

HUMBOLDT AIRSOFT LEAGUE

CHARTER

PURPOSE

THE HUMBOLDT AIRSOFT LEAGUE, OR **HAL**, HAS BEEN FORMED AS A NONPROFIT ORGANIZATION OF MILITARY SIMULATION ENTHUSIASTS. THE PURPOSE OF THIS ORGANIZATION IS TO ENCOURAGE THE INDIVIDUAL DEVELOPMENT OF MEMBERS AND TEAMS AS WELL AS TO FURTHER THE SAFE RECREATIONAL INTEREST IN THE HOBBY OF AIRSOFT AS IT PERTAINS TO MILITARY AND TACTICAL SIMULATION.

GOALS

TO ENCOURAGE DEVELOPMENT OF MEMBERS AND FURTHER THE HOBBY OF AIRSOFT, THE FOLLOWING GENERAL GOALS OF THE ORGANIZATION HAVE BEEN SET FORTH:

- PROVIDE A SAFE AND ENJOYABLE ENVIRONMENT TO DISCUSS AIRSOFT AND MILITARY SIMULATION, TO PARTICIPATE IN MILITARY SIMULATION AND AIRSOFT ACTIVITIES, AND TO IMPROVE PERSONAL DEVELOPMENT THROUGH TEAM BUILDING ACTIVITIES.
- OFFER A VENUE FOR PEOPLE NEW TO THE HOBBY OF AIRSOFT OR MILITARY SIMULATION TO LEARN ABOUT THESE ACTIVITIES.
- DEVELOP LONG LASTING RELATIONSHIPS BETWEEN PEOPLE OF SIMILAR INTERESTS IN THE NORTHERN CALIFORNIA REGION.
- ENCOURAGE SAFE AND HONORABLE DEVELOPMENT OF THE AIRSOFT HOBBY BY ACTING AS A BEACON OF HONOR, HONESTY, AND SAFETY THROUGH WELL STRUCTURED AND WELL MONITORED ACTIVITIES.
- BUILD A DEEPLY SUB-STRUCTURED ENVIRONMENT OF WELL ORGANIZED TEAMS THAT RESPECT AND UPHOLD A COMMON, ESTABLISHED SET OF RULES AND BASIC HONORABLE PRINCIPLES.

MEMBERSHIP STRUCTURE

ALTHOUGH HAL DOES NOT DISCRIMINATE AGAINST ANY PERSON BASED ON SEX, RELIGION, ETHNIC ORIGIN, LIFESTYLE OR POLITICAL BELIEF, HAL DOES MAINTAIN A CLOSED MEMBERSHIP. MEMBERSHIP IN HAL WILL BE BASED ON THE DISCRETION OF THE GOVERNING COUNCIL MEMBERS AND RECRUITS WILL BE ISSUED A NAMETAPE AND NOTIFIED OF MEMBER STATUS. THE MEMBERSHIP STRUCTURE OF HAL IS DIVIDED INTO THREE LEVELS OF MEMBERSHIP:

- **COUNCIL MEMBERS**

A BOARD OF FOUR GOVERNING OFFICERS REFERRED TO AS COUNCIL MEMBERS AND ONE COUNCIL CHIEF IS RESPONSIBLE FOR OVERSEEING ALL DECISIONS ON THE STRUCTURE, GOALS, MEMBERSHIP, AND CONTINUATION OF HAL. THE FOUR COUNCIL MEMBERS WILL HAVE SPECIFIC DUTIES. THE COUNCIL HAS THE RESPONSIBILITY OF MANAGING THE LEAGUE AS A WHOLE, INCLUDING BUT NOT LIMITED TO EVENT SCHEDULE, EVENT MANAGEMENT, LEAGUE FISCAL MATTERS AND WEBSITE MODERATION. THE COUNCIL CHIEF HAS THE ABILITY TO VETO A COUNCIL DECISION THEREBY FORCING A GENERAL VOTE ON THE ISSUE. COUNCIL MEMBERS WILL HAVE ALL RIGHTS BESTOWED ON GENERAL MEMBERS OF HAL. VACANCIES IN THE COUNCIL WILL BE FILLED THROUGH COUNCIL NOMINATION AND MAJORITY VOTE. A MINIMUM OF 3 COUNCIL MEMBERS MUST BE IN ATTENDANCE OF ALL "OFFICIAL" HAL EVENTS (PUBLIC OR PRIVATE).

