

## The Airsoft Arena - General Field Rules

### Age requirements:

Ages 10-12 requires Arena Safety Certification and direct "ON FIELD" parental supervision.

Ages 13 and older requires Arena Safety Certification.

Under 18 requires parental consent via Arena Waiver

**All players must complete Arena Waiver and sign Membership agreements**

### FPS Requirements:

**Max FPS 350 – Semi Automatic Fire ONLY.**

FPS will be measured with a .20g BB

Airsoft Arena prefers the use of .20g-.28g BB. Use of .12 BB prohibited, Use of heavier than .28 is prohibited.

Arena does not utilize the use of joules due to the restriction of BB weight.

**Referees will spot check players for compliance**

### Required Safety Equipment:

All Players, ANZI rated full seal eye protection required.

Under 18 Requires Full face Protection.

Cases **REQUIRED** for all Airsoft guns entering and exiting the premises. Cases are used to conceal airsoft replicas using a hard or soft material to carry guns in and out of establishments.

**Open display, gun socks, backpacks/duffle bags, or pillow cases are NOT acceptable carry cases.**

All Airsoft Guns must have barrel blocking device & Mags Out in Staging Area

**No real firearms or weapons allowed on the premises**

### Bang Kill:

No Shooting inside of 10 FEET, this is a courtesy call to make sure a player isn't subjected to unnecessary pain or risk of injury. It isn't an automatic kill while breaching a room and likewise it isn't a magical force field when you are getting breached. You cannot bang kill through things or around corners and your gun must be raised as if you were going to shoot someone for it to be considered a proper bang kill. In the event of a tie both parties are 'dead'.

### Movable Cover:

Players should NOT be moving Field Pieces around, be them boxes, couches or barrels. The furniture has been placed like that for a reason and a player is caught moving them the first time a verbal warning will be issued. If they are caught a second time they will have to sit out a game.

### Angled shooting from an elevated position:

There are a nice set of pillars by each elevated position, once a player passes that threshold they may not shoot down at a player, likewise players who pass that threshold may not shoot up at the player in the elevated position. **The referee will point this out to all players if elevated positions are in-use.**

### Overshooting:

We have a strict policy on overshooting. Overshooting is defined as repetitive shooting of a player after an initial hit on the player. A general guideline is "No more than 2 shots fired at a player within 1 Second". Trigger Fanning (Rapid Fire in Semi Auto to mimic Full Auto fire) is a form of Overshooting and Prohibited under the "Overshooting Policy". Give the player a chance/moment to react and call the hit. If you are called on overshooting once, we will give you a verbal warning, if you are caught doing it twice in the same day; you're

done for the day. **If you feel a player is not calling his hits, inform a referee, don't over shoot the player to prove a point.**

#### Hit Calling:

**Call your hits.** Our referees will be doing spot checking from time to time to make sure this is being done. If you have a problem with a player not calling hits bring it up to the referee. **When you are "Hit" place a kill rag on your Head/Shoulder and Raise your arms in surrender and proceed to Spawn.** If you don't have a "kill rag" or "kill marker" they are available for purchase.

#### Violence/Verbal Abuse

**We have a zero tolerance policy for violence and abusive/foul language.** If you have a problem with any player in particular please take it up with the referees, that's why they are on the field. If there is conflict with another player get a referee involved to mediate to avoid temper flairs or escalation. Keep in mind, there are players under the age of 16 on the field-"Keep it "PG".

#### Slat Shooting

There is no Slat Shooting. We designed the field to have virtually no slats to shoot from so it should be a non-issue. If a shot you think is questionable flag a referee over before you take it to make sure it is ok.

#### Grenades:

Gas propelled BB expelling grenades have a 10ft kill radius IN ADDITION to the bb's that are expelled by the grenade. If the radius is in question a referee will make the decision as to who lives and dies.

Sound Emitting Devices such as Airsoft Innovations Bang 22 are allowed but **ONLY** can be used with the brown tip

**Under NO circumstances may a Thunder B/V (Sound Device CO2 Fueled) be used at The Airsoft Arena.** The concussive sound waves can set off the sprinkler system.

Airsoft Innovations Grenades such as the XL Burst and Cyclone/Tornado are permitted.

Standard "Shot Shell" 40mm grenades are not allowed. M203/M320/Taggin/etc are not allowed to be used but can be on rifles for decoration.

Grenades that expel powder or objects other than BB's are Prohibited.

Smoke grenades of any type are Prohibited.

#### Sportsman like Conduct:

We like to encourage sportsman like conduct. If a player makes a really good shot, give him a pat on the back. Remember that you started as a young player once yourself so lead by example to those coming into the sport.

#### Buildings:

If you are in an elevated building, don't jump off of it. Don't try to jump through windows, or off staircases.

**Your safety is paramount, please think before you leap or slide!**

#### No-Shoot Areas

There is no shooting in staging, lounge, and store, or (heaven forbid) the bathrooms. Do not shoot directly up at the light fixtures or sprinkler heads. **DO NOT shoot point blank at the safety netting that separates the field from staging. Intentional shooting to cause property damage will result in being Banned from the Arena.**

Blind fire:

Blind firing is not allowed at the Arena. Blind firing is anytime a player moves his rifle in a position where they cannot fully aim at another player with accuracy and with the specific intent to shoot an enemy without exposing themselves to said enemy.

Shields:

Shields are not allowed on the Field, there have been too many issues previously with arguments and cheating. Shields are not allowed.

Sliding:

Sliding is not allowed due to excessive abuse of the field. You can blame the players that were knocking down walls.

**In the event of any decision/call the referee is the FINAL judge on the field. All questions involving play should be directed to the referee.**