



SIGNED WAIVERS ARE MANDATORY

All participants must have a waiver signed and if under 18, the waiver must be signed by parent or guardian. The waivers can be signed at Press Play Gaming Lounge or via mobile/desktop at www.pressplaylounge.com.

Our age requirements are 8 years and older. If the participant is younger than 8, we require them to come with a parent or guardian who will be by their side the entire time. **NO EXCEPTIONS.**

Press Play Gaming Lounge will provide:

Eye Protection

- Eye protection must be worn when entering the staging area and at all times while on the playing field.

Player Jerseys

- Jerseys must be worn when entering the staging area and at all times while on the playing field.

Nerf Guns

- Players are NOT allowed to bring their own Nerf weaponry or ammunition. We will provide all nerf type weaponry and ammunition.

Round Referees

- Press Play will provide Round Referees who are in charge of starting and stopping each round. A Press Play Referee has the ability to remove any player that is found to be breaking rules. In that case, there will be no refunds.

Match Play:

- Do not shoot ammunition until the referee starts the match.
- Play nice, no cursing or foul language!
- You are responsible for our equipment and may be charged if broken.
- Playing under the influence of drugs or alcohol is NOT allowed.
- Fighting is prohibited and will result in your immediate removal from the match.
- Respect each other with a 10-foot engagement distance.
- Magazines must not be in guns until you are on the field and ready to play
- Safety's must be on until you are out on the field and the ref starts the match.
- Test firing guns without permission from the referee can get you ejected from the match.
- Guns MUST be pointed downwards at all times when not in play.
- Keep fingers off triggers when not in play.
- Firing guns in non-playing areas for any reason is not allowed and may result in ejection from the field.
- Before exiting field, remove magazine from gun and fire two shots into a discharge bucket.
- No moving of blinds or props on the field during play. Shields are the exception.
- When the game is over the referee will blow their whistle (3 short bursts), you are to remove your magazine from gun and search for balls.
- In order for the next game to begin all players must have their magazine filled and extra balls up to 14 balls; 21 balls in all.
- If you have all your balls please help other players find theirs in order to start the next game. Referee will limit this ball retrieval time to 2 minutes.

Hits:

- Be honest about your hits!
- When you are hit you must call your hit and be out. (Depending on the game: respawn, wait for medic, or leave the field)
- Pay close attention to the rules of the games. The referee will explain the rules of the game being played before the game starts at the staging area.
- A ricochet does not count as a hit.
- Friendly fire counts as a hit.
- A hit to your weapon counts as a hit.
- When you are HIT yell “Hit” or “Out” and raise your hand until you are off the field or reached your respawn point.

General:

- The referee is always right, no arguing.
- Referees may shoot players to test them.

Safety and Emergencies

1. The safety of all athletes, spectators, and staff is paramount. In the event of an emergency, all parties should follow the explicit instruction of Press Play event staff.
2. Athletes that assist in an emergency may be permitted to begin the race again at the sole discretion of Press Play Gaming Lounge Referees.
3. There is NO trained medical person/staff at events. We will follow the Emergency First Aid Guidelines for Indiana Schools as stated in their latest edition. Further information on these guidelines is available at <https://www.in.gov/dhs/files/Indiana%20School%20Safety%20Guidelines.pdf>

Emergency First Aid Guidelines for Indiana Schools

1. Remain calm and assess the situation. Be sure the situation is safe for you to approach. The following dangers will require caution: live electrical wires, gas leaks, chemical exposure, building damage, unstable structures, fire or smoke, traffic, agitated or violent students.

2. A responsible adult should stay at the scene and give help until the person designated to handle emergencies arrives.

For serious injury or illness, call 9-1-1 without delay.

3. Notify the responsible school nurse or administrator designated to handle emergencies. Upon arrival this person should take charge of the emergency.

4. Do NOT give medications unless there has been prior written approval by the person’s parent or legal guardian and doctor. Administer medications according to local school board policy and state or federal laws and regulations.

5. Do NOT move a severely injured or ill person unless absolutely necessary for immediate safety. If moving is necessary, protect the neck by keeping it straight to prevent further injury, see the “Neck and Back Pain” guideline (pg. 56).

6. Call Emergency Medical Services (EMS 9-1-1), if appropriate, or arrange for transportation of the ill or injured person, if necessary. Provide EMS personnel with copies of physician/parents’ signed record of medical instructions for emergencies (i.e., pupil emergency card).

7. The responsible school nurse, administrator, or a designated employee should notify the parent/legal guardian of the emergency as soon as possible to determine the appropriate course of action.

8. If the parent/legal guardian cannot be reached, notify a parent/legal guardian substitute and call either the physician or the hospital designated on the Emergency Information Card, so they will know to expect the injured or ill person.
9. Each person should have an emergency information record (i.e., student emergency card) on file that provides essential contact information, medical conditions, medications and an emergency care plan if appropriate. Provide a copy of student's emergency information to EMS upon arrival, if authorized by parent/legal guardian.
10. Fill out a report for all injuries and illnesses requiring above procedures if indicated by school policy.