- **SERGEANTS**

THE HAL SERGEANT IS A MEMBER THAT HAS BEEN RECOGNIZED FOR CONSISTENTLY DEMONSTRATING OUTSTANDING LEADERSHIP AND SUPPORT FOR THE GROUP. HAL SERGEANTS ARE NOMINATED AND ELECTED BY THE HAL GOVERNING COUNCIL.

- **GENERAL MEMBERS**

THE GENERAL MEMBERS OF HAL ARE THE REGULARLY ATTENDING AND PARTICIPATING MEMBERS WHO ARE SELECTED FROM THE APPLICANTS. GENERAL MEMBERS WILL HAVE THE RIGHT TO PARTICIPATE IN ANY HAL ACTIVITIES AND ANY HAL POPULAR VOTE.

ALL MEMBERS OF HAL, REGARDLESS OF THEIR MEMBERSHIP LEVEL SHOULD BE MINDFUL OF THE GOALS OF THE ORGANIZATION AND DILIGENTLY WORK TO ACCOMPLISH THOSE GOALS.

MEMBERSHIP REQUIREMENTS

TO ASSURE THAT HAL IS ABLE TO ACHIEVE THE GOALS SET FORTH IN THIS CHARTER, IT IS NECESSARY TO DEFINE MINIMUM REQUIREMENTS FOR MEMBERSHIP IN THE ORGANIZATION.

AGE RESTRICTIONS

DUE TO CONCERNS OVER LIABILITY AND RESTRICTIONS OF SOME PROPERTY OWNERS, IT IS NECESSARY FOR HAL TO ENACT AGE RESTRICTIONS FOR THE MEMBERSHIP. ALL MEMBERS MUST BE OVER THE AGE OF 18. MINORS ARE ONLY ALLOWED IN PLAY WHEN PREAUTHORIZED BY THE HAL GOVERNING COUNCIL FOR A SPECIFIC EVENT.

PERSONAL CONDUCT

HAL IS A VOLUNTARY ORGANIZATION. AS SUCH, ALL MEMBERS ARE EXPECTED TO ABIDE BY THE DESIGNATED STANDARDS AGREED TO BY JOINING THE ORGANIZATION. THIS ORGANIZATION STANDS FOR HONOR, SAFETY AND INTEGRITY. ALL MEMBERS SHOULD CONDUCT THEMSELVES IN SUCH A MANNER AS TO REPRESENT THE IDEALS AND GOALS OF THE ORGANIZATION, BOTH DURING AND OUTSIDE ORGANIZATIONAL ACTIVITIES AND IN THEIR PERSONAL LIVES. ALL PLAYERS ON THE FIELD ARE TO BE RESPECTFUL OF EACH OTHER AND THE HAL COMMAND STRUCTURE.

IF THE ORGANIZATION BECOMES AWARE OF ACTIONS BY A MEMBER THAT GO AGAINST THE GOALS OF HAL OR MAY CAUSE A NEGATIVE OPINION ABOUT HAL, THE MEMBER MAY BE DISMISSED FROM THE LEAGUE. THE DECISION TO DISMISS A MEMBER WILL BE THE RESPONSIBILITY OF THE GOVERNING COUNCIL MEMBERS.

