

## Rules

Rules marked with a \* will earn you a mark on your wrist band.

Players will receive a black mark on their wrist band for each rule violation. If you get 3 marks you will be eliminated from the current mission. If you get 2 or more marks for the same violation you will be asked to leave.

\* All Admin decisions are final. No arguing with the admin.

\* Resolve all disagreements calmly and respectfully.

No drugs or alcohol are allowed. If you have these things on the field, you will be asked to leave.

No cursing or obscene gestures. Breaking this rule will earn you a black mark on your wrist band.

No Real Guns or Knives of any kind are allowed at Action Acres. Real steel will be confiscated for the day.

### Eye/Face Protection:

Full seal eye protection and lower face protection or a full face mask are REQUIRED.

Shop glasses, shooting glasses, shemagh, and tactical neck wrap are not acceptable protection. If you do not have acceptable protection, you can borrow it from the Action Shack using your cell phone as a deposit.

### Hits and Outs:

Shields are not allowed.

\*If the person you are shooting calls himself out STOP SHOOTING

\*When you get hit, stop shooting, call yourself "out" and go to the respawn area.

Gun hits and ricochets do not count.

If you are hit while holding a game objective put it down and go to the respawn area.

No blind firing.

### Minimum Shooting Distances

\*AEG and HPA users must be at least 20 feet from the opponent.

\*Bolt Action and Sniper Rifle users must be at least 50 feet from the opponent.

\*Close range shooting options

1) Use a pistol

2) Retreat to more than 20 or 50 feet.

3) Let your target pass to 20 or 50 feet.

### Surrender or Die:

Say "Surrender or Die" when you are close enough to your unsuspecting opponent, that firing on them would cause injury or excessive pain. You must have your opponent in your sights and be ready to fire at them.

It is not something you say to someone you can't see, or someone that can see you.

If your opponent chooses not to "Surrender" and tries to shoot at you, shoot back.

### Knife Kills

Knife kills are silent kills.

Using a plastic or rubber training knife only, tap your opponent on the shoulder. Do not throw the knife.

If you are "knife killed", do not yell "hit", quietly place your dead rag on your head and go to the respawn area.

### Buildings:

\*Use Semi Auto only when you are 50 feet or closer to buildings or you are inside the building.

Do not climb on any structures.

### Tanks:

Use caution around tanks, they have limited visibility.

Tanks are disabled with a direct hit from a launched "Mini Nerf Vortex Football"

To repair a tank stand outside it and hold the repair wrench against it for 5 minutes.

All guns mounted on the tank or fired from inside must be set to semi auto only.

**Grenades, Nerf Footballs and Missiles:**

Enola Gay type grenades purchased at the field are allowed with a containment device only. (device provided with grenade)

Do not throw Thunder B grenades over the top of any walls. They must be tossed into the room from an entrance or dropped through a window.

Grenades only clear the room they land in.

Grenades have a 10 foot kill radius.

Nerf Vortex Footballs can only be launched and have a 10 foot kill radius.

Ballistic Missiles have a 20 foot kill radius.

**FPS Limits:**

At events (.20 field ammo will be used at the chrono station).

AEG Rifles/Polar Star - 400 FPS (Polar Stars MUST have tournament lock)

DMR - 450 FPS (DMRs MUST have full auto disabled.)

Bolt Action/Sniper Rifles - 550 FPS

Co2 Pistols - 350 FPS or under.

Green gas pistols are exempt from chrono.