

BLACK THORN AIRSOFT (BTA)
RULE BOOK:

The following is a complete list of rules pertaining to BTA.

It contains the following...

FORUM RULES
DISCLAIMER
ATTENDANCE REQUIREMENTS
SAFETY RULES
COC (Code of Conduct)
ROE (Rules of Engagement)
&
LEGAL RIGHTS

Everything a BTA player needs to know about the BTA web presence and events can be found here and on the individual game posts.

There are no hidden or hard to find rules scattered about.

If it is not found here on the event post, you need not worry about it.

If this is too much to read or remember, please feel free to not bother attending BTA events!

BTA command reserves the right to alter our RULES as we see fit.

Participants at BTA events are required to review the rules before attending each event.

It is irrelevant how long you have been playing airsoft, or who you have played with before, at BTA events attending players will adhere to BTA rules! No exceptions!

BLACK THORN AIRSOFT (BTA)

FORUM RULES:

We here at BTA do not consider ourselves an online airsoft group; we would rather play the game. Nevertheless, we do recognize the value of having a web presence.

Therefore, the following rules apply...

POSTING ETIQUETTE:

Contain topics to AIRSOFT. There are plenty of “real steel”, political, religious, etc... pages out there. Go to them to talk about those things!

No “derailing” threads. Stay on topic. If you want to talk about something different start a new thread!

If you do not have or have not had an item in question... BUTT OUT!

It is not productive to hear about what you THINK about a product you have NEVER HAD!

Let those who KNOW answer.

Allow BTA Command and BTA-Team members to answer questions concerning the BTA club, rules, schedules, etc...

No insulting, be civil.

BTA does not condone “trash talk” about other airsoft clubs, teams, retailers, locations, and/or individuals.

BTA WILL NOT TOLERATE ANY KIND OF BIGOTRY OR RACISM! Those who post it in any way will be removed, permanently... PERIOD!!!

The internet, particularly “social media” contains enough negativity. If you do not like what the topic is about or agree what is being said, do not read it or participate in it. Not everyone else needs to hear your opinion. Butt-out! ...it is that simple!

“Humor” is subjective... inappropriate comments will be deleted, repeat offenders will be removed.

BTA has “editor” control over posts; anything/anyone that is problematic will be removed... period! Not “locked” and no last words! In a word... Behave!

EVENT QUESTIONS:

READ THE ENTIRE EVENT POST BEFORE ASKING QUESTIONS! Chances are the answer to your question has already been covered.

Only post questions about BTA events on that specific event’s page.

ADVERTISING ON BTA FORUMS:

This is not a Utah community airsofting board! BTA is not interested in having other clubs/teams, post their pages and games on our forums. This policy also applies to retailers, manufacturers, locations, and private services advertising. Only BTA approved advertisers are permitted to promote their products and services. Any retailer/manufacturer interested in advertising to the BTA community may contact us regarding sponsorship with advertising permission.

FOR SALE POSTS:

Absolutely NO “FOR SALE”, Trade, & “In Search Of” posts permitted!

RETAILER REVIEWS & CRITIQUES:

BTA allows players to review and discuss airsoft retailers freely, particularly the local stores. Reviewers must stick to actual facts relating their own experiences with retailers, and refrain from opinions of places and products they have not used. Bullying someone else’s opinion is prohibited! Retailer responses are not welcome, contact the reviewer privately to exercise “customer service” and resolve issues.

Not following, questioning, or complaining about BTA forum policy will simply get you removed from the pages!

BTA - BLACK THORN AIRSOFT **WEB CONTENT DISCLAIMER:**

The information contained in the BTA – Black Thorn Airsoft web site and official BLACK THORN AIRSOFT (BTA) Facebook group is provided as a public service to the airsoft community. The contents are subject to periodic change. Information represented on the BTA's website and Facebook group is not intended to replace official sources. Although every attempt will be made to ensure that the information is accurate and timely, the information is presented "as is" and without warranties. Information contained on the BTA's website and Facebook group should not be mistaken for legal advice. Information contained herein should not be considered error-free and should not be used as the exclusive basis for decision-making. Use of website information is strictly voluntary and at the users sole risk.

