

Safety and Gameplay Rules

1. **Face Pro:** Face protection must be worn at all times when inside the play area. There is no safe place or time to remove it.
2. **Chrono:** All guns must shoot under 300 with .25g bbs.
3. **Covers/Mags/HPA:** Barrel covers must be on all guns before entering the lobby and remain on while in the lobby. Magazines and HPA lines must be removed before entering the lobby and must remain detached in the lobby. Tank grip guns should be cleared before exiting with barrel covers on. Pistols must be holstered or pointed in a safe direction and put away.
4. **Refs:** All referee directions are final and must be followed. Failure to do so will have you removed from the premises.
5. **Semi Only:** No full-auto, Burst, Binary, feathering or walking of the trigger is allowed.
6. **No Blind Firing:** You must see your target before shooting. There is no pre-firing (Turn and burn) which is actively firing while going around obstacles.
7. **Flagging:** Never point your gun up, always keep your guns pointed forward or down.
8. **Point Blank:** You cannot touch the end of the barrel against another player for any reason.
9. **Movement:** You must keep at least one foot on the ground at all times. No running, sprinting, sliding or jumping.
10. **Physical Contact:** No physical contact with another player or their property. You are responsible for any harm to the individual and damages to their property.
11. **Hit Calling:** When hit, immediate yell hit and raise your free hand up. Keep your hand up, gun down, and walk back to your team's respawn room. It only takes ONE BB for you to be out.
12. **Dead players do not talk:** Players do **NOT** talk or give nonverbal cues to your teammates until after they've respawned.
13. **Respawn:** Count the refs designated respawn time and you are back in game
14. **Respawn rooms are OUT OF BOUNDS.** No shooting into or out of the respawn rooms. You are **NOT** to enter the other team's respawn.
15. **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. Do not settle it yourself (Over shooting or physical/verbal confrontation). You may leave the arena at any time to notify staff of ongoing issues.
16. **Friendly Fire counts:** If you shoot your teammate even in an accident, you are both out.
17. **Mutual Engagement:** If you and another player shoot each other at around the same time, both are out.
18. **Dead Players:** If you shoot a visibly dead player, you are out. You are responsible for signifying that you are dead. If you get shot while not showing you are visibly dead, that is your fault. Do not use dead players as shields.
19. **Gun Hits:** Gun hits and ricochets do **NOT** count. Anything else on your body counts.
20. **Courtesy Kills:** Knife and bang hang (surrender) rules only apply from directly behind with the players back facing you. Knife kills are carried out by tapping the player's shoulder and saying "Knife Kill". Bang kills are carried out by saying "Bang Bang". Knife kills must be taken as a hit but bang bang's do not have as a bb did not hit them.
21. **Melee Weapons:** Melee weapons /Knives of any form are not allowed at all times.
22. **Grenades:** No Thunder-B, propane, or pyrotechnics grenades allowed. If you have an approved grenade (Spring/Green Gas) throw underhand below the waist only. If a grenade goes off in your immediate area, you are out.
23. **Profanity:** No verbal abuse, profanity, name-calling, or slurs against anyone's race, religion, or family.
24. **Prohibited:** No alcohol or illegal drugs on the premises. No smoking or vaping inside.
25. **Spectators:** All spectators must keep their mask on all times if inside the play area or from our viewing area in the lobby.
26. **No one is allowed on the field** without a ref unless told to do so by a staff member.
27. **No food or drinks allowed on the field.**