

Airsoft General Rules

- Wear your mask at all time on the Battlefield.
- Use the Honor System; Call your hits. Cheating will not be tolerated.
- Do not blind fire. You must be able to see your target.
- If you see someone cheating, do not argue in-game. Call them out to a referee.
- Do not move, jump over, or alter any obstacles.
- When you are hit, call it out loud and walk to the respawn area with your arms up high and dead rag on.
- Make sure you've cleared your replica of any ammo and remove your magazine, put on your barrel sock and switch your replica to safety when entering the Deadzone.
- Do not argue with other players. See a referee if you have a concern.
- No physical contact unless using a knife or hatchet kill, touch do not jamb into player.
- No foul language.
- Semi-automatic only when inside buildings.
- Do not point lasers above the neck.
- Close-toed shoes only.
- Referees have the final say.

A. Field Protocol

1. Learn the rules as may be outlined by a Briefing Referee. Remember these rules and follow them. If there are unclear points then approach the Briefing Referee, or any Referee for clarification.
2. Be ready to play again as soon you are eliminated, or the game period is over, whichever comes first.
3. Listen to all battle field referees. Failure to respond to or obey the rules of the field can get you suspended and or banned from the battle field.
4. When in the safe area (Dead Zone) all airsoft weapons will be cleared of BBs and magazines. As well as set to safe and have a barrel sock on the barrel to further ensure the safety of fellow players.
5. When on the field prior to game start you may test fire your weapon as long as you are at-least 10 feet from other players and shooting in a safe direction.

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B. Basic Rules of Play

1. Safety First!

- a. Real firearms and Real knives are prohibited in the field during game day.
- b. Persons under the influence of drugs or alcohol will not be permitted to play and will be required to leave the game location.

2. No Facemask – No Play! All players, organizers or referees, and observers are required to wear full-face masks while within the active battlefield.

Items that qualify – Full facemask paintball or airsoft mask and glasses/goggles with facemask.

3. All players will be subject to the following:

a. Personal Safety Equipment Check – Facemask required; elbow and/or knee pads are optional. Players should wear loose fitting clothing, long sleeves, pants and closed shoes

b. Magazine and Ammunition Check – Maximum allowable BB weight is .20 to .31 grams. Sniper rifles up to .41 grams.

No metal BBs.

c. Muzzle Velocity Check:

Guns must shoot less than 400 fps. (Bolt action rifles 500 fps) Any gun shooting over these standards must be de-tuned to meet this requirement before being allowed for use in the playing field.

Airsoft weapon velocities:

a. The following is a requirement of our Insurance Policy

1. Maximum Velocity allowed for .20 BBs – 400 fps, CQB 325 fps
2. Maximum Velocity allowed for .25 BBs – 350 fps, CQB 325 fps
3. Maximum Velocity allowed for Snipers is 500 fps with no shots closer than 100 feet to Opponent or target
4. Any Sniper Weapons MUST NOT have the ability to fire FULL AUTO.

b. Engagement Distances

1. 0ft or CQB semi only pistols, rifles etc less than 325 fps
2. 50ft LMG full auto 26 RPS
3. 50ft bolt action rifles or other DMR at 400 fps
4. 100ft bolt action rifles or other DMR at 500 fps

c. In addition

1. Maximum Velocity allowed for .20 BBs in All Airsoft Pistols – CQB 300 fps, Other 350 fps
2. No fully automatic or burst mode is allowed in CQB

4. Start and End of Play.

a. No players are to fire their weapons inside the safe zone and are only permitted when instructed to test their airsoft weapon function in the battlefield with face protection on, as in the manner of the player playing in a game, to ensure safety of the individual and anyone else on the game field.

b. Start and end of play will be indicated only by the game officials.

Once end of play has been sounded, all players must remove any magazines from their guns, point the muzzle of the gun in a safe direction clear the weapon and proceed to safe area. Before entering the safe area, guns must be cleared, placed in safe mode, and have the barrel sock in place.

5. Players are NEVER to shoot opponents not wearing Facemask, but instead yell EYES ON as a warning and report the incident to the game organizers.

6. Those caught not following the prescribed safety measures are subject to penalties by referees.

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C. Elimination!

1. A direct hit on any part of the player's body constitutes a "kill" or elimination.

This includes hits on the person's clothing, headgear, and equipment attached to his/her body that would be in the direct path or trajectory of the BB to the targets' body. The only exception will be hits on the person's gun. If the players' gun is hit, it does not count.

2. Ricochets will not be considered direct hits, intentional, or otherwise.

Penetrating shots are those passing through grass, bush, leaves, or thin material used for cover. They are not considered ricochets even if their trajectories may be somewhat deflected. Instead, they are to be considered as direct hits if they make contact with the targets on the other side.

3. A hit from a player's own teammate, or "Friendly Fire", may count depending on the game mode, typically there is no "friendly fire".

4. Hit players are to confirm their elimination by shouting aloud the word(s) DEAD or HIT, and furthermore, should hold their weapon above their head and proceed to the dead zone or respawn. Any player resuming play, or firing a weapon at an opponent while "Faking Elimination" will be considered cheating and be removed from the game.