Other resources linked from these pages are maintained by independent providers. BTA does not monitor all linked resources and cannot guarantee their accuracy. Statements, views and opinions included in an independent provider's material are strictly those of the authors. These views may not necessarily represent the opinions or policies of BTA, its Command Team, or its members. All questions regarding specific contents of the BTA's website and Facebook group should be directed to BTA Command Team at blackthorn@blackthornairsoft.info.

The statements and opinions expressed on BTA's website and Facebook group are those of the authors and/or contributors, and are not necessarily those of the BTA, its Command Team, or its members. Further, BTA makes no claims, promises, or guarantees about the absolute accuracy, completeness, or adequacy of the contents of the BTA web site and Facebook group and expressly disclaims liability for errors and omissions in the contents. No warranty of any kind, implied or expressed, or statutory, is given with respect to the contents of this website or its hyperlinks to other Internet resources. Reference in this website to any specific commercial products, processes, or services, or the use of any trade, firm, or corporation name is for the information and convenience of the public, and does not constitute endorsement, recommendation, or favoring by the BTA, its Command Team, or its members.

BLACK THORN AIRSOFT (BTA) **ATTENDANCE REQUIREMENTS:**

BTA welcomes all players!

To attend... simply read the entire BTA official RULE BOOK.

If you agree with these terms print, fill-out, and bring a signed copy of the WAIVER out to our next meet-up-point or game location to participate. Waivers are good for the calendar year they are dated.

AGE REQUIREMENTS/RESTRICTIONS:

Players must be 18 or over with a signed waiver to participate.

Players under 18 must have a BTA waiver signed by a parent or guardian (18 or over) to participate.

Players under 16 must be accompanied by a participating parent or guardian (18 or over) both with signed waivers.

The BTA game schedule can be found on the BTA web site "GAME SCHEDULE" page and in the official BLACK THORN AIRSOFT (BTA) Facebook group "Events" menu. READ the event-posts, everything you will need to know is in there.

Players attending BTA games **MUST** join the official BLACK THORN AIRSOFT (BTA) Facebook group and **MUST** RSVP "Going" to any op they wish to attend! "Not Going" is helpful, but "Maybe" is useless! "Maybe" means "Not Going"! Any player regularly found to be not on the "Going" list and attending, or on the "Going" list and not attending will be removed from the FB group!

BTA does not publicly post or message our airsoft locations. A great deal of hard work goes into finding, securing, and maintaining a quality airsoft location. While trying not to be rude, we do not want to freely give away our fields to other activities (such as paintball, 4-wheelers, "real-steel" shooting, etc...) that are potentially damaging to the locations we enjoy using.

If you do not know the AO location, plan on being at the meet-up-point on time! Once you know where each location is, you are welcome to go directly to it.

Out of respect for the on-time/prepared players who attend our events, BTA meet-ups leave ON TIME! Make sure you are at the meet-up and ready to go before the time stated on the BTA op post. If you are late, getting gas, in the store, using the restroom... you will be left behind! NO EXCEPTIONS!

BE ON TIME!

Show respect to BTA who plan and host these events! We are not here to cater to your personal schedule! Show up on time with your gear ready to go! If you happen to be late and game is already in progress, do not assume you know what is going on... wait until the next game to join in.

****Any group of players who wish to play together are advised to BE ON TIME! If groups of friends, family, and teammates show up late, you will be split between the day's existing teams. We WILL NOT rearrange the day's teams to suit your needs and schedule!****

VISITING "TEAMS":

At BTA games "Visiting Teams" are any organized group of players who play under the same team name.

Visiting "teams" must read, learn, and follow all BTA rules... no exceptions!

At BTA events, BTA governs the event by BTA rules. If there is a problem with any or all members of a visiting team, BTA will deal with them as individuals. BTA does not recognize visiting team's leadership as BTA event authority.

