

Skirmish rules

The following rules are based from the C3 Airsoft Community.

Violation of the rules will result in one warning. After that **YOU WILL BE EJECTED** for the day without refund. Continuous unsafe behavior will result in a permanent banning from the field.

Safety:

We are all here to have fun, but I ask that we all play safe. We are not here to hurt each other. We are here to play safe, fair, and above all honest.

At the safe zone all guns must be on safe, have there mags out, and barrel socks on. You will be instructed when to remove your barrel socks, and insert your mags as we enter the game zone. If you fail to listen to these orders you may be ejected for the day for unsafe gun handling.

All players MUST have full seal ANSI rated goggles. No lab goggles, shooting glasses, or sun glasses allowed. Players under **18 MUST have full-face protection**. A paintball mask or Tokyo Marui Mask will be ideal. A full seal goggle with a balaclava, or scarf will work as well.

When in the game zone, or while playing you are not allowed to remove you goggles/mask for any reason. If you are fogging you must alert a staff member and return to the safe zone. Anyone who lifts there mask in the game zone may result in ejection for the day.

No physical contact allowed.

No blind firing. You must have your eyes on the target when shooting. Blind firing can create accidents since you don't know who, or what you're shooting at. You can easily shoot someone too close because you didn't look.

If an unsafe situation occurs a staff member will give three whistle blasts. This means all players need to cease fire take there mags out and barrel socks on.

Prohibited items:

No real firearms, knives, bludgeons, pyrotechnics, illegal drugs, or trip wire are allowed...obvious reasons.

No paintball equipment allowed either such as paintball grenades.

Game play:

Teams will be divided, and we will carry out several different scenarios for the day. Each team will be briefed on the objectives, and number of respawns. When you are hit you must go back to your respawn to enter the game again. The number of respawns will vary between scenarios.

When you are hit you must yell **HIT** and return back to respawn.

DEAD MEN TELL NO TALES. When your hit you cannot tell your team where you got hit. You may not pretend to be dead, or hide along those who ran out of respawns. This will lead to those who are out to accidentally be shot.

When you are "dead" you must either put a red rag over your head, or place your hands on top of your head as you move away from the game. Please do not shoot those who are dead as they leave the game.

Unlike paintball, airsoft does not leave any mark indicating you've been hit. Airsoft is a game of honor. We ask that you PLAY HONEST. Give suspect hits the benefit of the doubt. **"WHEN IN DOUBT, CALL YOURSELF OUT"**.

Do not call people out. You might think you hit someone, but it's possible you missed. If you see that someone is cheating alert a Staff member. They will handle it accordingly. If you are caught cheating you will be ejected, and looked down upon, so please spare us all the hassle and call your hits.

Armor:

If you are wearing simulated body armor, such as a plate carrier, or helmet it offers you protection from getting hit by **one** bb. If you are hit by one bb on your helmet, or body armor your still in. Please shout **vest**, or **helmet** to let the opposing team know your armor took the shot. If you took one to your armor, its considered "weakened" and it no longer provides you with protection.

If your gun gets shot you cannot use it, you must use a side arm, or become a distraction for your team.

Knife kills:

Soft rubber knives may be used to take players out. It must be a soft bendy training knife. If you are tagged anywhere with a knife you are out. You must tap the knife on a player. You cannot throw, slash, or violently “stab” a player with the knife.

Close contact:

If two or more players suddenly find themselves surprised and in close contact, they may either call both of themselves out or each leave in an opposite direction, to avoid getting shot point blank. Do not shoot players point blank, follow the fps and engagement rules.

FPS limits:

AEGS and Pistols (GBB, AEP)

All Aegs/pistols must shoot under 400 FPS with .20 bbs. Sniper rifles must shoot a maximum of 500 fps with .20 bbs. NO EXCEPTIONS. All weapons will be chronoed before the game. These are the following FPS limits and their engagement distances.

FPS and engagements limits for all weapons firing .20g BBs

- 200-300 FPS - 15 feet = 1 car length
- 301-350 FPS - 25 feet = 2 car lengths
- 351-400 FPS - 35 feet = 3 car lengths
- 400-500 FPS Bolt Action - 50 feet = 4 car lengths

Above all use common sense and treat each other with respect. We are here to play a safe game of airsoft, and do not need to be burdened with unsafe and stupid behavior. We have the right to eject anyone who is playing unsafe, and dangerous.