

You must have Signed release forms and papers to play on the field. If you don't you are considered trespassing.

Teams

There are two teams on this field **Green Team** and **Black Team**. Camouflage that contains mainly green tones qualifies as **Green Team**, clothing with mainly black tones qualifies as **Black Team**. The event director(s) have the final say in whether your camouflage qualifies. Come with both types, you may be required to switch teams at any time during the day. Your camo color will be determined by your sleeves, if you wish to wear a shirt or vest with green camo as the main torso color and black sleeves (or black with green sleeves), that is your call. Remember, friendly fire counts.

Facemask Rules.

You must have eye protection on the field. No wire mesh eye protection will be allowed. You need to have a solid shield in front of your face. Test your eye gear at home. Shoot it with the most powerful gun you have at point blank. Paying \$20 for good eye protection is a lot better than going blind. It is recommended that you wear some type of face shield or mouth guard. Taking a direct hit to the teeth has been known to chip the teeth of those too cheap to buy a face shield.

Field FPS limits

The limit for side arms is 425 FPS with .25 gram BBs no minimum engagement range.

The limit for AEG's is 425 FPS with .25 gram BBs no minimum engagement range.

The limit for close support sniper rifles is 425 FPS with .25 gram BBs no minimum engagement range.

The limit for SAWs is 485 FPS with .25 gram BBs with a 50 foot minimum engagement range.

The limit for sniper rifles is 550 FPS with a 100 foot minimum engagement range.

*** These FPS limits will be strictly enforced along with their minimum engagement ranges. Failure to comply with engagement ranges will result in immediate expulsion without refund.

*** Gas and Co2 operated guns will be required to chronograph on a fresh tank of gas.

*** Only Biodegradable BBs will be allowed on the field. If trusting the players becomes a problem we will make you use ammo bought on the field.

Special Weapons

Grenades will be allowed. However, the event director(s) must approve of them. All forms of grenades count as a kill. Smoke grenades are allowed.

*** Fireworks are not allowed on the field.

All special weapons, weapons that aren't a conventional gun, must be ok'd by the event director. Anything that isn't manufactured by an airsoft company should shown to an official.

Grenade Rules

If a grenade goes off within fifteen feet of you and you are not behind

solid cover (bushes don't count). You are out. Some grenades have "shrapnel", BBS or corn or any other small harmless object that scatters as the grenade goes off, if you are hit by those you are out no matter how far away you are from the grenade you were.

*** Under no circumstances should you ever pick a live grenade up and throw it back. They are all either firecrackers or highly pressurized cylinders and can cause, at the very least, a good deal of pain and suffering to the unwary.

*** do not bring fireworks or bottlerockets to the field. Smoke bombs are fine but not fireworks.

Capture Rules

If you sneak up behind an enemy player and you don't feel like shooting them at point blank, there is a way to "disarm" the player. To disarm a player it is always wise to have a clear shot at them if they try to escape. Deliver the *option* of surrender and have them do whatever you need to feel secure. You must ultimately tap them on the shoulder to "capture" them. They are not out until you tap their shoulder.

General Rules of Play

This is not your property. Take care of it. If you throw a smoke grenade pick up the body and throw it away. If you see trash, please pick it up even if it isn't yours. Be courteous and the day will go off without a hitch.

You will be fighting in the woods, therefore, there will be critters. They want nothing to do with the sport, they are not enemy couriers, leave them alone.

This is not Call of Duty. If you are hit by a BB fired from a gun, you are out. Don't expect to not call hits and get away with it. If you have just been shot, it means someone is watching you. Even if you don't want to call your hit, this means that the more you cower in the bush, the more pain you will go through. There is also no need for you to be

yelling at people down range, " You're hit. Call your hits. ". These are not bullets, these are BBs. Many small and seemingly insignificant things will stop a BB. People sometimes won't feel a BB. If you think someone is cheating intentionally, call an official down on them.

Whenever you are hit, you must have a Death Rag pulled out and highly visible. Any red cloth will qualify. If you see someone who says they are out but do not have a red rag, you should keep an eye on them at the very least. A legitimate strategy is to say you are out without pulling out the red rag and then flank the enemy.

Do not blind fire, ever. You must be looking at what you shoot.

No hand to hand combat is allowed.

Always obey the officials. They aren't there to make sure your team loses. They are just making sure that those few jerks who can't call a hit don't ruin the game.

Do not bring " riot shields " and hide behind them while you shoot at others. Unless of course it's the real deal.

Hits, Respawns, and Medics/Corpman

If you are hit by a BB, you are out. If your gun is hit by a BB you are out. If your are within the prescribed blast area of a grenade, you are out.

Once you are out, you need to sit or lie down with a death rag out. After 5 minutes you may go re-spawn. If you are waiting on a medic you must stay in the spot you were hit at and wait or yell for a medic or one of you buddies can place his hand on you and "drag" you to the nearest medic. You can only move in the direction he is moving and you can only move while he has a hold of you or your clothing. You may not act as a meat shield, stay to the side of him.

Do not camp at the re-spawn unless otherwise noted. Give players one hundred feet to get in the game. Likewise, don't camp from the spawn. If there is a mobile spawn point, you can shoot anyone that is using it at the second they are back in.

Whatever the referees say goes. The event director has the final say in everything.