



Field Rules & Regulations

2021 Revision

Ignorance of the rules is no excuse. Bad attitudes are never tolerated. Outbursts during play will get you respawned or worse. All Advanced Action Sports Staff decisions are final.

Section 1: Eye & Face Protection

- Full seal eye protection (defined as an ANSI z87.1 compliant lens with a face seal, with the greatest gap between the two being <6mm) with retention strap is required and must be on before entering the playing field."
- Under 18 must wear a full paintball mask or full seal goggles with mesh covering the nose and mouth.
- Over 18 it is still recommended to wear a full paintball mask, balaclava or mouth guard to protect face and teeth.
- Mesh goggles, ski goggles and shooters are NOT, NEVER have been and NEVER will be allowed at Advanced Action Sports.
- Do NOT remove your eye protection or break the seal between them and your face while on the playing field. Fanning and wiping the interior lens is expressly forbidden.
- If you lose your eye protection in game; wrap one arm tightly around your eyes while raising your other hand over your head. Do NOT uncover your eyes for anyone other than a member of Advanced Action Sports' staff. If you see someone in this position, call "CEASE FIRE" and contact a staff member.

Section 2: Gun Safety

- Un-holstered guns MUST use Advanced Action Sports approved barrel bags.
- Barrel bags must be on securely any time gun is outside the playing field.
- While in the break area: gun must be cleared (before getting to field, and before exiting the playing field, every time) mag out, barrel blocker on.
- Dry firing may only be done in the break area if the barrel bag is on and with the muzzle inside an enclosed container, for example: guns or gear bag. Do not abuse this privilege.

- Advanced Action Sports is a Bio-Degradable BB field only Maximum BB weight is 0.30 gram. Glass, metal or altered BB's are not allowed.
- ALL GUNS MUST BE CHRONOGRAPHED BEFORE USE IN PLAY.
- Once a gun is chronographed it must be used in the same state it was chronographed in.
- Guns that are modified after chronograph (cylinder change, spring swap, hop up level change, barrel length change, FCU reboot, suppressor removal, etc.) must be chronographed before use in play.
- Field limit is based on 1.5 Joules (400 FPS with a 0.20 gram BB, 380 FPS with a 0.23 gram BB, 360 FPS with a 0.25 gram BB, 340 FPS with a .28 gram BB, and 330 FPS with a 0.30 gram BB.
- Green Gas, CO2 and compressed air are the only types of gases allowed in our facility.
- Modifications to a gun that potentially allow a gun to mimic burst and full auto while in semi auto are not permitted. Examples include binary triggers, hair triggers, dual sector gears and paintball-length extended triggers.
- All guns must have a trigger guard.
- If you feel someone has a hot gun, step out of play and identify the person in question to the Advanced Action Sports' staff. You will both be out of play until the situation is resolved.

Section 3: Round Accountability

- Advanced Action Sports is a semi-automatic or pump field only. Full auto is never allowed.
- Head shots are allowed and do count, but please aim elsewhere whenever possible.
- Under no circumstances is anyone allowed to blindly fire around corners or through openings.
- Do not shoot over the field boundary line.
- We are aware that accidents happen. You are responsible for notifying Advanced Action Sports' Staff of any damage you may have caused. Failure to do so will label the damage as vandalism and may get you banned from the field.

Section 4: High Risk Engagements (HRE's)

- If you engage, or by your own placement, require other players to engage you, under 10ft, it is considered a High Risk Engagement.
- HRE's have a NO COMPLAINT rule. Do not enter this engagement zone if you are not willing and prepared to deal with the consequences of your own or other's actions in an intense and sometimes brutal environment. Attitudes, fits or gripes will not be tolerated and will result in a respawn or worse.
- If you are eliminated during a High Risk Engagement, immediately drop to a knee and place your hand on top of your head, remaining dead in place until the engagement is over.
- Meat shields can and do happen.
- Advanced Action Sports does not use safety kills, only knife kills which are allowed by hand or rubber melee weapon, avoiding the head and genitals.

- Tornado and Thunder B kill all in a single room upon detonation in a building. They also carry a 10 foot blast radius if detonated in the open.
- All grenades must be used as directed by the manufacturer. Filling or modifying a grenades is not allowed.

