

## Strategy Plus Airsoft Rules

1. Everyone must read and sign a waiver and understand the risks of playing.
2. Safety eye wear must be worn at all times during play and in the shooting range. Glasses must have full seal and meet or exceed ansi z87.1. mesh goggles are fine as long as you have safety glasses underneath
3. Players must be at least 10 years old. 15 and under must wear full face protection. 10-11 year olds must be accompanied by an adult during play.
4. NO SHOOTING in any areas other than the designated playing field or target range.
5. Mags must be out at all times when not on the field or in shooting range.
6. All rifles must be chrono'd in at 400 or lower and sniper rifles 500 and under with .25G
7. Snipers can only shoot players from a 100 feet distance no exceptions.
8. If you hear CEASEFIRE stop playing ,stay where you are, and await further instructions.
9. Pistols only, inside buildings, or safety kill with mags out. (arguing not permitted if the 2 involved can't come to an agreement then both players will be called out)
10. Semi auto only when entering within 20 feet of towns and buildings.
11. We use Bo's wounded rules in our games medics not allowed

(subject to change for special events)

Bo's wounded rules are as follows:

When shot you use a red rag to put on your head to signify you are wounded and out of play. You can remain where you are to wait out your 5 minutes or choose to go back to respawn and wait 5 minutes there. If you choose to remain where you are you cannot move unless a fellow live teammate grabs a hold of you and moves you, during this time if either of you are shot then you both must return to respawn and wait 5 minutes before respawning. You can only move 1 injured player at a time.

You are allowed to respawn where you were shot as long as it is the last 30 seconds of the 5 minute wait and a teammate has a hold of you. If an injured player is tagged by a live enemy player they must return to respawn and wait the remainder of the time there before respawning.

12. We do not allow blind firing, overshooting, adjusting velocity, shooting wildlife, or automobiles.
13. We do not allow climbing trees buildings/bunkers or anything over 3 feet
14. We do not allow moving bunkers or using objects as moving shields.
15. All boundaries are marked with yellow caution tape once you past them you are out and must return to respawn. All hazard areas are marked off with red or orange caution tape, if you cross them you are out. You are not allowed to fire over the yellow boundary tape but you can fire over the hazard tape.
16. We do not allow any piro technics. Smoke grenades are allowed as long as they are cold burning and have been authorized through the field manager on the day of use.
17. REFEREES DECISIONS ARE FINAL. All problems can be brought to the field manager.
18. Rules subject to change without notice.