

Welcome to Southern's California Premier !



Rules and Regulations:

These rules are not goals! They are regulations set down by Code Red Staff and are for the safety of all participants at our park. We have kept them to the absolute minimum possible while insuring safety and are trusting to the common sense of our professional players.

In airsoft, good sportsmanship is key, so play honestly and be mature! All participants must read all the rules and are responsible to adhering to these regulations at the field of play.

THERE ARE NO EXCEPTIONS! If a player is deemed by staff to be in violation of any of these rules and regulations they will be asked to leave the playing field with NO REFUND.

If you have any questions about any of the rules or need clarification, please email Info@coderedairsoftpark.com or call us at (760) 241-9097.

General Rules of Safety and Requirements:

- **ALL** Players must sign a liability waiver form.
Anyone under 18 must have a parent or guardian present to sign the waiver.
Or they may have someone over 18 who is taking legal responsibility for them to sign their waiver. Minimum age to play at the park is 10 years old.
Once all the steps and forms are completed you will have a wrist band that will allow entrance to the airsoft park only.
 - **NO** person is allowed to enter the playing field without a liability waiver having been read, completed in their entirety, and signed. This includes spectators and/or media. Also Spectator's and/or Media are required to have the proper safety wear/gear prior to entering the field.
- **ANYONE** demonstrating **ANY** unsafe behavior will be deemed as unfit to participate and will be asked to leave the park for the day with **No Refund!**

- At times games can get intense and it is suggested that everyone should dress/equip themselves accordingly. Everyone should also be courteous and honorable in their actions. Remember, it just might be you that someone turns the corner on next time, and you wouldn't want to be shot upon at point blank, so treat others the same. Swearing and out of control anger will not be tolerated on the field. You may be asked to sit out a game to calm down. We pride ourselves on being a family atmosphere.
- If at any time there are any discrepancies with a play or between players – this is to be handled by the referee and/or the management.
 - If there is any violence on or off the field or ANY misuse of an airsoft gun to deliberately cause harm to another person that individual's actions will result in their **permanent removal** from code red airsoft park again **No Refund!**
- **No** Safety Glasses or Mesh Masks are allowed.
- It is always recommend too wear a full face protection mask such as a paintball mask but not required if you are over 18.
- Any players that are **Under 18** MUST wear a **FULL FACE MASK!** **NO EXCEPTIONS!**
- Any players **18 and older** must wear a full eye sealed Goggle ANSI approved and one or both of the following: a face wrap or Mouth Guard.
- **NO** real guns are allowed at the park at anytime.
- **All** airsoft guns are required at have a barrel blocking device on at all times until instructed by the field referee of Code Red Airsoft Park for their removal.
 - A barrel blocking device is the same as a paintball barrel cover/sock or a plastic cap made specifically for the airsoft gun. If there are any questions about the one that you are using a staff member will be able to tell you if it meets the requirements.
- Airsoft Guns entering the park or the Code Red Airsoft Park **CANNOT** be loaded nor have the magazine loaded and chambered. Mags or clips need to be separate from the gun with a barrel blocking device on the rifles. It is also suggested to transport the guns in a gun bag of some sort.
- **NO** firing of any kind in or around the parking areas or non-designated shooting areas. Player's will be warned once and if a second time occurs you will be asked to leave the park with **No Refund.**
- Remember to treat all Airsoft guns/weapons like real guns/weapons and **NEVER** point it at anyone unless on the field during game play.

- Consumption of or possession of drugs or alcohol prior to, during, or after will not be tolerated. If you are found to be in violation of this rule, you will be escorted off the field and permanently banned from the park. There are **NO** exceptions and **No Refunds!**
- Any Staff members or Code Red Airsoft park **WILL NOT** be responsible for lost items. Player's may go search for lost equipment after a game, if time permits. If we happen to come across something, we will retrieve it and hold it at our registration booth until claimed.

RULES OF ENGAGEMENT

These rules of engagement are to serve as a general guideline for our Codes Red Airsoft fields, however, some rules may vary based on the actual field being played upon. We will, in time, have specific rules of engagement for each field that we offer until then this is our basic rules and requirements.

- The maximum FPS allowed for an outdoor airsoft field is **NO MORE THAN 410fps** and is attained using a .20g 6mm BB.
- All Airsoft guns **MUST** be chronographed and tagged **prior** to entrance on the field. Your airsoft gun will be tagged once the correct velocity is met. Velocity reducers of any kind are not allowed. Any airsoft guns exceeding the limits will not be allowed to be used in play. **NO EXCEPTIONS!**
 - A chronograph is a device that will accurately test the FPS (Feet per second) of any gun. There are **NO** refunds given if you can't get your gun at the right speed or if your gun goes down.
 - At our Chrono Station we will provide the .20g BB's for testing. There is a designated **staging** area for you to test and/or shoot your gun. Any shooting in a non-designating area will result in your removal from the park.
 - AD's (accidental discharges) not the result of a weapon malfunction will be dealt with harshly. Again there are designated areas at or near the Chronograph stations that are assigned for weapons testing. If in doubt where to shoot, contact a staff member.
- All Players must have their weapons ready to fire when presenting at the chrono station. If there is an issue with your gun you will need to go back to the designated shooting area and not hold up the testing of others.

