

Airsoft Briefing

Gun Safety Rules

1. In the parking lot, you must keep the magazine out of your gun, keep your gun on safe, and place an actual barrel bag over your weapon.
2. There is no shooting allowed outside the netted area, this includes dry firing.
3. When you enter the field, you must wear eye protection at all times without exception. All eye pro must be full seal, ANSI Z87.1 Rated or equivalent spec.
4. All guns must be chrono's each day at the field. Players who do not chrono their gun that day of play or have their chrono tag on their gun will be asked to sit out. Intentionally and knowingly skipping Chrono will result in a temporary or permanent ban.
5. Players will be designated their gun's class by referees at chrono: CQB, Rifleman, DMR, LMG, or Sniper. CQB and Rifleman have No Minimum engagement distance. DMR and LMGs have a 75ft minimum engagement distance, and Snipers have a 100ft minimum engagement distance. There is no "bang-bang" or surrender rule.
6. There is no full auto allowed for any class except for CQB and LMGs. Riflemen may use semi-auto only, no binary or burst, and if they have a feather trigger the rule is "if it sounds like full auto, it is full auto".

Field Rules

7. Airsoft is an honor sport. If you are hit, call hit and raise your hand so enemy players can tell you are out. Keep your hand up and avoid active play so as to not interfere with others.
8. Deadmen do not talk or communicate in any way shape or form. Do not relay any information to allies or enemies until you are revived.
9. Gun hits and ricochettes do not count, shots through leaves do not count as ricochet. If you are unsure if you are hit, you should call yourself out for fairness.
10. While headshots do count, do not intentionally aim for the head of another player. That being said if a player is engaging or trying to engage you and only showing their head, have at em.
11. Do not shoot directly up or down at people as BB's may get around Eye Protection.
12. Do not shoot through the floors of buildings and structures, these gaps are left open for fire and cleaning purposes.
13. You may shoot through a hole in a wall so long as your barrel is an arms length away from it. A hole that you can fit your open hand through does not have this restriction.
14. When you shoot, your rifle has to be shouldered in order to fire. You have to move out with your rifle or pistol or it will be considered blind fire.
15. Do not climb over anything not meant to be climbed on, and do not scale or climb the walls of buildings/fortifications.

Special Equipment

16. Grenades have a 10ft kill radius. You are safe if you are behind hardcover from a grenade. Grenades in connex containers or buildings kill everyone in the room who is not behind hardcover regardless of distance.
17. Taggins, Bang22s or excessively loud grenades are not allowed in Connex Containers. EG67s are acceptable.

18. Smokes may be thrown into outside structures only and only used on days where fire safety allows them.
19. Grenade launchers and other special explosives are allowed but must be cleared with refs before each game and follow a special rule set.
20. Riot shields are permitted but must abide by the following rules: clear shields may not have a firearm, melee only. Firearms may only be used if the shield is completely opaque and must be pistols of the rifleman class limited to 1.25J. You must still look down sight or it will be considered blindfire. Shields do not protect from grenades.

Player Conduct

21. In the event of an injury or emergency on the field, the referees will loudly announce Ceasefire. If you hear Ceasefire called immediately stop shooting, take out your magazine, keep your gun on safe and put your barrel bags on. There is no more shooting allowed during that time as eye pro may need to be removed from injured players or refs. Keep your Eyepro on and return to your spawn while referees handle the situation.
22. Players should be in the netted area when the break time has concluded. If you are not in the netted area on time, please stand outside, listen to the brief, and be ready to be sorted onto a team once the brief is concluded. Players who are not ready in the net on time may be rebalanced to a new team so if you want to play on your team and with your friends, BE ON TIME.
23. On the field Do not yell at people and instigate conflict such as yelling at them to "Call their hits" or insulting their play styles. Find a ref if you have a problem.
24. If you suspect a player of cheating, find a ref and give them a description of the suspected player. Another player cheating does not give you the ability to cheat too. Referees roam the field and conduct hit checks to ensure players call their hits. Do not take matters into your own hands, see previous rules.
25. Any who break a rule will be subject to three strikes and you're out. 1st time is a warning, 2nd time you sit out a game, 3rd time will result in you leaving for the day or a ban for several days. Egregious issues such as fighting will be subject to immediate ejection from the field.
26. What the ref says goes! If you have any issue that you find needs to be resolved please speak with the head ref or director after the game.