

## **Rules for members and events - UiO Paintballforening**

### **1. General rules:**

§1.1 Training and play with UPF is at your own risk. UPF is not responsible for damages to person, clothes or equipment.

§1.2 You will treat everyone with respect and care.

§1.3 Violence and theft, in any way shape or form, is strictly forbidden and may be reported to the police.

§1.4 Everyone participating at UPF events have to sign and respect the association's rules.

§1.5 Every individual is responsible for staying up to date with changes to the rules. The rules will always be available via the UPF website( <http://foreninger.uio.no/upf/> )

### **2. Rules for rented equipment:**

§2.1 Equipment should be cleaned and returned in good condition.

§2.2 UPF wants to give everyone a chance to try paintball and will offer rental equipment. The participant has responsibility for the equipment he/she has borrowed both before, during and after play.

§2.3 UPF covers damages or faults with the equipment that results from regular wear and tear as well as accidents under play.

§2.3 The participant must pay for the equipment if it was lost/stolen while they were borrowing it.

§2.4 The participant must pay for equipment that was damaged as a result of not following the given rules and instructions. For example: throwing or hitting the equipment.

### **3. Rules for safe zone:**

§3.1 Barrel condom should always block the barrel when the marker isn't in use and when it is detached. If the barrel is to be detached, the pressurized air has to be taken off and the marker emptied for air.

§3.2 The safety should always be active and the marker turned off.

§3.3 No shooting in other places than appointed.

§3.4. Mask is not mandatory in the safe zone.

### **4. Rules for well-being:**

§4.1 Ensure good hygiene when participating at events and that you are clean before arriving. Your hygiene should not be of trouble to others.

§4.2 Keep your things in order and clean up before leaving.

**5. Game rules:**

§5.1 Game leader is boss on court, game leaders words define what you can and cannot do.

§5.2 Mask should always be on when in a play area.

§5.3 When hit(marked) you should leave straight to a neutral zone, with mask on.

§5.4 Washing off paint or not leaving when hit will be counted as cheating and is punished.

§5.5 The marker should not shoot projectiles with higher speed than what is allowed. This is what the glass in the mask is designed for, and an important safety measure.

§5.6 Barrel condom and safety should be on before leaving the play area.

§5.7 Shooting (willfully) at a person who's leaving the field is not allowed.

§5.8 When a game is over and the game leader has given signal the rules for safe zone apply.

§5.9 Physical and psychological violence is strictly forbidden before, during and after play.

§5.10 One should never fire at the audience or inactive players.

§5.11 When hit this should be signaled by holding an arm up until off the field.

§5.12 Practice extra care when playing with younger players.

§5.13 If a player shouts stop or is hurt, the game will stop.

§5.14 If a player breaks the rules he/she will be shown off the field and given a warning. If this happens repeatedly he/she can be banned from UPF.

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I have read and understood all paragraphs of the UPF rules.

I accept the UPF rules.

Full name: \_\_\_\_\_

Date: \_\_\_\_\_ Place: \_\_\_\_\_

Signature: \_\_\_\_\_