

# PLA Rules of Game Play

Airsoft is meant to be a fun game. Rules are designed not to restrict but protect the safety of participants and ensure each player has a good time. In developing these rules, we tried to cover realism, game play and safety.

## Velocity Limits

350 fps limit with .2 gram BB for all indoor CQB style games.

400 fps limit with .2 gram BB for all full-auto airsofts.

500 fps limit with .2 gram BB for all semi-auto sniper airsofts.

550 fps limit with .2 gram BB for all semi-auto sniper airsofts.

## Personal Protection

Goggles **REQUIRED**. Impact rated (meets or exceeds ANSI standards) fully sealed goggles must be worn at all times on the game fields. Safety or shooting glasses are not acceptable substitutes.

Full face protection **RECOMMENDED** - either a balaclava or a full face mask that covers both your ears and mouth – recommended to be worn at all times on the game fields.

## Minimum Shooting Distance

**No shooting less than 10 feet.** At distances less than 10 feet, you may use the bang-out rule on other players by pointing your weapon at an opponent and shouting “bang”.

## Surrender

In outdoor, or non-CQB situations, an order to surrender can only be given *within 5 feet and from behind*. All players ordered to surrender **MUST COMPLY**. It is conceivable that player can sneak up to within 5 feet of a group of players and order all of them to surrender.

## Eliminations

Any hit from a BB anywhere on your body is an elimination.

Gun hits do not count.

- Ricochets count. Any hit from a BB ricocheting off an object close to you (wall, tree, your gun, etc.) counts.
- Friendly fire (hits from teammates) counts.
- In the event of an elimination, the eliminated player must yell "HIT!". No false calls.
  - If the area is clear, the eliminated player immediately exits the playing area in the most direct route possible. Either hold both hands or your airsoft above your head. If necessary, call out "HIT!" numerous times to prevent from being shot again. It is also allowable to place a red “kill rag” on your head.
  - If the area is "hot", the eliminated player(s) lay down on the ground and wait. It may be necessary to keep yelling "HIT!". When the area clears, exit as described above.
  - While exiting, the only word from an eliminated player must be "HIT" and nothing else. Dead men tell no tales.
  - Eliminated players may leave equipment at the spot of elimination for use of the "surviving" members. This is at the discretion of the eliminated player. Equipment must be retrieved at the spot where the player was eliminated.

### A note on identifying hits:

When you THINK you may have gotten hit by a BB you should declare yourself hit and walk off the field. Sometimes it is VERY hard to tell if you have been hit. However, if someone fires a full-auto burst at you and you have nothing but soft cover (ie bushes, tall grass, etc) you probably got hit and could not tell. About the only exception is if you are lying prone on the ground and facing your attacker. Since about the only thing you have exposed is your head feeling a BB hit is MUCH easier and much less debatable.

## Pyro/Grenades

All pyrotechnics subject to prior approval before use. Use of unauthorized devices is subject to immediate dismissal and disbarment from future events.