



Arena 149 - Official Rule List

Version 2.0 | January 2022 Revision

Table of Contents

1. [General - 2](#)
 - 1.1. [Rule Changes](#)
 - 1.2. [Rule Compliance](#)
 - 1.3. [Rule Enforcement](#)
2. [Safety - 2](#)
 - 2.1. [Personal Protective Equipment \(PPE\)](#)
 - 2.2. [Weapons](#)
 - 2.3. [Equipment](#)
 - 2.4. [Field](#)
 - 2.5. [Safe Zones](#)
 - 2.6. [Drugs & Alcohol](#)
 - 2.7. [Smoking & Vaping](#)
 - 2.8. [Personal Medical Issues](#)
 - 2.9. [Emergency Evacuation](#)
3. [Gameplay - 8](#)
 - 3.1. [Field Rules](#)
 - 3.2. [Hit Rules](#)
 - 3.3. [Dead Rules](#)
 - 3.4. [Rules of Engagement \(RoE\)](#)
 - 3.5. [Melee Kills](#)
 - 3.6. [Hand Grenades](#)
 - 3.7. [Grenade launchers](#)
 - 3.8. [Assault/Riot Shields](#)
 - 3.9. [DS/Referee Instructions](#)
4. [Personal Conduct - 12](#)
 - 4.1. [Player Standards](#)
 - 4.2. [Player Complaints](#)
 - 4.3. [On-Field Behaviour](#)
 - 4.4. [Media](#)
 - 4.5. [Transportation of Weapons](#)
5. [Patch Notes - 15](#)

1. General

1.1. Rule Changes

- a) This document is the official rule list for Arena149. This document may be amended at any time without notice.
- b) Amendments will be highlighted and a set of patch notes will be made available. A notification will also be given to customers regarding the rule change via Arena149's official media outlets.

1.2. Rule Compliance

- a) All customers participating in events hosted by Arena149 must follow the rules prescribed in this document.
- b) Failure to follow these rules may result in disciplinary action being taken.

1.3. Rule Enforcement

Any player found to have broken Arena149's rules will have disciplinary action taken against them. The ultimate decision regarding the punishment is at the discretion of the staff.

- a) A player will be issued a warning for a minor infraction. If the infraction is repeated, a player may be given additional punishments or a strike
- b) A player may be given a formal "strike". This will be listed on the strike board in reception. Once a player receives **THREE** strikes, they will be banned from Arena149.
 - i) First time bans are for one month. Subsequent bans will be for longer periods.
 - ii) All strikes will expire after three months if the player does not receive another strike.
- c) For serious infractions, a player may be asked to leave the game or premises permanently.

2. Safety

2.1. Personal Protective Equipment (PPE)

All players must wear appropriate eye and mouth protection at all times whilst on field. This can either be a full-face mask, or a combination of safety glasses and a lower face mesh-mask. A player must not remove their protective equipment on field.

- a) A Full-face mask must be rated for airsoft or paintball and must have no holes gaps larger than 6mm.
- b) Safety Glasses must cover the eyes fully. They must form a complete, or near-complete seal against the wearer's face.
 - i) They must be worn with a lower face mesh-mask and the gap around the eyes must be no larger than **6mm**.
 - ii) They must be firmly secured and not fall off easily.
- c) Lower face Mesh-masks must be a solid barrier and be able to stop a direct impact from a BB. They must cover the mouth and teeth.
- d) Mesh eye-protection is prohibited at Arena149.
- e) Eye protection must be able to withstand a point-blank hit from a BB at Arena149's field limit, when struck at its weakest point.
 - i) Staff may request to test your eye protection if they are unsure it is adequate
- f) During events which do not include force-on-force elements, only eye protection is required. Lower face-masks are not mandatory.

