



NPF Airsoft – Bassetts Pole, Birmingham SITE RULES

Welcome to NPF Airsoft. We kindly request that all players read through the following site rules and regulations in preparation for game days. Here at NPF we want to encourage fair play, honesty and good sportsmanship with safety being of paramount importance. Certain rules may be subject to change depending on gameplay however these will be highlighted during the on-site briefing on event days if necessary. If you have any questions then please feel free to contact us or speak with a marshal on the day. Thank you

SAFETY

- 1) Eye Protection is Mandatory at all times outside the safe area.
- 2) Any players who are under the age of 18 **MUST** wear full-face protection. It is recommended that full-face protection be worn by way of a paintball style face mask or a mesh face mask. NPF will provide full face protection for all Rental players. As a minimum, suitable CE approved shooting glasses must be worn. We do recommend and advise full face protection to be worn by all players.
- 3) All players must adhere to NPF site weapon FPS limits at all times :-

SITE FPS LIMITS

AEG's, shotguns and pistols – 350 FPS

DMRs – 450 FPS*

Bolt Action (spring or gas) – 500 FPS*

*For weapons over 350 FPS there is a minimum engagement distance of 30 metres.

HPA weapons should be locked

- 4) All weapons including pistols / sidearms must be chronographed and tagged prior to entry to the game area. There is a designated firing range for the checking of guns. If your gun is not tagged you will not be allowed into the game zone. All rental guns will be checked by NPF staff. The chrono point will be open early and we recommend that you chronograph as early as possible. The chrono station will close for the safety briefing and re-open again afterwards.
- 5) Strictly **NO RENTAL** guns allowed in the safe zone - please leave all rental markers at the NPF armoury point
- 6) No Dry firing in the safe area at any time - there will be a zero tolerance approach to players firing weapons in the safe zone. Any testing / display of weapons should be carried out at the designated firing range only
- 7) Magazines must only be inserted into guns when you have reached the chrono / firing range and game area.
- 8) When returning to the Safe Zone, magazines **MUST** be removed **BEFORE** entering and the weapon discharged to remove BBs in the breach / hop up. This applies to **all** weapons, pistols included. Designated weapon discharge points will also be in place - please use them
- 9) No mags in weapons within the safe zone. Pistols **MUST** be holstered. Shotguns / Snipers should not be cocked in the safe zone.

GAMEPLAY

11) NPF Airsoft operates a strict fair play policy. Any Aggressive / Abusive behaviour or bad language will not be tolerated. Players ignoring this rule risk being ejected from the game and in extreme cases being ejected from the venue - no refunds / credit will be given

13) TAKE YOUR HITS - When hit anywhere on your person you must raise your arm/weapon and call HIT immediately particularly when in cover- do not loiter - you may get shot again and it may also suggest to an opposing player that you are cheating. .. Ricochets do not count, but if you are unsure, take it as a hit.

12) If you witness or suspect a player of cheating, please inform a marshal immediately. Do not approach the player and start hurling insults and accusations.

13) Depending on game-type, when you are HIT you will then have to do one of two things:

a) Head back to your designated respawn point, keeping your arm/weapon raised until you reach that respawn point, touch it and then return to play. Lowering your arm/weapon before reaching your spawn point is inviting yourself to get shot, so keep it up! Try to avoid crossing any lines of fire and be aware you may get shot still if you do. It happens. Don't lose your temper over it.

OR....

14) MEDIC RULE - marshals will indicate if and when the medic rule is in play:-

b) Keeping your arm/weapon raised, you may call for a medic to come and revive you. While you are waiting for a medic, you are classed as "unconscious", and cannot divulge information to other players about enemy locations. This includes over comms. If you receive crossfire while waiting for your medic, because a team-mate kindly decided to hide behind you, feel free to take a few steps out of the line of fire.

Designated Medics will be carrying a maximum of 6 bandages with them. When they reach an "unconscious" player, they must tie a bandage around the player's **arm** (wrist is allowed, but no other limbs!). When done, the player must then make a **slow** 30 second count before calling BACK IN and resuming play. If that player is then shot again, they must then raise their arm/weapon and return to their respawn point, remove the bandage and then proceed back to play.

If the medic, **or the player who is being revived by the medic**, is shot before they can finish applying the bandage, or shot at any other time during the game, they must call HIT and then stand with their arm/weapon raised. They can then choose to respawn back at their spawn point straight away, or wait for another medic to respawn them. Medics CANNOT use bandages on themselves.

If a medic runs out of bandages, they can either continue play without bandages, or return to their spawn point at any time to collect more, up to a max of 6.

Bleed-Out Timer - **2 minutes**. A player (excl. medics) must wait **at least** 2 minutes before they can choose to 'bleed out' and return to their designated respawn point if they believe a medic will not get to them in due time.

15) There is no BANG BANG or "Surrender" rule in effect. If you "get the drop" on someone, but choose to give them a chance to surrender and take the hit, they are **not** obliged to do so and may return fire. However, as that person, if you DO surrender, then you must stick by it. You cannot call HIT and then decide to turn round and shoot that person because they 'technically' didn't shoot you.

16) No blind firing. You must be able to see down the full length of your weapon before firing

17) Knife kills are permitted but it must be with a suitable replica, preferably rubber which bends through full 180 degrees. Please no ACTUAL knives. If you are eliminated by anyone in this manner it is classed as a silent kill. You do NOT call out HIT on this occasion and medics CANNOT revive you. You must head straight back to a respawn point

18) Shooting in buildings. If you are clearing a building. You must be in **semi auto**.

USE OF PYRO

19) NPF permits the use of Enola Gaye pyrotechnics only. EG pyro items are available to purchase on site and we also permit players to bring their own EG pyro.

20) If caught within a 3 metre radius of any explosives/pyros going off, you are eliminated (UNLESS behind hard cover)and CANNOT be revived by a medic, you must head back to your respawn point straight away. With regards to buildings, explosives/pyros have an effective range of one room killing everyone inside

21) TRMRS/BFG's - We permit the use of these with a primer/ percussion cap limit only. **TRMRS/BFG's must be thrown underarm and in a downward direction only.**

If you are in doubt as to whether any pyro you have is permissible please speak to a member of staff prior to game start.

EMERGENCY PROCEDURE

22) Make marshalls aware of any medication you may need / carry during gameplay.

23) Make staff aware immediately of any injuries that occur

24) In the event of an emergency during the game you will hear 3 sharp whistle blasts. At this point play should cease immediately – players should take a knee and await further instructions. An air horn blast will indicate that play can resume OR players will be asked to clear the area.

GENERAL

22) No food or drink to be consumed in the game areas

23) Strictly NO SMOKING in game areas at all times. Smoking in designated areas of safe zone only

24) Please use Litter bins provided and keep your area tidy

25) All players must sign a waiver. Players under the age of 18 must have a waiver signed by their Parent / Guardian

For any further information please feel free to speak to any member of the NPF Airsoft crew or

call us on 0121 323 1000