

# Warfare Sarasota Rules and Regulations

## Weapon Restrictions

1. 1.20 Joule limit on all airsoft weapons, no exceptions.
2. All weapons must be transported inside weapon bags/cases/or adjacent containers. No exposed airsoft weapons/replicas outside of Warfare Airsoft, this includes the parking lot.
3. Allowable BB weights between .20g to .28g for all weapons, nothing under or exceeding these weights are permitted.
4. Maximum firing rate of 25 rounds per second (rps) for all weapons.
5. Any Airsoft weapon to be used in the arena must be chronographed by staff only.
6. All HPA tanks must be tournament locked by Warfare staff.
7. No full auto, binary triggers, burst firing, or rapid fire shooting allowed.
8. No modified or extended triggers (ie. binary, long trigger guard, etc.)
9. No Real Steel of any kind, ie: knives, multi-tools, clippers, scissors, real firearms, etc.
10. No magazines are to be loaded into weapons outside the Arena.
11. All weapons must have a working and functional safety.

## Player Behavior

1. Airsoft is an integrity sport, honoring and understanding the rules of the game and calling your hits is mandatory.
2. Admins have first and final say, follow any and all instructions provided by clearly marked Warfare Staff.
3. "Blind Man" is a phrase that when stated, all players must stop gameplay and activities, remain stationary, repeat the phrase "Blind Man" twice, and activate the safety feature on their weapons. Either a player has lost their eye protection, or a real world emergency or injury has occurred. Follow staff instructions closely and carefully. If you see any of the described situations, call for "Blind Man".
4. A player that is "hit" is defined by a BB striking that player on any part of their body or gear. Players must yell "hit" when this occurs. a "hit player is out, and must return to their respawn and return to play from there unless stated otherwise. Kill lights and keep your hands up is suggested.

5. When a BB strikes a player's weapon, it counts as a "gun hit". These do not count, and players must yell "gun hit" when this occurs. Players cannot intentionally try to block shots with their weapon. A rapid succession of "gun hits" counts as being hit.
6. Ricochets do not count.
7. Do not be argumentative or verbally combative.
8. Do not call other peoples hits.
9. Zero tolerance for theft, cheating, or stealing.
- 10.No bullying or malicious behavior.
11. We are a family friendly facility, police your language accordingly.
- 12.No shooting at the ceiling, sprinklers, or lights.
- 13.No opening closed doors or closing opened doors.
- 14.No climbing, moving, modifying, or adjusting any of the structures or fixtures within the Arena.
- 15.Listen carefully to every safety brief and game mode, failure to follow or understand the rules is on the player, if explanations and further details are needed, ask staff before proceeding to the field for gameplay.
- 16.Do not climb onto any of the staff platforms within the arena, these are reserved for staff only.

### **Equipment Regulations**

1. Full Seal, ANSI Z87.1 Rated, Eye Protection is mandatory.
2. Do not remove eye protection inside the arena, under any circumstances. If you cannot see, please move to the Staging Area to adjust your eye pro.
3. Mesh eye protection is forbidden as primary Eye Protection.
4. Mandatory Lightbands for gameplay, colors are assigned by staff, and 6). changed by staff only. Do not freely change team colors.
5. Magazines must be removed from weapons when not in the arena.
6. Weapon Safeties must be active when not in the arena.
7. Ages 17 and under, mandatory full hardened face protection.
8. Strobe light attachments are allowed (epilepsy/flashing light warning).
9. No open toed shoes, this includes crocs and adjacent footwear.
- 10.Green and Red lasers are allowed, at their lowest power setting only.
- 11.No Blue or Purple lasers are permitted.
- 12.Do not intentionally or maliciously aim lights and lasers at player faces.

13. Foam/Cold Steel/contact safe melee weapons are allowed (must have Warfare Staff approval). No thrusting, swinging, or throwing is permitted. Tapping a player with the weapon eliminates them.
14. No riot shields.

### **Grenade Regulations.**

1. Grenades have a 10 foot kill radius, if a detonation occurs and you are within a 10 foot radius, you have been eliminated.
2. Green Gas Grenades are allowed.
3. CO2 Powered Grenades are allowed.
4. Blank firing .209 primer, nail gun charge grenades are allowed.
5. Spring Powered Grenades are allowed, however they are of a negligible sound, please be patient with other players that may not recognize you eliminated them.
6. No smoke grenades.
7. No cold burning or pyro grenades.
8. No Homemade or Improvised Grenades are permitted.
9. Do not maliciously throw grenades at any person.
10. All Grenades must be thrown underhanded.
11. No tossing grenades over walls.
12. Grenade Launchers are allowed, with 6mm BB Launching shells only.
13. Grenade Launcher Shells cannot have a singular exit point, but must have multiple barrels for BB launching.
14. No singular projectile launching shells are allowed (ie. rockets, Taggins, grenades).

### **Facility Etiquette**

1. No food is permitted anywhere except in the Staging Area.
2. No drugs or alcohol are permitted on premises.
3. Do not enter the facility under the influence of any drugs or alcohol.
4. No smoking, vaping, e-cigarettes, etc inside the building.
5. No blatantly inappropriate clothing, accessories, patches, or attire.
6. Police your trash.

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