BTA hosts "open" games for anyone to attend, these games are for the enjoyment of every type of player. We are not a "proving ground", "training-exercise", or here to provide "opfor" for your "team". If you will not cooperate... feel free to look into other more "team based" hosted games to attend. There are many such "teams" in Utah!

BLACK THORN AIRSOFT (BTA)

SAFETY RULES:

**** WARNING****

Airsoft is an inherently dangerous game, therefore safety is our top priority.

HOWEVER...

Simply by attending, all individuals who play airsoft with BTA agree to do so entirely at their own risk. Every individual hereby assumes full responsibility for risk of bodily injury or property damage. BTA will in no way be held liable for loss, liability, damage, or costs individuals may incur due to participation in any BTA event.

The following rules are for the safety of the players. Those who are unable to follow these rules will be considered unsafe players and are not welcome at BTA games and events.

PPE (Personal Protective Equipment)

It is irrelevant what you have worn at other group's events or at BTA events in the past. The following are the BTA PPE (Personal Protective Equipment) rules, and they will be strictly enforced! NO EXCEPTIONS!

1. All players must wear OSHA/ANSI Z87.1 rated FULL COVERAGE eye protection at all times!
2. ANY PLAYER WHO WEARS STEEL MESH EYE PROTECTION DOES SO COMPLETELY AT THEIR OWN RISK! Only high quality "mesh" eye protection is acceptable (See #6 below). BTA recommends STAMPED STEEL "mesh".
3. Prescription glasses are NOT acceptable as safety eyewear unless they are ANSI Z87.1 standard. All prescription glasses must be brought to BTA command for verification of OSHA/ANSI Z87.1 rating, and must have side-shields or be a wrap-around design.
4. ALL HOMEMADE/ALTERED PROTECTION MUST BE BROUGHT TO BTA FOR APPROVAL!
5. All players under 18 years old MUST wear a full face mask or lower face mask/proper eye protection combination. The mask must be a "hard" material, like plastic, fiberglass, mesh, etc... No cloth or foam. NO EXCEPTIONS!
6. BTA reserves the right to inspect any players PPE (Personal Protective Equipment) at our events. If BTA declares any eye protection, cheap quality mesh, or homemade protection unacceptable it may not be used at BTA events. NO EXCEPTIONS!

Additionally, BTA strongly recommends the following readily available protective gear that will help players to prevent injuries...

- Boots. (These should be common sense!)
- Lower face protection; face-hits can be very painful and leave scars, BBs can easily knock out teeth causing costly dental bills.
- Gloves.
- Knee & Elbow pads.
- Head protection such as hats, helmets.
- Shemagh/Scarf to help protect ears & neck.
- Groin padding.
- Loose fitting clothing that covers exposed skin. (Players who expose their own skin do so at their own risk!)
- All players should consider bringing extra eye protection to BTA ops.
- All players should consider bringing a simple clear and/or shaded pair of eye protection for between games, especially those who wear mesh, goggles, and full masks.

Be advised... players who choose to not wear adequate PPE can and most likely will experience painful hits and "field" related injuries.

Bring and consume water! Bring your own! Do not count on someone else to supply water.

Remove your weapons magazine and clear the action before entering the safe zone. Sidearm's should be holstered and on safe.

Learn and practice proper trigger and muzzle discipline!

Do not point your weapon at anyone unless you are involved in a game, on the battlefield, and intend to shoot them.

Do not fire at or near any person not wearing proper eye protection.

Do not fire in or through the re-spawn or designated "safe-zones". If you must test fire your weapon, take it to a designated test area.

Do not fire at non-participants. Should a "civilian" enter/approach the playing field, loudly announce to all other players "ceasefire/civilians"! Upon hearing this all players must stop and remain where they are. Play can only resume after the "civilians" are gone, and "game-on" is called out.

Do not shoot at any animals... EVER! Anyone caught doing so will be ejected from BTA games!

Do not shoot at private property, including cars, campers, buildings, farm/construction equipment, etc...

Do not shoot at BTA game-props, unless you are instructed to do so in the rules of the current game.

