

AIRSOFT RULES OF PLAY

- (1) In order to participate in Airsoft at Hell Survivors® Playfield, you must be at least 10 years old and able to prove it via a photo id. All participants must have a current on-line waiver on file and all participants under 18 must have a 'Minor Release' completed on-line by their parent or legal guardian. All on-line waivers must be completed by all participants, once per calendar year.
- (2) Safety goggles must be worn all times. All guests over 18 must wear safety goggles meeting ANSI Z87.1 standards with **FOAM SEAL AND ELASTIC STRAP**, balaclavas, shemagh or large bandana protecting neck, mouth and ears, and appropriate head gear. Shooting glasses without a foam seal and elastic strap are not considered acceptable eye protection at Hell Survivors®. All participants under 18 must wear full-face mask goggles (i.e.: paintball goggles) covering ears and mouth. There are no exceptions.
- (3) Whenever in the dead zone, camping or parking areas, or when moving between fields all magazines must be removed, guns must be on safety, and barrel cover or barrel blocking device must be in place. There are no exceptions. When in the dead zone or parking area, all guns must always be pointed in a safe direction such as down, slung over shoulder, or by the handle.
- (4) While on Hell Survivors® property, all guests must transport their guns in a safe manner. Specifically, your gun must be carried in a soft or hard shell case suitable for real firearms until you are in the dead zone.
- (5) **No shooting at the head or neck. Never shoot wildlife. No blind firing. No point blank shooting or engagements of less than 20 feet.** Inside of 20 feet, a player should shout "BANG" "BANG" in order to notify the opponent he/she has been killed. You cannot perform a "bang" "bang" kill through netting. Never shoot directly at any safety netting on the playfield or dead zone areas.
- (6) No Metal or Plastic BB's allowed! Only approved BIO BB's are allowed on the property at Hell Survivors®. **NO EXCEPTIONS!**
- (7) No Climbing of trees, structures, or vehicles. There are no exceptions. Only stair cases can be used to climb up in bases.
- (8) No Physical Contact. Players may never touch another referee, player or his equipment. No Exceptions.
- (9) No unauthorized equipment will be allowed including actual or replicas of knives, machetes, axes, hatchets or bayonets. Players are not allowed to bring onto the playing field any equipment deemed to be unsafe or not appropriate by the field manager. All guns are required to have a factory trigger guard, safety and a barrel cover or barrel blocking device..
- (10) There is always a surrender option. When a minimum engagement distance of 20 feet is not available, the option to surrender should be presented **PRIOR** to firing. Inside of 20 feet, a player should shout "BANG" "BANG" in order to notify the opponent he/she has been killed.
- (11) Avoid Field Hazards. Players should also avoid all obvious hazards such as fences, ruts and vines. Players should report any hazards on the playfields to the Field Manager or Referee on the field.
- (12) No Construction of booby traps. Players may never construct anything that will hinder the movement of other Players. Players are not allowed to construct any sort of barricades or bunkers. Players may not alter any natural or man-made feature.
- (13) No alcohol or illegal drugs are allowed anywhere on the premises.
- (14) Hell Survivors® is a family oriented playfield. No verbal abuse including profanity, name-calling, or slurs of any kind will be tolerated. Players wearing clothing with suggestive or offensive names on them will be asked to remove the garment.
- (15) Tobacco products are only allowed in the dead zone, camping and parking areas.
- (16) FPS limits will be strictly enforced. All the player's guns will be radared prior to the beginning of the game **using .20 gram BIO BB's**. You will be given 2 attempts consisting of no more than 3 shots each in which to radar at the appropriate FPS. If your gun is unable to radar legal after 2 attempts, you will not be able to use that gun. Your gun will then have a colored coded radar tag attached to the trigger guard classifying the weapon as either a sniper, support/S.A.W., or standard AEG. Guns without radar tags will **NOT** be allowed on the playfield. Players may also be chosen at random for a radar spot check. Specific rules for all gun classifications follow. Any modifications made to your gun after being radared found to increase your FPS would result in immediate and permanent removal from Hell Survivors®. No refunds will be issued. All guns must have tournament locks.
- (17) **SNIPER RIFLES** must be **single or bolt action (gas or spring)**. **NO SEMI-AUTOMATIC or FULL AUTO** electronic guns are allowed in this gun category. There are no exceptions.
 - (a) Minimum Engagement Distance of 100 feet from your position.
 - (b) The sniper's rifle must fire between 400 FPS and 550 FPS. **NO EXCEPTIONS.**
 - (c) All snipers must have a spotter. If your spotter is killed, the sniper can only continue using his sidearm.
 - (d) The sniper's sidearm must be a pistol or AEG under 400 FPS. This pistol must be used whenever your opponent is less than 100 feet from your position.
 - (e) The field manager is the authority in determining gun's eligibility. His decisions are final.
- (18) **ALL ELECTRONIC GUNS** must shoot under 400 FPS with a minimum engagement of 20 feet. The field manager is the authority in determining weapon eligibility. His decisions are final.
- (19) **PISTOLS:** Minimum 20 feet engagement. Some weapons falling into this category are Berettas, Glocks, 45's and shotguns.
- (20) Only paint grenades and smoke grenades purchased at Hell Survivors® are allowed on the premises. No Exceptions.
- (21) A player is eliminated from play if a BB strikes any part of his/her body. Gun shots **DO NOT** count as kills but do disable the gun for the remainder of the game. When a guest is eliminated, he/she must call himself out by shouting "Out" and immediately install their barrel cover or blocking device & putting in safe mode. Point your gun high in the air while continuing to yell "OUT" while exiting the playfield. Dead men do not talk. This includes radio communications. Never lift or remove your goggles while on the playfield. Anyone doing so will be ejected from the facility on the spot without refund. No Exceptions or Excuses.
- (22) Unless specified in advance by the head referee, there will be **NO MEDICS** on the field. If the referee allows medics in a specific game, they will be subject to the following rules:
 - (a) Medics are not always successful in healing a dead player. Hell Survivors® will provide a **RANDOM** system to be used by the medic and the dead player in determining if the medical treatment was a success or if the player died during treatment. If the player remains dead after receiving medical attention from one medic, that player must leave the field for the remainder of the game.
 - (b) If the player that is 'out' is in a position that places him in danger of becoming injured, that player must remove himself from the playfield immediately.
 - (c) If a Referee tells you that no medic is available and that you are in harms way, you must leave the playfield immediately.
- (23) **Safety violations and/or Cheating will not be tolerated. There are no exceptions. Any violation of any of the above listed rules will result in immediate and permanent removal from the playfield. No refunds will be issued.**
- (24) The Referee will use a whistle to signal the start and ending of every game. Any violation (continuance of play after end game is signaled) will result in the offending player(s) immediate and permanent removal from the games.
- (25) All rules are subject to change without notice. Review the rules **EVERY TIME** you come out to play at Hell Survivors®