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**Liability Waiver – MUST BE SIGNED AND SUBMITTED BEFORE ENTERING LOAD OUT AREA.**

Parent or Legal Guardian of participants under 18 years of age must sign. Waivers are available at the arena check-in.

**WHAT TO HAVE:** Barrel Sock, full seal eye protection, and other optional safety gear (gloves, shemagh, neck protection, helmet, lower mesh mask, etc). See below for details. Rental packages include the essentials. Barrel socks, eye protection, and 1000rds of BBs .

**GENERAL RULES and FAQ:**

**AGE LIMITS: 10+ for kids games; 14+ for adult and MILSIM games**

We offer two styles of gameplay for both adults and kids. Adult Nights are Saturday from 7PM till 11PM and are for adults only. Adults may participate with kids as long as they adhere to kid rules.

**LOAD OUT AREA: Barrel socks are required on all weapons** at all times while off the field (available for purchase at the arena store if you do not have one). Do not fire a gun in the staging area or parking lot. Only discharge weapon in designated firing areas (field and chrono station). A barrel sock must have paracord or other restraints and must safely stop full-auto BBs. HPA guns must have barrel socks to keep everything uniform. Gas pistols must be holstered with magazines removed in staging (no barrel sock for pistols required). When in doubt, ask our refs.

**ARENA:** Do not move any of the obstacles on the field for any reason. Do not go inside the vehicles unless staff designates you to. Do not climb on vehicles or obstacles. Do not climb on or hang from the rafters. Do not shoot the overhead lighting.

When leaving the field and before returning to load out area:

1. Remove your magazine
2. Fire/clear your weapon of BBs in designated barrel
3. Put gun on 'safe mode'
4. Install barrel sock

**CALLING HITS WITH HONOR SYSTEM:** Players must call their hits. Players are required to self-police themselves when they get hit by BBs. Hits on any part of your body, mask, gear, vest, holster, helmet, etc. count as a HIT. Gun hits do not count. Ricochets do not count. Failure to call your hits will result in a warning; repeated warnings will result and expulsion from the game without refund.

**EYE WEAR:** Full seal eye protection goggles (ANSI rated lensed) are required, along with full face protection for players under the age of 18. Shooting glasses are not allowed. Mesh eyewear is not allowed because BB's may break apart on impact and enter the eyes. Sub-standard eyewear is not allowed and is at SWATT Airsoft's discretion. Never remove eye protection while on the playing



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field. Mesh lower mouth masks are allowed (and recommended) with accompanying full-seal eyewear goggles. Full face and head protection is highly recommended for use at our field. Paintball masks are also recommended.

**PAINFUL SHOTS:** Player safety is paramount. Never overshoot players or purposely aim at players to cause injury/pain. Do not shoot players that have declared themselves dead. Threatening or aggressive players will be asked to leave. No real weapons, knives, melee, guns, etc. allowed on the field or in the staging area.

**NO MINIMUM ENGAGEMENT DISTANCE. EXCEPT DMRs AND SNIPERS.**

**THERE ARE NO SURRENDER RULES. SURRENDER IS OPTIONAL.**

**NO BLIND FIRING. ALWAYS USE YOUR SIGHTS.**

**DEAD MEN TELL NO TALES. IF YOU ARE DEAD, DO NOT REVEAL THE ENEMY'S POSITION TO YOUR TEAMMATES.**

**WEAPON RULES:**

**FULL AUTO:** Full-auto shooting is allowed outside, and into/out of buildings. Muzzle **MUST** be outside building to be deemed safe for full auto. Semi-Auto only inside buildings.

**1.50 Joule limit.**

**FULL AUTO M.E.D. is 15ft**

**FPS LIMIT:** 400 FPS (20g). **NO M.E.D. FOR SEMI AUTO RIFLES OR PISTOLS**

**\*\*\*\*SNIPER RIFLES only allowed during certain days and events:** 500 FPS with MED of 75 feet. 1.5 Joule limit. Sidearm required as a backup. Snipers will be briefed on rules when you arrive at our field during chrono testing for those events.

**CO2 GUNS:** Allowed if within FPS limit, but you must pick up empty metal cartridges on the field.

**HPA:** Required to have tournament lock installed when chronoing rifle. Unlimited air tank refills are included in your entry fee once we have a compressor.

*Guns that fail the chrono station will be documented and removed from the field/staging area. Players that sneak untested guns onto the field, and shoot higher than the Joules limit, will be banned from the field and possibly fined for safety damages.*

**GRENADES, SMOKE, THROWN DEVICES:** Thunder B grenades and other 'sound devices' are banned. Enola Gaye smoke grenades are not allowed. Airsoft Innovations and Enola Gaye BB grenades (Cyclone, Tornado) are allowed. Any other devices must be pre-approved in advance. We do not allow thermobaric, Flash, co2, other types of pyrotechnics.

**KNIVES:** Rubber training knives are allowed for use in game. If a player successfully makes contact with another player using a training knife the contacted player is hit they are out for



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that game regardless of respawn rules. Training knives may be NO LONGER than 12 inches. Nerf swords and axes are not allowed.