THE FOLLOWING ACTIONS ARE CONSIDERED CONTRARY TO THE GOALS OF HAL AND WILL LEAD TO DISMISSAL:

- CHEATING
- BRINGING **REAL** FIREARMS TO ANY ACTIVITIES
- FIGHTING
- DRINKING ALCOHOL ON A HAL FIELD OR BEING INTOXICATED AT A HAL EVENT

- LYING
- MISREPRESENTING HAL
- DIVULGING HAL INFORMATION WHICH IS DEEMED CLASSIFIED
 - CLASSIFIED INFORMATION INCLUDES, BUT IS NOT LIMITED TO: THE LOCATIONS OF PRIVATE PLAYING FIELDS, DATES OF PRIVATE ACTIVITIES, LOCATIONS OF HAL MEETINGS, DATES OF HAL MEETINGS, DOCUMENTS AND TACTICS DEVELOPED BY HAL.
- PLAYING ON AN “OFFICIAL” HAL FIELD WITH OUT THE PRESENCE OR CONSENT OF GOVERNING MEMBERS.
- OTHER ACTIONS AS IDENTIFIED BY THE GOVERNING MEMBERS OF HAL TO BE CONTRARY TO THE HAL IDEALS.
- REMOVING HAL PROPERTY (E.G. ARMBANDS, FLAGS, PROPS, STRUCTURES, ETC.)FROM THE FIELD WITHOUT AUTHORIZATION.

VOTING

TO ESTABLISH EQUALITY IN THE HAL ORGANIZATION, A POPULAR VOTE SYSTEM WILL BE UTILIZED TO MAKE CERTAIN DECISIONS WITHIN HAL. THE POPULAR VOTE SYSTEM WILL WORK AS FOLLOWS:

- EACH GENERAL MEMBER AND COUNCIL MEMBER WILL HAVE ONE (1) VOTE.
- ALL VOTES WILL BE OPEN FOR A MINIMUM OF 5 DAYS. DURING THE VOTING PERIOD, VOTES MUST BE SUBMITTED TO A GOVERNING MEMBER IN WRITTEN FORM. ACCEPTABLE WRITTEN FORMS ARE:
 - HAND WRITTEN VOTE, SIGNED BY THE MEMBER
 - EMAIL VOTE FROM THE MEMBERS KNOWN EMAIL ADDRESS
 - PRIVATE MESSAGE VIA THE HAL WEBSITE FORUMS
 - REGISTERED VOTE IN A FORUM POLL
- VOTES WILL BE TALLIED AT THE CONCLUSION OF THE VOTING PERIOD AND RESULTS WILL BE MADE PUBLIC TO ALL HAL MEMBERS.
- CHANGES VOTED IN WILL TAKE EFFECT ON THE FIRST DAY OF THE MONTH FOLLOWING THE CONCLUSION OF THE VOTE, UNLESS OTHERWISE STATED.

- IF A VOTE IS OF 2 CHOICES (YES OR NO) THEN A 51% VOTE MUST BE ACHIEVED TO WIN.
- IF ANY VOTE HAS MORE THAN 2 CHOICES, THE CHOICE RECEIVING THE MAJORITY OF VOTES WILL WIN.

LEAVE OF ABSENCE

MEMBERSHIP IN HAL SHOULD NEVER BECOME A HARDSHIP. IF A MEMBER FINDS THAT, DUE TO PERSONAL CIRCUMSTANCES, THEY ARE UNABLE TO MAINTAIN AN ACTIVE PARTICIPATION LEVEL, THEY MAY CHOOSE TO TAKE A LEAVE OF ABSENCE. MEMBERS WHO ARE ON A LEAVE OF ABSENCE ARE WELCOME TO ATTEND ALL PUBLIC AND PRIVATE HAL EVENTS AS WELL AS TRAINING EVENTS. HOWEVER, WHILE ON A LEAVE OF ABSENCE VOTING PRIVILEGES WILL BE SUSPENDED.

RESPONSIBILITY TO LAND OWNER

THE GENERAL POPULATION FREQUENTLY MISUNDERSTANDS THE HOBBIES OF MILITARY SIMULATION AND AIRSOFT. DUE TO THIS, HAL ACTIVITIES WILL ONLY TAKE PLACE ON PRIVATE LAND.

