AIRSOFT ANONYMOUS

SETTING THE STANDARD

GENERAL RULES

- NO DRY FIRING OF WEAPONS IN THE SAFE ZONE.
- ALL GUNS TO BE ON SAFE & NO MAGS TO BE IN GUNS WITHIN THE SAFE ZONE.
- PLAYERS ARE TO WEAR APPROVED EYE PROTECTION IN-GAME AT ALL TIMES.
- IN THE EVENT OF A PLAYER LOSING HIS EYE PROTECTION, THE GAME WILL BE PUT ON HOLD WITH ALL PLAYERS SHOUTING “BLIND MAN”.
- ALL HITS NEED TO BE ACKNOWLEDGED BY SHOUTING “HIT” OR WAVING THEIR HANDS.
- ONCE A PLAYER IS “HIT, HE OR SHE IS TO REMAIN WITH THEIR HANDS/GUN IN THE AIR, UNTIL RECEIVING A MEDIC OR COMMITTING TO A BLEEDOUT.
- WHEN RECEIVING A MEDIC, THE COUNT IS TO BE SHOUTED OUT ALOUD.
- DEAD MEN DON’T TALK. PLAYERS ARE NOT ALLOWED TO TALK TO ”ACTIVE” TEAMMATES DURING A BLEEDOUT OR WAITING FOR/BEING REVIVED.
- IF A PLAYER IS HIT ON THEIR RIFLE, THEY CAN SWITCH TO A SECONDARY WEAPON BY SHOUTING OUT “GUN HIT”
- ONLY A (MOCK/FAKE) KNIFE KILL CAN COUNT AS A SILENT KILL, AND IN THIS CASE, THE PLAYER IS NOT TO SHOUT “HIT”.
- PLAYERS ARE TO RESPECT THE ENGAGEMENT RULES AND SHOUT “BANG” INSTEAD OF SHOOTING TOO CLOSE.
- PLAYERS ARE TO SHOUT “BACK IN” AFTER RESPAWNING.
- ALL GUNS ARE TO BE WITHIN THE CHRONO REGULATIONS.
  - ASSAULT FPS LIMIT: 400FPS on 0.2g BB’s (1.49J)
  - DMR/SNIPER FPS LIMIT: 450FPS on 0.2g BB’s (1.88J), MIN ENGAGEMENT: 30M
- NO CONSUMPTION OF ALCOHOL OR DRUGS WILL BE ALLOWED ON SITE.
- TREAT ALL PLAYERS WITH RESPECT.
- SWEARING/CURSING OF PLAYERS IS NOT PERMITTED ON THE FIELD. ALL ALTERCATIONS ARE TO BE BROUGHT TO THE ATTENTION OF THE FIELD OWNERS FOR THEM TO ADDRESS.