

# TeamGreen Airsoft Ltd

## SITE RULES - SAFETY - GAME PLAY

(Updated 22/8/2020)

### AGE RESTRICTIONS

The minimum age for players is 12. Persons attending who are under the age of 18 **MUST** get a parent, guardian or nominated adult to sign the Insurance waiver / under 18's consent form.

12-13 Year olds **MUST** have a parent, guardian or nominated adult play alongside them to ensure their wellbeing throughout the event.

**ALL** Under 18's **MUST** wear **FULL FACE** protection, and **MUST** have **ALL LIMBS FULLY** Covered.

Players 18 and over are encouraged to wear full face protection and have limbs fully covered but can opt for glasses / goggles and limbs uncovered at their own risk.

### FPS LIMITS

**ALL** weapons brought onto the site **MUST** be chronoed by a Marshal before they are permitted for use in gameplay.

The following limits are hard limits and are based on a 0.20g BB. We are able to chrono with most common weights and compare results via a chart.

Anything not specified below (I.E AEG / Pistols Etc) - **MAX 350fps** (1.13J energy).

DMR (physically locked to semi only and can not be changed in the field) **MAX 400fps** (1.48J energy) with a **MINIMUM 20 MTR** engagement range.

Sniper (if electric, must have a delay Mosfet fitted) **MAX 500fps** (2.21J energy) with a **MINIMUM 30 MTR** engagement range.

Occasionally Marshals may randomly spot check weapons whilst in the field, if you suspect a weapon to be hot then please report it to a Marshal. Anybody found to be using quick change springs after chrono will be asked to leave the event.

### EYE PROTECTION

Eye protection **MUST** be worn at all times when outside of the Safe Zone unless a Marshal calls an area **SAFE**. (The main building and car park area at Tuddenham is classed as the safe zone).

**ALL** players are encouraged to use full face protection as you are likely to be shot in the face. TeamGreen have full face protection available to loan to all.

Players aged 18 and over can opt to wear their own face protection which should be a minimum of glasses / goggles and will be at their own risk.

Any eye protection brought to site by participants should carry the necessary CE / EN Approval markings. If TeamGreen Airsoft are unable to confirm this visually then we will be required to test the eye protection with a 6mm BB fired at 500fps short range.

**NEVER** remove your eye protection during a game.

If your eye protection falls off or gets damaged during a game, place your hands over your eyes and call **CEASE FIRE**, if a cease fire call is heard players should repeat this so that everybody hears the call. Upon hearing the cease fire call players should apply their safety catches and remain in position, a cease fire should **NOT** be used to gain a tactical advantage. **ONLY** a Marshall can restart the game once the issue has been resolved.

It is likely you will get shot in the face especially in the CQB Village, Players **MUST** try to avoid headshots especially when presented with a full body shot.

### **SAFE ZONE AND GOING SAFE**

When asked to go safe or whilst in the safe zone **ALL** guns (including pistols) must have their magazines removed and have no BB's in the firing chamber, turn the gun upside down and fire a few shots into the ground to check the chamber is empty.

All guns **MUST** have their safety on, if your gun doesn't have a safety, then the battery must be disconnected.

**DO NOT** remove your face protection when going safe **UNTIL** a Marshal has checked and confirmed that everyone is safe.

**NO** magazines should be inserted into guns in the safe zone, even if they are empty.

**NO** dry firing is allowed in the safe zone by players. (Dry firing means firing the gun without the magazine being inserted). **ONLY** Marshals can dry fire guns which is sometimes necessary when testing them. A call will always be given first.

### **SITE SAFETY**

When entering buildings take care, as the floors can be slippery especially after rain or icy conditions.

Care should be used when moving around the site and climbing through windows.

**DO NOT** climb on the roofs of the buildings and be careful when scrambling over rubble piles. Some innocent looking dirt / grass mounds may contain rocks & bricks.

The woodland and scrub land areas are usually fairly untouched so mind your footing, watch out for low branches, brambles and stinging nettles. And **DO NOT** climb trees.