- Airsoft guns can be pump action (springer), gas (CO2, green gas, propane) or electric driven (AEG). If you have some other type of gun than these listed you will need to get prior approval before using them.
- Depending on the field of play airsoft guns may fire in the single shot, semi-auto or full auto firing mode. They may also shoot a single round or multiple rounds at a time.
- Our first field open for play is “**District 9**” and the FPS requirement will be NO MORE THAN 410 and at this time it is a semi-auto only field.
- Airsoft guns that shoot an 8mm BB instead of a 6mm BB will be allowed on the “**District 9**” field if it meets the FPS requirements. They must also be able to meet the semi-auto requirement as well. You must get prior approval before using these on the field.
- Sniper rifles must be a single shot bolt action and may shoot up to a maximum 500fps with a .20g, 6mm bb. All sniper players must carry a sidearm to engage in CQB at ranges closer than 100ft. NO Modified AEG’s will be allowed as a Sniper Rifle. You will need to get prior approval before using these on the field.
- Prior permission is needed for the deployment of multiple bb showers, booby traps, devices similar to the M203’s and any other devices. There are a variety of green gas and Co2 driven devices out on the market today. You will need to get prior approval before the use of any of these. Nerf type mortars that are deployed and are within a 10 ft radius of a player are eliminated. Nerf mortars are Not to be fired directly AT players, but may be fired in PROXIMITY to them. Prior permission is also required before use.
 - At NO times will any fireworks, flash bangs or pyrotechnic devices be allowed on any of the fields.
- Upon entering the fields Goggles/Face Wraps or Masks are ON magazines/clips are still out and muzzles are pointed down with barrel blocking device on. Side arms must be holstered as well with no clips in. No horseplay will be tolerated with Airsoft guns! Treat your weapon like it was real steel.
 - Once the player reaches the designated start point and the field Ref announces “Load and Make Ready” can the clips be put in place and guns chambered. Field Ref will then call the game to start.
- Player you are eliminated from the game when you are hit with a bb anywhere on your body this includes any gear that you are wearing. A hit is counted even if it is by your own team so Friendly Fire does count as a hit.
 - Gun hits and/or ricochets hits DO NOT count as a hit. Headshots are STRONGLY discouraged! Aim for the body.

If ever in doubt as to if you are hit it's always best to do the honorable thing and call yourself out.

- Player's you need to CALL your hits! This is a game of honor - nobody likes cheaters and cheating will ruin the game for others. Failure to call your hits will result in you being asked to leave the game and possibly the field with No Refund!
 - Do not call other people's hits! If you feel someone is cheating then bring it up to the field ref or the staff and we will take care of it.
 - **NO** Blind Firing! Blind firing is firing at targets without presenting yourself as a target as you shoot. If you cannot see your target as you shoot, you are blind firing.
- When you are hit by a bb you will need to place a hand above your head until you are at the safe zone and call yourself out by yelling "**HIT! HIT! HIT!**" Exit to the designated Safe Zone/Re-Spawn area or off the field as quickly as possible and **do not** assume that you will not get shot anymore when you call yourself out. Protect yourself at all times. **DO NOT** remove any of your safety gear until you are in the safe zone. In the heat of battle adrenaline is pumping so don't get frustrated if you get hit again on the way off the field.
 - If you are exiting the field or if the game is called you **do not** clear or fire your weapons until you have reached the designated safe zone. Once there you will disengage your airsoft guns magazines and clips and shoot out your rounds into a designated shooting bucket. Replace your barrel cover over your gun and exit the field. Gun Firing after game has been called is not permitted.
 - **You must surrender** to an enemy if he is within 10 feet of you and you are unaware of his presence. This is also called the Bang-Bang Rule. The player must have a clear shot of you when they tell you to surrender. You must comply without question if the attacker, again, is within your 10 foot safety zone. Any opponent may shoot someone if they are more than ten (10ft) away. If any player has any dispute they will be expected to resolve the dispute in a professional manner.
 - Dead players tell NO tales. Dead players Can NOT talk with live players. They can only talk with other players that are dead. There may be certain games that will have a designated regeneration location. At that location dead players may whisper to each other until they have re-spawned. Once re-spawned they NO longer can talk to the dead player and vice-versa
 - At **NO** times will there be any hand-to-hand combat or fighting of any kind.

Remember to have fun and play with honor and professionalism!

Disappointed

- You do not have to be a seasoned player to play at our park. If you are just **curios** and would like to try it out we do have gun packages available to rent with all the necessary safety requirements.

For those seasoned player's or teams don't hesitate to come out –

- Things to look forward to –
- We are also offering a players a player's paddock where they will be able to store there belongs for a \$10 fee they will also have power available for charging
- District 9 Field is an airsoft only field. Some of our other fields paintball is played on. A week notice is required before we will offer those fields.