Should a real medical emergency arise, call for a "ceasefire/first-aid" immediately. ***NOTE* BTA has several attendees who are EMTs, military corpsmen, and have various levels of certified first-aid skills, who will be identified before game play.**

Never openly transport weapons to/from games. Carry weapons in boxes, bags, or carrying cases while transporting gear on or off the field. Do not remove your weapon from its case near any public view. Instead, carry your gear in its case to the designated staging area. **DO NOT TAKE OUT AND OR SHOOT YOUR WEAPONS AT THE MEET-UP-POINT!!!**

All players must wear some kind of military/tactical apparel or at least neutral colored clothing (To be distinguished from civilian/non-players).

Players may not wear red, orange, white, blue, neon green, pink, purple, yellow, or Hawaiian patterns! These are the colors of "Dead-Rags", Photographers, Officials, Flags, Armbands, Hostages, and Non-Combatant Players.

Absolutely no locking, latching, lashing, blocking, or forcing of gates, doors, windows! "Booby Traps" are acceptable as long as they do not physically trip or harm anyone.

All "real" weapons (Including but not limited to firearms, flare-guns, swords, clubs/batons, noxious sprays, & tazer/stun-guns) are NOT allowed at games. Utility knives and pocket knives are allowed as an essential part of survival/tool kit.

No pyrotechnics allowed! Nothing that is lit or struck to be lit, this includes "cold burn" and chemical smoke makers. This rule is to prevent reckless fire hazards and false alarm calls.

Camp fires are only permitted if legal at the location, the wood is brought with you, the fire is properly maintained, and extinguished!

Camping overnight and night-games are only permitted where legal.

Animals/Pets are not permitted, due to safety and liability reasons.

IF LAW ENFORCEMENT OF ANY KIND ENTERS THE FIELD...

- **Drop your weapons!**
- **Show your empty hands!**
- **Follow all of the officer's commands/directions.**
- **Get BTA Command.**

BLACK THORN AIRSOFT (BTA) **COC (CODE OF CONDUCT):**

At BTA events, airsoft is a game... it is not a sport, it is not training, and it is not real! No matter how intense the game-play, do not let your emotions get the better of you!

Fighting of any kind (verbal or physical) is prohibited!

No intentional physical contact. (E.g. Tackling, grabbing around neck, kicking down a shield another player is holding, etc...)

Discrimination, racism, and bigotry (against ANY race, color, creed, religion, gender, age, etc...) is absolutely forbidden, and quite frankly if that is how you are... do not bother to attend BTA events, you are not welcome!

“Trash talk” about other airsoft clubs/teams will not be tolerated!

No illegal drug or alcohol use will be permitted before or during a game.

Theft or vandalism of any kind will be prosecuted.

No matter whether there was litter present before we arrived or not, EVERYONE in attendance must remove ALL of your trash from the field when you leave. BTA uses public land, and these are our “playgrounds”, treat them better than those before us!

Do not play loud music at the meet-up-point or the AO; we do not need the hassle of a public disturbance call!

Everyone will treat each other with the utmost **RESPECT**, and conduct themselves with **INTEGRITY**.

BLACK THORN AIRSOFT (BTA) **ROE (RULES OF ENGAGEMENT):**

The following are the rules of BTA game play...

HIT & OUTS:

Any hit by a BB anywhere counts. (Headshots count as hits!)

Call your own hits! Call a teammate's hit if it helps them.

Do not call opponents' hits!

All players attending BTA events must bring and use a red "dead-rag". A red "dead-rag" is a bandana or shop-towel approximately 12x12 inches or larger, that must be red in color. No exceptions!

If you are "hit" during a game, immediately yell "HIT!" out loud, raise your hand while you get out your red "dead-rag" and keep it clearly visible at all times, turn your back to the BBs being fired, holding your weapon in a non-threatening manner. Keep your hand with your red "dead-rag" in the air, not your weapon. Get out of the line of fire!

If you have lost your red "dead-rag" you must keep at least one hand up above your head (Do not raise your weapon above your head).

