

Eastern Iowa Airsoft Safety Rules & Standards



Safety is above all the #1 guideline for airsoft skirmishes. If someone gets seriously injured, it ruins everyone's fun. The safety guidelines are as follows:

Eye protection is required at all times, no exceptions. The only location that eye protection is not necessary is the "Safe Zone". If you don't know where this is, just ask. Someone will point you in the right direction. Eye protection is discussed in detail below.

The Safe Zone: All weapons must have the safety on and mags out while in this area. There is absolutely no firing or testing of weapons in the Safe Zone. This area is used for reloading or taking a break between games.

Blind firing is strictly forbidden. Blind firing is taking a shot at anything that you cannot see at the precise second that you are pulling the trigger. This includes holding your gun around a corner and firing off rounds while the rest of your body is safely on the other side of a tree or high grass. This has caused many injuries and a violation of this rule is grounds for being asked to leave the field for the day.

All weapons are to be treated and handled as if they were their "real-steel" counterparts. Do not handle another player's weapon without his or her permission. Because of their realistic appearance it is suggested that all airsoft weapons should be transported to and from games in the trunks of your vehicle, preferably in a gun case or airsoft weapon shipping box. Weapons should not be displayed or handled in public view and no weapon is to be pointed at another individual off of the field and without proper safety equipment. All weapons are to be switched to safe between games, and shooting may only be done in playing areas during games or in designated target areas.

Minors

12 years of age is the current minimum age limit at the Central City Airsoft Arena. Anyone under 16 years of age must be accompanied by a parent or guardian for the duration of their stay. The parent or guardian is not required to play, but they must be on the property at all times with the minor or ward under their charge.

Liability Waiver

All participants are required to sign an accident and liability waiver that we provide. There is a separate section of the waiver for minors that they and their parent or guardian must also sign.

Minors aged 16 and 17 attending without a parent or guardian must print out the waiver, sign it, have it notarized, and bring it with them to the event. We will keep all notarized waivers on file and they are good for up to one year from the notarization date.

Identification

All players are required to present a valid photo ID to participate.

Notarization of Waiver for Minors

We require notarization of the waiver for minors 16-17 because the possibility exists that an unaccompanied minor 16 or 17 years of age could forge a parent or guardian's signature on the waiver in an attempt to attend an event at the Central City Arena. Having the waiver notarized lets us know that you really do have written permission from a parent or guardian to attend any of our events.

Notarization of the waiver is a simple, quick, and easy process. Most banks have a notary public on staff and many of them will notarize the waiver for free.

First, you'll need to download and print out the waiver. Then, you'll need to call your local banks to find out for sure if they have a notary on staff. Your parent or guardian will have to accompany you to the location. The notary public will witness you and your parent or guardian's signatures on the waiver, sign it, and stamp it with a seal. The only thing left to do after that is to bring the notarized waiver with you to the event along with a valid photo I.D.

Note: Minors 16-17 years of age who are accompanied by a parent or guardian to our events are exempt from the notarization rule. (though it is in their best interests to get the waiver notarized should their parent or guardian be unable to accompany them to future events.)

All notarized waivers will be kept on file and are good for up to one year from the notarization date.

Spectators

We have had several people come out to our skirmishes just to observe and see what Airsoft is like. Airsoft requires a sizeable commitment of both time and money so we understand when someone wants to come and watch a skirmish before deciding if it's something they really want to get into.

All observers are required to sign the accident and liability waiver and must wear approved eye protection at all times while on the playing field. Brightly colored clothing (preferably neon orange or yellow) must be worn by observers at all times in order to avoid being shot. (though that still may happen by accident)

There is no charge to watch a game.

Weapon Standards

Sniper Weapons:

Any bolt-action rifles chronographed up to but not over 550 fps will be allowed. Any weapon that chronos above 400fps cannot engage targets closer than 100 feet.