GENERAL SAFETY RULES FOR AIRSOFT

ORIGINAL ONES THAT RANDY PUT ON

1. All weapons entering a Code Red Airsoft Park **cannot** have a magazine loaded and must have a barrel blocking device. (barrel sock, plastic cap, ect.)
2. Players are not allowed to remove barrel blocking devices untill instructed by a referee of Code Red Airsoft Park.
3. All airsoft weapons must be treated like real weapons at all times and never pointed at players unless on the field during the games. No firing of any kind in or around in the parking areas.
4. The maximum fps for any airsoft gun on outdoor fields is **no more then 410 fps**
5. Players must choronograph (test the speed of their weapon) using a .20g 6mm bb.
6. All airsoft guns must be pump action (springer), gas (CO2 or green gas) or electric (AEG) driven.If you have some other type of weapon than these, you must get prior approval by a Code Red Airsoft Ref before playing.
7. Airsoft weapons may fire in the single shoot, semiauto or full auto firing mode.
Depends on field

8. Airsoft shotguns may use a single bb or several bb's at a time.
9. Shotgun may shoot a size 8mm bb. Depends on field
10. Sniper rifles are allowed and they must be a single shoot bolt action and may shoot up to a maximum 500fps with a .20g, 6mm bb. It is recommended that all sniper players carry a sidearm to engage in CQB at ranges closer than 100ft. Depends on field.
11. All Players must have their weapon ready to fire when at the chronoing station for a referee to check the speed.
12. Minimum age to participate is 10 years old.
13. All players must wear full eye seal Goggle and face wrap and or Mouth Guard or ; we Recommend full face protection approved by the field that you are playing on.
Under 18 must wear full face mask.
14. No Safety Goggles or mesh masks will be Allowed. Paintball Goggles are the best source.
15. At no times will any fireworks, flash bangs or pyrotechnic devices be allowed on the field.
16. There are a variety of green gas and CO2 driven devices out on the market today. If there are questions about this subject contact the Fields Head Ref on hand to get approval prior to deployment of any devices. Non-Compliance will be grounds for dismissal.
17. The permission to deploy multiple bb showers, booby traps, devices similar to the M203's and any other devices will be determined by the field Ref prior to deployment.
18. If Nerf type mortars are deployed in an engagement anyone who is within in a 10 ft radius of a Nerf mortar impact would be considered eliminated and must exit the field. For any questions regarding "Nerf" or other projectis please talk with the Code Red Airsoft referees.
19. At no times will there be any hand-to-hand combat or fighting of any kind.
20. Swearing will not be tolerated on the field. Code Red Airsoft Park is a family atmosphere
21. Anyone demonstrating any unsafe behavior will be deemed as unfit to participate and will be asked to leave with **No Refund!**
22. **You must surrender** to an enemy if he is within 10 feet of you and you are unaware of his presence. He must have a clear shot of you when he tells you to surrender. You

must comply without question if the attacker is within your 10 foot safety zone. If any player has any dispute, he will be expected to resolve the dispute in a professional manner.

23. The Bang-Bang Rule: There is a five (10ft) minimum engagement rule. Any opponent may shoot someone if they are more than five (5ft) away. Any engagement closer than five (10ft), then both participants are out at the same time. If there is a dispute over a questionable bad call then a parlay is called. A parlay means that a second person witnessed and verified the hit or miss, whichever the case may be.

24. A player is eliminated from a game when he or she is hit and call yourself out. (HIT! HIT! HIT!). Move quickly off the field. Is hit with a bb anywhere on your body this includes any gear that you are wearing. Is hit by your own team (Friendly Fire does count as a hit). Walk off the field for any reason.

25. When you are hit by a bb you are required to place a hand above your head and call yourself out as an eliminated player. Exit the Field as quickly as possible and do not assume that you will not get shot anymore when you call yourself out. Protect yourself at all times. In the heat of battle peoples' adrenaline is pumping so do not get frustrated if you get hit again on the way off the field.

26. Dead men tell no tales. Dead men can not talk with live players. They can only talk with other players that are dead. After a player calls themselves out they must proceed off of the field to the designated dead men regeneration location.

27. After a player calls themselves out they must proceed off of the field to the designated dead men regeneration location.

28. Gun hits and/or ricochets hits do not count as a hit. This is based off the honor system.

29. Always follow these 4 rules of gun safety AT ALL TIMES

1. Treat all guns as if they are loaded.

2. Never let the muzzle of the gun point at anything that you do not want to destroy including yourself.

3. Keep your finger off the trigger when not aiming at a target with a safe backstop.

4. Be absolutely sure of your target and what is behind it.

30. Have fun and play with honor and professionalism. Never cheat or break any of the above rules. If any of the rules are broken by a player they may be asked to leave the

park with no refund. These rules are for your safety and the safety of others. Remember the referee is the judge on the field and his/her ruling is final.

FURHTER