## **OUT OF BOUNDS AREAS**

Any buildings or structures that have been red taped, or had the doorways blocked up are deemed as out of bounds and **MUST NOT** be entered.

**DO NOT** go into any of the farmer's fields or public highways adjacent to the gaming areas. At the start of each game a Marshal will advise on the game boundaries.

**DO NOT** shoot at the livestock or wildlife. (This includes your friends before the start Of a game, they may not always see the funny side of it).

## **FIRE POINTS AND FIRST AID**

Please keep an eye out for pyro fires especially during dry weather conditions. Any fires should be reported to a game Marshal immediately.

In case of an uncontrolled fire, all persons must make their way to the safe zone.

The first aid point is at the safe zone, any injuries should be reported to a Marshal. We can only deal with minor scratches and scrapes. Anything more serious will need to be treated at A&E or an ambulance called.

It is a player's responsibility to notify Marshals of any medication they need to take or any other medical information that may be important to their wellbeing.

During hot weather players **MUST** take care not to leave gas cannisters in direct sunlight to avoid the risk of explosion / fire.

## **GUN SAFETY AND DISCIPLINE**

At point blank range a **SINGLE SHOT** is sufficient. The surrender call should also be considered to reduce the chance of injury.

Should you offer a player the surrender call, they do not have to take it. But at point blank range they may be foolish not to. Should they begin to raise their weapon, then feel free to take that shot.

On full auto weapons should be fired in **1 SECOND BURSTS** to prevent overkill.

Gameplay in the village is **ALLWAYS SINGLE FIRE** due to the close range.

**NO BLIND FIRING**, you must be looking down the barrel whilst shooting and must be able to see your target.

Please observe mandatory minimum engagement distances if using DMR or Sniper rifle as explained earlier, if in doubt ask.

Knife Kill - Must be rubber or plastic, tap on the back or shoulders only (no striking, stabbing or throwing allowed).

The use of **LASERS** is **NOT** permitted during our games.

## **PYROTECHNICS**

Pyrotechnics can only be purchased and used by **OVER 18's**.

**NO HOMEMADE OR MODIFIED** pyro is to be used by players. Any pyrotechnics **NOT** purchased on site **MUST** be declared and checked by a Marshal before they can be used in gameplay.

Pyro **MUST NOT** be aimed directly at live targets - please aim around the target's feet or to either side.

Any heavy cased Pyro **MUST** be under arm rolled or dropped only, no flight time. Players must call 'Grenade' when deploying so as to give participants a chance to cover their ears.

**NO** smokes are permitted inside buildings.

When a grenade is deployed **INSIDE A BUILDING** the **WHOLE** building or structure is cleared, cover has no effect. When dead players exit a building, they should declare this to avoid being shot.

When a grenade is deployed **OUTSIDE A BUILDING** it has a **5 MTR** radius kill zone, cover has no effect.

Smokes are for **OUTSIDE USE ONLY**; they do not kill but players must clear a **5 MTR** radius from where the smoke lands.

Don't worry where the smoke blows, you just need to stay out of a **5 MTR** circle around the Pyro until it has finished smoking.

**NEVER** return to unexploded pyro, **DO NOT** touch or move other players pyro or any pyro that has been set up as part of a game.

Remote Pyro can be used, but **MUST** not be fired unless you have a direct line of sight to it. If an any doubt over the use of pyro please ask.

Pyrotechnics should be deployed as soon as they are lit, **DO NOT** hold on to lit pyro.

Not **HOT BURNING** pyrotechnics should be used where there is risk of igniting a fire.

## GETTING SHOT

When shot, a **LOUD** call of '**HIT**' should be made and the player is considered dead.

When hit the player **MUST** place a '**HAND**' in the air to show they are no longer live, if in any doubt as to whether you have been hit then take it.

A hit is **ANYWHERE** on the body or the gun and ricochets **MUST** also be taken. A ricochet is a clear hit, not a BB rolling on the floor and hitting your foot.