Section 5: Eliminations

- Any direct hit to the person, gun or gear is considered a hit.
- Friendly fire counts, ricochets do not if you are 100% sure it is, in fact, a ricochet.
- If you are unsure of a hit, call it a hit.
- If you see a teammate get hit, and the teammate is unaware, make them aware.
- If you are hit, you are required to stop play and communications immediately.
- Eliminated players may only talk to other eliminated players. As soon as you are “dead”, the only words out of your mouth, to a live player, should be “HIT” or “OUT”. No radio communication with anyone other than Advanced Action Sports Staff is allowed. Further communication will result in elimination of additional nearby teammates.
- You may, but are not required to, notify other players you are eliminated by yelling “HIT” or “OUT” three times in a loud voice.
- A gun over your head, a hand on your head, or a dead rag on your head, is indication of an eliminated player. If you are heading back to respawn, or are out of play for any reason and need to exit the field, indicate you are out of play by saying loudly "DEAD MAN WALKING" until you have reached your spawn or the field exit.
- If you do not indicate you are eliminated, you are still very much a target.
- If you are dead and still being hit, raise BOTH hands over your head and move up to 10 feet from the initial point of elimination. Shooters may be aiming for another target (real or imaginary) and you are simply in their crossfire.
- Yelling at someone to call their hits is ineffective and NOT allowed. If you feel a player is not calling their hits, step out of play and identify the player in question to an Advanced Action Sports’ staff member immediately and in person. You will both be out of play until the situation is resolved.
- Tactical ballistic shields are not allowed. There is an UNENFORCED surrender rule. Asking for a surrender does not require the person to do so, and High Risk Engagement rules apply.

Section 6: Respawn

- Engagement of the enemy spawn point in transit (while moving) is allowed.
- Engaging an enemy spawn point for longer than 60 seconds will be considered spawn camping, which is not allowed.
- Protection of a spawn point is the responsibility of the defending team, not the staff.
- Spawn points may be guarded by those inside the respawn. Players inside respawn are considered Turret Gunners and are invulnerable but must remain inside spawn and may only return semi-auto fire when the spawn point, or respawning players, are fired upon.

Section 7: General Field Regulations

- Advanced Action Sports. Staff channel is 1.0 on FRS radios.
- Notify field staff if you are asthmatic and where your rescue inhaler is located, diabetic and where your insulin is located, have life-threatening allergies and where your epi-pen is located, wear or have implanted medical devices such as pacemakers or insulin pumps, have any illness or condition that may arise during your time at Advanced Action Sports, or are on any prescription medication containing impairment warning labels. You do not need to disclose the name of the medication, only the type of possible impairment such as drowsiness.
- Tobacco or Vapor products are not allowed in the break area.
- No replicas are to be brandished or visible outside.
- Advanced Action Sports reserves the right to approve all items allowed on the premises.
- Alcohol, firearms, fixed blade knives, machetes, axes, lasers above 5mw, extremely high powered flashlights, smoke grenades, pea grenades and other pyrotechnics, pneumatic launchers, and illegal items including drugs are prohibited.
- Do NOT climb, ram or use as targets, the buildings, structures or props.
- Doorways are for entry and egress only. Windows can only be used to shoot through or pass equipment, not players.
- Players are not allowed to alter the field.
- Players may not use ladders for any purpose. No player may play, observe or shoot from any ladder. They are for staff use only, climbing on or boosting players is also not permitted.
- No aggressive physical or verbal contact with another player is allowed.
- Fire exit paths are marked via yellow lines.
- PA system is used to start, pause, and end games.
- If a “Ceasefire” is called, STOP SHOOTING, point your gun toward the ground, hold position, and listen for instructions. DO NOT remove your goggles.
- Only in case of emergency, players may call for and use the words “CEASE FIRE”, IT DOES NOT MEAN “HOLD YOUR FIRE”, please remember this and use the appropriate phrasing.
- Test firing guns before game start, or lack of attention, resulting in false starts will not be fixed.
- Players must start within their respawn area or they will be eliminated from the game.
- All water bottles, BB bags, co2 cartridges, and prop trash must be carried out of the playing field.
- Remember, the staging area needs to be kept clean and organized, keep your gear to the smallest footprint possible and throw-out/recycle your trash.
- General, rental, and per-game players are allowed to use the staging area only. Party Areas and VIP rooms are off limits.
- Advanced Action Sports uses an audio/video surveillance system, this system is used by our staff for training, policing and promotional purposes. So, smile your on camera!
- Advanced Action Sports reserves the right to remove individuals from its site for any reason without refund.