



## The Arena Rules

### 1. General

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#### 1.1 Compliance with Rules

- (a) You must comply with these Rules at all airsoft events or activities, including games, sponsored, hosted or organised by The Arena Limited (**TAL**), whether at its premises or another location (**Airsoft Event**).
- (b) The Rules are displayed by TAL at all Airsoft Events.

#### 1.2 Changing the Rules

TAL may amend the Rules at any time. TAL will give participants notice of any Rule changes by posting the new Rules on its website and at TAL's designated "sign in" location.

### 2. Safety

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#### 2.1 Protection

- (a) All players must wear **eye** and **mouth** protection when on the Game Field. Full face masks are preferred. Eye and hard lower guards are accepted.
- (b) All players must wear appropriate **enclosed** footwear on the Game Field at all times.
- (c) All eye protection must be **full seal**, be rated to resist impacts and have retention.
- (d) Balaclavas used in place of a hard lower guard must be approved by TAL staff before entry to the Game Field and participation in an Airsoft Event.
- (e) If you see anyone on the Game Field without eye or mouth protection in place you must immediately cease play and loudly call "**EYES**" three times. If you hear an "eyes" call you must immediately cease play and loudly call "**EYES**" three times.
- (f) All protection is subject to inspection by Referees as to suitability.
- (g) If a Referee determines that you have insufficient protection, or you are caught removing your eye or mouth protection on the Game Field, you will be immediately removed from the Airsoft Event by a Referee.

#### 2.2 Airsoft Gun Limitations

- (a) All airsoft guns, other than airsoft shotguns, airsoft grenade launchers and airsoft grenades used in an Airsoft Event must not shoot at more than **350 feet per**

**second of velocity on 0.20g, 6mm plastic BB or 1.14 joules of force.** All airsoft shotguns must not shoot at more than **1.0 joules of force.**

- (b) All airsoft guns used in weekend sessions must be capable of semi-automatic fire mode, and must only use **semi-automatic** fire during weekend sessions. Strictly no automatic gunfire is permitted during weekend sessions. Binary triggers are not permitted during weekend sessions.
- (c) High Pressure Air (**HPA**) regulators for airsoft weapons must be equipped with tournament locks which are engaged **before** entry to the field. These must not be removed during an Airsoft Event and must be retested if, during participation in an Airsoft Event, the participant chooses to change their weapon whilst using the same HPA equipment.
- (d) You must make your airsoft gun, airsoft grenade launcher or airsoft grenade available to be chronographed upon request by a Referee.
- (e) If you fail to comply with any of the above requirements you will be immediately removed from the Airsoft Event by a Referee and may be removed from the premises by TAL.

### 2.3 Game Field Safe Zone and Respawn Zone

- (a) Weapons must only be loaded and ready to fire on the game field (**Game Field**). Everywhere else is considered a safe zone (including the seating area, shop, driveway and car park) (**Safe Zone**). Once a participant receives a "hit" within the Game Field, they must return to the respawn zone (**Respawn Zone**). The Game Field, the Respawn Zone and Safe Zone are all marked on the **attached** map.
- (b) Before entering the Safe Zone:
  - (i) airsoft gun magazines must be **removed**, airsoft guns shot at the ground three times to **clear the barrel** and then put into **safety mode**;
  - (ii) all airsoft grenades, grenade launcher rounds and claymores must be **made safe** (e.g. pin in), **removed** from any launching device and **placed in a safe box** able to withstand detonation; and;
  - (iii) other equipment must be **disarmed, checked** and **made safe**.
- (c) In the Respawn Zone all:
  - (i) airsoft weapon safety must be on **safe mode**;
  - (ii) eye and mouth protection must remain on at all times; and
  - (iii) participants must remain for the duration of their Dead Time before silently returning to the active Airsoft Event (see Respawn discussed at clause 3.7).
- (d) If you fail to comply with any of the above requirements, you will be immediately required to leave the Game Field by TAL.

### 2.4 Blade Weapon

- (a) You may use on the Game Field a knife or bayonet for airsoft with a soft rubber blade no longer than 4 inches in length. The knife or bayonet must be sheathed at all times in the Safe Zone.
- (b) You must make your knife or bayonet available to be checked upon request by a Referee.

