

2019 Rules And Regulations For All Airsoft Operations at Hot Shots Tactical (CNY Airsoft)

FAILURE TO COMPLY WITH THE RULES CAN RESULT IN REMOVAL FROM THE GAME OR EVENT

Participants under the age of 14 must accompany their parent during the skirmish (If one is killed in battle both are killed) Parents are responsible for keeping Eye and Face Protection on their child on the field. Participants under the age of 18 must have Signed parental consent in order to be admitted to the games.

General Conduct / Field Rules

Eye protection: Proper eye protection must be worn **at all times** when in areas not designated as “no fire zones”.

Safety Glasses must be worn in the staging area....

Removing eye protection in the live fire zone for any reason will result in your removal from the event with no refund

Proper Eye Protection includes Full sealing eye protection that has an ANSI Rating of ANSI Z87-1 and provides no gaps through which a bb may pass is mandatory.

WIRE MESH GOGGLES ARE NOT ALLOWED.

All participants must have full-face protection in addition to full sealing goggles

PROPER FACE PROTECTION INCLUDES; WIRE MESH MASKS, PAINTBALL MASKS, AND HARD PLASTIC MASKS ALL THAT ARE SECURELY FASTENED WITH VELCRO OR ELASTIC STRAPS

CLOTH OR NEOPRENE FACE WRAPS ARE NOT PERMITTED

Failure to provide the proper eye or face protection will subject the player to dismissal from the event. While in a live fire area, eye protection is not to be removed for any reason. In the event of eye protection failure (fogging for example) seek the assistance of another player to escort you to a “no fire zone”. If any player observes another player without proper eye protection in place while in a live fire area, loudly announce a “Cease-Fire” or “Blindman!” at which time all firing must STOP, and insure that said player without eye protection is escorted into a safe area as soon as possible. Any player caught without eye protection or removal of such protection in the live fire zone is reason for removal from the game.

**BARREL COVERS ARE REQUIRED ON ALL WEAPONS IN THE STAGING AREA
SIDEARMS MUST BE HOLSTERED**

Players are not allowed to fire their weapon in the safe zone, Before entering the safe zone remove your magazine, fire the weapon to be sure no bb's are left in the chamber and turn the safety on (S).

If a Law Enforcement Officer approaches the AO. Put your gun down and follow their orders.

AEG FPS Limits: Minimum Engagement Distance

FPS = 400 with .25g

Sniper

FPS= 500 with .25g bb's 50ft min Engagement Distance

No Physical Contact between players. Always treat your weapons as if they were 'real steel' firearms and loaded

Weapon Conduct Only approved airsoft weaponry is allowed in active areas. Other weapons and projectiles are strictly prohibited. This includes, but is not limited to, real steel firearms, knives, rocks, balls, and sticks. Airsoft guns should be on safe while not on the field with the magazine removed. No discharging or blank firing of weapons in parking, staging, or residential areas. Discharging and blank firing of weapons may only be done at the designated target range or in the designated area of operations (AO). No discharging or blank firing of weapons at inactive players, wildlife, vehicles not in the AO, and structures/buildings not in the AO. NEVER POINT your weapon at someone who is not wearing eye protection. Always be aware of where your gun is pointed at all times.

Emergencies 3 Air Horn Blasts or Whistle Blows designate an emergency. Cease fire and return to the safe zone immediately. The advisers and all team CO's must have a whistle for every event.

Killed In Action A player that is hit anywhere on his body, including load bearing equipment, packs, canteens, boots and anything else attached to a player's body is deemed "Killed In Action (KIA)". The player becomes a KIA player and must abide by all of the KIA rules. Hits to the gun renders the gun useless until the player respawns. Ricochets do not count as successful hits. Players that are shot by their own teammates are considered KIA. Players that shoot themselves are considered KIA. Players that shoot each other simultaneously are both considered KIA.

Knife kills are allowed. Knife kills are when a player can engage another player close enough to use a rubber knife only, or their hands to "tag" another player 3 second tag. This is the only physical contact allowed between players. Because of the strategic value of a knife kill, silent elimination is allowed. In this case, a player is to proceed as indicated under "elimination acknowledgement" with the exception of loud verbal announcements of "hit". You are not allowed to dispute a knife kill.

Active players will not be held responsible for firing at KIA players who are not demonstrating the neutrality signals. **Dead men don't talk or shoot guns.** Doing so will distract active players from things happening on the field. If an active player is found talking to a KIA player or walking with KIA players he will be counted as dead.

Respawn

After being eliminated, a player proceeds to the designated "respawn" area. This is a staging area set aside for the purpose of allowing eliminated players to regroup and return to play. There are three general types of respawn: Medic, individual and squad.

For **medic** respawn each player will be issued a rope that must be tied off onto their belt, when hit the player calls "Medic" at which time one of his teammates will revive the hit player by tying a knot in the rope and the player is then immediately revived and may return to play. When 3 knots are tied the player must then proceed to the designated respawn point and untie the knots to get back in the game.

With **individual** respawn, a player will spend the determined time in the respawn area. Once time has elapsed, the player is allowed to return to play.

With **squad** respawn, the player will not be allowed to return to play until 3 other team members arrive at the respawn area, regardless of the time elapsed. Respawn rules may vary so be alert at pregame briefing for instructions.

Player Conduct If you believe that you have been hit, give your opponent the benefit of the doubt and consider yourself KIA. If you believe that you hit another player, give your opponent the benefit of the doubt and assume that you missed. Hits from airsoft guns are not always felt, nor do they always hit what you think they hit. If a situation arises that is in question, always side with your opponent. Do not yell at your opponent. Yelling "YOUR HIT", "I HIT YOU", or any other remark that claims your opponent was hit will be considered aggressive behavior. We all know that tensions may run high in the middle of a battle, but this type of behavior cannot be tolerated.

PARLAY If a discrepancy arises between players either player may call "PARLEY" at this point both players must remove themselves from the battle to resolve the discrepancy with an official or return to respawn to regenerate. **To Call a PARLAY**...Place Red rag on your head or raise gun and hands above your head, proceed to the player in questions and call "PARLEY" the opposing player must proceed with you to an official or both may agree on the issue and return to respawn.