2.2. Weapons

All weapons must meet Arena149's restrictions to be permitted on field. Weapons that do not meet these criteria are not permitted on field, even for test firing.

a) FPS Limits

- i) All BB guns must be chronographed and tested by a staff member at Arena149 at every game, regardless if any changes have been made.
- ii) **All BB guns** are limited to a maximum of **350 Feet Per Second (FPS)** on a **0.20-Gram BB (1.13 Joules)**. No weapon is permitted to exceed this limit.
- iii) Weapons powered by **High-Pressure Air (HPA) or Co2** are limited to **320 FPS** on a **0.20-Gram BB (0.95 Joules)**.
- iv) Any modifications to your weapon to increase it's FPS once it has been chronographed are prohibited. Any player found to have increased their weapons FPS may be removed from the game permanently.
- v) A player may request their weapon to be re-chronographed. This must be done by a staff member before the weapon is used on field.

vi) **Non force-on-force events (e.g. IPSC)** are permitted up to **450 FPS** on a **0.20-Gram BB (1.87 Joules)**. These must not be fired at another person.

vii) Private functions **MUST** follow standard weapon rules.

b) BB Restrictions

i) Maximum weight **0.25g**

ii) No biodegradable, steel, ceramic or glass BBs

iii) 6mm BBs only (No 4.5mm or 8mm BBs permitted)

c) Weapon Restrictions

i) Semi-Automatic **ONLY**. Full-auto, burst, duplex or binary fire modes are prohibited

ii) Extended paintball or similar two-finger triggers are prohibited. Feathering the trigger to simulate full-auto is prohibited.

iii) Shotguns may be set to either 3 or 6 shot modes

iv) Gas Powered Semi-Automatic shotguns (e.g. Tokyo Marui Saiga-12, Airsoft Innovations Flak-5/10) will be reviewed once they become available

v) Electric Semi-Automatic shotguns (e.g. Tokyo Marui AA-12 or SGR-12) are permitted, staff must be informed of any modifications to the weapon.

2.3. Equipment

Any equipment a player wishes to use must meet the following restrictions. Any equipment that fails to do so is prohibited and cannot be used.

a) Bladed Weapons

Bladed weapons such as knives, swords or bayonets must be **COMBAT SAFE**. This means a blade must be blunt and unable to pierce the skin or cause major damage by either stabbing or slashing. Sharp tips are prohibited.

Long weapons such as swords, spears or axes must be approved by a DS prior to use on the field. A DS may decline a players' requests to use such weapons.

Examples of permitted weapons are:

- Rubber or foam knives
- Plastic training knives
- Foam swords
- Plastic light Sabers

b) Hand Grenades

Hand grenades must be approved by a staff member prior to use on field.

i) Lethal Grenades

Lethal grenades are any grenade that expels a BB upon detonation. They are permitted provided they do not pose an unreasonable threat to players or staff.

ii) Sound/Stun Grenades

Sound or Stun grenades are any grenade designed to generate solely noise or light. These grenades must be of an approved model. Please check with staff to see if your grenade model is permitted.

c) Grenade Launchers

Any 40mm launcher is classified as a grenade launcher. Small pistol mounted launchers are classed as shotguns.

i) Only Standard gas powered “shower” shells are permitted for use

ii) Co2 Shells are prohibited

iii) Airsoft Innovations “40-Mike” and “Master Mike” shells are prohibited.

d) Lasers

Lasers used on field must be used in a safe manner that does not pose a threat to players or staff. All lasers must be approved by a staff member prior to use.

i) All lasers must be rated Class 3R(3A) or below

ii) Lasers rated Class 3B or higher are prohibited

iii) Lasers without a listed power rating are permitted at DS discretion

iv) **Lasers must be aimed below shoulder height.**

2.4. Field

These rules must be followed whilst on field. Any player **breaching these rules** will be asked to **leave the field**.

a) Removal of Eye Protection

Eye protection must not be removed at any time on field, for any reason.

i) Players needing to adjust or clean their eye protection must leave the field to do so

ii) Bases and spawn locations are not safe locations to remove eye protection

b) Eyes Call

In the event an player's eye protection is damaged, removed, or falls off, an Eyes Call must be made.

