

# SOUTH SOUND AIRSOFT

## 2019 PFM

### PLAYERS FIELD MANUAL

1. The field has been graciously donated for our use by Otter General Construction LLC, so respect for all property, structures, rules, and directives are a must. This is a no tolerance policy. Violations of outlined rules and guidelines will be probable cause for player/spectator removal from the premises and possible long-term ban from participation...
2. **Under no circumstances will real, lethal weapons be allowed on the premises**, this includes but is not limited to pistols, semi-automatic/automatic/bolt action rifles, knives, hand grenades, rockets or any other weapon that could be used to kill or severely injure any individual. Airsoft replica weaponry can near simulate the appearance of a real weapon. This is for everyone's safety. There is no exemption for concealed carry license holders.
3. Players and spectators must sign the SSA Release of Liability waiver/player registration form promptly upon arrival at facility. verification of waiver for players and spectators shall be indicated by SSA provided bracelets to be placed on the wrist of each and every individual on the premises. SSA staff may stop and ask to see your bracelet at any point while occupying the premises
4. All airsoft replica weaponry shall be chronographed PRIOR to entry to field of play. All airsoft weaponry shall be marked with a verification zip tie. These must be present and will be checked prior to entry of field of play. All weaponry must meet "weapons class power standards" listed below.
5. Eye protection meeting or exceeding ANSI Z87.1 standards with a full fascia seal must be worn in order to enter field of play. Metal mesh airsoft or paintball style masks must be worn over nose and mouth for players under 18 years of age. These protective items shall remain secured in the proper position during entire time on field of play. This shall be verified by SSA staff prior to entry of field of play and enforced during play by SSA staff.
6. **BLIND MAN** is to be called and echoed anytime a player is without eye protection on the field. Game play shall cease immediately until the situation is resolved and SSA staff gives the **ALL CLEAR**. Any player or SSA staff can call **BLIND MAN** in the event of an incident. Players found either removing, or not wearing proper eye protection will be reminded of the rules while on the field of play, repeat offenders shall be removed from the play field for the remainder of the game block. Should action need to be taken by staff a third time, the players will be asked to leave the property for the remainder of the day without a refund.
7. In the case of a real-world injury **CEASE FIRE** is to be called and echoed by all players. Players shall notify SSA staff to the location of the injured player so we can assess and treat the injury appropriately in a timely manner. Game play shall cease until the

situation is resolved and SSA staff gives the **ALL CLEAR**. Any player or SSA staff can call **CEASE FIRE** in the event of an incident.

8. Replicas airsoft weaponry is to be treated as loaded at all times. This means muzzle awareness, fingers off triggers, safety engaged until ready to shoot, and removal of magazine when not in designated shooting area. Be smart. Let's not have negligent discharges and get someone hurt.
9. Airsoft replica weaponry shall not be fire anywhere but the field of play and the chronograph range. Airsoft weaponry shall never be fired at people or structures not on the field of play or into the field of play.
10. Fighting/physical altercations are not allowed under any circumstance. If an issue cannot be resolved calmly at the player level, please walk away from the situation and contact an SSA staff member immediately. Shall a situation arise, both players/individuals shall be removed from premises regardless of who was at fault. There will be no warnings or exceptions.
11. Rubber/foam replica melee weapons will be allowed. The contact surface/replica blade must be able to bend 90 degrees and cause no physical damage to another player. No throwing of replica weapons.
12. Blind Firing is not permitted. Players must be able to look down sight/barrel and see your target to fire. Be aware of what is behind your target when engaging. Keep rule #9 in mind.
13. In the event a player is struck by an airsoft BB during game play, the player shall call out HIT. If a player is not calling hits, SSA staff is to be notified immediately and the player in question shall be removed from the round. If this happens twice, the player shall be removed from play for the day. If a player is determined to have reported false information, the same warning system shall be implemented. Gun hits do not count. SSA staff reserves the right to check on players who are suspected of not calling hits, by firing a test round hitting the player to ensure with their own eyes that the player is indeed ignoring hits. In that case, the player will be removed from the game to sit out the remainder of the game block. Repeat offenders will follow the same repercussive guidelines listed above.
14. No Overshooting. Once player is determined hit, he considered a spectator and must not be struck again until the player has either respawned at designated area or be revived via the "medic rule" struck players must use a Dead Rag to indicate they are temporarily out of game play.
15. **RED DEAD RAG** are **REQUIRED** -When a player is hit, then must shout "HIT" at loud enough level to be heard through any protective mask @ 100' away. Players then us/pull out a red cloth measure approximately 12"x12" square and drape said piece of cloth over top of head. This must always remain on the players head when game play is in progress but the player is not actively engaged. Shall an incident arise where the players dead rag has fallen out and cannot be found, the struck player shall hold their replica weapon over their head in a T-fashion. If player loses dead rag the player shall not enter another round of game play until it has been found or replaced. If any incidents

