

Attention Players

We at Team Airsoft believe that HONOR, SAFETY and FUN are the most important things in any Airsoft game. We believe that honorable and enjoyable game play is the only way to advance this hobby that aggravates our families, depletes our wallets, and gives us chicken-pox all over again, weekend after weekend.

We have put together this set of field rules and regulations for the protection of the player and the game. Please read because you **MUST** observe the following.

Warning:

There is a possibility for players to receive serious injury or even death while playing airsoft. You are now warned and should hold yourself responsible for all accidents that may occur on the field. For more information please refer to the field wavier.

Section I Age Requirement

NO ONE UNDER THE AGE OF 14 IS ALLOWED TO PLAY AT THE GEORGETOWN FIELD UNLESS ACCOMPANIED ON THE PLAYING FIELD BY A PARENT. Private parties are the exception.

Ages under 14

- A parent is expected to play with any player under the age of 14 and not just be present at the field. A signed waiver by the parent/legal guardian must be on file. *Your waiver will be on file and good for as long as you play at Georgetown.* Not to worry parents, we have guns available for rent so you don't have to be an unarmed target.

Ages 14 - 17

- Players under 18 **MUST** have a parent signed waiver. Players may **ONLY** bring a presigned waiver if it has been notarized. Your parents will know what notarized means and if you wait till game day to tell them, it won't happen. Your waiver will be kept on file so there is no need for a new one every time you play.

Age 18 and Older

- If you are 18 or older, you are considered an adult and can therefore accept responsibility of your own actions and sign your own waiver. *Your waiver will be on file and good for as long as you play at Georgetown.*

NO WAIVER, NO PLAY, NO EXCEPTION!

Section II Eye Protection

Eye protection is absolutely required at all times while on the field or firing range at the Georgetown field. The following are a few specific guidelines to ensure your safety.

For all Team Airsoft events, **full seal eye** enclosure is mandatory. Team Airsoft will disapprove all shooting glasses or safety glasses. If your Eye protection can not stop an AEG shooting 400fps at point blank range AND are not full seal, do not bring them. **Full face protection is not required but is highly recommended considering teeth can be shot out.**

Disciplinary action will be taken if you remove or break the seal on your eye protection during a game. Break this rule and it's no more airsofting that day. (We take your safety very seriously).

Section III Cheating

If you know yourself to have a problem with honesty, please do everyone a favor and stay home. Airsoft is a game that is dependant on honorable players for its survival. Cheating will not be tolerated. We have implemented 2 very simple systems for eliminating and identifying cheaters. The first method actually makes it fun for certain players to catch cheaters. Here is how it works. Two unidentified players are chosen to form a sniper team. This team is given targets that they must search for and take out. The targets/players are unknown to the rest of the group and could actually be on the same team as the sniper team. The sniper team is armed with a video camera in which the tape will be reviewed at the end of the game to confirm if the target/player didn't call a hit. If the video evidence shows that a hit was not called, that player will be ejected for the day and the video will be posted on the internet. Our second method for identifying cheating is what we refer to as the call out system, this method is outlined below in the General Field Rules & Game Day Briefing section.

Section IV General Field Rules & Game Day Briefing

The Georgetown field has some very simple guidelines that must be followed in order to play.

Rule violations may result in suspension from game play.

