

The Airsoft Arena - General Field Rules

Age requirements:

Under 12 requires Arena Safety Certification and direct "ON FIELD" parental supervision.

Over 12 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-.25g premium BB. Use of .12 BB prohibited, Use of .28 BB and Heavier is prohibited.

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

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 the winner is the person who performed a PROPER bang kill.

Movable Cover:

Players should NOT be moving Field Pieces around, be them boxes, couches or barrels. The furniture has been place 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.**

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.

Under NO circumstances may a Thunder B/V (Sound Device CO2 Fuled) be used at The Airsoft Arena. The concussive sound waves can set off the sprinkler system. All Grenades such as the XL Burst and Cyclone/Tornado are permitted. Standard “Shot Shell” 40mm grenades are allowed. All 40mm Mike/Mike grenades are not permitted as they effectively “overshoot” a stream of BB’s. 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. If a player slides into a pile of sandbags and it looks really cool, tell him so.... **Let’s ALL have fun!**

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.

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.