



CODE RED

AIRSOFT PARK

CODE RED AIRSOFT PARK.COM

Official Park Rules

No **Red** color of any sort Shirt or Hat allowed or **yellow** smoke these are protected colors

Zero Tolerance:

We have a very strict **Zero Tolerance** Policy when it comes to unsafe or illegal actions. Breaking a **Zero Tolerance** Rule can result in the player being banned from our field and any future events. It can also result in local law enforcement being called in.

Zero Tolerance Rules are listed below.

1. Illegal drugs of any kind.
2. No Alcohol consumption before or during games/events.
3. Theft.
4. Damage of any kind to the field (i.e.: graffiti, littering, etc.)
5. No cursing, vulgar language, or swearing at other players or staff in a degrading way.
6. Any aggressive physical contact with another player or staff.
7. Disrespect of any kind towards other players, field/event staff.
8. No **REAL** Knives are allowed on the playing fields - excluding staff working that day.

Red Rag/Dead Rag:

This is a mandatory item that is required.

A Red Rag is any cloth material **RED** in Color **NO** smaller than 12-inches by 12-inches in size. Red Rags symbolize that a player is not in play and is to be treated as if they are not alive. Once a player is out of play (hit, observing, etc.) they are to immediately secure a Red Rag on their head or hold it up which symbolizes that they are not a target/objective. We have Code Red Dead Rags available for purchase in the registration booth for \$2.00.

Safe Zone:

The Safe Zone is exactly that, a Safe Zone. While in the safe zone players may remove their goggles, rest, perform any needed repairs or address any other issues at hand, etc.

At NO time is firing your airsoft weapon in, at, or out of the safe zone acceptable.

This includes test firing or dry firing your weapon. If you must do so, you are to go to the designated firing area which is the chrono station. Any player caught firing into the safe zone from the field of play they will be escorted off the premises for the day.

1. The fields and the chrono area are the only places a player is to have their Airsoft weapon loaded with a magazine.
2. Airsoft Rifles must have the magazines removed and cleared of any remainder bb's in the gun before entering the safe zone.
3. Polar star and clones must have hose disconnected
4. If a pistol is not holstered then the magazine will need to be removed and also cleared of any remaining bb's before entering the safe zone
5. **All** weapons need to have triggers in safe mode.
6. If a player shoots in the Safe Zone they will be escorted off the premises for the day.



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Blind Man:

Blind man is yelled out to halt gameplay for the reasons listed. A player observing any of the below cases is authorized to initiate a Blind Man call. The Game Controller will Pop **Yellow** smoke then follow-up and proceed in what manner is needed.

1. A player loses his/her eye protection.
2. **Anyone** (player or non-players) is seen on the field without eye protection.
3. In the event of a serious injury or another real world medical emergency.
4. Upon hearing the call, other players should immediately cease fire and repeat the call and wave their red rags above their head to signal a halt in gameplay.
5. All players must immediately halt play, sit on the ground if needed, and put their weapons on SAFE.
6. Players are to wait until **Game On** is called by Game Control to resume play or until further instructions are given.

Minimum Engagement Distance & Bang Bang Rule:

- Pistol and AEG 400fps and under are **5** feet.
 - Sniper at is **100** feet and must have pistol sidearm.
1. The minimum engagement for Pistols and Rifles is 5 feet which mean from the body to body. So, as an example, your weapon will almost touch the other player. **You are to only shoot outside of that 5-foot area.** If you are within the 5 feet then you are to YELL out **BANG BANG**. This indicates that you have the other player dead to rights.
 2. It does NOT count yelling **Bang Bang** from 10-15 feet away. This is a safety measure and not to be used as a defensive or offensive tactic. **Do not abuse the Bang Bang rule.** If a player is found to be abusing the Bang Bang rule they will be escorted off the premises for the day.
 3. If you manage to sneak up on a player or a group of players, have a clear shot and at a distance of 5 feet or less, point your weapon at the opposing player and YELL out **BANG-BANG** for **EACH** player you are attempting to kill.

