

## POLICIES & PROCEDURES updated 7-25-17

# Our mission is to reach our community with the Gospel through Fellowship and Relationships. We will reach people that no one else is reaching, by doing things that no one else is doing.

1. Employees 2. Paintball

3. Archery 4. ZipLine

5. Bubble soccer 6. Human Foosball

7. Gaga ball 8. Grounds keeping

9. Referee guidelines 10. Reservations, scheduling and fees

11. Release forms and Liabilities

## 1. Employees -

- 1. employees and volunteers must wear company t shirt and represent the mission and character of youthfield.com
- 2. lead employee on site will be 18 years or older.
- 3. everyone is subject to interview, training, and background check
- 4. for every group event, employees and volunteers must arrive 1 hour prior to event and stay 1 hour after closing.
- 5. bad attitude, or laziness are grounds for immediate dismissal.

#### 2. Paintball

Paintball is very safe as long as you follow the rules and use common sense. Injuries can be avoided by following simple paintball etiquette. As a whole, paintball is very safe, and when played properly does not lead to major injuries. In fact, based on severe sport-related injuries that lead to emergency room visits, <u>paintball is safer than bowling</u>.

Following these simple rules will keep you safe on the paintball field!

#### WEAR A PAINTBALL APPROVED MASK AT ALL TIMES

When a game is being played, wear your paintball mask at all times. Safety glasses should never be used as protective eye wear, only wear mask specifically designed for the sport of paintball. Do not remove your mask after you have been shot, and DO NOT REMOVE YOUR MASK WHILE A GAME IS STILL BEING PLAYED!. There are no exceptions to this rule. Keep masks on until barrel plugs have been placed back on all loaded guns and you are in a safe zone away from the paintball field.

#### **DON'T BLIND FIRE**

Do not fire your paintball marker unless you have a target. Avoid firing in a direction without looking. This could cause you to accidentally shoot players who are leaving the field, referees, or bystanders.

#### **SURRENDERS**

Most paintball field operators will have a rule against shooting your opponent when he/she is within 10 feet from you. Please ask and follow all close-range rules. It is customary to offer a surrender to any opposing player that comes within twenty feet, as close-range paintball shots can be very painful.

#### SHOOT LESS THAN 300 FPS (feet per second)

When adjusting your paintball marker remember to set your velocity under 300 FPS. Shooting speed can be clocked using a paintball chronograph, available at most paintball fields and pro shops. Adjust your paintball marker velocity to a safe level before playing.

#### **USE BARREL PLUGS**

All paintball markers should be blocked with a barrel plug or barrel sock when not in use during a live game. All Spyder paintball markers come with a BBD (barrel blocking device). This BBD should be inserted when paintball goggles are not being worn, before and after paintball games, in the field parking lot, and any location away from a specified paintball field.

#### PAINTBALL COMMON SENSE

Most problems can be avoided when using common sense. Don't shoot private property or at any location that is not a specified paintball field. Don't shoot out of a moving vehicle. Don't look down the barrel of a loaded or unloaded paintball marker. Keep paintball marker in SAFE mode until ready to operate. Don't test shoot yourself, or any other player.

#### 3. Archery

## **Archery Shooting Safety Rules**

- Never point your bow at anyone, even if there's no arrow drawn (this is important for creating proper shooting habits).
- Never fire the arrow high into the air as you cannot predict where it's going to land. Keep your arrow aimed towards the ground as you nock it.
- It's strongly recommended that you wear an arm guard.
- Never draw an arrow if there are any people between you and your target, even if you don't intend to shoot yet.
- Never over-draw your bow (over-drawing is when you pull the string further than the actual length of your arrow). This can result in serious injury and damage to your equipment.
- Make it a habit to always check the bow limbs for any damage before you start shooting.
- If you notice signs of wear on the string (for example separation of the string serving), replace it immediately do **not** wait for it to become completely non-operational.
- Take off your watch and/or jewelry before you begin shooting.
- Make sure your cellphone battery is charged so you can call for help in case an accident were to occur.
- Make sure your string is waxed regularly (if unsure of how often to do it, wax the string once every 100 arrows shot)
- Never dry fire your bow (pulling and releasing the string without an arrow seated); this will be dangerous to both you and your bow.