If you are hit and still taking hits in a firefight... sit, lie down or move to a safe location... not toward your team or medic. You must move back once the fight is over to your original hit spot.

If you are waiting for a medic crouch down and raise your red "dead-rag" in the air. If you are not waiting for a medic, get out of the line of fire!

No "playing dead" or using hit opponents as cover.

When in doubt about any hit, call yourself out.

Leaving the field or walking out of bounds is the same as being hit. There is no going out of bounds then coming back in.

Once you call hit, raise your red "dead-rag", or step outside the area of play, you are out. This includes changing batteries or making repairs.

If you use your red "dead-rag" to reload, change batteries, make repairs, etc... you must follow the current game's hit/re-spawn process to re-insert into the game.

SHOOTING:

No blind firing, make sure that you have eyes on target.

RICOCHETES:

Ricochet BBs do not count as hits, unless they come from a grenade, grenade launcher, mine, rocket, or RPG.

FRIENDLY FIRE:

If you are shot by a teammate, you are hit! Even if you then tell your teammate you are "friendly" you are still hit! The shooter is not out. Be careful choosing your targets!

"DEAD MEN TELL NO TALES":

Hit/out players cannot talk! Do not fire at, talk to, communicate via radio, or interact with other players who are still in the game.

NOTE

All of the above items being said... YOU WILL BE SHOT! DEAL WITH IT! You may be hit by multiple attackers; you may be hit after calling yourself out. You may be shot in the face. Accidents can and will happen. You

will be angry and may express it, but do not verbally or physically attack ANYONE... EVER! If you cannot accept these terms, do not attend... period.

SPAWNING:

Players must go all the way to and touch a spawn-point to re-spawn or begin their spawn count. Do not attack spawn points, unless it is explained as part of a game objective.

MEDICS:

If the game uses “medics”, you must follow the medic rules dictated within the game description. Standard medic rules are...

The medic must have a HAND on the hit player for 30 uninterrupted seconds.

Medics may not shoot with anything DURING the medic process.

If the hit player is moved, hit again, or the medic has to fire their AEG, the 30 second time restarts.

A hit player cannot walk to a medic and be healed.

EXTRACTION:

Anyone can extract a hit player. The “live” player must be touching the hit player until they stop.

Extracting players only shoot with a pistol DURING the extraction process.

BLEED-OUTS:

If a Medic does not get to a hit player in one minute, the hit player has bled-out.

Bleed-Outs must re-spawn.

If there is no set re-spawn, return to the team’s start-point to reinsert to the game.

MEAT SHIELDING:

“Meat shielding” is ONLY allowed with teammates. MUST turn hit player around so they are not facing the fire. Stop if hit player says to.

Meat shielding is only permitted to medic or extract “hit” players, not to reach an objective!

WEAPON HITS:

Hits to your weapon count. Hit weapons are not to be used for 30 seconds. You may switch to another weapon if you have one. You do not have to tell opponents you are weapon-hit.

Honor the re-spawn and medic times. Count 30 seconds, not as fast as you can count to 30, etc...

ENGAGEMENT FPS/DISTANCES:

0 to 300 fps = 0 - Feet

320 fps is the absolute maximum... if a weapon is shooting 321, it will not be permitted for CQB. 320 is only allowable for variable conditions affecting the FPS... do not “build” or set a weapon to higher than 300 it could be rejected.

CQB weapons include ANY weapon shooting 300 FPS or under. CO2 pistols MUST BE “CHRONOED”.

FULL-AUTO IS PERMITTED... wear protection if this concerns you!

All players who participate in CQB should understand that they will be engaging targets at point blank range and may take painful hits. We strongly recommend face masks, long sleeves, long pants, gloves, and hats/helmets are worn for CQB to avoid injuries like... chipped or lost teeth, painful welts, or breaking the skin.

321 – 450 fps = 25+ Feet

You should carry a sidearm or back-up weapon that can be used alternately when engaging targets closer than your engagement limit.

If you have no sidearm or back-up weapon and find yourself too close to the opposing force, you must either wait until they move to a safe range or relocate yourself to a safe range.

