

Gamepod Combat Zone Inc. Field Safety Rules

1. Prior to arrival at Gamepod Combat Zone Inc, all Airsoft Devices must be stored, secured, and carried inside a bag, case or box NO EXCEPTIONS!. Treat and handle the transportation of all Airsoft Devices like REAL FIREARMS.
2. Prior to departure from Gamepod Combat Zone Inc, all magazines must be removed from your Airsoft Devices. All Airsoft Devices should be stored, secured, and carried inside a bag, case or box before exiting the staging area and entering the lobby or parking lot! Treat and handle the transport of all Airsoft Devices like REAL FIREARMS.
3. Real firearms, real ammunition, or real knives are strictly prohibited at Gamepod Combat Zone Inc.
4. Face Protection must remain on at all times while inside designated "Hot Zones" such as staging, chrono, and the playing field. Do not remove Face Protection under any circumstance. In the event your vision is impaired due to "fogging" or any other reason DO NOT REMOVE your Eye Protection, if you lose your eye protection in game call BLIND MAN immediately and wait for a referee who will escort you to a safe zone! Only approved full-face masks or approved multiple face protection systems are allowed. All eye protection must be fully sealed and ASTM rated. Under 18 must have a full face protection system, for adults we highly recommend mouth protection. This is for your safety, YOUR EYESIGHT CANNOT BE REPLACED.
5. Prior to exiting the playing field, remove all magazines from Airsoft Devices, clear any & all BBs from the device in the blue clearing barrels located outside the staging area, put device on SAFETY mode, and remove HPA airlines. Fingers must remain completely off the triggers. All pistol devices must be holstered. DO NOT PLAY WITH OR DRY FIRE WEAPONS INSIDE STAGING AREA AT ANY TIME!
6. Weapons of any type are not allowed in the lobby area unsecured at any time! Weapons are only allowed in designated "Hot Zones" such as the staging area and playing field!
7. When you are off the field, always point your Airsoft Device in a safe direction!
8. This is a sport of honor and integrity. Any player caught in questionable behavior will be removed from the game immediately and face possible loss of playing rights. Always give your fellow players the benefit of the doubt! If you suspect a player is not playing honorably notify field staff immediately and we will take care of the issue! We DO NOT TOLLERATE DISHONORABLE PLAY!
9. A single hit anywhere on your body or gear (GUN INCLUDED) counts as a death. Friendly fire and Bang kills count. Bang kills are only allowed within 10 feet limited in head to head engagements with a maximum of 2 bang kills per engagement. Remember if a player Surrenders or "Bang kills" you they are extending a courtesy to you by not shooting you at close range please extend the same courtesy by not taking advantage of their honor and returning fire. Best course of action when within your minimum engagement distance (MED) is to back up to outside your MED and take the shot.
10. When shot by a BB or eliminated, "ELIMINATED" players must raise their hands in the air or raise their "Dead Rags" in the air, remove magazine, place safety-mode on, cease all fire, remain silent (dead men can't talk) and exit the field immediately to a designated re-spawn zone.
11. Physical contact, use of foul language, arguing with fellow players or referees is not allowed at any time. The referee's decision is final! Be a great example to your fellow players.
12. Do not leave your equipment or personal belongings unattended. Safely secure all items. Gamepod Combat Zone does not claim responsibility for any damaged or stolen items. Our facility has a video surveillance system, in the event you believe you have a missing item first check Lost and Found then notify us immediately and we will do our best to help locate your missing item. NOTE: We have lockers available in staging should you wish to secure your items.
13. Velocity & RPS limits: Strictly Enforced and subject to "Spot Check" All players will be issued a color weapon ID tag based on chronograph. Removal of weapons tag at any time will result in your immediate ejection from the facility! Always remember safety first! All HPA systems are required to have a Tournament locking device for the air regulator NO EXCEPTIONS!
 - 1) All weapons must pass chronograph using a field supplied magazine and .20g BB's immediately upon entering the staging area and prior to entry on the playing field. Non sniper Weapons (GBB, HPA, Auto Electric Guns or AEG's) above 400 FPS are not allowed under any circumstances! Maximum BB weight allowed is .25g NO EXCEPTIONS! We're indoors there is no wind.*
 - 2) We do not allow full auto, we employ a "Burst Fire" rule. We allow bursts with a maximum of 6 shots, for a gun with 12 RPS that means a half second trigger pull; higher RPS guns get a shorter trigger pull, MAXIMUM OF 25 RPS. Do not overshoot players, if a player is not calling their hit let a Referee know immediately. KNOW THE ACCURACY OF YOUR GUN, ZERO YOUR SIGHT AND DIAL IN YOUR HOPUP, if you are unsure how ask staff for assistance. NO BURST FIRE INSIDE THE BUILDINGS.
 - 3) Red tag guns (FPS above 350) cannot be used within 25 feet or for any CQC in the buildings NO RED TAG ROOM CLEARING, you must transition to a green tag gun inside buildings. Green tag guns (FPS below 350) cannot be used within 10 feet NO POINT-BLANK SHOTS. Velocity reducers are not allowed!