THE PRIVATE LAND USED BY HAL FOR AIRSOFT ACTIVITIES IS PROVIDED TO THE GROUP THROUGH THE GENEROUS SPIRIT OF FRIENDS AND ASSOCIATES. TO MAINTAIN A POSITIVE RELATIONSHIP, ALL MEMBERS AND GUESTS OF HAL SHOULD BE RESPECTFUL OF THE LAND PROVIDED TO US. THIS INCLUDES REMOVING ALL TRASH AT THE CONCLUSION OF AN ACTIVITY, RESPECTING ANY OF THE LANDOWNER'S REQUESTS OR RULES, AND RESPECTING OUT OF BOUND AREAS.

A GENERAL RULE OF THUMB IS THAT EVERYTHING THAT WAS BROUGHT TO A LOCATION SHOULD BE TAKEN AWAY AT THE CONCLUSION OF THE ACTIVITY. THE ONLY EXCEPTIONS TO THIS ARE BBS AND LARGE PROPS DESIGNATED BY THE HAL COUNCIL.

ALL ACTIVITIES ORGANIZED BY HAL WILL HAVE THE FOLLOWING RULES:

EQUIPMENT

PROTECTIVE GEAR:

- GOGGLES OR GLASSES RATED ANSI Z.81
- PAINTBALL STYLE LENS BASED MASK RATED ANSI Z.81
- WIRE MESH "BUGEYES" AIRSOFT MASK.
- BOOTS ARE HIGHLY RECOMMENDED.

WEAPON TYPES:

- NO **REAL** FIREARMS WILL BE ALLOWED AT ANY HAL EVENT, EVER. NO EXCEPTIONS.
- NO FIXED BLADE KNIVES ALLOWED ON THE FIELD. FOLDING POCKET KNIVES ARE OK.

SNIPER RIFLE:

- MUST BE A SINGLE ACTION, BOLT OPERATED RIFLE AND HAVE A VELOCITY LESS THAN 550 FPS WITH .20G OR 490FPS WITH .25G BB'S. NO EXCEPTIONS.
- SNIPER RIFLE MINIMUM ENGAGEMENT DISTANCE IS 50FT. NO EXCEPTIONS.

DESIGNATED MARKSMAN RIFLE (DMR):

- MUST BE MECHANICALLY DESIGNED TO ONLY PROVIDE A "SAFETY ON" OR SEMI-AUTOMATIC FIRE OPERATION.
- MUST BE A TRUE DMR PLATFORM AND HAVE AN UNMODIFIED FACTORY LOWER RECEIVER.
- MUST HAVE A VELOCITY LESS THAN 490FPS WITH .2G OR 440FPS WITH .25G BB'S. NO EXCEPTIONS.
- DMR MINIMUM ENGAGEMENT DISTANCE IS 50FT. NO EXCEPTIONS.
- ALL DMR SYSTEMS ARE SUBJECT TO COUNCIL APPROVAL PRIOR TO DEPLOYMENT ON THE FIELD.

ASSAULT RIFLES, SHOTGUNS AND FULLY AUTOMATIC HANDGUNS

- MUST HAVE VELOCITY NO GREATER THAN 425FPS WITH .20G OR 380FPS WITH .25G BB'S. NO EXCEPTIONS.
- ANY WEAPON CAPABLE OF FULLY AUTOMATIC FIRE AND SHOTGUN MINIMUM ENGAGEMENT DISTANCE IS 25FT. NO EXCEPTIONS.

HANDGUNS AND LAUNCHERS

- MUST HAVE VELOCITY NO GREATER THAN 425FPS WITH .20G OR 380FPS WITH .25G BB'S. NO EXCEPTIONS.
- SEMI-AUTOMATIC HANDGUN AND 40MM LAUNCHER MINIMUM ENGAGEMENT DISTANCE IS 10FT. NO EXCEPTIONS.

~~-INDOOR CQB-~~

- ALL RIFLES AND PISTOLS HAVE VELOCITY NO GREATER THAN 350 FPS WITH .20G OR 310FPS WITH .25G BB'S. NO EXCEPTIONS.
- SNIPER RIFLES ARE PROHIBITED IN INDOOR CQB PLAY.

