Airsoft Rules and Safety

Eye protection: (strictly enforced)

Eye protection must be Z87+ ANSI rated at MINIMUM and must be stated on the lenses or frames, supporting documentation required if not present on the eyewear itself. Paintball goggle systems are acceptable and superior.

Shooter style glasses with no bigger than a finger gap, MUST have a retaining strap around to the back of the head and must be Z87+ ANSI rated. No workshop goggles or shop glasses.

Field staff has the right to refuse entry of the field if your eye protection is deemed unsafe. You only get one set of eyes in a lifetime! **No mesh eye protection allowed.**

Equipment velocity adjustment: (strictly enforced)

All airsoft rifles must be adjusted via chronograph before entering the field and MUST pass the field limits stated below. If they do not pass, you cannot use the rifle until it has been tuned.

You may be subjected to an on-field chronograph during play, to ensure your safety and the safety of others on the field. These limits are limits, not goals!

- All containing a gearbox or HPA (Includes CO2 pistols) = 1.49 joules or 400 FPS with 0.20g BB
- All air cocking/manual Bolt Action (e.g. Sniper/CO2/HPA) = 2.10 joules or 475 FPS with 0.20g BB

Lower face protection (teeth):

Due to the nature and design of the field, firefights will occur commonly in close quarters. It is STRONGLY recommended to wear teeth protection.

Airsoft wire mesh product or a hockey/custom mouth guard is great protection and easily obtainable. Shemagh/scarves or cloth/rubber materials are not acceptable for teeth protection.

Field staff has the right to refuse entry to the field if your teeth protection is deemed unsafe, should you fall under the minimum requirements. You MUST use lower face protection (teeth) in the following scenarios:

- A player who is renting our airsoft packages (Equipment Provided)
- A self-sufficient player who is between the ages 12 and 18 (Equipment NOT Provided)

Staging tables (safe zone):

There are many tables provided to unpack and setup your gear and stage throughout the day! We ask to be courteous to your fellow players for space in using the tables and bunk up! When using the off-field staging area, these safety rules MUST be followed below:

- Magazines/clips/drums ejected (No loaded rifles/Pistols holstered)
- SAFETIES **ON**
- NO dry firing

All players will exercise safe handling of their airsoft equipment. If players need to test or tune their equipment, they can proceed to the firing range. Field staff will enforce staging practice.

Basic Handlings:

- Always treat your airsoft gun as if it were loaded.
- **Never** place your finger on the trigger until you are ready to fire
- Control your muzzle direction at all times
- Accidental discharges and deliberate dry firing will not be tolerated
- Avoid point-blank shots at another player, be sportsmanlike!

Play style restrictions:

Certain structures on the field have restrictions with how you use yourself and your equipment.

- Please use SEMI-AUTO in the following situations: inside large buildings (including Seacan complex and elongated buildings), during interior and vertical firefights (e.g. room clearing). All other areas are optional fire selector use.
- No climbing exteriors or boosting
- No barricading or moving field objects

Additional equipment and information:

YES's!

- Thunder B/V's, XL Burst, Tornados are allowed ("kill" radius determined by the day), underhand tossed
- Cold steel training rubber/plastic melee is allowed (tapping a player with only, no hitting/stabbing or throwing)
- Cold burning smoke grenades only allowed (e.g. Enola Gaye EG-18)
- NO minimum engagement distance for: 1.49 joules or 400 FPS with 0.20g BB and LOWER
- 50' minimum engagement distance for: 1.49 joules or 400 FPS with 0.20g BB and ABOVE
- Bring your BB's and/or buy from us!

<u>NO's!</u>

- NO laser attachments and NO knives/blades allowed on the field
- NO homemade devices (unless approved by Field Staff)
- NO blind firing
- NO swearing or foul language
- NO cheating
- NO fireworks/firecrackers
- NO blind shooting (face must be in-line with your gun)