- Do not talk during rules or game briefings. If you have a question, raise your hand.
- All goggles must be full seal, no shooting glasses. Do not remove or break the seal on your eye protection during a game. **This is your 1st warning, break this rule and you will not play for the rest of the day.**
- Do not argue with refs, we can talk about it after the game.
- Guns need to be chronographed during the sign-in period and properly marked.
- Treat your airsoft gun like you would a real firearm. **DO NOT** point your gun in the direction of others while game play is not under way. Even if you think it's unloaded, even if it's on safety, keep that gun either pointed at the ground or toward the sky.
- Target practice is **only** allowed on the dam, shooting across the water.
- Mags out and safeties on while game play is not underway.
- Pistols may be loaded while in a holster and individual M203 shells may be pre-loaded and then kept safe in a pouch, not the launcher.
- At the end of each game ALL players need to yell "GAME OVER, MAGS OUT!" At that point, remove the mag, point the gun in the air and pull the trigger to remove any BBs from the barrel. Then place your mag in a pocket or pouch.
- **The use of lasers is prohibited at the field. Night games have been the exception lately with lasers at or under 5mW.**
- **CALL YOUR HITS!!!** When struck by a BB yell hit, hold your hand or gun in the air so the individual shooting at you knows to stop, then immediately put your red rag on your head. Gun hits **DO NOT** count and neither do ricochets, everything else does.
- Be aware of over shooting. Over shooting is very common and usually not a malicious act. If you are hit and find yourself in a crossfire, feel free to lay down or move a few feet to get out of the line of fire.
- Friendly fire is when teammates shoot each other, which also counts as a hit.
- Never pretend to be hit/dead.
- If you tag an opposing player, they are considered hit.
- Do not blind fire. **EXAMPLE:** If you are on one side of a structure and you think someone may be on the other side, don't stick your gun around the wall and fire without looking as you shoot.
- Bunker Clearing or the Fist Grenade rule, how to do it. Bang on any bunker with your hand, yell grenade and every player in (or under) that bunker is hit. This rule applies only to man made bunkers **but DOES NOT apply to the Kill House.**

- When actual Airsoft Grenades are used: If a grenade goes off within 10 ft of a player(s), that is not behind cover, that player(s) is considered hit. Players must get staff approval of all grenades.
- Not all buildings may be entered, but only those with a hint of green paint on the door frame. Players may enter the black tower on satellite hill, but **ONLY 2 PLAYERS may go up top**. The Kill House has no minimum engagement distance and blind firing **IS** allowed. If you choose to attack or defend this building know that you could be shot at a very close distance. Players with guns shooting over 400 fps may NOT blind fire or shoot up close.
- Do not play thru the parking lot; do not shoot over the parking lot. If you enter the parking lot during game play you must re-enter the game from your respawn or by finding a live teammate if it's a medic game. The parking lot is the only safe zone during game play.
- There is no fence around the field so observe the few land marks. Stay 50 feet away from the main highway. Watch for private property, if you can see a private home you are to close and need to make your way back to the playing field.
- Dead men don't talk. Hit or dead players can not relay tactical info until they have been to the respawn or been healed by the medic.
- **Medic rules:** When hit, yell hit, place your red rag on your head, remain where you are and call out for your medic. When your medic reaches your position he will lay his hand on you and start the 1 minute timer. When the timer beeps you're back in the game. If you are shot again while the medic is healing you the medic must start over. If a medic hasn't reached your position within 5 minutes you may go look for your medic. Once you find him he must heal you, now you're back in the game. **YOU MUST WAIT 5 MINUTES BEFORE LEAVING TO LOOK FOR YOUR MEDIC**. As you wander the field looking for your medic, keep your hands up. You **MAY** ask other players where the medic is. Hit players must commit to looking for their medic for 5 minutes. If the medic is not located in 5 minutes, the hit player may look for **ANY LIVE** teammate. Simply walk over to the live teammate and the hit player is instantly back in the action. No tagging or timing is necessary at this point. If a medic is shot he can be revived by another medic or by taking 50 steps out of the action and then waiting for 3 minutes. Medics can only heal **ONE** player at a time.
- Simulated Dragging rule: You may "drag" a hit player to his medic. First sling your gun or hand it to the hit player, place both hands on the wounded and now he can move with you. If you let go he must stop. Or two live players may move one wounded by laying one hand a piece on the wounded and now he can move with them.
- **HOW TO DEAL WITH PLAYERS WHO YOU THINK MAY NOT BE CALLING THEIR HITS.** If you suspect a player is not calling his hits **DO NOT** cuss, scream or tell them that they are hit. You must ask: **ARE YOU HIT??** If the opposing player answers with "no" you have 2 options. The 1st is to keep shooting and the 2nd is to go call them out.

