

Ballahack Airsoft Field Safety Rules

Parents will be required to read our strong recommendation for full eye, ear, mouth and nose protection systems, and agree to be responsible if their minor violates their parent's wishes, or if a parent allows only the minimum requirement.

ALL PLAYERS:

- A barrel-blocking device (BBD, aka "Barrel Bag") is required for all players to have for their weapons. (Excluding pistols) Plastic caps, gloves or socks are not allowed.
- You may not fire any weapon on full auto towards a target that is less than 30' away. You must switch to semi-auto.

1. FACE AND EYE PROTECTION: To be on at all times in game area

- No mesh goggles will be allowed UNLESS glasses or safety glasses are worn underneath. NOTE: As bb shards can result from impact to mesh, eye glasses may not provide adequate protection; we therefore recommend goggles

- Those wearing eyeglasses may not "STACK" safety glasses over the top of prescription glasses.

- IMPORTANT NOTE: It is still possible to have injuries while using safety equipment.

12, 13, 14, and 15 year-olds:

- Require full-face mask/goggle system, providing full-seal eye protection with attached nose, mouth, and ear protection.

A player may either have a one-piece goggle/mask or a two-part system utilizing full seal goggles AND a metal mesh lower mask that covers from ear to ear. (NOT just nose and mouth)

- IMPORTANT NOTE: It is still possible to have injuries while using safety equipment.

16 and 17 year-olds:

- We recommend full-face protective gear.

- Minimum requirements are full-seal safety-rated eye goggles protection that meets ANSI z.87.1 standards AND lower nose, mouth protection.

- This only meets minimum requirements. We STRONGLY, STRONGLY recommend a system that will cover possible ear injuries also. Parents will be required to read our strong recommendation, and agree to be responsible if their minor violates their parent's wishes, or if a parent allows only the minimum requirement.

- IMPORTANT NOTE: It is still possible to have injuries while using safety equipment.

18 years old and up:

- Again, we recommend full-face protective gear.

- Minimum requirements are full-seal safety-rated eye protection that meets ANSI z.87.1 standards WITH an eyewear retainer system (Note: the particular style must fully cup your eye area, so as not to have gaps allowing bb penetration AND must have a rubber or foam seal around the perimeter of the lenses. We reserve the right to deny unsafe eye protection.

- In addition, a minimum of a mouth-guard or balaclava or shemag must be worn over the mouth at ALL TIMES on the playing field. A better system would be to wear the MATRIX GENERATION I MESH mask.

- IMPORTANT NOTE: It is still possible to have injuries while using safety equipment.

2. FEET PER SECOND (FPS) LIMITATIONS:

All weapons are chronographed with .20 gram bbs every game day. Marshals may spot check gun's FPS on the field.

a. Sniper Rifles/Single-Shot Long-Range Weaponry: 500 FPS or under. NOTE:

Minimum engagement distance is 75' (You will not be allowed to shoot anyone closer than 75') Also note: Single bolt action or lever action rifles only all into this category. NO AEG guns are allowed in the sniper category.

b. Automatic Electric Guns (AEGs) 420 FPS * NOTE: FPS at 399 or under have no minimum engagement distance. FPS from 400 to 420 is limited to 15' minimum engagement (You will not be allowed to shoot at anyone closer than 15') 421 FPS or over, the gun is denied for gameplay.

c. Side-arms (Gas /CO2/Electric Pistols) 400 FPS maximum anything over is denied from field use

3. NO-FIRE ZONES:

All no-fire zones will be clearly marked. All airsoft guns will be completely safed; there will be no magazines in weapons, chambers will be cleared, safeties on, and all barrel covers will be on. No-fire zones currently include the parking lot and staging areas. There is a designated test-firing and chronograph area outside the no-fire zone. Eye-pro will be worn outside of all no-fire zones.

4. BOUNDARIES:

All boundaries will be clearly marked around the borders of the playing areas. Any player leaving the designated field boundaries will be subject to expulsion from gameplay and/or banned from the field indefinitely.

5. PROHIBITED ITEMS:

The following items are strictly prohibited; anyone found carrying any of these items is subject to ejection from the field indefinitely:

- a) Firearms and Live Ammunition
- b) Any blade longer than 4 inches
- c) Mace, Pepper Spray or other form of chemical weapons
- d) Improvised Airsoft Grenades, Mines, or other Explosives
- e) Incendiary Devices (Fireworks, Smoke Bombs, Flash bangs etc.)
- f) Potato Guns or any Compressed Air Launcher
- g) Drugs or alcohol

General Game Play Rules at Ballahack Airsoft

1. FIELD MARSHALS:

Field Marshals are the supreme authority on the field. They are present in order to maintain a safe and fun environment. Disobeying, disrespecting and/or arguing with a marshal is strictly prohibited. Field marshals must be informed of any violations of field or game rules. FIELD MARSHALS MUST BE INFORMED IMMEDIATELY OF ANY FIELD EMERGENCY SITUATIONS.