### **KIDS AGE 10-13 RULES everyday except (Saturday night from 7pm-11pm)**

Semi-auto only - no full auto firing allowed unless specified in briefing for certain games (typically 1 of 3 games is full auto).

**MED:** Minimum engagement distance of 15 feet. \*Kids rules only.

**FPS:** 400 FPS with .20g/BBs

Polarstar guns are 330 FPS with .20g

**Players within the M.E.D. must yell surrender.**

**ADULT ONLY NIGHT is Saturday from 7pm-11pm, No M.E.D. AGES 14+ ALL standard FPS and Joule limits apply.**

### **ADDITIONAL RULES AND INFORMATION AT SWATT AIRSOFT-**

**Dress Code:** We have no dress code but ask you to use common sense. We encourage full camouflage clothing, gear, and authentic military dress. Other clothing styles like SWAT, private contractors, etc are also encouraged.

**I'm a New Player:** We welcome brand new players. We recommend new players wear long sleeves and pants. If you don't have a gun, rentals are available (see below). We will pair you up with experienced players on your team for a great game day! Refs and staff will answer any questions or concerns you have while at the field. Bring just yourself, a friend, or a small group.

**Kids/Adult game days** – Adults can play with kids but you must adhere to the kid's rules. Kids can play with adults on adult game nights, but only if an adult is playing alongside with them or hang out at staging and have experience at our field that we can vouch for are also allowed to play with the adults. We don't allow parents to drop off kids below the age of 13 without a parent present the entire time.

**Loadout Area:** We have a large room (5,000 sq. ft.) with tables and chairs for staging between games. You can also hang out in between games.

**Full-auto:** Full-auto shooting is allowed during certain games. Muzzle **MUST** be outside building to be deemed safe. Also, certain game scenarios may restrict this rule. Never overshoot anyone on full auto, especially at close range.

**Do I need to be on a team?** - No, you will be assigned to a team, as they will be mixed up throughout the day, depending on the games and scenarios. You will always be allowed to play with



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your buddies on the same team as long as you get to the briefing line early. We encourage players to show up by themselves, as we'll get you teamed up. Teams will have armbands of the same color for most game types.

**Gun Rentals:** Airsoft rifle rental packages will be available for an additional fee. Our gun rentals are Top Tier G&G M4 style rifle. Gun rental includes gun, fully charged battery, 1000rds of bbs, safety mask and barrel sock.

**Safety:** Player safety is paramount. While full-auto firing is allowed, we ask that you use semi-auto inside buildings or at close range. Never overshoot at players or purposely aim at players to cause injury/pain. Do not shoot players that have declared themselves dead. Use common sense while playing

**Food/Drinks:** Bottles of cold water, drinks, snacks, and food will be available for purchase. Outside food and drinks are allowed. Alcohol is not allowed.

**Parental FAQ:** Parents are welcome to hang out in our staging area while their kid(s) play airsoft. Kids under 13 are to have a parent on-site during game play. Kids 13+ are allowed to not have a parent present (you can drop-off). Kids under 13 that are vetted may be dropped off, subject to prior approval by staff only. By no means can kids below the age of 10 be allowed to play at SWATT AIRSOFT.

**Misc Rules and FAQ information (subject to change):**

Games will start on time. If you are not ready by the time a game starts, you must wait for the next one.

Games will change format based on various scenarios lasting anywhere from 10-20 minutes per game generally.

Dead players must walk back to their base (with hands up). If you need to vacate the field for any reason, please notify a referee for safety. Never fire at a player who is exiting the battlefield (referee will designate).

Running is allowed. Climbing on structures is not allowed. Do not jump off structures. Don't be stupid.

Kids under 13 are not allowed to fire full-auto. They must be on semi-auto only. This is for safety, since kids have a tendency to over spray players after they are dead.

All guns must be chrono'd and safety checked before play on the field. Guns may be spot-checked at any time for velocity by refs. Refs carry portable chronographs to check guns randomly.

Touching other players is not allowed. Do not purposely crash into, hit, hold, or hit anyone. 'Rubber knife kills' are allowed with pre-approved fake rubber knives (Cold Steel, etc). Do not shoot at lights, paintball netting, parking lot, etc. Don't be a jerk - we will boot you. Do not shoot referees-violators will be punished.

Lasers are allowed for all games. Flashlights are allowed. Radios allowed and encouraged.



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Riot shields and other unique weaponry may or may not be allowed. Please ask refs permission at our field in person. Don't roll barrels for cover.

Unattended children without a parent are not allowed at the field or staging area. Foul language projected at enemy players is not allowed. Observe good sportsmanship and be a good person. Have fun.

Smoking and vaping are allowed in a designated area just outside of the arena and away from the building entrance. Guns that fail the chrono station (shoot too high), will be documented, and removed from the field/staging area. Please put back into your car. Players that sneak untested guns onto the field, and shoot higher than the Joules limit, will be banned from the field and possibly fined for safety damages. Safety is our goal.