- (c) If you fail to comply with any of the above requirements you will be immediately removed from the Airsoft Event by a Referee and may be removed from the premises by TAL.

## 2.5 Alcohol and Drugs

- (a) No alcohol or drugs are permitted at TAL's premises.
- (b) At the sole discretion of a Referee or TAL, you may be refused entry to the premises if you have in your possession, or are suspected to have in your possession, alcohol or drugs or are suspected to be under the influence of alcohol or drugs.

## 2.6 Health and Medical issues

- (a) Please notify staff at sign-in of any medical conditions, including but not limited to asthma, allergies, diabetic needs, or medication requirements.
- (b) If you feel ill or see a participant in distress at an Airsoft Event immediately alert a Referee.
- (c) If during an Airsoft Event you hear a long continuous blast of the Referees whistle you must immediately cease play.

## 2.7 Smoking

Smoking and vaping is prohibited on the Game Field. You may only smoke or vape in the designated smoking area marked on the **attached** map in the Safe Zone.

## 2.8 Toilets and Personal Hygiene

Please use the toilets provided at the back of the shop in the Safe Zone (sign between the shop counter). You must not go to the toilet anywhere else on TAL's premises. Please ask staff if you are unsure where the toilet is.

# 3. Gameplay

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## 3.1 Game Field

- (a) You must remain on and within the boundaries of the Game Field when participating in an Airsoft Event.
- (b) Do not insert yourself into, or move outside of the hedge on the Game Field.
- (c) Do not climb on tyres, tables, trees, buildings, roofs, containers, or field props on the Game Field, unless there are ladders provided.
- (d) If you fail to comply with any of the above requirements, you will be immediately removed from the Airsoft Event by a Referee and may be removed from the premises by TAL.

## 3.2 Prohibited items

- (a) No firearms, live ammunition or live munitions are permitted on TAL's premises.
- (b) No metal knives, training knives, rigid blades, any soft blade longer than 4 inches, pepper spray, maces, truncheons, other hand to hand combat weapons or any other non-lethal weapons are permitted on TAL's premises. Service tools for airsoft weapons are permitted outside of the Game Field.

- (c) No improvised airsoft grenades, pyrotechnic devices, potato guns, or any compressed air launchers, or any sound grenades may be brought onto or discharged on the TAL premises at any time.
- (d) No lasers may be used on TAL's premises.
- (e) No air compressors may be used on TAL's premises to fill HPA bottles.
- (f) At the sole discretion of a Referee or TAL, you may be refused entry to the premises if you have in your possession, or are suspected to have in your possession any of the above.

### 3.3 Field Referees

- (a) Referees are the sole authority on the Game Field; they try hard to give everyone a fair, safe, and competitive gaming experience. You must treat Referees with respect.
- (b) Referees will use whistles to start and stop play at an Airsoft Event. If you hear a whistle at any time during game play you must immediately cease fire and await direction from a Referee.
- (c) You must comply with the Referee's directions at all times.
- (d) Please inform a Referee of any emergency or issues encountered in the Game Field.

### 3.4 Rules of Engagement

- (a) Aim for centre body mass (chest and lower abdominal area) and legs where possible. This will reduce on-field injuries and will avoid players being shot in the face or point blank range.
- (b) Do not throw grenades directly at players with malicious force.
- (c) You must identify your target before engaging them. Never shoot a target you cannot physically identify as the enemy.
- (d) Blind fire or blind shooting is not permitted.

### 3.5 Hit Calling

- (a) Airsoft relies on the honesty, integrity and good sportsmanship of player participants.
- (b) A direct BB hit anywhere to your body, gun, equipment, or objective (e.g. flag or objective prop) held or attached to your person, counts as a hit.
- (c) When hit by a BB ricochet which feels hard, you must call it as a hit. If and when in doubt, call a hit.
- (d) When you are hit by a BB you must loudly call "**HIT**", raise at least one hand in the air, place your weapon in safety mode, point the barrel of the gun in the air and return to the designated Respawn Zone.
- (e) Once hit you are considered dead. When you are dead, you must not talk, or give away the position of another participant in the Game Field. Discussion may resume when the participant enters the Respawn Zone.
- (f) Airsoft grenades that deploy/go off:

- (i) are deemed to hit anyone inside wooden buildings on the Game Field regardless of dividing walls;
- (ii) are deemed to hit anyone inside any shipping containers on the Game Field, unless you are shielded behind a room dividing wall; and
- (iii) are deemed to hit everyone within 2 metres outdoors within the line of sight,

provided that if in any circumstances you are hit by a BB from an airsoft grenade or are deemed to be in one of the circumstances listed above, then you are hit.