DO NOT fire at targets under the 25 foot minimum range.

451 - 550 fps = 50+ Feet

Mid-cap magazines OR 1 hi-cap magazine... only.

Bolt Action only. (The only exception to this rule is AEG and HPA weapons that have a “trigger control” prohibiting how fast the weapon can be shot, and are physically/mechanically “locked-out” of shooting “full-auto”. It must be presented to and tested by BTA Command prior to use on the field.)

Players with a “sniper/DMR” MUST carry a sidearm and/or back-up weapon that can be used alternately when engaging targets closer than your engagement limit.

If your sidearm or back-up weapon fails and find yourself too close to the opposing force, you must either wait until they move to a safe range or relocate yourself to a safe range.

DO NOT fire at targets under the 50 foot minimum range.

****** BTA has a max fps limit of 550, NO EXCEPTIONS! ******

Chronographs are used before games to test all weapons. Any weapons that test too high will not be allowed in play. No exceptions will be made, please research upgrades and how they affect your weapon before purchasing or installing them. All of the velocity limits are tested with .20g BBs... except HPA, which will be tested with the weight BB to be used and measured in joules.

HPA weapon system owners are required to have an integrated locking valve or an external locking valve cover that fits their model. BTA will “chrono” and “lock” the valve with BTA’s color coded zip ties.

Weapon techs & HPA owners are to have their own chronograph, and have their weapon “tuned” properly BEFORE game day. BTA’s chronographs are for checking and rechecking weapons... not for “tuning”!

GRENADES & ROCKETS:

If you are hit by a BB shower 40mm grenade (even a ricochet) you are hit.

CO2 grenades have a 15’ hit radius in the open, and all players are hit in an enclosed room. If BBs are used in the grenade then a BB hit counts as well.

Rockets and RPGs (Rocket Propelled Grenades), and Mortars including foam projectiles have a 15’ hit radius in the open, all players are hit in an enclosed room

Vehicles and shields... must be physical hit by grenade BBs and or projectiles to be eliminated... “hits” including all the players in, on, or behind them.

The only safe cover from a grenade or rocket is stone, brick, block, or concrete or to be in a hole or trench below/above the impact level.

Smoke grenades are not permitted at any BTA game on public land.

CREW SERVED WEAPONS:

Water Balloon Sling-Shot Mortar. This must be operated by no less than three players working together.

Any player who gets any water on them is hit. Vehicles are hit including all players in, on, and/or taking cover behind the hit vehicle. Shields are hit and all players taking cover behind that shield.

MINES:

All mines or “booby-traps” must use breakable string. Under no circumstances can the string be of sufficient strength to trip a player while walking or running (cotton sewing thread is recommended).

SHIELDS:

Shields may only be used when permitted. Check before each individual game.

Shields must be of a heavy stable construction using wood, metal, fiberglass, heavy plastic, plexi-glass, etc...(not card board or foam).

Shields must be at least 2'w x 4'h.

No running with a shield.

Shield bearers may only use a pistol or machine pistol.

"Hit" shield bearers must leave the shield on the field.

A shield hit or within the effective range of Hand grenades, 40mm grenades, RPG, and Mortars is considered "hit". The shield bearer and everyone taking cover by the shield are hit.

A "dropped" shield may be picked up by "living" teammates and opponents. Players who construct and bring shields to BTA events must be prepared to share it as a community prop for the game. Players using another's shield must show it absolute respect, not intentionally damaging it while using it!

No bashing with a shield, being touched by a shield is not a hit.

Absolutely no bashing against, kicking down, throwing rocks, etc... against shields! Violators will be removed from BTA events... no exceptions!

If a shield is attached to a larger weapon (i.e. SAW, Rocket Launcher, Crew served weapon, Mortar, Machine Gun, etc...), it must be kept stationary to fire.

Debris found lying around the AO that was not intentionally constructed for use as a shield is not permitted to be carried as a shield. Propping up items for cover is permitted... not carrying.