4) *Snipers: Sniper rifles must be “permanent” single fire bolt action mode no modified electric rifles are allowed to be used as sniper rifles! Sniper Devices cannot exceed a maximum of 415 FPS and cannot be used within 35 feet, bring a backup gun.

5) BB Showers (M203’s): Are allowed to be used in open areas only and cannot be used within 25 feet. CO2 powered BB shower devices are strictly prohibited!

14. Approved grenade devices such as thunder B’s or similar type devices are allowed on the playing field, grenades must not contain any BB projectiles or powders! Any kind of “homemade” non industry produced devices are not allowed at the facility at any time! ABSOLUTELY NO PYRO, FIRE HAZARD. If you have questions whether your device is allowed please consult staff at check-in, for safety purposes approval is on a case-by-case basis.

- 1) Grenades are for room clearing and vehicle clearing, if a grenade goes off inside a room or underneath a vehicle, everyone in that room or vehicle is “Dead” and must respawn.
- 2) Grenades must be thrown underhand through a window or doorway NOT OVER ROOFTOPS, do not throw your grenade devices at fellow players.
- 3) Exercise caution when handling your grenade devices know the proper safety precautions to prevent misuse. SAFETY FIRST!!!
- 4) Do not pick up other player’s grenades as they could still be LIVE, inform staff of any grenade devices left on the field so staff can safely retrieve them for lost and found.

15. Blind fire is unsafe and not allowed under any circumstance, YOUR SAFETY IS OUR TOP PRIORITY. You must be able to see your target to shoot your target, if you blind fire:

- 1) YOU CANNOT SEE IF YOUR TARGET STILL HAS EYE PROTECTION ON
- 2) You cannot see how close your target is
- 3) You cannot see what team your target is on
- 4) You cannot see if your target is already dead

16. Minimum engagement distances (NO BLIND FIRE, if you do not have the target in your sight picture do not fire).

- 1) Restricted use RED Tag Weapons: 25 feet
- 2) All Access GREEN Tag Weapons: 10 feet
- 3) BB Showers: 25 feet

17. Melee kills are only permitted with foam replica device or similar safe devices. If you have questions whether your replica melee device is allowed please consult staff at check-in, for safety purposes approval is on a case-by-case basis. For melee kills a simple tap is required NO FULL FORCE SWINGS OR STABS, DO NOT THROW ANYTHING AT FELLOW PLAYERS.

18. If any of these rules are broken, players will be subject to immediate ejection from the facility without a refund.

19. All players under the age of 18 years old must have a parent or legal guardian present to complete a waiver. Minimum age for public events is 13.

Always play with HONOR, INTEGRITY, RESPECT, DIGNITY and SAFETY. The game is meant to be fun!

I have read, understand and will strictly adhere to the core rule set of Gamepod Combat Zone Inc. at all times! I understand failure to strictly adhere to any of the core rules may result in my immediate removal from play and or ejection from the facility without refund.

Signature of Participant.

Date

Signature of parent/legal guardian required if Participant is under 18

Date