



Reball Rules and Procedures

Procedures

- All rental guns shall remain on the field at all time.
- Rental guns are to be picked up from the Field Table and returned back to the table with the barrel plug/cover put in/over the barrel.
- Barrel covers/plugs are not to be removed until all masks are on and the Field Referee signals that it is ok to uncover the guns. All Barrel covers/plugs are to be left at the Field Table.
- Any personal guns may not leave the Field of Play until the safety is on and the barrel cover/pulg is in place.
- Players may only enter the Field at the Field Referee's signal between games. Players must go directly to the Field Table and immediately put on their mask.
- After the Field Referee has given the all-clear signal, players will go to their respective side of the field. Guns must be pointed at the ground as players proceed to their positions.
- When all players are in position, the Field Referee will signal the start of the game.
- All sessions are 10 minutes in length. At the end of the game, the clock automatically resets to 12 minutes. The two teams need to quickly go to the Field Table, put on the barrel covers/plugs and return the guns and masks.
- Any personal guns to be used on the field need to be checked by the Desk Referee prior to entering the Field - guns must shoot below 220fps to be allowed on the field.
- Players may not point guns or shoot at the ceiling, or at the walls/curtains when they are within 15 ft of the wall/curtain.
- Players must respect all surrenders.
- *Dead Zone*: This is an area on the side of the field where players go when they have been hit.
- It is the players responsibility to announce when they have been hit.
- When hit, the player raises one arm in the air and quickly moves to the Dead Zone area with the gun pointed at the ground.
- The session ends when time runs out on the clock, regardless of whether the game is over or not.
- The field doors must remain shut at all times except between games when players are exiting/entering the field.
- Players must be 10 years or older to play.
- All players must sign a waiver. Players under the age of 18 need a signed waiver from their parent.

Rules

- Players are divided into two teams.
- Players start in the goal area on their respective side of the field.
- All games begin and end on the Field Referee's signal. Absolutely no shooting is allowed before the start or after the end of the game.
- When hit, the player must raise his/her arm and move quickly into the Dead Zone. Once in the Dead Zone, the player must remain there for 60 seconds before entering the field. If the Field Referee has to call the hit because the individual does not, then the player must remain in the Dead Zone for 3 minutes.
- A player re-enters the field by raising his/her hand and moving to the Goal Area of his team. A player can't be hit until he/she reaches the Goal Area and put his/her hand down.
- Players must keep track of their time in the Dead Zone. Players leaving the Dead Zone before their time is up are eliminated from the game.
- All decisions by the Field Referee are final.
- Players will be ejected for foul language, not respecting surrenders, and any other dangerous actions on the field.
- The Field Referee will announce the game being played at the start of each session.

Games

Elimination

- Teams shoot at opposing team players.
- When hit, player must go to the Dead Zone for 1 minute (3 minutes if caught by the Field Referee).
- Objective is to get all players of opposing team into the Dead Zone.

Capture the Flag

- A flag is placed in the opposing team's Goal Area.
- The objective is to grab the opposing team's flag and bring it back to your Goal Area.
- A player carrying the flag, if hit, must drop the flag at the spot where he/she is hit and go to the Dead Zone.
- The other team is allowed to advance the flag back to their goal area, but must drop the flag at the spot where he/she is hit and go to the Dead Zone.

Center Flag

- Same rules as Capture the Flag except that there is just one flag set in the middle of the field.
- The objective is to grab the flag and bring it back to your goal area.