Round Per Second Limits:

1. **25** RPS is the Maximum on **ALL** weapons which is for Safety Reasons. (if over you can only use semi)
2. **NO FULL** Auto is to be used on any Airsoft weapon Except Saws
3. **Saws** are the ONLY exception where Full Auto can be used burst only. Except for Polar Stars or clones, they can do up to 2 sec burst



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FPS Limits:

1. Pistols, Shotguns, AEGs and HPA tapped guns non-electronic: 1.55 Joules
 - a. 6mm: 410fps w/0.20g
 - b. 360fps w/0.25g
2. Semi-Auto ONLY Sniper or Bolt-Action and Sniper Rifles Only: 2.3 Joules
 - a. 6mm: 500fps w/0.20g
 - b. 450 w/0.25g
3. All Polar Star Systems:
 - a. 365fps w/0.20g 6mm bbs: 1.25 Joules
 - b. Semi Only
 - c. Saws burst only 1 to 2 sec
 - d. Must have trigger spring and trigger guard
 - e. All Board must be semi locked and set to 10 bps

ALL HPA Systems must have tournament lock

4. **NO** bbs over .32g will be allowed.
5. Any 8mm Airsoft will need prior approved before use.
6. We use our own .20bbs for the chroning of ALL the Airsoft Guns.
7. If your gun exceeds the FPS Limit allowed you will not be able to use it.
**** It is recommended to Chrono your Gun prior to the purchase of your entry if you are unsure. We do not issue refunds.**

Eye Protection:

Your goggles must meet the standards below or you will not be able to use them.

1. Full-Seal goggles ONLY with strap. **NO EXCEPTIONS.** No shooting glasses, shop glasses, etc.
2. A Full Seal consists of a rubber or foam seal that conforms to the features of the player's face cannot get a size of a pencil in.
3. ANSI Z87.1 Rated lenses, ASTM Standards OR stamped steel mesh that is 20 gauge or thicker.
4. Adults (18 and over): Full-face protection is recommended but not required.
5. Minors (17 and under): Full-face protection is required.
6. Full Face Protection is defined as a rigid metal or plastic mask which covers cheeks, chin, nose, and mouth.
7. Game controller reserves the right to: Inspect player's eye & face protection at will as well as ask for photo ID as proof of age.



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Weapon / General Safety:

1. **DO NOT** point an airsoft gun at anything you don't intend to shoot.
2. **DO NOT** discharge an airsoft gun in any location other than designated areas.
 - i. Shooting Areas are On-Field and Chrono Station.
 - ii. If a player is found to be continually shooting in the **NON-Designated** areas they will be escorted off the premises for the day.
3. Keep your finger **OFF** the trigger & trigger guard until you are on the field and ready to shoot.
4. Point all airsoft guns at the ground when not in play.
5. Upon entering the field No Magazine will be loaded into the airsoft gun until instructed by Game Controller/Staff Member.
6. Do not move objects found on the field or inside buildings to create cover or to barricade entryways.
7. Before leaving the playing field - Magazines **MUST** be removed, weapons cleared (shooting any remaining bbs out of the gun) and placed on safe.
8. Must have full grip on weapon and no Fanning of trigger
9. **ALL SAWS must have barrel blocking device (Barrel Plug)**
10. **All polar star and clones must have airline disconnected**

Rockets:

1. **Defined** as: Zocker Darts or mini Nerf Vortex Footballs.
2. CLEARLY LABEL/MARK YOUR ROCKETS.
3. 20' kill radius from the point of impact.
4. A rocket impact in a room kills everyone in the room.
5. Rockets are a **1 Time-Use** per mission/game and are considered spent once they have been used.
6. If you find a rocket in the field, pick it up and return it to a game controller.

Smoke Grenades: NO YELLOW Smoke yellow is for ref only

Only EG Smoke Grenades are allowed. Please check with the game controller before the start of a game if you want to use a smoke grenade.

1. Again, these must be thrown underhand and **CANNOT** be thrown in a building, on roofs or in any brush of any kind.
2. They **CANNOT** be picked up after they have started burning to be placed in a new spot.
3. If you are using any type of grenade please pick up the trash. That means co2 and shells and any already burned smoke grenades if you are caught leaving your trash on the field you will also be asked to stop using grenades for the day. Please pick up **ALL** trash associated with the use of any Grenades. If you are caught leaving your trash on the field you will not be able to use any grenades for the remainder of the day.