Field Primary Weapons:

Rifles, sub-machineguns, or support weapons are carried as a player's primary weapon. Field Primary Weapons have an absolute maximum velocity limit of 410 fps using .2g BB's (1.48 joules) with the Hop Up OFF. There is a 10' minimum engagement range that is discussed in further detail below.

Side Arms:

Pistol or compact submachine guns are carried as a back-up weapon. All snipers are required to carry a sidearm for use inside their minimum engagement range. Side arms are optional, but recommended for other players using Field Primary Weapons. Side arms are subject to FPS regulations depending on the area and situation.

Ammunition Guidelines

No weapon at an event may fire BB's heavier than 0.36g, nor may they fire any metallic or metallic-coated type of BB of any weight.

All weapons must be chronographed with .20 gram BB's.

There are currently no mag restrictions. (this rule is subject to change for future events. Players will be notified ahead of time)

FPS and Engagement Limits

Revised on 1/22/11

- **1.0 - 350.9** fps – 10 foot engagement limit
- **351.0 - 409.9** fps - 20 foot engagement limit
- **410.0 - 550.9** fps – 100 foot engagement limit. Bolt action or permanent semi-auto replicas only.

Exception: If a gun capable of fully automatic firing is found to be shooting consistently at 410 fps, the player may choose to use that weapon as a DMR. (designated marksman rifle) If they do, the engagement limit is permanently set to 100 feet and the weapon must be shot on semi-auto only. (and yes, I do keep an eye on DMR players to make sure they obey the restrictions)

- **551.0+** fps - Prohibited

(these standards are subject to change depending on the event...players will be notified ahead of time)

Snipers may only engage targets within 100 feet with their side arms. Players are encouraged to call for the surrender of enemy players within 10 feet and if approaching them from behind.

Eliminations

It is ALWAYS the participant/players responsibility to call themselves "out" or eliminated should they be hit by their opponent. In cases where there may be some doubt as to whether you have been hit

or not, call yourself out. Under no circumstances is any player to berate or yell at another player they think they may have hit who did not call themselves out. Always give your opponent the benefit of the doubt. If anything must be said, a courteous, "*Check the hit, please!*" will suffice. It is possible at long distances, and in equipment/gear hits for a player genuinely not to have felt the hit. Simply shoot them again if they did not feel the hit. Do not yell at them or be discourteous.

Hits:

A hit from a BB anywhere on your body, web gear, equipment, goggles, etc... counts as elimination. Friendly fire (hits from teammates) counts. A solid ricochet (a ricochet that does not deviate much from its original flight path) that hits the player, counts. Please be fair and honest about this and use good judgment. In the event of elimination, the eliminated player must yell "**HIT!**" The player is then to immediately display their kill rag and then either call and wait for a medic or make their way to the area designated by the event rules. No false calls. If necessary, call out "**HIT!**" or "**DEAD MAN WALKING!**" numerous times to prevent from being shot again. If the area is "hot", the eliminated player(s) may lie down on the ground and wait. It may be necessary to keep yelling "HIT!" When the area clears, exit as described above. While exiting, the only word from an eliminated player must be "HIT" and nothing else.

Dead men do not otherwise talk, point, or gesture in any other manner. Talking on your radio or verbally helping teammates after being eliminated, whether stationary or moving toward the "safe" zone or staging area, and while in the "safe" zone or staging area while the game is still on, is prohibited. Eliminated players may leave equipment at the spot of elimination for use of the "surviving" members. This is at the discretion of the eliminated player. Equipment must be retrieved at the spot where the player was eliminated.

Purposely targeting and shooting an opponent's head is prohibited unless the opponent's head is the only target presented. As always, the fps/engagement limits apply. Extreme care must be taken and shooting players in the facial area should always be avoided. Safety is the first priority.