KNIFE KILLS: (Only Cold Steel Training Knives are pre-approved, all others must be approved.)

The knife cannot have any sort of edge or sharp point.

Real knives with a covered blade are not permitted!

For a "knife kill", the player must touch an opponent with a knife.

Do not stab or throw the knife.

Do not grab other players!

When "killed" by a knife do not call it out and give away the opponents position to your teammates.

If you have to resort to just a knife due to lack of ammo, dead battery, etc... you must still expect to be shot at.

This applies to any melee weapon including... swords, tomahawks, etc... All subject to approval before permitted to use.

Any player found to be using any melee weapons recklessly or too violently will not be permitted to use them.

SURRENDER:

No surrenders will be called!

If you get too close to an opponent switch to a CQB weapon or knife to engage them.

If you do not have a CQB weapon or knives... do not engage, withdrawal to re-engage from an acceptable distance.

Know your engagement distances!

No muzzle punching!

COMMS (Communications):

Most members use 2-way radios with subs or sub-channels, sometimes called "security channels". Radios without subs commonly are not compatible with radios that have subs.

Monitoring and Radio espionage ("jamming") of opponent and admin channels is prohibited.

ARM BANDS:

Armbands must be worn ON THE ARM above the elbow, in plain view. No exceptions.

Armbands are to help players identify who is playing on their team, NOT to identify opponents.

Always use caution until you get a visual ID on their armband. If a player is not wearing your team color armband consider them an opponent.

Verbal misrepresentation (Lying) of sides is permitted. If asked you are NOT required to tell the truth about which side you are playing for.

Switching sides must be cleared through admin.

Finding, "acquiring", or bringing with you the opponent colored armband to switch sides is Strictly Prohibited.

VEHICLES:

Vehicles may only be used with permission obtained before the game begins. No surprise vehicles!

Any vehicle used in play must expect to be shot at! If you do not want your vehicle shot do not use it!

ANY DAMAGE IS THE RESPONSIBILITY OF THE VEHICLES OWNER.

Vehicles max speed = 10mph.

Vehicles MUST have the "Hazard Flashers" on during game use. Exceptions: Obvious non-civilian constructed vehicles.

Drivers may not be shot at or shoot from a vehicle; driver's must safely park and exit the vehicle to shoot.

Vehicles can only be "hit" by a physical hit from... launched balls or rockets, or a magnetic "slap-charge".

If a vehicle is "hit" everyone in, on, or behind it is hit as well.

UAV (Unmanned Aerial Vehicle) /"Drones":

- If a UAV is used for taking video footage at games, shooting at it or the "pilot" (who must wear orange) is prohibited.
- A UAV that can shoot or drop anything MUST also be able to be shot at.
- A UAV used for video surveillance MAY be protected from being shot at the "pilots" request... however, the "pilot" must be "in game" and be able to be hit. When hit, the pilot MUST display his red "dead-rag" and IMMEDIATELY disable video feed to himself and/or his team. He can then safely land the drone for retrieval and make his way to re-spawn.

NIGHT-GAMES: All rules are the same with the following exceptions...

300fps limit.

All AEGs MUST have a tracer unit OR a flashlight mounted on the weapon, which must be turned on when firing. EVEN IF THEY ARE ON SEMI-AUTO.

Tracer BB mix is 100% tracers of any color.

Gas/GBB (Gas Blow Back), and AEPs on semi-auto do not require a tracer or mounted light.

All spring weapons including shotguns and downgraded lever/bolt action rifles do not require a tracer or mounted light.

CO2 pistols must be "chronoed" before they are permitted for use.

All players must bring and use a red "dead-light" at BTA night-games. This is to be used in place of a red "dead-rag". A "dead-light" must be an LED light stick, or armband... and must be red in color. No exceptions!

Clear lens ANSI Z87.1 standard eye protection is required. Facemasks are strongly recommended!

ANY form of "night vision" is prohibited at BTA games.

ZOMBIE-GAMES:

"LIVING PLAYERS":

"Living" players can only use CQB/Min-Distance weapons (GBB & Spring Pistols/Spring Shotguns/AEPs/Gas & CO2 Grenades).