RADIO:

- MOTOROLA "TALKABOUT" FRS/GMRS TYPE RADIO CAPABLE OF USING SUB-CHANNELS AND EAR PIECE/MIC COMBO. MOTOROLA TALKABOUT OR GARMIN RINO BRAND RADIOS ARE RECOMMENDED.

CLOTHING:

- BDUs, OR MILITARY PATTERNED CAMOUFLAGE IS RECOMMENDED.

AMMUNITION:

- ALL GUNS MUST USE HAL APPROVED EXCEL, BIOVAL, AIRSPAT OR G&G 100% BIODEGRADABLE BBS UNLESS AUTHORIZED BY GOVERNING COUNCIL.

OTHER WEAPONS AND MUNITIONS:

- ALL CUSTOM OR SPECIALTY WEAPONS MUST BE TESTED AND APPROVED BY GOVERNING COUNCIL PRIOR TO USE DURING AN EVENT. THIS MUST BE COMPLETED BEFORE THE EVENT SAFETY MEETING SO THAT ALL PLAYERS CAN BE MADE AWARE OF ALL ALTERNATIVE OR NON-STANDARD WEAPONRY/MUNITIONS.

RULES OF ENGAGEMENT

PLAY THE GAME WITH HONOR AND GOOD SPORTSMANSHIP AT ALL TIMES.

- **HITS AND HIT CALLING:**

- HIT TO ANY GEAR, SUCH AS PROTECTIVE GOGGLES, VESTS, PACKS, BOOTS, ETC. **DO COUNT**
 - HIT TO THE BODY, INCLUDING HEAD, ARMS, LEGS, CENTER MASS, ETC. **DO COUNT**
 - HIT FROM RICOCHETS WHILE INDOORS **DO COUNT**.
 - HIT FROM RICOCHETS WHILE OUTDOORS **DO NOT COUNT**.
 - HIT TO THE GUN **DOES NOT COUNT**.
 - WHEN HIT, RAISE YOUR GUN UP AND YELL, "HIT!" THIS WILL REDUCE THE RISK OF BEING HIT AGAIN. PLACE A RED RAG ON YOUR HEAD. IF CARRYING ANY OBJECTIVE ITEMS THEN DROP ANY FLAGS, BOMBS OR ANY OBJECTIVE-COMPLETING EQUIPMENT, AND CALL ' *OBJECTIVE DOWN*' – E.G. "FLAG DOWN"
 - **IN SITUATIONS WHERE YOU ARE UNSURE IF YOU WERE HIT, ERR ON THE SIDE OF HONOR AND CALL YOURSELF HIT.**
- DEAD MEN DON'T TALK EXCEPT TO CALL "(TEAM COLOR) MEDIC".
 - PHYSICAL CONTACT IS **NOT** PERMITTED EXCEPT BY MEDIC
 - GRABBING, HOLDING, STRIKING, DETAINING OR OTHERWISE PHYSICALLY COMING INTO CONTACT WITH ANOTHER PLAYER IS PROHIBITED UNLESS THAT PLAYER HAS GIVEN VERBAL CONSENT OR IS YOUR TEAM'S MEDIC.
 - IF A FALLEN PLAYER GIVES VERBAL CONSENT A TEAMMATE MAY DRAG THAT PLAYER UP TO **10 FT** INTO COVER.