2. HIT CALLING:

Airsoft is an honor sport! Honor, Integrity and Respect go hand-in-hand with quality gameplay. All players must call their hits! All direct hits to any part of a player's body are valid; whether a player is hit in the chest, head, or pinky. Gun hits and ricochets do not count, however, if a player is not certain, when in doubt, call it out.

- **When you shoot at another player, one of four things will occur:**

1. You hit them and they call out that they are hit. Stop shooting them.
2. You see them, you think you hit them but in fact, you did not hit them and they don't call their hit. (Tempting you to lose your cool when you shouldn't.)
3. You hit them, they honestly don't realize they were hit and they don't call their hit. (Further temptation to start whining and crying.)
4. You hit them, they know they were hit but they apparently do not have the emotional capacity to call their hit. Stay calm and shoot them again. You may report to the marshals anyone you think is not calling their hit.

- **When hit**, a player must yell as loudly and clearly as possible "HIT"

- To visually signify a hit, dead rags must be placed on top of the head, and the player's weapon and/or hands must be raised over their head.
- While a player is "dead" you are not allowed to speak words other than "medic", "re-spawning", or "dead man walking" in order to ensure no "dead" player can communicate information to your team (enemy positions, etc.) until you have been "healed" by a medic or has re-spawned.
- Players cannot speak while being "healed" by a medic.
- Players may not call another player out.

3. MEDICS:

Medics are designated players that have the ability to "heal" any player by maintaining physical contact with that player for 60 seconds.

- Anyone can move "dead" players by maintaining physical contact with them, but only medics can "heal".
- Medics may not shoot or move while "healing" another player.
- You may temporarily move yourself out of the line of fire if you are taking hits or impeding game play but must return to your position when safe.
- If you begin to walk back to a re-spawn point, a medic may not heal you.

4. RESPAWNING:

Once hit, unless otherwise dictated, all players have the options of waiting for a medic, or moving to a designated re-spawn point. A re-spawn point is a designated location from which a "dead" player comes back to "life" and can rejoin the game. Re-

spawns are instantaneous i.e. once at a re-spawn point, players do not need to wait to come alive; as soon as the re-spawn point is reached, players are allowed to return to gameplay.

- Re-spawn Points are usually placed on the outskirts of a game area in order to prevent spawn camping. Spawn camping is defined as watching the re-spawn point of an opposing team and "killing" other players as they re-spawn.

- Spawn camping is unsportsmanlike conduct and is strictly prohibited. Players must be at least 75 feet from an enemy re-spawn point; shooting at an enemy re-spawn point or at an enemy while they re-spawning is not allowed.

5. RULES OF ENGAGEMENT:

The following rules were put in place in order to maintain safety, as well as add to the realism and quality of gameplay.

- You must switch to semi-automatic whenever shooting at someone within 30'. i.e. you are about to breach a building or are in a building where players are about to breach.

- All players are encouraged to aim at center mass (center of the chest). Players should not put themselves in a position in which headshots are necessary or encouraged. When you only present your face as a target or someone is unable to shoot your center mass, causing you get shot in the head, reach down and fill up on some "suck it up."

- Blind firing is not allowed. Blind firing is defined as shooting a weapon without looking down the sights of that weapon, for example sticking a weapon through a window or around a corner and firing without looking.

- Sniper Rifles shooting with a muzzle velocity of over 420 fps must be at least 75 feet away from their target(s).

- AEG's with FPS between 400 and 420 may not be used within 15' of an enemy player. In other words, "Your gun does not even exist within 15'."

6. SAFETY KILLS:

A safety kill is defined as a player eliminating another player verbally without shooting them.

- The maximum range for a safety kill is 25 feet; the "killer" must catch the "victim" unaware or off guard, and must call out the word "Safety" loudly and clearly.

- You may not safety kill a player if he is facing you or is aware of your direct presence.

- If a player is safety killing multiple players, they must aim his/her weapon at each individual player and say the word "Safety" to each player.

- If you yell "safety" and a player turns and shoots you, you are dead. You must absolutely own them. Give them just a moment to call "hit" but not enough time to turn on you.