## **Outdoor Range Safety Rules**

- Listen carefully to commands given by your instructor. If you can't hear them, ask the instructor to speak louder.
- Make sure the range you shoot at has a first-aid kit.
- Never approach the shooting line if you haven't inspected your bow/arrows/string for any damage.
- Never run while retrieving your arrows; you could hurt yourself with an arrow lodged in the ground, or fail to stop in time and hurt yourself with the arrows lodged in the target (yes, it happens).
- Keep standing behind the shooting line and never cross it until the instructor gives a clear command for everyone to stop shooting.
- Do not nock or draw an arrow unless you are at the shooting line and unless the instructor has given everyone the command to do so.
- If you drop anything in front of the shooting line, even if it's within reach of your arm, **do not retrieve** it until the command has been given for everyone to stop shooting (usually "bows down" or "all clear").
- Always use field points at a regular archery bow range (avoid hunting broad-heads as they are more dangerous to handle and will damage most practice targets)
- Make sure no one is standing immediately behind you when pulling out an arrow from the target, as you could accidentally hurt them when forcefully pulling the arrow out.
- If one of your arrows travels too far and lands behind the target, make sure your instructor is aware of this as you go to retrieve your arrows once the "all clear" command has been given.
- If you hear the command "HOLD," do not shoot an arrow even if it's already nocked and the bow is drawn.

## 4. ZipLine

# **ZIPLINE Policy and Procedures**

- 1. At least 2 attendants required at all times
- 2. Attendants must be trained in First aid and rescue
- 3. helmets must be worn by participants
- 4. warning signs must be read before participating
- 5. only one participant and one attendant on the tower at a time.
- 6. participant must be secured / tethered to pole immediately at top of tower before attaching trolley
- 7. equipment inspection must be performed and signed off daily prior to any riders.
- 8. Participants must sign waiver online prior to riding.
- 9. activity will stop in case of high winds / 30mph, or thunder and lightning
- 10. when rider is secured, attendant on tower will release safety wire, and glide trolley to start.
- 11. when finished, rider comes to a complete stop and will be lowered by attendant on ground using the approved double sided ladder.
- 12. rider must remove safety harness and return to wait in line if they wish to ride again.

## Warning (rider responsibility) to be posted:

This ride is not recommended for guests who are pregnant or have neck, bone or back injuries, high blood pressure, heart problems, recent surgery or extreme fear of heights. A guest will be denied entry when they are under the influence of alcohol, controlled substance or drug, or any combination thereof.

Requirements - Riders must:

- 1. Weigh less than 250 pounds
- 2. Remain upright
- 3. Connect or disconnect a safety device only at the direction of an operator
- 4. Wear properly fitted & secured harness(es)
- 5. Secure all loose articles
- 6. Wear close-toed shoes
- 7. Enter & exit ride at designated areas

In case of Medical Emergency:

Assess the situation and provide care to the injured according to your CPR/First Aid training. Have a tech round up the remaining group members and keep them occupied.

If more than basic first aid is required, make arrangements for the injured to be transported to a medical facility, either by ambulance or group member.

If an ambulance is necessary, make the call to 911 or the local emergency response number. Be sure to have information about the injured on hand, as well as the address of the location you want them to come. Send someone out to a main road to wait for the ambulance and guide them to the course.

call Marshall Billingslea the general manager immediately at (580)478-3353

All workers who witnessed the incident should also fill out incident reports. All reports should be turned in to the course manager immediately.

