

Velocity Paintball Airsoft Safety Rules and General Guidelines

The following are safety and general game play rules to follow when playing airsoft at Velocity Paintball (“Velocity Pb”). These rules apply to every game type; however, specific game-type rules may apply in addition to, or in place of (with written permission from Velocity Pb Staff), the following.

1.0 Safety

1.1. Personal Protective Equipment (PPE)

1.1.1. Eye Protection

Eye protection is required in all areas of operation (AO) as posted; specifically, all areas outside the parking/staging area. Eye protection is required in all fields and in the shooting range(s). Velocity Pb requires/recommends using only eye protection devices meeting or exceeding the ANSI Z87.1-2010 standard for high impact. **Players shall not, under any circumstance, remove (doff) their eye protection inside posted AOs. Players must leave the AO before removing their eye protection.** For questions regarding the make, model, or type of eye protection, please see a Velocity Pb Staff Member. The following eye protection devices are allowed.

1.1.1.1. Goggles

Goggles are the preferred eye protection device, as they make a positive seal around the player’s face, effectively reducing the chance of a BB from entering the protected area.

1.1.1.2. Glasses

Glasses such as Bobster’s Shield III (www.bobster.com) with closed cell memory foam inserts are allowed. Glasses without foam inserts are not allowed. Glasses must be secured to the player’s body in such a way that they cannot fall off the face without some force. Tethers, headbands, or bandanas are recommended.

1.1.2. Face Protection

Players must wear face protection devices that cover the mouth and teeth. Half-face and full-face wire mesh masks are allowed as well as full-face plastic masks with integrated eye protection.

1.1.3. Other

While not required, Velocity Pb recommends players wear head (i.e. helmet or hat) protection, hand protection (i.e. gloves), pants, and long-sleeved shirt.

1.2. Breach and Clear

While in the designated Safe Zone (i.e. parking lot), players shall have their guns cleared of any ammunition and shall not have magazines connected to their guns such that they could accidentally fire the gun. After the end of each game, participants shall remove their magazines from their guns and clear their guns’ chambers before entering the safe zone. Please be mindful of the surroundings and empty the gun’s chamber in a direction away from other players.

1.3. Muzzle Covers required in the Safe Zone.

All players must have a cover for the end of their barrel/muzzle. All pistols must be kept in holsters when in the Safe Zone.

2.0 Rules of Engagement

2.1. Honor System – Call Your Shots

Airsoft is a game that uses an honor system of play. When you are hit, or you think you were hit, **call your shot by yelling, “Hit!”** so your opponent knows he or she hit you. Once you are hit, Velocity Pb requires you to set your gun’s fire selector switch to its safety position until you are back in the game.

Regarding grenade-class systems, players must call “Hit!” when: (1) the grenade-class system detonates within the minimum engagement distance (MED) set forth in this document or by the referee (i.e. game-specific); and, (2) the grenade-class system is within sight of the player(s) being hit by it.

2.2. Bleed-out

A 30-second bleed-out applies unless otherwise specified for specific game type(s). Once shot, and after “hit!” is called, players are required to kneel, sit, or squat for 30 seconds before returning to their base for re-spawn or requesting help from their team’s medic.

2.3. Kill Rag

[Reserved]

2.4. Healing

As stated in § 2.1, players may call for medic after their bleed-out time has elapsed. Players are healed and can return to battle upon hand contact by the medic. Players cannot be healed once they stand up (decide to re-spawn).

2.5. Re-spawn

After bleed-out, players may be healed by their team /squad medic or chose to re-spawn. When re-spawning, players must either display their dead rag in a manner that is readily observable and walk to re-spawn and/or return to re-spawn with both their hands up in the air to communicate they are dead.

2.6. Field Play

Unless otherwise specified, Velocity Pb allows semi-automatic, full-automatic, and grenade-class equipment engagement for all field play.

2.7. Close Quarters Battle (CQB) / Close Quarters Combat (CQC) Play

Unless otherwise specified, Velocity Pb only allows semi-automatic and grenade-class equipment engagement for all CQB field play.

NOTE: MEDs for CQB are relaxed only for CQB play.

2.8. “Bang-Bang,” Knife Kill, and Surrender

2.8.1. “Bang-Bang”

Velocity Pb requires players to use the call “Bang-Bang” for engagements closer than MEDs allow. For example, Player A sneaks up on Player B and engages Player B at 5 feet. Player A is required to use the call, “Bang-bang!” Velocity Pb requires “Bang-bang!” because the call connotes a **deliberate intent of action**; Player A is communicating to Player B “I can(could have) shoot(shot) you.”

2.8.2. Contact Kill /Knife Kill

Contact kills may be employed instead of the Bang-bang! for that dramatic player elimination experience. Contact kills involve placing a hand or hands onto the body of the opponent to indicate a kill. The ROE for a knife kill is to show the knife to the opponent within striking distance. Do not scare, take down, or try to wrestle anyone to the ground, as such behavior with result in immediate removal from Velocity Pb property.

NOTE: Only rubber knives are allowed.

NOTICE! Real knives are not allowed to be used in knife kill situations. The use of a real knife in a knife kill situation will result in immediate removal of person(s) from Velocity Pb property.

2.8.3. **Surrender**

Velocity Pb does not use the Surrender option for engagements closer than MEDs allow. If players voluntarily surrender, it is allowed.

3.0 Velocity and Minimum Engagement Distances (MEDs)

3.1. **Velocity – Feet per Second (FPS)**

Velocity is expressed in **feet per second (fps)** and is based on a **0.20 gram BB** (standard BB weight). Guns chronographed outside the limits set forth shall be restricted from use in Velocity Pb's AO.

3.2. **Minimum Engagement Distance**

Minimum engagement distance (MED) means **the closest distance a player can engage (i.e. shoot at) another player, and is the distance from the muzzle to the target.**

3.2.1. **Rifles**

Unless otherwise specified, rifles shooting at velocities of **350-420 fps** shall have a **MED of 25 feet.**

Sniper rifles or guns shooting at velocities of **421-550 fps** shall have a **MED of 100 feet.**

NOTICE! Guns exceeding 550 fps are strictly prohibited.

3.2.2. **Pistols**

Pistols have a **MED of 10 feet.**

3.2.3. **Grenades/Claymores/Other Equipment**

Grenade-class equipment is allowed. Grenade-class equipment has a kill area of 15 feet (diameter).

I have read and I understand Velocity Paintball's Airsoft Safety and General Rules.

Print

Sign

Date