arise, where a player needs to address a ref, or leave the field, the dead rag must be worn to indicate the player is not actively engaged.

16. MEDIC RULE as follows

16a. Players wishing to use medic rule must carry a simulation tourniquet (white cloth strip 1.5" wide, AP medic band, MSW medic band)

16b. When player is hit/struck, the player must call HIT, pull out dead rag and lay on ground

16c. Player may then call for MEDIC, medic can be any other player

16d. Player acting as medic must use hit player tourniquet to bandage near the area where the hit occurred (hit in right leg, bandage must go on right leg)

16e. Hit player must stow dead rag then re-enter active engagement of play

16f. Medic rule only applies to first hit, if player is struck a second time they must pull out dead rag and return to respawn area.

16g. Hit player must be bandaged up by another player, no self healing

16h. If medic has not been able to reach hit player within 3 minutes, the medic rule is void and hit player must return to respawn area

16i. If a player does not have a

17. No Alcohol or Illegal drugs allowed on the premises. Designated smoking area will be the back corner of parking lot.

18. No unauthorized simulation equipment allowed on field of play.

18a. SSA is currently not allowing any smoke/BB grenades or pyrotechnics of any kind. This rule may be modified in the future.

19. All players wishing to enter the playing field must attend the pregame meeting/brief, and quietly respectfully listen to briefing. Rule # 3 and 4 must be completed before briefing. Teams will be assigned at this time with a designated team color armband/tape. If you wish to be on same team as another player group together during briefing and notify SSA staff. There are no guarantees on team placement

### **WEAPONS CLASS POWER STANDARDS**

All replica airsoft weaponry will be Chronographed using the "Feet Per Second" or "FPS" measurement standard using a .20 gram BB weight. All "Joules of Energy" or "JLS" standards are meant as an equivalent guide line to assist players in estimation before testing.

MED (Minimum Engagement Distance) - FPS (feet per second) - JLS (joules of energy)

### **BANG BANG – FINGER GUNS – MELEE WEAPON**

- 0 JLS or 0 FPS
- Semi auto rate of fire 0' engagement distance
- Must point/touch each individual target and shout "Bang Bang"
- Hand powered
- Required side arm for everyone

### **PISTOL**

- Under 1 JLS or 330 FPS
- Semi auto rate of fire 3' MED
- Spring, co2, gas power source
- Required side arm for DMR & Sniper

### **SMG**

- Under 1 JLS or 330 FPS
- Semi auto rate of fire 3' MED
- Full auto rate of fire 25' MED
- Co2, gas power source
- Required side arm for DMR & Sniper

### **RIFLEMAN**

- 1.5 JLS or 400 FPS
- Semi auto rate of fire 25' MED
- HPA, co2, AEG power source

### **SUPPORT**

- 1.7 JLS or 425 FPS
- Full auto rate of fire 50' MED
- Must carry pistol for 0-49' MED
- HPA, co2, AEG power source

### **DESIGNATED MARKSMAN RIFLE**

- 1.9 JLS or 475 FPS
- Semi auto rate of fire 75' MED
- HPA, co2, AEG power source

### **SNIPER**

- 2.8 JLS or 550 FPS
- Single shot rifle 100' MED
- Must carry pistol for 0-99' MED
- Spring power source only
- Rapid fire HPA will be considered a DMR

PLEASE CONTACT RANGE MASTER/FIELD ADMIN IF GUN IS SHOOTING HOT