Daily Equipment inspection:	
Name	Date
	ventory 3 harnesses, helmets, lanyards, carabineers
2. ch	eck and tighten all wire bolts using tool kit
3. ch	eck attachments on bungee brake and stop brake
4. ch	eck visual inspection of all steps and lumber
5. rei	move any debris, trash or possible obstacles
6. vis	ually inspect first aid kit
7. bri	iefly (physically) pull ground anchors and test
8. un	lock and secure gate in the open position
9. att	tendant will test ride zipline first before any participants.
Incident Repo	ort:
1. Your name _	phone
2. Date	Day
3. Injured perso	on name phone
4. Time	
4. witnesses? _	
	is occur?
6. How?	
7. Details	

#### 5. Bubble soccer

#### BUBBLE SOCCER SAFETY

Game play safety. To ensure proper safety, there are rules which must be instituted during play (and enforced with the players).

- -Playing the Ball on the Ground: playing the ball from the ground is not allowed. There is a risk of a player's leg being stepped on, or from another player falling on a player's leg.
- -Contact on the Ground: no contact is allowed with a player who is already on the ground. There is an increased risk of injury as players try to stand to regain their balance and are contacted while trying to stand.
- -No Contact off of the Ball: There will be incidental contact during play as players move toward the ball, however forceful and purposeful contact with another player who is not near the ball can increase injury risk as players will not expect the contact to occur.
- -No "launching:" Players are not allowed to leave the ground or "launch" into another player (jump up into the air). This increases the risk of players being pushed upwards and coming down from a height to contact the ground.

In addition to a few guidelines above, operators are encouraged to employ additional rules in regards to environmental safety.

When outdoors, such rules include keeping spectators, or people not in a Battle Ball, off of the field of play. There is a risk of injury when a spectator, not in a suit, is contacted on the sidelines by a player in a bubble soccer suit.

When playing indoors, the field of play must be marked with cones or other markers away from walls, bleachers or other obstructions. This is critical.. A player's body is safe within a bubble soccer suit, however if a player is contacted and flips upside down in rolling forward, their legs and feet are exposed to injury by contact with a wall or other obstruction. Additionally, if a player is contacted forcefully from behind, and makes contact with a wall, there is a risk for back injury as the immoveable object drives their body backwards in equal force to the contact a player makes with a wall.

Given above, referees and operators supervising indoor play need to institute strict rules when enforcing field boundaries. One popular rule is enforcing no contact near or beyond the cones marking play. The first player to the ball when headed out-of-bounds is given a free play to put the ball back inbounds "untouched" by an opposing player. Opposing players are required to stand inside the cones and field of play as the ball is played back inbounds. This rule is to be strictly enforced through the use of a "two-minute" penalty, similar to a hockey penalty box for players who violate it. Ejection of players with multiple violations is necessary for the overall safety of game play.

In conclusion, the sport of bubble soccer is safe. As opposed to other popular sports, bubble soccer players do not face one of the greatest risks in sports of direct body-on-body collisions during play.

#### 6. Human Foosball

### 7. Gagaball

#### 8. Groundskeeping

- 1. mowing, weed eating
- 2. trash and sanitation
- 3. restrooms / porta potty
- 4. maintenance and upkeep

5.

#### 9. Referees

- 1. Must wear referee shirt and have whistle.
- 2. Referee must be authoritative and take charge in order to keep everyone safe
- 3. The Ref will start , stop and interrupt game as needed.
- 4. The Ref will make a decisive call and not argue or negotiate with players
- 5. The ref will confer with other officials as needed.
- 6. The Ref will eject any player for unsportsman-like conduct, or rule violation.
- 7. The ref will be knowledgeable of the game and have read safety guidelines

## 10. Reservations, scheduling and fees

All reservations will be secured online prior to the event with no refunds.

## 11. Release forms and Liability

- 1. safety videos
- 2. online release forms are required to participate in any event
- 3. Insurance
- 4. Trespassing