- **SAFETY AND SURRENDER DISTANCES:**
 - **UNDER NO CIRCUMSTANCES CAN YOU SHOOT ANYONE INSIDE OF 10FT**
 - FOR SINGLE FIRE 40MM LAUNCHERS OR SEMI-AUTOMATIC HAND GUNS, MINIMUM ENGAGEMENT DISTANCE IS 10 FEET.
 - FOR ASSAULT RIFLES, SHOTGUNS, SUBMACHINE GUNS OR FULL-AUTO CAPABLE HANDGUNS MINIMUM ENGAGEMENT DISTANCE IS 25 FEET.
 - FOR SNIPER RIFLES AND DMR's, MINIMUM ENGAGEMENT DISTANCE IS 50 FEET.
 - IF YOU HAVE A CLEAR SHOT (DIRECT LINE OF SIGHT) WITHIN 25FT AND ARE BEHIND OR TO THE SIDE OF THE TARGET, THE TARGET SHOULD BE ASKED TO SURRENDER.
 - ONLY CALL SURRENDERS IF YOU CAN SURPRISE THE TARGET INDIVIDUAL. THIS IS DONE TO PREVENT THE PAINFUL REALITY OF A CLOSE RANGE HIT OR PERSONAL INJURY. IF THE TARGET KNOWS YOU ARE THERE, BACK OFF AND APPROACH FROM A DIFFERENT ANGLE.
 - IF YOU ARE TOLD TO SURRENDER BY AN OPPOSING TEAM PLAYER, DO IT. EVEN IF YOU THINK THAT YOU SHOULD NOT, DO IT ANYWAY AND AFTER THE GAME DISCUSS IT WITH THE OTHER PLAYER AND FIELD REFEREE.
 - IF BOTH PLAYERS INVOLVED IN A SURRENDER ARE AIMING AT EACH OTHER WHEN THE SURRENDER IS CALLED BOTH PLAYERS ARE OUT IN A "DOUBLE SURRENDER" THIS CAN ALSO HAPPEN IF BOTH PLAYERS SURPRISE EACH OTHER AT THE SAME TIME.
- **START OF SCENARIO**
 - ALL SCENARIOS SHALL BEGIN BASED UPON COMMUNICATION VIA RADIO WITH A COUNTDOWN AND A "GAME ON!" CALL.
- **BLIND MAN**
 - THIS IS CALLED WHENEVER A NON-PLAYER OR PLAYER WITHOUT EYE PROTECTION ENTERS THE BATTLEFIELD. ALL PLAYERS ARE EXPECTED TO ECHO "BLIND MAN" SO THAT EVERYONE ON THE FIELD CAN HEAR IT. ACTION WILL CEASE UNTIL "GAME ON" IS CALLED.

- **RED CROSS**
 - THIS IS CALLED IF A PLAYER IS INJURED AND REQUIRES ASSISTANCE. ALL PLAYERS ARE TO CEASEFIRE AND DIRECT ANY ADMINISTRATIVE MEMBERS AS WELL AS ON FIELD MEDICALLY TRAINED PERSONNEL TO THE INJURED PARTY. ONCE THE INJURED PLAYER IS MOVED TO A SAFE LOCATION AN ADMINISTRATIVE MEMBER WILL CALL GAME ON AND PLAY WILL RESUME.
- **BLUE ROOSTER**
 - THIS IS CALLED WHENEVER LAW ENFORCEMENT ENTERS THE BATTLEFIELD. THIS IS A POTENTIALLY DANGEROUS SITUATION, AND IS TREATED AS IF THEY DO NOT KNOW WE ARE PLAYING A GAME! ALL PLAYERS ARE EXPECTED TO WALK TO THE SAFE ZONE IN PLAIN SIGHT, LEAVING THEIR GUNS IN THE FIELD. UPON REACHING THE SAFE ZONE EACH PLAYER IS TO GATHER IN A GROUP AND REMOVE THEIR MASK. THIS IS TO PROVIDE SAFETY FOR US AND TO COMFORT THE OFFICERS BY REMOVING ANY EQUIPMENT THAT APPEARS THREATENING TO THEM.

DISCIPLINARY ACTION

- ANY PLAYER WHO FAILS TO ABIDE BY THE RULES WILL BE WARNED. IF THE PLAYER CONTINUES TO SHOW DISREGARD FOR THE RULES, THEY WILL BE IMMEDIATELY EJECTED FROM THE EVENT.
- A PLAYER MAY ALSO BE PERMANENTLY BANNED FROM HAL EVENTS FOR CONTINUED DISREGARD FOR THE RULES.
- ANY PLAYER WHO BRINGS A FIREARM TO AN EVENT WILL BE PERMANENTLY BANNED FROM ALL EVENTS.
 - DEPENDING ON THE CIRCUMSTANCES, LOCAL LAW ENFORCEMENT MAY BE INVOLVED AND CHARGES MAY BE PRESSED FOR BRANDISHING A FIREARM.
- ADDITIONAL RULES MAY BE SPECIFIED FOR AN EVENT. ALL PARTICIPANTS ARE RESPONSIBLE FOR HAVING READ AND UNDERSTOOD THESE RULES PRIOR TO ARRIVING TO A HAL EVENT.

