

## Event Playing Rules

Players who break a rule with an \* will be removed from the game for 1 hour.

Players who are removed from the game will spend the penalty time at the Action Shack.

\* Resolve all disagreements calmly and respectfully.

All Admin decisions are final. No arguing with the admin.

Admins can choose to remove all parties involved in issue during a mission.

\*No physical contact, horse play, touching equipment or clothing of any kind.

\*No racial or hate language.

Staff reserves the right to ask players to leave the game.

If an Admin tells you to leave the game, you cannot have that decision overruled by Staff. Don't ask.

You must be wearing a wrist band and approved eye protection, to chrono your gun.

You must have a wrist band, chrono tie on your gun, barrel cover, and approved eye and face protection to be placed on a team. Bring these things with you to the Safety Briefing.

No drugs or alcohol are allowed. If you have these things on the field, you will be asked to leave.

No cursing or obscene gestures.

No Real Guns or Knives of any kind. Real steel will be confiscated for the day.

Put barrel covers on while you are in the parking lot and pistols in holsters.

No shooting or dry firing in the parking lot.

### Buildings:

\*Use Semi Auto only when you are inside the forts or closer than 50 feet from them.

Do not climb on any structures

### Dead Man Talking:

Dead players can't talk.

### \*Eye/Face Protection:

Full seal eye protection and lower face protection or a full face mask are **REQUIRED**.

Shop glasses, shooting glasses, shemagh, and tactical neck wrap are not acceptable protection. If you do not have acceptable protection, you can borrow it from the Action Shack using your cell phone as a deposit.

### FPS Limits:

.20 field BB's will be used at the chrono station.

AEG Rifles/Polar Star - 400 FPS (Polar Stars **MUST** have tournament lock)

DMR - 450 FPS (DMRs **MUST** have full auto disabled.)

Bolt Action/Sniper Rifles - 550 FPS

Co2 Pistols - 350 FPS or under.

Green gas pistols are exempt from chrono.

### Friendly Fire:

Players hit by other players on their team are OUT. Shoot your opponent, not a team mate.

### Grenades, Nerf Footballs and Missiles:

Grenades with BB's kill any player the BB's contacts. Grenades without BB's have a 10 foot kill radius.

Enola Gay type smoke grenades purchased at the field are allowed with a containment devise only. (device provided with grenade)

Do not throw Thunder B grenades over the top of any walls. They must be tossed into the room from an entrance or dropped through a window.

All Nerf rockets and arrows must be launched or shot. They may not be hand thrown

Tennis balls may be thrown or launched

### **Hits and Outs:**

Shields are not allowed.

**\*If the person you are shooting at calls himself out STOP SHOOTING AT THEM.**

**\*When you get hit, stop shooting, call yourself "Out" and go to the Spawn Base.**

If you are hit while holding a game item, put it down and go to the Spawn Base. The item can be picked up by either side.

Gun hits count as out. Ricochets do not count as outs.

No blind firing.

### **Kill Radius:**

Tennis balls can be launched or hand thrown at players, Forts and tanks.

Tennis balls destroy an **entire** Fort, they have a 20 foot kill radius when used on players

Nurf Rockets and Bow and Arrow Missiles can disable tanks and have a 10 foot kill radius when used on players

Grenades only clear the room they land in

### **Minimum Shooting Distances**

**\*AEG and HPA users must be at least 20 feet from the opponent.**

**\*Bolt Action and Sniper Rifle users must be at least 50 feet from the opponent.**

**\*Close range shooting options**

1) Use a pistol

2) Retreat to more than 20 or 50 feet.

3) Let your target pass to 20 or 50 feet.

### **Spawn Base:**

**Each side has a Spawn Base. If you need to work on your gun or take your goggles off you must be inside the building. If you are outside the building you must wear eye and face protection**

**Spawn Bases may not be attacked by the other team.**

### **Surrender or Die:**

Say "Surrender or Die" when you are close enough to your unsuspecting opponent, that firing on them would cause injury or excessive pain. You must have your opponent in your sights and be ready to fire at them.

It is not something you say to someone you can't see, or someone that can see you.

If your opponent chooses not to "Surrender" and tries to shoot at you, shoot back.

### **Knife Kills**

Knife kills are silent kills.

Using a plastic or rubber training knife only, tap your opponent on the shoulder. Do not throw the knife.

If you are "knife killed", do not yell "hit", quietly place your dead rag on your head and go to the respawn area.

### **Tanks: (if they are used)**

**\*Drivers who are operating a tank in an unsafe or destructive manner will be asked to leave the game.**

**Drivers who damage or cause damage to a tank are monetarily responsible for the damages.**

Personal tanks must be approved by Action Acres staff prior to the game.

Do not shoot or throw anything at the tanks that shoots BB's.

Tanks are disabled for 3 minutes when hit directly with a Nerf Rocket or Tennis Ball.

Rocket launchers and tennis balls are located in the tanks for use by the occupants or players. These items must be returned to the tank after use.

Players should be at least 15 feet away from tanks.

Tanks can take out an entire fort by a direct hit to the side of the fort with a Nerf object or tennis ball or by launching a Nerf object or tennis ball over the fort wall.

Tank occupants are responsible for recovering any item launched from the tanks.

Tank occupants will use a dead rag and carry a white flag to indicate they are dead while recovering launched items.

Use caution around tanks, they have limited visibility.