- i) Players are to shout **EYES** loudly
- ii) Players are to set their weapons to safe, and place them on the floor
- iii) Players are to remain where they are
- iv) The DS will call the all-clear and restart the game once the issue is resolved

c) Injuries on Field

In the event of a serious injury on field, the game is to be stopped.

- i) Any player noticing an injury must inform the DS **ASAP**
- ii) The DS will stop the game and all players are to leave the field unless otherwise instructed to do so by Arena149 staff
- iii) Arena149 staff are all first-aid trained and will resolve the issue
- iv) Once the issue is resolved, staff will resume the game

2.5. Safe Zones

The only safe zones are the gear area and reception. The rules keeping these areas safe must be respected at all times.

a) Inside the safe zone a player **MUST NOT:**

- i) **Dry fire** their weapon in an unsafe manner
- ii) **Load** their weapon or insert any magazine even if it is empty
- iii) **Connect** an HPA line or integral HPA tank

b) Prior to entry to a safe zone, a player must:

- i) Remove the magazines from their weapons (including sidearms)
- ii) Ensure their weapons are clear by firing it into the designated barrels
- iii) Disconnect any HPA lines or integral HPA tanks
- iv) Engage their weapon's safety, if equipped

2.6. Drugs & Alcohol

Consumption of drugs and alcohol is strictly prohibited on Arena149's premises.

- a) Any person deemed to be under the influence of drugs or alcohol may be asked to leave the premises without a refund
- b) Arena149 reserves the right to request a customer perform an on-site drug or alcohol test, please do not be offended if staff ask you to undergo a test
- c) **THIS CAN BE A SERIOUS OFFENSE AND THEY CAN BE LIABLE FOR CONVICTION FOR IMPRISONMENT FOR A TERM UP TO 3 MONTHS OR RECEIVE A FINE OF \$4000 OR RECEIVE BOTH. (ARMS ACT 1983, SECTION 47)**

2.7. Smoking & Vaping

Smoking and vaping is permitted ONLY in the designated smoking areas. This is for the safety and comfort of all customers and staff.

- a) The designated area is the only permitted location.
 - i) Any person not using the designated area may be asked to go to the designated area, or be removed from the premises without a refund
 - ii) Smoking by the entry door is strictly prohibited
- b) Smoking or vaping indoors is strictly prohibited.
 - i) Anyone found to be smoking or vaping indoors will be immediately removed from the premises without a refund

2.8. Personal Medical Issues

If you suffer from any personal medical issues that may cause an issue (e.g. Asthma), please inform staff of the issue during sign-in and tell them what your personal response plan to the issue is.

2.9. Emergency Evacuation

In the event of an emergency requiring the evacuation of the building, Arena149s evacuation plan will be used.

- a) If a fire is discovered, the person who discovered it is to immediately use the nearest alarm button to trigger the alarm
- b) All persons inside the building are to make their way to the nearest emergency exit
 - i) If you are inside the field, the hazard tape on the doorways will lead you to the nearest emergency exit

- c) No weapons are to be carried outside. All weapons remain on field, this includes sidearms.
 - d) The rally point is the carpark, on the side furthest away from the main building.
 - e) All persons are to remain on-site until staff can perform a head-count.
-

3. Gameplay

3.1. Field Rules

- a) Referee/DS Tower
 - i) Only authorised individuals are allowed into the referee/DS tower.
 - ii) The maximum occupancy is 4 due to safety limitations
- b) Spectators
 - i) Spectators are to remain in the Referee/DS tower
 - ii) Players are not to shoot at staff or spectators
- c) Windows
 - i) Players are to climb through windows **SLOWLY** and **CAREFULLY**
 - ii) Two points of contact must be maintained at all times
 - iii) Players cannot fire while climbing through, weapons must be lowered
 - iv) Running, vaulting, leaping or jumping through windows is prohibited
- d) Doors
 - i) Players are not to open or close doors unless instructed to do so by the DS
 - ii) Doors may be preset by the DS, they are not to be changed
 - iii) Doors are not to be kicked open
- e) Red Line
 - i) Players are not to shoot above the red line

f) No Shoots

- i) Players must not shoot field props intentionally

The only exception is when a player is hiding behind a prop

- ii) Players must not shoot:

