

JTC Tactical Facility Rules

- *All persons moving throughout the field need to have a waiver on file and approved eye protection on.*

(Including observers, photographers, and any additional non-player personnel.)

- *This is a no conflict field!! There will be no bullying, rough housing, foul language, or physical/mental intimidation at any time.*
- *Fighting, Stealing, and Toxic behavior will not be tolerated PERIOD!*
- *We fully support the 2nd Amendment, but we will not allow any real firearms to be out of your locked vehicle while at the facility.*

(If you are seen with a real firearm out of your vehicle on the property you will not be allowed back.)

(Replicas look real!!!!)

- *All players must wear full sealing ANSI Z87.1 rated goggles, glasses, or paintball mask. Eye protection must always be worn while on the field.*
- *NO Mesh goggles.*
- *Players will be allowed to use only airsoft specific guns.*
- *ONLY USE BIODEGRADABLE BBs!*
- *NO RED, YELLOW, ORANGE CLOTHING CAN BE WORE ON THE FIELD THESE ARE RESERVED FOR FEILD STAFF.*
- *All participants are encouraged to have hard sole and ankle protection footwear I.E. Boots, hiking shoes, high-top work shoes etc...*
- *All participants must be 10 years of age or older.*
- *All Players under 12 years old must have a parent or guardian playing with them.*
- *ANY PLAYER UNDER 18 MUST HAVE A PARENT OR GUARDIAN SIGN THEM IN.*
- *Lower Face protection are Required for all participants Under the age of 18.*
- *While in the staging area/safe zone Pistols must be holstered and all other weapons must be on safe, have the magazine removed, & the chamber cleared.*
- *While in the staging/safe area you may dry fire your weapon to ensure it is working properly.*

- *There is to be no live fire anywhere within the staging area other than the chrono graph station / Shooting Range.*
- *There will be no use of Drugs or Alcohol while playing at our facility.*
- *Field modification is prohibited unless approved by Field Staff.*
- **DON'T PUNCH HOLES IN WALLS OR BREAK ANY GLASS FOR ANY REASON.**
- *Do not vandalize the property or you will be Arrested.*
- **If you have a problem with the decisions of staff for any reason, use the Chain of Command and bring the problem to the owner.**

Field Rules

- **Field boundaries will be marked with 3 different identifiers: 1) 4ft orange netting, 2) Solid orange flagging.**
(1 & 2) All of them mark a field boundary.

(1 & 2) These are No-Go, Mags out/Safety ON, No Fire, High Caution zones. These show the edge of the play area and/or the property line which are no-go zones or mark the field edge going into the safe zone.
- **Do not Cross any fences or No-Go boundary markers. (Orange netting or solid orange flagging)**
This is for the safety of you and others!
- **ANYWHERE WITH ORANGE NETTING, CAUTION TAPE, OR ORANGE SPRAY PAINT IS MARKED FOR YOUR SAFETY. STAY OUT! BE SMART!**
 - **SPAWN POINTS ARE NOT ATTACKABLE, DO NOT SHOOT INTO OR OUT OF THE SPAWN POINT.**
 - **DO NOT BARRICADE DOORS, LOCK DOORS, HOLD DOORS CLOSED, OR KICK DOORS OPEN.**
- **Do not crawl under or over any barricades, buildings, or decking on the field.**
- *No shooting through murder holes less than 6" inches in diameter or gaps less than 6" inches long.*
- **No Blind Fire!**

(Players must be aiming down the sites and have clear line of site to fire replica)
- **DON'T OVERSHOOT PLAYERS OR INTENTIONALLY AIM FOR FACE/HEAD SHOTS. BE NICE!!**
- **Sportsmanship is expected! Please call YOUR OWN hits! DO NOT BOTHER TO CALL ANOTHER PLAYER HIT – MIND YOUR OWN HITS!**

- *Not calling your hits is cheating, and will not be tolerated, period.*
- *If you suspect a player is not calling their hits, do not take matters into your own hands.*

(Please bring this to the attention of field staff.)

- *All players must have a large “Dead Rag” of RED material and/or a “Dead light”.*
 - *Dead players do not talk!*
- (When hit yell “HIT”, and put your dead rag over your head and go to respawn)***
- *Airsoft is about HONOR, failure to play in an honorable manner will result in possible ban from the field.*
 - *When in Doubt Call it out! If you question if you are out call it.*
 - *There is No Surrender rule at our field however it is good sportsmanship to offer this option to a player you have the drop on.*
 - *Excessive rule violations will result in permanent BAN from the field, without refund.*

Weapon Restrictions

- *No Full Auto except by approved weapons.
(Pistols, SMGs, & LMGs)*
- *No Binary*
- *3 – 5 Round Burst Allowed with 50ft Engagement distance.
(Cannot be Used inside of a building)*
- *All weapons must be submitted for inspection to the safety officer at the chrono. Each player will be asked to fire a minimum of 3 rounds across the chronograph.

