

## **Future Survival CQB: Airsoft Rules**

### **Safe Zone:**

- No magazines in guns.
- Guns must be on safety.
- No dry firing.

### **Arena:**

- Eye protection must always remain on.
- No blind firing—always aim properly, even behind rubber strips.
- No full auto, burst, or binary firing modes.
- No pyro or flashbang or impact grenades.
- Call “HIT” loudly when shot, raise your hand, and head to the respawn area.
- Shout “Dead Man” when returning to respawn to indicate you're out of play.
- Do not shoot through curtains/rubber strips/netting on ramp.
- Use “BANG” for silent kills at point-blank range.

### **Emergencies:**

- If a player’s eye protection comes off, shout “Blind” and keep repeating it until the marshal secures the situation. All players must place their guns down and echo “Blind” on hearing this.
- If a marshal shouts “GUNS DOWN,” immediately place your gun down without question.

### **Behaviour:**

- Drugs or alcohol are strictly prohibited on site. Being under the influence will result in immediate removal and a ban.
- Cheating is not tolerated.
- Do not call others out for cheating. Speak to a marshal or staff if there are issues.
- Any aggression towards others, including staff, will result in removal and a ban from the site.

### **Game Play**

- Shooting: don’t over-shoot, there should not be a point where you pull the trigger more than twice when trying to hit a single person.
- Don’t shoot through gaps you can’t fit your head through.
- Gun hits and rebounds don’t count.
- Friendly fire: if shot by a teammate, the shooter must take the hit.
- Grenade hits: players within a 3-5M radius are out, even behind barrels—only walls provide protection.

### **General Rules:**

- Only open or close doors if instructed by a marshal.
- Dead players must remain silent.
- Do not pretend to be on the opposite team.
- Guns are not allowed outside the building.
- In the event of a fire alarm, put guns down and meet outside at the designated area (outside hospital).
- Lasers must be red and not pointed towards people’s face
- Torches are fine; however, we will need the first game to allow people to notify us if they have anything like epilepsy
- Anyone under the age of 18 must have a full head gear including helmet also ear cover and have a chest plate on.