

## **BUS AIRSOFT TEAM RULES**

- 1) **BEHAVIOUR/CONDUCT:** We reserve the right to remove you from our site/organisation, temporarily or permanently, in cases including, but not limited to, illegal activity, abusive behaviour, recklessness, fraud, theft, criminal damage, assault, persistent non-payment of fees or misuse of pyros.
- 2) **SAFETY:** While you are in the safe area, your weapons are to be made safe at all times by removing the mag and firing 2 shots into the bucket of sand. All face masks and goggles are only to be removed when you are in the safe zone and not before. Eye Protection must be worn while on the range at all times.
- 3) **NO BLIND FIRING:** If you are not looking down the barrel of your gun when firing, you are blind firing!
- 4) **NO DIRECT HEAD SHOTS:** All shots should be made to the centre of mass of the person that you are trying to shoot. The accidental unintentional head shot may occur during the game but, repeat offenders will be challenged. A hit is classed anywhere on the body from head to toe.
- 5) **MEDIC/RESPAWN SYSTEM:** The player that has been shot has two options.  
Option 1, call hit, put hands in the air and call medic. If a team member is available and can get to you by placing a hand on you, then you are back in the game but you lose a life.  
Option 2, if your team are not available to medic, you then must call re-spawn with your hands in the air and walk to your re-spawn site. You must then count to 10 and then rejoin the game. You do not lose a life for this. All players start with 3 lives/ribbons on their left shoulder. If you lose all 3 lives then you must return to your re-spawn site and collect 3 more ribbons/lives before returning to the game. If the encounter reaches 5ft the winner of the encounter gets to remove 1 life/ribbon as a trophy and this will be worth 10 points for the team.  
This will vary depending on the game being played.
- 6) **RADIOS:** We advise that all players carry a radio for safety as well as good game play. In the event of a problem i.e. serious injury, the injured person or the person who found the problem radios up to HQ for assistance. HQ will then radio all teams and call an immediate ceasefire. All players must then immediately remove their mags and shoot 2 shots into the ground. Eye protection must stay on until told by a marshall or committee member that it is safe to remove it. Everyone then proceeds to the location of the person in need of help.
- 7) **CLIMBING:** No activity above 1 meter/3ft3" off the ground.
- 8) **LIVE/REAL WEAPONS:** No live or real weapons I.e. guns, knives/blades allowed on site AT ALL.
- 9) **PYROS:** All under 18's must be trained before they can use pyros. Pyros are to be thrown with an under arm throw only and after their intentions have been declared. I.E shout grenade, then throw it. Anybody within a 5 metre radius is then declared dead. Hard cover can save you. I.E behind a wall – not a bush. **BE HONEST!**
- 10) **MEETINGS:** If any member has any issues that need addressing, then bring it to a committee member and as long as the reason is valid, the committee will call a meeting to address the issue.
- 11) **THE MARSHALL'S WORD IS LAW.**
- 12) **ANY QUESTIONS?**