

1. Honor

Call your hits! Any impact on your body, gear, or weapon counts. Upon being hit:

- Loudly call “HIT!”
- Raise your weapon, pull your red rag, and head to respawn.
- Follow spawn rules and stow your red rag when back in play.

2. Dead Players

Dead players don’t talk, give away positions, or scout.

3. Hit Calling

Never call others’ hits! If an issue arises, contact Game Control or your Team Leader with clear identification.

4. Eye Protection

ANSI-Z87 or airsoft-rated eye protection must be worn at all times. Ensure a snug fit. Players under 18 are required to wear full face masks.

5. Red/Dead Rag

Red Rag must be carried and used at all times. If one is hit, red rag must be displayed.

6. Safety Calls

Stop all action and stand non-combative for:

- **CEASE FIRE:** Non-participants or game stoppage.
- **BLIND MAN:** Eye-pro damaged/unusable.
- **REAL WORLD MEDIC:** Serious injuries (rolled ankle, broken bone, etc.). Only First Responders and Game Control move during these calls.

7. Melee Weapons

Rubber/plastic/foam melee weapons only. Light slashes/taps allowed. Kills are silent; raise your arm and pull your red rag.

8. Blind Fire

You must see where your barrel points. No shooting blindly around cover.

9. Grenades

Rubber/plastic/foam grenades only; no smoke or heat-emitting grenades.

- Grenades: 15ft blast radius unless blocked by hard cover (walls, large trees).
- Players can carry up to 2 grenades per life.

10. Grenade Launchers

Foam/plastic rockets only, with MAG Council approval.

- **Single-Shot Launchers:** Max 4 shells per life. 15ft blast radius.
- **Multi-Shot Launchers:** Full load per life, no field reloads.

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Reminder:

Weapon Limits

- **CQB:** $\leq 1.14j$, semi-only within 20ft.
- **Rifleman:** 1.14-1.6j, 20ft minimum.
- **DMR:** 1.61-2.3j, single-fire only, 50ft minimum, mid/real caps only.
- **Sniper:** $\leq 2.8j$, single-fire, 100ft minimum.
- **Belt-Fed:** $\leq 1.9j$, box mags only, 50ft minimum.