FINANCIAL RESPONSIBILITIES

HAL IS A NONPROFIT ORGANIZATION. WE DO OUR BEST TO ENSURE THAT OUR EVENTS ARE FREE ADMISSION. IF THERE IS GOING TO BE A PRICE FOR ADMISSION TO A SPECIFIC EVENT IT WILL BE CLEARLY ADVERTIZED. ALL FUNDS COLLECTED FROM MEMBERS AT EVENTS WILL BE UTILIZED FOR THE ORGANIZATION. FUNDS MAY BE USED FOR ANY OF THE FOLLOWING PURPOSES:

- LAND OWNER REIMBURSEMENT (FIELD RENTAL)
- LAND OWNER LIABILITY INSURANCE
- PERMITS (AS NECESSARY)
- PROPS
- HAL MARKETING (ADVERTISING, WEB HOSTING AND DOMAIN)
- OTHER NECESSARY EXPENSES AS APPROVED BY A GENERAL MEMBERSHIP POPULAR VOTE

WHEN THERE IS AN EVENT OR ITEM (BB'S) THAT DOES REQUIRE A MONEY TRANSACTION ALL MEMBERS AND GUESTS TO HAL ACTIVITIES WILL BE RESPONSIBLE FOR PAYING THE EVENT ATTENDANCE FEE OR ITEM FEE AS DETERMINED BY THE ACTIVITY OR ITEM SELLER.

THE PROPERTY OWNERS OF HAL FIELDS ARE IN NO WAY RESPONSIBLE FOR INJURIES OR DAMAGE TO ANY PLAYER'S PERSON OR PROPERTY. IF YOU ARE INJURED ON THE FIELD YOU AS A HUMBOLDT AIRSOFT LEAGUE PLAYER WAIVE ALL RESPONSIBILITY OF THE PROPERTY OWNERS IN ANY WAY.

DISCLAIMER

BY READING THIS DOCUMENT AND SIGNING THE ACCOMPANYING APPLICATION YOU DO HERE BY RELEASE HAL AND ALL OF ITS AFFILIATES FROM LEGAL OBLIGATIONS AND RESPONSIBILITIES IN THE CASE OF PERSONAL INJURY. YOU ALSO DO HERE BY TAKE SOLE RESPONSIBILITY FOR DAMAGES YOU CAUSE TO PROPERTY BE IT PERSONAL, PRIVATE OR RENTED.

CONFLICTS

WHEN IN CONFLICT, ALL AMENDMENTS TO THIS CHARTER WILL SUPERSEDE THE BODY OF THIS CHARTER.

AMENDMENTS

A1-092009 "RAIDERS LAW"

ANY PLAYER THAT IS ASKED TO CHRONOGRAPH THEIR AIRSOFT DEVICE BY ANY OTHER PLAYER MUST CHRONOGRAPH THEIR DEVICE BEFORE THE NEXT ROUND OF PLAY.

ANY PLAYER THAT IS BRINGING A BRAND NEW AIRSOFT GUN TO BE IN USE ON THE FIELD MUST CHRONOGRAPH THEIR DEVICE BEFORE THE NEXT ROUND OF PLAY.

ANY PLAYER THAT IS BRINGING A NEWLY MODIFIED AIRSOFT GUN TO BE IN USE ON THE FIELD MUST CHRONOGRAPH THEIR DEVICE BEFORE THE NEXT ROUND OF PLAY.

ALL PLAYERS SHOULD CHRONOGRAPH THEIR GUN TO BE IN USE ON THE FIELD QUARTERLY AND RECORD THE FPS ON THE SIGN IN SHEET.