5. No Holding or Grappling!

a. Physical contact between players is not permitted. This is to include excessive shooting of a player and or a game Referee. If a player is caught shooting a referee on purpose, the offending player will be removed from game play.

b. Holding on to an opponent, his/her gun, or equipment (Grappling) is not allowed.

c. Exception, however, would be light taps on any part of the opponent's body, gun, and/or equipment. Such action will be considered as silent elimination or "Knife Kill" of a particular opponent.

6. Avoid Inflicting Unnecessary Pain!

a. Point-blank shooting is discouraged. Full auto is not allowed at point blank range. Players who encounter opponents at point-blank range (less than 10 feet away) If you have the drop on someone and you are pointing your rifle at them and say BANG that player is dead, that player cannot turn on you and shoot; however you can shoot them within 10 feet if your equipment allows, if so please shoot them in a vest or something that will inflict the least amount of pain.

b. Player should immediately stop shooting at opponents that have signified elimination or surrender. Eliminated players should make sure their elimination is made clearly obvious to avoid getting shot further, or repeatedly. Always be aware there could be multiple shooters that may not be aware the other hit you, use your dead rag as a sign that you are out.

7. Knives

a. Real knives are banned from Airsoft Games. DO NOT bring them. You will be asked to return them to your vehicle for the duration of the game.

b. Training Knives: Rubber training knives are allowed during games.

i. Knife Kill: A knife kill is defined as making contact with an unsuspecting opponent using a training knife or hatchet or similar item, if you do not have a knife you can put your hand on them and say knife kill; but do not slap them, or pull them.

ii. A player eliminated with a knife kill should remove themselves from the field only quietly, (DO NOT YELL HIT) This allows the stealth player to move on or prepare for their next step.

8. Dead Men Tell No Tales!

a. Eliminated players must refrain from giving hints, clues, or instructions to other players, still active in an on-going game, which may affect the outcome of an engagement or a game – particularly during a tournament or competition.

b. Referees and observers should likewise refrain from passing information, unless the game in progress is being run as training or learning exercise.

9. No Time Out!

a. Once game is in play, no call for a time out will be entertained except in cases of extreme emergency such as serious injury or dispute pertinent to game play.

b. If there is an emergency situation every person shall yell emergency, if you hear someone, yell emergency and tell the refs where to go.

c. Players, who cannot continue in the game for one reason or another must necessarily eliminate him or herself from the game. They should hold their gun above their head and walk back to the safe area.

d. Those who suffer from equipment breakdown, shortage of ammunition and/or air supply, but desire to remain in the game, must necessarily remedy their situation without calling for time

out. The player must exit from the field in order to repair or re-supply, and then return back in at their appropriate spawn point.

10. Referee Decision is Final!

Rightly or wrongly, the referees' call is final. His/her responsibility is to oversee the general conduct and safety of the game, player adherence to the rules and smooth flow of game action unhampered by time wasting arguments. Officially assigned referees will be wearing Yellow or Orange markings and Yellow or ORANGE reflective vests, anybody else making field calls without the proper marking will be considered a casual observer. Observer calls may be given due consideration at the discretion of the referee(s) present.

11. Observe Proper Conduct At All Times!

a. Show respect for all other players, referees, and other officials.

b. Foul language please be respectful.

c. Respect and follow the rules, as outlined. These have been set down to give the best possible considerations for safety, realism, playability, and fairness to all players and observers.

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D. Rules of Engagement

1. Observe boundaries. Players found outside the field of play or in an area outside the safety parameters may be eliminated from the battlefield or removed from the safe area and are subject to dismissal from the facility.

2. Barrier and Building Use

a. Players may only use on-field barriers and buildings from ground level. Climbing, on top of or through structures poses a safety risk and is forbidden.

b. Stay within the battle field and do not shoot into the air.

c. When inside of a bunker or structure SEMI-AUTO is only permitted as to ensure the safety of the players on the battlefield, as well as the use BANG rule to ensure that the players on the field do not receive excessive bodily harm.

3. Use of Communication Equipment is Allowed

a. The use of radio/electronic communications equipment is allowed during the game.

b. Only active players in a game will be allowed to communicate with each other. Anybody found to be relaying strategic and tactical information to players inside the play field will be considered a combatant and may be shot or eliminated. Observer spies will not be tolerated

4. The use of lasers is only permitted to be shining i.e. pointing on a players body everywhere but the face.

This rule is to include face mask so to make sure that a laser light does not have the potential to

harm a player's eye(s). If there is any dispute on this rule the offending party will be treated under the same rules as if they were cheating. First is a formal warning, then second is removal from game, and on third offence dismissal for the day from playing field.

=== Safe Zones ===

The safe zone will be off of the field in the staging area to retreat to for players who have been hit or who are not playing. It allows them to safely remove their full face guard, have a break, a drink, and of course, reload.

Dead Zone Rules

- Make sure your airsoft weapon is cleared of BBs before you enter the Deadzone
- No magazines in your airsoft weapon
- Do not point your airsoft weapon at anyone.
- You must be in the field by the time limit, if not you will have to wait until next round
- Keep your area organized and clean
- Secure your equipment
- No running or horseplay
- No throwing BBs
- Wear your mask when entering the field
- Listen to all battlefield referees
- Failure to respond or obey the rules can get you suspended and or banned from the field
- **Have fun and be a good sport**