Friendly fire counts as a **HIT!**

Dead players '**DO NOT TALK**' other than to use the 'DEAD MAN WALKING' call to remove themselves safely from fire fights. Anything else is **CHEATING**, including over radios.

Players should **NOT SHOOT** or **BE SHOT** whilst **ASCENDING** or **DESCENDING** towers.

## GETTING BACK INTO THE ACTION

The way in which players re-spawn can vary from game to game. Players **SHOULD** listen carefully to each pre game briefing.

**FIXED POINT RE-SPAWN** – When a fixed-point re-spawn is used, players simply raise their hand when shot, call **HIT** and head to the re-spawn point. Once there they can re-join the game once again.

**BUDDY RE-SPAWN** – When buddy re-spawn is used players simply fall back to a live team mate (**who is not under fire**) or a fixed re-spawn point and take a **LOUD, SLOW 10 SECOND COUNT** to become live again. (Dead players **MUST** still call hit and raise their hand whilst searching for a live team mate).

**DO NOT** try to re-spawn in the middle of fire fights or off team mates under fire. Fall back at least **15 MTRS** away from any contact.

To re-spawn the dead player must place one hand on the shoulder of the live team mate during the **ENTIRE** 10 second count, if this contact is broken, the count **MUST** be started over.

If **EITHER** Player is shot during buddy re-spawn both are KIA. KIA means returning to a fixed regen and not counting of a team mate. Knife kills, Grenade kills and being shot during a regen count are all KIA's

## WHISTLE BLOWS

- 1 Whistle blast: Starts the game.
- 2 Whistle blasts: Ref call on a player.
- 3 Whistle blasts: Game over / stop game.

## VERBAL CALLS

Game Over: The whistle has been blown three times, Go Safe and wait for further instructions.

Cease Fire: Call Ceasefire followed by the problem, Ceasefire man down, Ceasefire dog walker, etc. **ANYONE** can make a Ceasefire call. Game play **MUST STOP** and all players are to stay where they are until a Marshal re-starts the game.

## BEHAVIOUR

**ANYONE** found repeatedly breaking any of the game or site rules, or otherwise behaving in a disruptive or aggressive manner **MAY** be removed from the game for 5 minutes.

If this behaviour continues, they may be asked to **LEAVE** the site. **ABUSIVE, VIOLENT OR THREATENING BEHAVIOUR** towards other players and Marshals **WILL NOT** be tolerated and may result in a ban from our events.

Remember, we are all here to have fun and enjoy ourselves - don't take the game too seriously!!!

Any player who is known or suspected to be under the influence of drugs / alcohol will not be permitted to participate in the event and will be asked to leave.

## HONOUR

Airsoft is a game of **TRUST**, we do not allow shooting to a yield or cheating, if you're hit first take it. This will raise the level of game play in the field.

**SHOOT WITH YOUR GUNS AND NOT YOUR MOUTHS**, and always give the benefit of doubt first. Any continued issues should be reported to a Marshal in the field, who will deal with the issue accordingly.

## THE REFS WORD IS FINAL

We are here to make sure you have the very best Airsoft experience; the rest is down to you!!! We may not always make the right decision but sometimes have to make a decision to get the game flowing once again.

## LITTER

Please **DO NOT** leave any litter in the field or the Safe Zone. Either take it home with you or put it in the bins provided.

## **GDPR**

The new General Data Protection Regulations came into effect on the 25th May 2018. As a business that may hold data relating to you, we are legally obliged to inform you of what data we hold for you.

We hold individual information which may include your name, address, contact number, email addresses and game dates attended.

The information we hold may be stored in paper form (I.E insurance waivers / consent forms) or backed up to a hard drive which is located at our registered office.

The information kept is solely to enable us to process your attendance at our events, especially where you have booked online via our web site.

We do not pass any of your data on to 3<sup>rd</sup> parties without your permission, with the exception of UKARA forms which are processed by Gunman Airsoft Ltd.

Should you have any concerns or wish to discuss any data we may hold then please contact [Tony@teamgreenairsoft.co.uk](mailto:Tony@teamgreenairsoft.co.uk)