

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" and 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. This is for your safety!
5. Prior to exiting the playing field, remove all magazines from Airsoft Devices, clear any and all BBs from the device in the blue clearing barrels located outside the staging area, put device on SAFETY mode. 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. Any single hit to the body, gear, or mask counts as a hit. Friendly fire and Bang kills count. Bang kills are limited to 1 for 1 in head to head engagements and 2 for 1 in surprise engagements where you approach from behind. 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!**
12. Do not leave your equipment or personal belonging 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.
13. **Velocity 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) **For full auto we employ a "Burst Fire" rule, burst fire limits weapons with a rate of fire below 16RPS to a 1 second trigger pull. Weapons with high rates of fire above 16 are limited to fractional trigger pulls. Max Rate Of Fire for all weapons is 25, any weapons over 25RPS will be required to use semi only! If you have to send more than a short full auto burst to your target, you are either missing the target or the player is not calling their hit...We would much rather correct or eject a player that is not playing correctly than have you over shoot a fellow player! Remember there is no spray and pray in the real world and Airsoft is based on honor and integrity! Full Auto in never allowed while inside buildings, SEMI ONLY!**
 - 3) **Restricted use:** (RED Tag) For designated open or "Outdoor" areas only! Weapons above 350FPS are not allowed to be used "indoors" at any time! **Restricted Devices cannot exceed a maximum of 400FPS!** Velocity reducers are not allowed!
 - 4) **All access:** (GREEN Tag)'Indoor" **All access devices cannot exceed a maximum of 350FPS!** Velocity reducers are not allowed!
 - 5) **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 400FPS**
 - 6) **BB Showers (M203's):** Are allowed to be used in open areas only. **CO2 powered BB shower devices are strictly prohibited!**
 - 7) **Grenades: Approved Thunder B or Tornado grenade devices are allowed throughout the playing field. Thunder B grenades must not contain any BB projectiles or powders! Grenades, BB showers and Foam "Rockets" have a 25 foot kill radius. No "home made" non industry produced devices are allowed at the facility at any time!**
14. **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**
15. If any of these rules are broken, players will be subject to immediate ejection from the facility without a refund.
16. All players under the age of 18 years old must have a parent or legal guardian present to complete a waiver.

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

Signature of parent/guardian if under 18