

Close Quarter Combat Society of Alberta PATRON CODE OF CONDUCT

This code of conduct ensures a safe, fair, and professional environment at our indoor airsoft facility. All players must read and adhere to these rules at all times.

1. Safety and Eye Protection

- **Full-Face Protection:** Full-seal goggles or masks must be worn at all times while in the arena [1]. All eye protection must be Z87.1+ rated.
- **Safe Zones:** Magazines must be removed, and chambers cleared before entering the lobby or staging area. Safety switches must be "ON".
- **Barrel Bags:** All AEG or Co2 weapons must have a barrel sleeve/sock attached when not in the active play area.

2. Velocity and Engagement Rules

- **FPS Limits:** All replicas must pass a chronograph test using facility-mandated BB weight. Indoor limits are capped at **1.27 Joules** with BB's weighting 0.2 to a maximum of 0.3 grams.
- **Semi-Auto Only:** To prevent overshooting in close quarters, only semi-automatic fire is permitted unless specified for a specific game mode [1].
- **Minimum Engagement Distance (MED):** There is no minimum engagement distance, but players are encouraged to use the "Bang-Bang" rule or aim for tactical gear when at point-blank range [3].

3. Hit Calling and Integrity

- **Call Your Hits:** Airsoft is a game of honor. If a BB strikes any part of your body or gear, yell "HIT," raise your hand or a dead rag, and return to the respawn point [1, 2].
- **When in Doubt, Call It:** If you think you might have been hit, you were hit.
- **No Blind Firing:** You must always have a line of sight over your sights when firing. Do not stick your gun around corners or over cover without looking [3].

4. Player Conduct and Sportsmanship

- **No Aggression:** Physical contact, verbal abuse, or "trash talking" other players is strictly prohibited and will result in immediate removal [2].

- **Don't Dispute Hits:** Do not yell at other players to "call their hits." If you suspect someone is cheating, notify a referee or marshal immediately [1].
- **Listen to Referees:** Marshals have the final say on all rulings. Disrespecting staff is grounds for a permanent ban.

5. Equipment Restrictions

- **No Pyrotechnics:** Smoke grenades and flashbangs are prohibited unless they are reusable "blank firing" devices approved by staff [1].
- **Lasers:** Only Class 1 (eye-safe) red lasers are permitted. Pointing lasers at a player's face is prohibited.
- **Bio-BBs Only:** We require the use of high-quality, non-recycled BBs to maintain floor cleanliness and equipment longevity.
- **Shield use:** shields are not to be used unless a specific game mode allows for the use of a shield by both teams. Only melee weapons or small side arms are permitted when using a shield. When shouting the shield must be lowered or moved to expose a large portion of the upper torso

Acknowledgment: By entering the arena, you agree to these terms. Failure to comply may result in a warning, game suspension, or expulsion without a refund.