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Hand Grenades:

1. **Defined** as: Commercially produced Rubber, Foam, Gas Grenades or pyro designed for field use. All grenades must be purchased **NO** homemade ones will be allowed.
2. **Only Pyro Grenade allowed is EG67 and can only be used at Park**
3. All Grenades must be thrown underhand unless it is the squishy grenades.
4. If you are caught throwing a grenade over hand when it is not allowed to be you will not be allowed to use grenades of any kind for the remainder of the day.
5. **Non-Sound** type grenades have a 15-foot kill radius from the impact.
6. **Sound** type grenades have a 15-foot kill radius and also count from the point where they explode. It's still considered a live grenade until it goes off even if that is a game later
7. **No modifying of grenades to make heavy or putting bbs or rocks in them if found you will be done for the day and Possibility of being BANNED**
8. **In the sound grenades, AKA Thunder B's only RPM dust is allowed to be put in them.** All grenades have a 5-foot wrap around when it lands or goes off at the corner of a building or in a doorway.
9. When throwing a grenade alert a ref that you are throwing it that way we can see where it lands.
10. If you fumble a grenade and it hits the ground you are dead. Also if you throw it and it hits an object near you within that radius you are dead.
11. **DO NOT** pick up any grenade after it has been thrown and try to reuse it.
10. **ONLY 2** grenades MAX per person per Game.
11. A BB shower type including eg67 of grenade ricochets **DO** count.

*Remember, here at Code Red, we have simulated roofs so grenades can Only be thrown through windows and doorways.

Mines:

1. Defined as: Command detonated, commercially produced Claymores.
2. ONLY BB impacts count as a kill.
3. Trip wires or CO2 based mines **MUST** get approval By Game Control before the start of a game
4. Mines are a 1-time-use weapon and are considered spent once they have been used.



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Hits:

Please observe the following rules of conduct for hits:

- ✓ Hits are defined as any BB strike on your person or gear.
- ✓ Friendly Fire counts! Check your targets!
- ✓ If two players fire simultaneously and both are hit, BOTH players are out, **NOT** the player who says hit first.
- ✓ Gun hits to the barrel or body of the gun count as a hit.
- ✓ Knife kills are **ONLY** allowed with a rubber training knife.
- ✓ A Knife kill is gentle taps on the shoulder. **NO jabs, stabs, swipes or throwing.**
- ✓ Ricochets through brush count as a hit (in order to simulate bullets making their way through). Brush provides concealment, not cover.
- ✓ Ricochets off rocks (or another hardcover) **DO NOT** count as a hit if fired from a rifle or pistol.
- ✓ Ricochets off rocks (or another hardcover) fired from a shower grenade, claymore mine or other booby trap **DO** count as a hit in order to simulate flying shrapnel.
- ✓ When hit, immediately yell out **HIT** as loud as you can and place your red rag in a visible area. This will prevent you from being hit a second time.
- ✓ **DO NOT** call players out on the opposite team. If a player is not calling their hits you need to notify a game controller or upper management.
- ✓ If you see a player get hit on your team, but he doesn't feel it, let him know.
- ✓ Dead men do not talk, give away positions or do anything other than lying dead. If a player continues to give away other player's position then they will be escorted off the premises for the day. Observe the regen rules for the mission set.
- ✓ **Hosing or Dumping**– Unnecessarily long sustained bursts of more than 15 rounds at a time is **NOT** allowed. Short controlled bursts should be used to allow opponents to call themselves out. Please notify a game controller, if it has not yet been dealt with, that a player is not sustaining to this rule. If a player continues this behavior they will be escorted off the premises for the day **with the possibility of being banned from Code Red Airsoft Park.**
- ✓ **Blind Fire** – Shooting without the ability to see what you are shooting at. The most common form of this is sticking your gun over or around cover and firing without looking at where you are shooting. Please notify a game controller, if it has not yet been dealt with, that a player is not sustaining to this rule. If a player continues this behavior they will be escorted off the premises for the day.