

# Field Rules

All games are “tactical” and “objective” based and the rules are designed to provide a fun and safe playing experience. It is each player’s responsibility to maintain a proper attitude toward all other players. Any player who demonstrates un-sportsmanlike conduct, including yelling, obscene language or behavior, or disrupting play can be suspended from play. Airsoft is a game of honor and we trust that you will play honestly and call yourself out when hit. The Field Refs and Field CO’s have final say. So, bring any issues you may have to their attention.

## Gun Safety:

1. Treat every gun like it is loaded
2. Keep your barrel pointed in a safe direction (down)
3. Always remove your mag and fire last shot in barrel before exiting the field
4. When NOT on the field - Keep your guns on safety, mag out, and barrel cover on
5. No Lasers permitted

## Field Rules:

1. Eye protection on field AT ALL TIMES (under 18 requires Full Face Mask)
2. **No Head Shots for any reason**
3. Ricochets do not count as Hits
4. No physical contact of any kind (person, gun, or equipment)
5. MOVE!! Do Not Camp Out on field
6. Call your “HIT”, hold gun over head, say Hit or dead man walking and return to Respawn
7. Dead Men do not talk, point, or in any way communicate with their teammates
8. **Mandatory “Safety” Kills within 10 feet on OPEN field**  
(both players can turn and walk away if it is an “even draw”)
9. No “Safety: kills inside any building (Shoot-House, bar, bank, diner, prison, tower, etc.)
10. No firing through “Roofs” or Floors (must assume there is a solid structure in place)
11. No firing over top of walls (must assume there is a roof there)
12. No blind firing and No Speedsofting
13. **No Spawn Killing – must allow players to safely enter field from Respawn area**
14. No climbing on free standing objects or cover
15. Do not BLOCK Doors from opening and Do not kick doors open
16. Do not move vehicles on field
17. Grenades cannot be thrown or rolled in any vehicle; or over walls and roofs in bar, bank, diner, and shoot-house
18. No smoke grenades allowed
19. No real weapons, knives, guns, or ammo are allowed
20. Rubber knives and foam swords permitted
21. In an EMERGENCY, keep calling out CEASE FIRE, Help the victim, send someone for a Ref, and to notify front counter. Players should return to their Respawn
22. **DO NOT SHOOT REFS – If caught, you will be ejected**

## Building Safety:

1. Exit Doors on playing field MUST remain closed at all times
2. No-one is allowed on the playing field when there is no game in progress
3. No Swearing in Ready Room, Repair, or Retail (Keep swearing on the field to a minimum)
4. In the event of a FIRE ALARM, exit from the front retail into the parking lot. DO NOT BRING YOUR GUNS OUTSIDE with you.