

Conduct:

1. Airsoft is a game of honor. Please call your OWN hits!
2. Do not call other players out!
3. Do not cheat, meaning breaking the following (Second-Hand Offense) rules:
 - a. Not calling hits
 - b. Blind Fire
 - c. Shooting a player within 10 feet
 - d. Overshooting
4. If you suspect someone of cheating, then tell the Airsoft officials and they will take care of it.
5. To regulate integrity, Airsoft Game Officials will do “honesty checks.” If someone is suspected of cheating by not calling their hits, then Airsoft Game Officials will shoot the suspected individual(s) to see if they are indeed cheating.
6. Anyone who disregards the rules will get 3 warnings
 - a. (First offence)- Verbal reprimand
 - b. (Second offence)- Sit out a game
 - c. (Third offence)- Results in being sent home for the day with NO REFUND.
6. If there are serious or continuous issues or with an individual, that person can be banned permanently.
7. NO shooting WILDLIFE or LIGHTS! (Examples of Wildlife: Snakes, Squirrels, Birds, Coyotes, etc...)
8. Anyone caught fighting will be banned from the field. Fighting includes the following: Pushing, Shoving, Punching, Slapping, purposefully over shooting, etc.
9. Full-Automatic and Semi-Automatic functions are accepted. However players with their Own Airsoft Guns are required to have a trigger spring and trigger guards. If you are a Polarstar user refer to the Weaponry section part 10 labeled “Polarstar”.
10. Deaths rags are not Mandatory but are highly suggested.
11. Parents of kids under the ages of 18 need to be aware of the Airsoft rules.
12. Please be courteous and mindful of using foul language around certain age groups. Also Please refrain from using foul language towards other players on the field. WARNING: Racism, Sexism, Bullying, or anything related can result in serious consequences.
13. If you need to smoke, please do so ONLY in the designated smoking area.
14. It is YOUR responsibility to learn and follow ALL rules.
15. You may not shoot through holes in wooden structures that you cannot fit your hand upright with fingers extended. This is considered blind fire.
16. Punching holes to make them bigger is considered damage to our property. DON'T DO IT.

“KILL” or “HIT” RULES:

1. One Hit: You are dead! A hit to any part of the body or gear attached to it by a BB constitutes as a “kill.”
2. Ricochets don't count
3. Gun hits don't count.
4. When you are “Hit”, stay behind your bunker, yell out loud that you are out, and put your hand and gun in the air and hold them high above your head. Then proceed to get out of the game quickly.
5. Death rags are NOT mandatory, but highly suggested. It can be any bright, big and red colored rag or handkerchief.
6. DEAD MEN DON'T TALK

Safety:

1. Approved Airsoft Eye protection must be worn at all times while in the playing areas.
2. No mesh goggles, prescription glasses, or regular sun glasses allowed in playing areas.
3. Players under the age of 16 are required to wear FULL FACE protection.
4. If a player loses their eye protection or has a medical emergency on the field, immediately call “Blind Man!” Game officials will pause the game which requires everyone to put guns on “safe”, take magazine out of gun, and point their gun to the ground. They are also required to stay where they are until the affected player gives “All Clear”. Officials will then signal to continue.
5. Treat all Airsoft guns as you would a real firearm. Keep barrel ALWAYS pointed at the ground with finger off of the trigger, when not in play.
6. ABSOLUTELY NO dry firing or firing in safe area with ANY type of airsoft gun
7. When exiting the playing area you must:
 - a. TAKE MAG OUT
 - b. FIRE EXTRA ROUND IN THE CHAMBER IN A SAFE DIRECTION
 - c. PUT SAFETY ON
 - d. If you have a pistol the put it on safety and keep in holster. DO NOT pull it out in Safe Area
8. No blind firing. You must be able to see with your own eyes where your gun is pointing. If there is a hole, you must be able to fit your hand through it (Vertically) in order to shoot through it.(Ask Referee for clarification if needed)
9. “BANG! BANG!” or “Surrender” rule:
 - a) 10ft minimum engagement. Player(s) yell “BANG! BANG!” or “Surrender” within 10 feet distance indicating player is out. If two players run up on each other and both yell “BANG! BANG!”, then both players are considered out.

- b) If someone tries to surrender a whole group of people that individual must say either “Bang! Bang!” or “Surrender!” to each player in the group.
- 10. Absolutely NO personal pyrotechnics, glares, open flames, or similar devices are allowed.
- 11. NO real weapons are allowed. If you bring any, please leave inside your vehicle.
- 12. Anyone breaking the law will have the police to answer to.
- 13. DO NOT strobe any flashlight and DO NOT purposely shine lasers of any kind in ANYONE'S eyes!
- 14. Head phones, that are being used to listen to music, are not allowed in playing area.

Weaponry:

1. Players are required to report to the Airsoft building for chronoing, gun and wrist band check. Players who don't will not be able to play.
2. NO gun may have a greater rate of fire than **30 RPS** (Rounds Per Second).
3. HPA/GAS: All HPA guns or air supply systems must have a Tournament Lock that secures the air system adjustment (regulator and /or gun adjustment point or points).
4. Any Simulated Weapon used at the field that might be questionable, needs to be approved by any Airsoft Official before game play.
5. a. CHRONO (with .25 bbs): < 366 fps. (~ 400 fps w/ .20 bbs).
b. MAX GRAM is .32 bbs.
c. NO .12 bbs in RENTALS! Those damage the guns
d. No .12 bbs in general, we are not able to chrono this light of a BB
6. PISTOL:
a. Only CO2 need chrono, but limits apply as normal guns would.
7. SNIPER / DMR:
a. Minimum Engagement Distance: 100 feet.
b. CHRONO (with .25 bbs): < 475 fps.
c. MAX GRAM is .32 bbs.
d. Must be either bolt action, or permanently fixed semi-automatic guns.
8. NERF WEAPONS:
a. FAKE knives, swords, rockets, axes etc... are allowed.
b. NO REAL KNIVES allowed in playing area.
c. No melee fights in safety area
9. GRENADES:
a. Tornado, Thunder Bs and other official airsoft manufactured grenades are allowed.

- b. 5 foot distance of simulated explosion will count ALL players as “dead”, if they are exposed within the 5 foot range.
- c. Only hard cover protects you from an simulated blast effect. Hardcover includes a stone wall, a bunker, a building wall or similarly completely obscuring terrain.
- d. If you use a grenade during game play, then wait for a safe time to gather your grenade.
- e. If it doesn't “go off” then tell a Airsoft Game Official and he/she will take care of it. By no means, pick it up yourself.
- f. SMOKE GRENADES are allowed and must only be used on hard ground. Not near or on anything that can be caught on fire.
- G. The ONLY brand of smoke grenades allowed at the field is Enola Gaye.

POLAR STARS:

- a. Required to have a Trigger Guard
- b. Any players under the age of 18 with a Polar Star are forbidden from using full auto or burst(ONLY allowed SEMI AUTOMATIC)
- c. Players under the age of 18 are prohibited from using a Hair Trigger.
- d. Players over the age of 18 can use 3-5 round burst, and are allowed the use of hair triggers.

ADDITIONAL IMPORTANT INFORMATION:

1. YOU are responsible for knowing the rules and abiding by it.
2. Please refrain from wearing red or neon clothing on the field as that is an indicating color that you are an Airsoft Game Official or you are a player who is dead.