

## Safety and Gameplay Rules

1. **Chrono:** If you brought your own gun, it must be chrono'ed before use. The limit is 300 with .25g bbs. The use of replicas exceeding our limit, aka "hot guns," is considered **assault**.
2. **Face Pro:** Face protection must be worn at all times; do **NOT** remove it for any reason. Return to the lobby before removing your face protection.
3. **Covers/Mags:** Barrel covers must be on before entering the lobby and remain on in the lobby. Mags must be removed before entering the lobby and must remain out in the lobby.
4. **Refs:** All referee directions must be followed and failure to do so will have you removed from the premises.
5. **Blind Firing:** If you cannot see what you are shooting at, do **NOT** pull the trigger. Do not turn and burn, actively firing while going around obstacles.
6. **Physical Contact:** No physical contact is allowed with another player or their property. You are responsible for any damages to property you touch without permission. Do not grab the barrels during gameplay.
7. **Flagging:** Never point your gun up; there are lights, sprinklers, and a referee in the tower.
8. **Point Blank:** You cannot touch the end of the barrel against another player for any reason.
9. **Climbing:** No climbing on any structures, walls, or blocks.
10. **Stunts:** You cannot run, lie on the floor, slide, or jump. Doing so will damage our property and increase your chances of sustaining an injury.
11. **Melee Weapons:** Melee weapons of any form are not allowed in the arena, **real and fake**.
12. **Prohibited:** No Thunder-B grenades, propane, or pyrotechnics allowed. If you have a TORNADO grenade, throw underhand (**below waist**) not overhand. If a tornado goes off and you are in the immediate area, you are out. Do not toss, kick, or dive.
13. **Profanity:** No verbal abuse, profanity, name-calling, or slurs against anyone's race, religion, or family.
14. **Prohibited:** No alcohol or illegal drugs on the premises. Smoke/vape **OUTSIDE** and **AWAY** from the door.
15. **Spectators:** All spectators are to remain in the shooting range with a mask on or in the lobby.
16. No one is allowed on the field without a ref unless told to do so by a staff member.
17. No food or drinks allowed on the field.
18. **Hit Calling:** When you are hit (only takes ONE bb), immediately stop, yell "Hit!" as loud as you can, free hand goes up, gun goes down, and walk back to your team's respawn room.
19. **Respawn Time:** You **MUST** count down the full respawn time which will be designated before the game. Do not walk in and walk out, don't speed count.
20. **Hit Calling Issues:** You are responsible for calling your own hit, not anyone else's. If you have any hit calling issues, notify the staff after the game.
21. **Friendly Fire:** If you shoot your teammate, you **AND** your teammate is out. Your teammate for getting hit, you as a penalty, even if it was an accident.
22. **Mutual Engagement:** If you and another player shoot each other at around the same time, both of you are out.
23. **Dead Players:** If you shoot a player that is visibly dead, hand all the way up yelling "hit," call yourself out. If your hand is not above your head when you are out, that is your fault. Do not purposely block teammates from fire or walk into a fire fight.
24. **Gun Hits:** Gun hits and ricochets do **NOT** count. Clothing hits (i.e. pouches, loose sleeves, shoes) do count.
25. **Safety Kills:** Knife and bang rules only apply from **BEHIND**, not from the side and not from around the corner. Knife kills must be taken, Bang kills is a curtesy.
26. Dead players do **NOT** talk, only yell "Hit!" until you enter your respawn. No nonverbal cues to your teammates.
27. The shooting range is **OUT OF BOUNDS**. If you leave the field (lobby or shooting range), you must go to your team's respawn and count the respawn time before reentering the game.
28. The respawn rooms are **OUT OF BOUNDS**. You are not to shoot into or out of the respawn rooms. You are **NOT** to enter the other team's respawn.