- Windows
- Lights
- Fans
- Cameras
- Smoke Alarms
- Spectators

- iii) Breaking this rule will result in an instant fine of minimum \$100 and the player may be kicked or banned permanently

g) Running/Sliding

- i) Running or sliding is highly discouraged

h) Rearranging The Field

- i) Players must not alter or change the layout of the field in any way

- ii) This includes moving props or moving barricades

- iii) Do not use any game props that are not involved in the current game mode

3.2. Hit Rules

- a) When a player is hit they must call **HIT** loudly enough for the player who shot them to be able to hear. They must raise one hand above their head to signal they are out.

- i) A hit is counted when a BB strikes any part of a player's body or equipment. This includes a player's helmet, gun, backpack, or any baggy clothing

- ii) Friendly fire also counts as a hit

- iii) If friendly fire is a recurring issue, a DS may introduce the Bounce-back Rule, where a player who kills a teammate is also killed

- b) Ricochets do not count as a hit

- i) If a player observes a shot to be a clear ricochet, they do not need to call themselves out

- ii) If a player does not observe where a shot came from, or is unsure whether it is a ricochet, they must give the benefit of the doubt and call themselves out

3.3. Dead Rules

- a) When a player is dead, they must raise one hand above their head and return to respawn
 - i) When walking back to respawn, a player may call "Dead Man Walking" to announce their presence to active players
 - ii) It is recommended to wave a hand through a doorway or around a corner to announce your presence to active players, this will reduce the chance of dead players being shot
 - iii) Active players may not shoot dead players
- b) Dead players cannot give away positions of active players or communicate with their team in any way. Dead men do not talk.
- c) Players cannot play or act dead to deceive an opponent

3.4. Rules of Engagement (RoE)

- a) A person must be identified as an active combatant before engagement
- b) A player cannot:
 - i) Ricochet shots intentionally
 - ii) Blind fire
 - iii) Jump Shoot
 - iv) Fire through gaps smaller than their head
- c) Headshots are prohibited unless it is all you can see of the other player
- d) There is no forced bang kill at Arena149

3.5. Melee Kills

- a) If you manage to get behind another player, a melee kill is highly encouraged.
- b) This can be performed by either using a rubber knife or your hand, either way, a player must call out knife kill so their target knows they are out.

- c) How to perform a melee kill:
 - i) Using a rubber knife - Gently tap the opponent on the shoulder with the blade. No stabbing or swinging motions are permitted.
 - ii) Using a hand - Gently tap the opponent on the shoulder. Do not grab them or forcibly move them.

3.6. Hand Grenades

- a) Hand grenades work on a room-by-room system.
 - i) If a grenade detonates in your room, you are out, regardless if you were behind cover or if you were hit by a BB.
 - ii) Players in adjacent rooms connected by doors and windows are safe
- b) The exceptions to this system are the following:
 - i) If a grenade detonates in the large central room (BIG ROOM), the main hallways, or in the doorway between two rooms, it uses the 2.5 meter radius rule.
 - ii) In this case, a player behind cover is safe
- c) Grenades must be thrown **BELOW** shoulder height. Overarm throws are prohibited
- d) The player throwing the grenade must loudly shout "Frag Out" to alert all players they are throwing a grenade

3.7. Grenade Launchers

- a) Grenade launchers work on a direct-hit system.
 - i) A player must be physically hit with a BB expelled from a launcher
 - ii) If a player is unsure whether or not they were hit, they must give the benefit of the doubt and call themselves out
- b) Headshots with grenade launchers are strictly prohibited
- c) Using grenade launchers at point blank range is highly discouraged