(Note: that players may be asked to chronograph at any time during the day)*
- *HPA guns will be chrono graphed with 0.32g BBs and will be turn locked and can be Chrono graphed at any time even on the field.*
- *Full Auto Pistols & SMG’s Airsoft weapons must be chrono graphed at or under 350 FPS / 1.1j with 0.20g BBs. 10ft Minimum Engagement Distance (MED) is required for such weapons.

(Full Auto Pistols & SMG’s may use full-auto operation, but no more than 40 RPS)*
- *All Rifleman Class Airsoft weapons must be chrono graphed at or under 400 FPS / 1.5j with 0.20g BBs. 0ft Minimum Engagement Distance (MED) is required for such weapons.*

- Designated Marksman Rifles (DMR) have a max 450 FPS / 1.8j limit with 0.20g BBs and has a 50ft Minimum Engagement Distance. DMRs cannot be used to engage targets within the same building. **(Examples of DMRs are: M16, M14, G3, SVD)**
- Squad Support Weapons (SSW) have a max of 450 FPS / 1.8j with 0.20g BBs and a 50ft Minimum Engagement Distance.
- SQUAD SUPPORT WEAPONS may use full-auto operation, but not more than 40 rounds per second. SSWs may use any number of High-Cap magazines that carry a maximum of 3000 rounds combined (1x 3000rd, or 2x 1500rd, etc.)
- SSW CANNOT be used to engage targets in or on the same building.
(SSW examples are: M249 SAW, M240, M60, PKM, RPK, etc.)
- Sniper Rifles have a max 550 FPS limit with 0.20g BBs and have a Minimum Engagement Distance of 100 feet. Snipers cannot be used to engage targets within the same building.
(Sniper Rifles may only be either bolt action or single action and incapable of semi or full auto)

Special Weapon rules

- Field Staff reserves the right to refuse use of special weapons at any time.
(Lights, Lasers, Tracers, Nods, DMRs, Snipers, SSWs, Launchers, & Riot Shields ETC...)
- All Special Weapons must be inspected by Field Staff before being allowed on the field.
- Shower shells M203 & 40MM Rounds are allowed for full field use.
- Master Key Rounds aren't allowed Indoors and must have a 50ft Minimum Engagement Distance.
- Launchers/Heavy Weapons - A player may only carry one Heavy Weapon and may carry up to 12 grenades/rockets for that weapon. Heavy Weapons have a Minimum Engagement Distance of 50 feet.
- Only FOAM/STAFF APPROVED projectiles can be used with Launchers on the AO.
(CHECK WITH STAFF BEFORE USING ANY Launcher SHELLS OR ROUNDS)
- If a foam Ball or Rocket hits the ground within 15ft of you and there is not Hard cover between you and the grenade/rocket you are out. Call hit and go to respawn.
(Hard Cover: Walls, Cars, Grill, Propane Tank, Oil Tanks, etc.)
(Not Hard Cover: Furniture, Tires, Barrels, Bushes, Your Buddy, etc.)

(Grenades are expensive!! Call Your Hits!!)

- Only Custom Riot Shields are allowed but only stop BB's.

(If a bb hits you anywhere on your person you are down)

- Any Grenade or Foam Rocket within the 15ft of a riot shield is a kill.
- KNIFE KILLS MUST BE DONE ON THE BACK AND WITH ONLY A RUBBER WEAPON AND MUST BE A SIMPLE TAP ON THE BACK.
- DO NOT DO ANY AGGRESSIVE MOTION WHILE PERFORMING A MELEE KILL.
- IF YOU ARE KILLED WITH A KNIFE ITS SILENT SO DON'T YELL OR MAKE NOISE JUST QUIETLY WALK BACK TO RESPAWN.

Blind Man

- In the event of a player losing their goggles every player within the vicinity must call "blindman".
- Upon hearing "blindman", each player is to cease play, safe their weapon, and repeat calling "blindman". Do not move, do not fire.
- Play shall resume once event staff have cleared the situation and all players are safe to continue.
- In the event of a player losing their goggles, the player must cover their face and keep their head down until another player or staff can assist them in recovering their eye protection.
- Do not move till field staff has given all clear!

Real World

- THIS IS ANY REAL-WORLD INJURY, FIRE, OR EMERGENCY SITUATION.
- Upon hearing "REAL-WORLD", each player is to cease play, safe their weapon, and repeat calling "REAL-WORLD". Do not move, do not fire.
- Play shall resume once event staff have cleared the situation and all players are safe to continue.
- Do not move till field staff has given all clear!

