
- Have designated areas where the players know, through signage, gates, etc. when they are leaving a safe area and entering a playing area that is a goggle on area.

## STRUCTURES

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- When building bunkers, use screws instead of nails and sink the heads to the surface to minimize cuts.
- When building a structure such as a building, make it 3 sided so that the refs can see into the bunkers to keep the players

from removing their masks.

- Have side window areas also to facilitate refs seeing into the buildings.
- Have refs walk all fields and review bunkers prior to play for nails that have come out or sharp edges.
- Make sure that you rake the areas in front of the bunkers to remove any rocks, sharp or not, from the entrance to the bunker to prevent someone sliding in and cutting their knees. Review this every morning before you open your fields.

## TRENCHES

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- When building trenches make them wide and shallow. 5 feet wide and no more than 3 feet deep. Use the dirt removed to make berms 3 feet from edge of trench to provide coverage for players. Do not allow the players to jump over the trenches.

## TOWERS

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- If you are building towers or two story buildings use ramps
- Use cross cleats
- Never use ladders, use ramps or stairs that are built to code.
- Build it to code even though it might not be inspected. Remember, you have no idea how many people will be on that structure so over engineer it to handle the weight and traffic.
- Have side railings on all ramps or platforms.

# INFLATABLE BUNKERS

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- If you are using inflatable bunkers, put the stakes in under the ground level so that the players do not slide into the stake cutting their knee. Make sure that they are checked frequently during the day by refs.
- During hot days have refs release air in bunkers to keep the balls from bouncing over the safety netting.

# NETTING

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- First set up your speedball fields so that they run parallel to the staging or parking areas to minimize balls clearing the netting. If you have speedball fields use a minimum of 20 ft high netting.
- 12 foot netting should only be used when you have trees or hillsides to stop the paintballs.
- Keep all bunkers at least 20 feet from the nets.
- Test your netting every 6 months by shooting at 315 fps at the netting in a 6 inch circle, from 15 feet back, to see if the netting stops the paintballs or any fragment over 3 mm x 5 mm. If it does not pass this simple test, change your netting or do not allow spectators without masks to stand behind that netting.
- Have caution tape 5 feet from netting so that spectators do not put their faces against the netting.
- When you are setting up your netting use telephone poles and set 6 feet into the ground.
- Never have poles more than 25 feet on center.
- Use tie backs on the corners to keep poles from bending in-

wards and put colored PVC or plastic over the down wires to prevent tripping.

- Use crossing wires between your poles to keep netting from billowing. You can see this diagram and instructions at <http://www.weekendwarriorsportz.com/install.pdf>

## CHRONOGRAPH

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- If you have a chronograph area that is not in the designated play area, have it fully netted with a zig zag entrance/exit so the players in the chronograph area can not turn around and shoot towards players without masks.
- Have at least one chronograph
- Have back up batteries
- Have field shooting speed posted

## SIGNS

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- Staging area
- Barrel blocking device on required in this area
- Air fills
- Bathrooms & water
- Chronograph area
- Registration & equipment area
- Field rules
- Goggle cleaning area
- Playing field sign with directional arrows and names of fields

# CHRONOGRAPH AREA SHOULD HAVE SIGNAGE

- Barrel blocking devices on when leaving
- Goggles on entering chronograph area
- Chronograph speed posted

# REGISTRATION AREA SHOULD HAVE SIGNAGE

- Registration here
- Waivers and pens
- Field rules
- Directions to fields
- Map of fields
- Water (drinking and for cleaning goggles)
- First aid sign
- Equipment rental here
- Emergency procedures posted at registration with phone numbers

# ENTRANCE TO FIELDS SHOULD HAVE SIGNAGE

- Barrel blocking devices on at all times from this point on (in several areas on fields)



- \_\_\_ Goggles on at all times from this point on (in several areas on fields)
- \_\_\_ Danger, entering paintball field (in several locations around the property)

## IN THE FIELD AREA SHOULD HAVE SIGNAGE

- \_\_\_ Signs showing directions to other fields with their field names
- \_\_\_ Signs showing direction back to staging
- \_\_\_ Goggle on signs
- \_\_\_ Barrel blocking devices are required in this area

## FILL STATION

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- \_\_\_ For Co2 make sure you have scale and weigh each time
- \_\_\_ Have back up scale and batteries
- \_\_\_ Have back up fill station
- \_\_\_ For high pressure make sure all tanks are checked prior to filling for expiration date and fill capacity
- \_\_\_ Have back up fill station
- \_\_\_ Bulk cylinders are secured

## RENTAL EQUIPMENT

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- \_\_\_ Rental guns cleaned
- \_\_\_ Masks and lens cleaned

- Barrel blocking devices cleaned
- Barrel blocking device for each gun
- Extra barrel blocking devices
- Any rental clothing clean
- Any rental pads clean

## EMPLOYEE TRAINING

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- Training manual for training of employees for a paintball field
- Make sure refs know how to inspect bottles for expiration date or damage and how to understand when they are expired and not to fill them if expired.
- Make sure that they are trained to protect players from being over shot by stopping an advancing player.
- Make sure that the ref is trained to see potential players that might be inclined to lift their masks.
- Refs first aid trained with certificate
- Staff to prepare the rental equipment prior to opening with check list
- Employees know emergency procedures and emergency phone numbers
- Employees to know where the first aid kit is
- Employees have the safety speech in writing to read to customers
- Minimum of 1 ref for up to 10 players. Groups of 11 or more should have 2 refs per 15 players.

# SAFETY SPEECH

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- Your safety speech should be written down for the presenter or have safety speech on a DVD if possible.
- Everyone hears the safety speech every day you are open.
- Rules and consequences for mask removal should be make clear, rules on bunkering should be clear
- No shooting rule should be clear
- Explain the risks of injury
- Ref should mention procedures in case of emergency
- Barrel blocking device use and where required
- Correct equipment operation
- Description of field boundaries
- Description of the type of game and length of time playing
- Reinforce drinking plenty of water
- No overshooting of players

# WAIVER

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- Every player signs a waiver. I recommend having one signed every time they come to play.
- Have the signed waivers for 7 years or the statue of limitation for your state.
- Have your waiver online for easy access
- Have your attorney review and ok the waiver for your state

LARRY COSSIO IS AN INSURANCE AGENT /  
BROKER SINCE 1979 AND HAS WRITTEN  
AND SPOKEN ON THE SUBJECT OF  
INSURANCE AND SAFETY FOR SEVERAL  
INDUSTRIES INCLUDING PAINTBALL. HE IS  
LICENSED IN ALL 50 STATES AND PROVIDES  
SEVERAL INDUSTRIES WITH SPECIALTY  
INSURANCE COVERAGES.

**THE CIA**



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For more safety tips, watch Larry's safety presentation here:  
<http://www.cossioinsurance.com/video/paintball-safety-2013.html>