3.8. Assault/Riot Shields

- a) Shields are in play when permitted by the DS.
 - i) A shield may not have a firing port or cutout allowing a user to fire safely from behind the shield

ii) A shield May not cover more than one direction

iii) Only one shield is permitted per player

b) Shield hit rules are the following:

i) Any hit to the shield does not count

ii) Any hit to the users weapon or body does count

iii) Lethal hand grenades or 40mm launchers destroy the shield and kill the user

iv) A user may not pass off the shield to another play when dead unless in the respawn

3.9. DS/Referee Instructions

a) DS instructions **MUST BE** followed

b) A DS may request a player to swap teams for game balance or to enhance the game experience

c) Hit checks may be performed by a DS, **DO NOT ARGUE** with the DS over their decision to hit check you

4. Personal Conduct

4.1. Player Standards

a) Whilst at Arena149 we ask all players to conduct themselves to a high standard

i) Players are to be polite and respectful to other staff and players

ii) Racist remarks and verbal abuse are prohibited

iii) Players are not to argue with or insult other players or staff

b) Do not touch equipment belonging to other players or staff without express permission from the owner

c) Any players who do not follow this standard may be asked to leave

4.2. Player Complaints

- a) If a player has a complaint, they may talk to a member of staff regarding it. Players must not confront other players.

- b) Complaints regarding players on-field conduct are to be directed to the DS
 - i) A player is to describe what their complaint is, and describe the player who they think is at fault. Describe their gear or weapon in detail so a DS can identify them.

 - ii) A DS will investigate the complaint, and will resolve the issue with any punishment required.

 - iii) A DS will report back to the player who originally brought the issue forward to inform them of any action taken.

- c) If a player is unhappy with a certain game mode or rule, this is to be mentioned to the DS
 - i) A player may request a different game mode or suggest changes to improve the game mode

- d) Any concerns with safety must be brought forward to staff immediately so they can investigate and resolve the issue.

4.3. On-Field Behaviour

- a) Whilst on field, players are expected to be honest and respectful to other players.
Do not:
 - i) Shout at another player

 - ii) Demand another player call their hit

 - iii) Attempt to grab another player's weapon or gear

 - iv) Ignore a hit you receive

 - v) Shoot a player once already dead

- b) Arena149 has a **ZERO-CONFRONTATION POLICY**, any player found to be confronting another player will be asked to sit-out the round or leave.
 - i) Any complaints are to be brought to the DS
 - ii) Do not attempt to resolve issues yourself

4.4. Media

- a) All players **UNDERSTAND** and **ACCEPT** that they may be filmed during game events
- b) Players wishing to record their gameplay must first fill out a **MEDIA APPROVAL FORM**
 - i) Only players who have completed the media approval form may film at Arena149
 - ii) Arena149 may rescind a players rights to film if said player is found to be breaching game rules
 - iii) Staff reserve the right to deny a player the right to film a game
- c) Videos **MUST NOT** include:
 - i) Verbal or physical abuse towards other players
 - ii) Profanity
 - iii) Rule breaches
 - iv) Unfair or unsportsmanlike behaviour
- d) Arena149 reserves the final right to ask a player to remove any media from public view if they are found to be in violation of the above rules

4.5. Transportation of Weapons

- a) All weapons must be **FULLY CONCEALED** when outside the main building
 - i) This includes sidearms, they must not be visible on your person when you are outside
- b) Any player who does not conceal their weapons will be given a strike
- c) This rule is **STRICTLY ENFORCED** to protect the public and the airsoft community

5. Patch Notes

Listed below are all updates and amendments to the rules in this version:

As this is the first Version 2.0 rule list, there are no amendments. Please read the full list carefully to find all changes and clarifications of Arena149's rules.

With the new field comes new rules, ensure you are up to date with them all to prevent breaking them.

Any further changes will be listed in this section in further updates.