



RULES

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THE BASIC RULES OF AIRSOFT:

IN GAME RULES:

AIRSOFT is a game of honor, and as such players must assume that other players will play **honestly** and take **themselves out of a game when hit**. It is the responsibility of each to maintain a good attitude toward all other players. Any player found guilty of un-sportsmanlike conduct; including yelling, cursing, obscene behavior, or disrupting play will be suspended from play.

1. The players are not permitted to argue with the referee over his call. Any disputing the referee's call will subject that player to immediate suspension from the game. If a player wants to discuss any of the referee's calls, he may do so after the game is over, if the referee wishes to discuss his calls.
2. If a teammate is hit, and he/she does not feel it, inform him that they were hit so that they can remove themselves from the game.
3. Do not intentionally block or provide cover for teammates after being hit.
4. Eliminated players are not to communicate with those still playing. Also, eliminated players are not to give supplies to players still in the game.
5. Do not shoot after being hit.

RULES OF BEING HIT

1. Only direct hits from one player's gun to another player's body, this includes mask, hair, shoes, and all loose clothing, will count. Ricochets will NOT count as hits.
2. Hits to any part of the body count.

3. Hits to the gun do not count.
4. Hits from fellow teammates count, so be aware of friendly fire. If one player is found of purposely shooting his own team more than once, suspension is possible upon referee discretion.
5. If two players engage in combat and both players are hit, both players are to remove themselves from the game, unless the referee makes a call that one player was hit first.
6. As mentioned previously, do not shoot after being hit, or being called out by the referee.
7. Upon being hit, players are to yell "HIT" as loud as possible and raise both hands and their gun in the air and remove themselves from the playing field.
8. Do not shoot any players that have their hands over their head.
9. "Faking Death" by putting hands over your head and bringing them back down is not allowed. Once both hands and gun are put over your head, you are out and must move towards "Dead Zone".

FIELD RULES

GUNS:

- Do not change from safe to semi or automatic if your finger is on the trigger

OBSTACLES:

- No climbing on, jumping over, or moving any obstacles

RULES:

- No Profanity
- Any hit on the body counts, a hit on the gun or ricochets do not count
- If hit, raise your hands and yell hit repeatedly and proceed to the dead zone
- If you notice someone not calling hits, tell a referee
- Do not shoot up or blind fire
- Keep mask on while games are in session, even if you are out
- No shooting "hit" players or referees or using either as cover
- No shooting guns between games or when field is not "hot" with out

referee supervision

- No physical contact with another player
- Don't kick, punch, or intentionally run into the walls
- Do not use previously fired BBs in rental guns as jamming will occur
- No gun can be used if it has a velocity of greater than 350 F.P.S.
- No bbs under .2 gram are allowed
- Full face protection must be used (Paintball type mask)

YOU GET ONE WARNING FOR INFRACTIONS OF ANY OF THESE RULES, AFTER YOUR FIRST WARNING YOU WILL SIT OUT FOR 2 GAMES, ANY INFRACTION AFTER THAT AND YOU WILL BE DONE FOR THE DAY!