- **HOW TO CALL A PLAYER OUT:**

1. **Raise your hand to indicate that you are out of play and approach the player in question. Once you reach their position inform him that you are calling him out. Ask him for his name and remember what he is wearing so you can point him out after the game.**
2. **Call-outs must be accepted and the individual performing the call-out must call himself out as well.**
3. **What happens now? Well, if it's a respawn game both players return to their respawn area and then re-join the game. If it's a medic game, both players should separate and wait for their medic. And if it's a single elimination game both players are out of that game.**
4. **Once the game is over you must report the call-out to the field operator so the call-out can be logged.**
5. **You cannot call out groups of players; only 1 person, at a time, may be called out.**
6. **And lastly, if you willingly choose not to call-out a player, in effect, you have just condoned that style of play and therefore have no right to complain about it at a later time.**

All call outs are logged in order to keep track of those who may have a honesty issue. This system also forces complainers to back up their accusations with actions.

- **Surrenders: You may offer the enemy a surrender and if they accept it, they are considered hit/dead. BUT surrenders are optional and can not be forced on another player. Surrenders may also be offered within the minimum engagement distance and still can not be forced on the other player. Players who are offered a surrender can try and shoot first if they please. They are even allowed to shoot up close if they are offered the surrender within the minimum engagement distance. The player who is offering the surrender can not shoot within the minimum engagement distance until they realize the surrender has been rejected. Rejecting a surrender includes verbal rejection, trying to quickly shoot you or ignoring you because they are thinking about how they're about to shoot you. Don't try to perform a surrender if you don't understand this procedure. REMEMBER, a surrender is a courtesy and guns shooting over 400fps can never be used under the minimum engagement distance.**
- **Identification system: Teams will be given a color, if you want to determine who is friend and who is foe, only call out the color of your team. If you try to identify an opposing player he doesn't have to reply but he cannot lie about his team color.**
- **Do not move tables, chairs, wood, pallets or anything else to create your own cover or bunkers.**

- Intentional destruction of Property will insure a player's ejection from the field.
- Foul, intimidating or abusive language is not allowed. Out of control tempers will not be tolerated on the field.

Fighting, verbal threats and inappropriate physical contact is absolutely banned. Violators are subject to immediate EJECTION from the event. The police may be called and offenders may be BANNED FOR LIFE from any Team Airsoft event

Section V. Field FPS Regulations

Guns must be chronographed during the sign-in period, a chronograph measures how fast the BB is traveling out of the barrel. We have a marking system to help visually identify guns that have been chronographed and also conduct random spot checks to help insure safety. Please ask an official to direct you to the chrono station.

There are 5 classes that guns will typically fall into: Pistol, Full auto, DMR, LMG and Sniper Rifle

Pistol: In this class .2s are required for play and chronograph, 330 fps max, semi-auto only, No minimum engagement/shooting distance.

FULL AUTO: Any gun that shoots under 400 fps with .20 BBs are in this class. Minimum engagement distance is set at 20ft.

DMR: To be considered a DMR, said gun's full auto setting must be deactivated at the selector switch, be equipped with a telescopic sight, LOW capacity mags only. Quick clarification: I didn't say MID caps only, I said LOW capacity mags only. And lastly, a DMR's fps can not exceed 475 with .20 BBs. Minimum engagement distance is a strict 50ft in this class. It is your job to know what 50ft is.

LMG: To be in this class guns must first be true to life LMGs. Full auto is allowed and the FPS can not exceed 440 with .20s and no BBs heavier than .30 are allowed during game play. Minimum engagement distance will be set at 50ft.

SNIPER RIFLE: Only bolt action guns are legal for this class. The minimum engagement distance is a very strict 100ft and these guns must not exceed 550 fps with .20 BBs.

Clarification: Some guns can be used in a lower class. Please ask questions before making your own conclusions.

The .20 weight BB is only required for chronographing of the gun and not for game play EXCEPT in the pistol class.

Absolutely no UN-regulated CO2 powered weapons/guns

These rules are for your safety and for the betterment of the game. If you follow these rules, the game should run smoothly and with fewer problems.

Thank you; if you have any questions, please contact us here at Team Airsoft.
