



Rules and Regulations

1. 450 FPS w/ .25g BB.
2. 500 FPS w/ .25 BB for DMR and Bolt Action Sniper Weapons, taken on a case-by-case basis.
3. 10 Ft. MED / Bangout rule.
 - a. To bang out a player (or players), **your weapon must be pointed at the player (or players) and you must shout "bang"**. If 3 or more players are encountered, you may bang out a total of 2 enemy players, and you are also considered hit, and must respawn.

This represents the chances you have of clearing a room: chances are you would be able to shoot two enemy players, but the third player will probably have time to shoot you while you are engaging the first two.
 - b. All **pistols** shooting under 350fps are exempt from the bangout rule. This means that any player using a spring, electric, CO2, or gas powered **pistol** may elect to not call "bang" on an enemy player at any range, and may instead immediately engage and enemy player. If you are a player electing to use a **pistol** in this manner, **you are still required to receive** bang outs from other players regardless of the weapon they are engaging you with if they are inside the 10 Ft. MED.
 - c. If you are a group of **more than two** players and you are engaged by an enemy player in the manner stated above within the 10Ft. MED, you **must bang out that enemy player unless you are also using a pistol**.
 - d. If two players bang each other out at the same time, or happen to engage each other at close range at the same time, and no agreement can be reached of who shot who first, both players will be called hit.
4. Valid Hits.
 - a. **A hit is considered valid if the BB directly contacts any part of your body or worn garment** (plate carriers, battlebelts, sleeves, hats, skin, gloves, slung/ holstered weapons, flowing capes, dragging knitted scarfs, wolf pelts of invincibility given to you by ancient Malaysian falconers, etc).
 - b. **Hits to a shouldered/ drawn weapon do not count.**
 - c. **Ricochets do not count.**
 - d. **Hits that penetrate a bush, branch, burlap, cardboard or shrubbery are considered valid hits.**

These items are considered "destructible" cover. Our field is currently using EA's new heatstroke 2.5 gaming engine. You should notice extremely realistic vegetation, map persistence from game-to-game, and brand new wildlife roaming throughout the 7 acre map.
5. Blind firing. **Blind firing is not allowed at anytime, anywhere, or for any reason.**
6. Grenades.
 - a. **Valid grenade kills:** A grenade is considered lethal if thrown into a **building, bunker, or directly behind some form of solid cover**. All players inside the room, bunker, or directly behind and within 10 Ft. of the solid cover are considered hit when the grenade explodes, **even if it does not eject BBs as part of the explosion, and even if not hit by a BB from a BB-firing grenade.**
 - b. **All grenades except smoke grenades are considered "lethal" devices, and count as a valid hit, even if they do not launch BBs as part of the detonation.** This includes Tornadoes, Thunder Bs, Easter Egg Grenades, Rice bag grenades, and any similar device.
 - c. "Naked" firecrackers, crackleballs, or other fireworks that are not part of a grenade, i.e. just the firework, are not allowed to be used.

- d. **Dud grenades that do not explode are not considered valid hits.**
- e. Do not jump on grenades.
- f. **Please leave reusable grenades (thunder Bs, tornadoes, etc) where they detonate OR turn them in to the nearest admin. DO NOT take possession of other people's grenades even if you think you know whose grenade it is.**

7. Melee weapons.

- a. Any nerf™, all rubber, or similar non-lethal, admin-approved melee weapon is allowed to be used.
- b. **A gentle tap is all that is required for a melee kill. Bottom-of-the-9th home run swings are not allowed.**
- c. **Only lightweight plastic knives the same or smaller in size to the M9 bayonet may be thrown.**

8. Riot Shields.

- a. Riot shields are considered movable pieces of cover, nothing more.
- b. **Riot shields may not be used as melee weapons.**
- c. **Riot shields do not protect against grenades.**
- d. **Riot shields do not protect against bang outs.**
- e. **Players wielding riot shields may not bang players out while behind their riot shields.**
- f. **Firing a weapon over or around a riot shield while not having your sights on target is considered blind firing, and is not allowed; regardless of your ability to see through the riot shield.**

9. Spawning

- a. All games will start with an announcement of the game type, time limit, and any special rules, followed immediately by a countdown and siren blast. The game starts and players may begin to move at and only at the sound of the siren.
- b. In games that allow a respawn, the player must **stand and touch or enter the designated respawn point for a count of 3 (three) seconds** in order to be back in the game.
- c. **Players are not required to shout "back in" when respawning at a fixed point.**
- d. **In games where a medic or other specially designated player may tag other players back into the game, the medic must touch the shot player for a count of 3 (three) seconds, and the respawning player must shout "back in" loud enough to alert all players in the vicinity (including enemy players) they are now back in play.**

10. Housekeeping and Life rules.

All of the above rules are implemented to ensure the safety and enjoyment of all players at Westminster Airsoft. We promote a family friendly and competitive arena with player ages ranging from 6yrs old to 65yrs old. Please use good judgement and sportsmanship in all encounters with all players, especially younger and inexperienced players.

- a. **Please remember that it is only a game, and take your hits. Chances are you will respawn or be back on the trigger in an entirely new game within minutes.**
- b. **Use the DBAD rule at all times (Don't Be A Derp)**
- c. **Please turn all found equipment such as spent magazines, dropped weapons, thrown grenades, etc. in to the nearest field admin immediately on finding the found item.**
- d. **If any disagreements or other issues occur, please notify a field admin immediately.**
- e. **Physical altercations will be handled by York County Sheriffs Office and may result in a permanent ban.**
- f. **Love your admins, they love you.**
- g. **Jesus loves you.**
- h. **Play hard, play safe, have fun.**