- (g) If a grenade is thrown and does not deploy/go off, it is treated as a defective grenade and must only be picked up by the grenade owner.
- (h) If two participants encounter one another in close proximity, out of courtesy and to reduce injury, one or other participant may call "**BANG**". It is recommended that you accept a 'bang kill' by calling "hit". If a 'hit' is not called in response to a 'bang kill', be prepared to be shot at close range.
- (i) If two participants shoot and 'hit' each other near instantaneously, then both participants must call "hit" and return to the Respawn Zone.
- (j) Multiple failures to call your hits or failure to comply with Rule 3.5 in any way may result in a Referee removing you from the Game Field and TAL may ban you from its premises.

### 3.6 Knife kill

- (a) You may initiate a 'knife kill' or hit by placing your hand on your opponent anywhere appropriate on the body or equipment and saying "knife kill".
- (b) If you receive a 'knife kill' you must treat it as hit and without calling 'hit', you must 'quietly' return to the Respawn Zone.

### 3.7 Respawn

- (a) "Respawn" is the action of a participant coming back to life again after 'dying' in an airsoft game and re-entering the field of play.
- (b) Dead time is 30 seconds unless specified otherwise by Referees (**Dead Time**).
- (c) Referees will designate a 'Respawn Zone' or area where a dead player must go to wait for the duration of the designated Dead Time before re-entering the field of play. The common Respawn Zones are designated on the **attached** map.
- (d) The designated Respawn Zone may not be used as part of the active Game Field. You must not shoot from the Respawn Zone and you must move outside of the Respawn Zone to re-join active game play.
- (e) Your airsoft weapon must be in safety mode at all times when you are in the Respawn Zone.

### 3.8 Multi-Storey Buildings

The upstairs levels of all multi story buildings and ramps to those levels are permanently closed.

### 3.9 Use of Game Devices

- (a) Treat all game devices provided by Referees or TAL (**Game Devices**) with respect and use them only according to the Referee's rules.
- (b) Do not intentionally shoot at or throw Game Devices without the prior permission from the Referee.
- (c) Do not capture imagery or recordings of the electronic game scoring system.
- (d) Do not remove the electronic game scoring system from its placed position on the Game Field.

### 3.10 Conduct

- (a) You are expected to act with integrity and maturity at all times when on TAL's premises.
- (b) If you become a danger to yourself, others, or to any property you will be immediately removed from the Airsoft Event or the TAL premises by a Referee or TAL Staff.
- (c) If, for any reason, you are removed from the Game Field or from TAL's premises, you are not entitled to a rebate of any fee paid to TAL whatsoever.
- (d) Whilst TAL accepts fair wear and tear to airsoft equipment belonging to TAL, should any airsoft equipment owned by TAL be damaged whilst in your control, or on your person, you may be liable to pay \$100 as a breakage fee (**Breakage Fee**)
- (e) The following conduct will result in your immediate removal from the Game Field or TAL premises by a Referee or TAL staff:
  - (i) any aggressive or threatening language or behaviour;
  - (ii) physical aggression or unwanted physical contact;
  - (iii) shooting out of play in an act of aggression;
  - (iv) theft from any persons or TAL; and
  - (v) intentional or careless damage or destruction of any property.

### 3.11 Audio Visual and Digital Media

Recording, streaming and or the use of devices capable of capturing photographs, film and any other audio or visual recorded content whatsoever (**AV Content**) is strictly not permitted by TAL at TAL Airsoft Events, unless TAL gives express prior consent and the TAL AV Agreement has been signed prior to capturing the AV Content.

### 3.12 Copyright

All copyright in the Rules is owned by The Arena Limited. The Rules may not be used or reproduced, whether in whole or part, without the prior written consent of TAL.