



Airsoft Ruleset

FPS RULES

Chrono is required everytime you visit SaltFork

Players must enter the chrono area with eye protection and an empty magazine for the airsoft replica they'd like chrono'd, bring a loader if your replica requires a special loading mechanism.

Rifles — 1.5J limit, no MED, no building restrictions.

Pistols — 1.5J limit, no MED, no building restrictions.

SMGs — 1.5J limit, if <1.0J, full auto will be allowed but you are also required to fire in bursts less than 10 rounds (less than 5 rounds if in close proximity of another player), no MED, no building restrictions.

LMG/MMGs — 1.5J limit 50 ft MED, sidearm required, can not be used while on the move, can not engage from within buildings cluster in Western Town due to proximity of buildings.

DMR — 1.87J 50ft MED, **sidearm required**, can not be used while on the move, can not engage from within buildings in Western Town due to proximity of buildings.

Bolt Guns — 2.8J limit, Bolt Actions sniper rifles above 1.87J can not be used in Western Town except for special scenario play, 100ft MED (50 when under 1.87J), **sidearm required**.

Melee Weapon — Melee weapons can not be made of metal or have any sharp edges, if you want to use a replica melee weapon in game, bring it to the refs for assessment. Melee weapons also can not be used to jab, strike or slash any players, a tap is used to signal an opponent they had been eliminated.

SAFETY PROTOCOLS

- All guns must have their magazines removed and on safe outside of the field, barrel cover is required
- Players < 18 yrs must wear a Paintball mask.
- Players ≥ 18yrs can wear **ANSI Z87+ / MIL-PRF-32432 rated fully sealed glasses or goggles** and lower face protection. All ANSI Z87+ rated glasses/goggles have a stamped marking on them stating as such, if you're unsure a customer has proper eye-pro you can look for the stamp. Players without valid eye protection will be asked to rent a paintball mask in order to play.
- Do not climb or vault over wooden structures.
- Openable windows/doors and movable objects/barricades on the field can not be manipulated by players, only Refs can modify the layout of the field.
- In the rare case that someone has lost their eye-protection, they must yell **BLIND MAN**, and Refs must call **CEASEFIRE/BLINDMAN**. At which point all players must remove their magazines and put their guns on safe.
- In case of other real world emergencies (such as a player having a real medical emergency or a fire starting on the fire) call out "**REAL WORLD**" to signal the emergency and cease the game.

GAME PLAY

- If you are hit by a BB from another player, whether friendly or enemy, you must raise your hand and call HIT. **Gun hits or ricochets DO NOT COUNT.**
- If a Ref finds that you are intentionally not calling your hits, you will be sitting out for the rest of the game. If it happens again you will be done for the day.
- All guns are required to be on **SEMI AUTO**
 - The only exceptions are LMGs and SMGS that meet the Joule limits
- **BANG RULE:** 2 Conditions must be met in order for a Bang Bang to be valid
 - The enemy player is <18yrs old
 - The enemy player is within 15 feet and NOT pointing their replica at you.

In the scenario where 2 players are pointing at each other and one of them calls bang, both players are considered out.

- Refs use their own discretion as to whether a player is overshooting. In CQB **no more than 3 shots are necessary.**
 - 1st Offense: Sit out for the rest of the match
 - 2nd Offense: Done for the day
- Violation of MED will be subject to the same treatment.
- We have a zero tolerance policy for verbal or physical abuse, such conducts will be subject to immediate dismissal from the premises and possibly lifetime ban. If you have a dispute, resolve it amicably, do not raise your voice. If it remains unresolved, call for a Ref.
- If you suspect any player of any dishonorable conduct such as not calling hits or cheating chrono, do not yell at them or start an argument on the field, notify the Refs immediately.
- The field is still currently under construction, do not enter or shoot into the white trailers separating the 2 fields.
- All current rules are subject to modification or amendments as the need arises.
- **PERMITTED PYROTECHNIC PRODUCTS:** Enola Gaye EG67, Enola Gaye Smoke Grenades
- TAGInn devices awaiting approval.