Nothing shooting over 300 fps!

CQB AEGs are welcome and encouraged, however can only be used against the living on "full-auto"! CQB

AEGs may only be used on semi-auto against zombies!

At night, AEGs are still required to use a tracer unit OR a flashlight mounted on the weapon, which must be turned on when firing.

At night, "living" players must wear a lit head lamp at all times. Any additional tac-lights, etc... are acceptable.

"Living" zombie prisoners ("BAIT") are not affected by a zombie's touch until after they are freed.

ZOMBIES!:

Full face "monster" mask of some kind is requested. To be worn in conjunction with approved eye-pro!

Gloves scarf, and other padding recommended!

Zombies can only walk. Zombies can run around to maneuver in the distance (at least 50' away).

Zombies can "rage" within 10 feet of a "living" player and rush in to attack.

If a "living" player runs, zombies are allowed to run to chase.

Act the part! Zombies should groan upon seeing "living" players. Unless sneaking up from behind!

Only hits to the chest mounted "Plate-Target" count on a zombie (Head & neck shots are always discouraged).

Zombies are not permitted to cover their plate target nor walk backwards to obscure shots. Sideways "shuffling" and crawling are permitted.

A hit zombie is stunned and must take a knee and wait 15 seconds before continuing attack.

Shooting a zombie again does not re-start the count. **DO NOT SHOOT "HIT" ZOMBIES!**

A zombie hit three times must withdrawal 100 feet before returning to game.

Knives and Swords can kill zombies (Plate-Target touch only).

40mm grenade/Claymore Mine hits anywhere on the body "kill" zombies.

Hand grenade/rocket rules apply.

A zombie "killed" by grenade, mine, launcher, rocket, etc... must withdrawal 100 feet before returning to game.

A zombie's "bite" (a touch with a hand or prop) creates another zombie. No hitting, grabbing, or tackling!

Zombies may not carry swords, knives, flags, or "human weapons".

Zombies may carry "severed arms", "bones", and even have inhumanly long arms! Be creative... but clear it with BTA leaders.

Zombies may carry shields... normal shield rules apply to zombies.

Only hits to the chest mounted "Plate-Target" count on a zombie carrying a shield.

If a zombie touches a "living" player's shield the shield is dropped (...but the "living" player is still alive).

Another "living" player can pick up the shield.

Remember... zombie-games are only possible because players volunteer to be zombies... "light them up" and no one will want to play with you! If you do not have a clear shot at the zombie's plate target **DO NOT SHOOT!** **DO NOT SHOOT ZOMBIES IN THE BACK** or anywhere else but the plate target! Misses will happen and are acceptable, shooting to harass is **NOT!** Any player who cannot control their fire against zombies will not be permitted to play!

BLACK THORN AIRSOFT (BTA)

LEGAL RIGHTS:

BTA reserves the right to produce items for sale using any of our logos, images, articles, and/or ideas located on our web site or at BTA events. If there is a product or profit to be made it will be done so upon BTA's approval.

BTA retains legal copyright over all BTA generated properties.

PHOTOGRAPHS/VIDEO:

BTA encourages anyone to take pictures and/or video at our events. All we ask for in return is you share the shots you take on the BTA web site or official BTA Facebook page.

For safety reasons "photographers" must still wear the BTA required eye-protection and need to at least wear a "blaze-orange" hunting vest. A hat, gloves, and/or a bandana to wave of the same color are also encouraged. Even though it is not permitted to intentionally shoot at "photographers" you must understand in the heat of "battle" it can and will happen from time to time.

All photos taken at BTA events are the shared properties of BTA and the photographers who took them.

Photos/videos taken at BTA events are intended for the enjoyment of our private audience. Any commercial or news media usage of pictures/video from BTA events without written consent from both BTA and the photographers who took them will be prosecuted to the fullest extent of the law.

If you do not want pictures or video taken of you at BTA events, then do not attend!

Failure to share pictures and video taken at BTA events will result in banning from BTA events!