Parlay / Surrender:

With the minimum engagement distances in mind, as well as sportsmanship in general, we have set in place a surrender rule. If you are within 10 feet of an opposing player and you have a shot on them, or if you are sneaking up on them from behind and they are unaware of your presence, it is encouraged that you verbally give them the opportunity to surrender by yelling, "**BANG BANG!**" Generally speaking, players should surrender to opponents who clearly have the upper hand within this short distance.

Kill Rags

All players are required to have a good-sized red kill rag. Small strips of red cloth are not acceptable. If you do not own a kill rag, I sell good quality rags for \$1 at each event

Physical Contact

Striking, grabbing or tripping another player is expressly forbidden and will result in the offender being asked to leave the field without refund of entrance and/or raffle fees paid. Physical contact may be permitted in certain game scenarios, such as a medic physically dragging a "dead" player out of the battle zone; however such actions will be discussed in specific prior to the game if such contact will be allowed. So that means that as a general rule, keep your hands to yourself.

Pyrotechnics

Smoke grenades and other pyrotechnics are allowed only subject to the approval of the field owner/game organizers. Smoke grenades and other pyrotechnics must always be observed and never left to burn unsupervised. In general, only "cool burning" smoke will be allowed (still subject to field owner/game organizers approval). Questions on what is/is not allowed for a particular event should be brought up to the field owner/game organizers before the game.

Eye Protection

Anyone who is located within any designated shooting areas must wear "approved" goggles or a face mask at all times. If a player or spectator is found removing his/her goggles within the designated shooting/game play area, he/she will be asked to immediately leave the field until the next match. Repeat offenders will be asked to leave the field for the remainder of the day without refund of fees. (if applicable) If, at any time, a player's goggles become dislodged or are removed, all play in that area of the field must be stopped immediately until the situation is rectified.

"Approved" goggles include models whose lenses are rated as impact resistant in accordance with **ANSI Z87.1 and/or ASTM F-1776-99** (or later) standards for ballistic protection.

Each player is responsible for ensuring that their goggle system meets the above criteria. Each player should refer to the ANSI 87.1 and ASTM F-1776-99 standards to decide for themselves whether goggles/mask so rated offer them the protection they desire. Each player is solely responsible for acquiring the level of eye protection at a safety rating they feel necessary beyond the limits set here. We assume no responsibility for any goggle/mask system's failure.

A full face mask is not required, although it is strongly suggested. Players opting not to wear a full face mask are strongly encouraged (though not required) to wear a balaclava, shemagh type of head/face covering beneath their goggles to provide some degree of protection to the bare skin of the face/neck areas. The 6 mm plastic airsoft BBs do not carry the same impact/weight of a paintball, but will still sting, welt, and sometimes break skin depending on the distance and/or velocity the shot is received from. It is each player's responsibility to take proper precautions and protection and/or accept responsibility for any injury, minor or otherwise, should the proper protection/precautions not be observed.

Players under the age of 16 must wear full face and eyewear protection.

Whenever a player loses his or her eye protection, they must immediately yell, "Blind man!" All other players at that point must cease firing and also yell, "Blind Man!" to let their team know. Firing is to be stopped until the "blind man" is out of the skirmish area.

Suggested Basic Gear

To enhance the playing experience, and to be more comfortable as well as prepared, some basic gear is well worth the investment. Sturdy footwear with ankle support is strongly suggested, military or law-enforcement type boots are recommended. Clothing should be durable and allow for freedom of movement. Long sleeves and long pants are strongly recommended. BDU (Battle Dress Uniforms) shirts and pants are generally very durable, recommended, and can be found in most military surplus

stores. Gloves are not required but recommended to protect the bare skin from hits. A hydration system, canteens, Camelbacks or simply some bottles of water carried to the field are strongly suggested. For summer events, sunscreen and bug repellent are also highly recommended.

Other Rules:

A blown whistle starts and stops all game play. Players should leave their eye protection on until in a "safe" designated area. Whistle use is for beginning and ending engagements and for emergencies such as a lost player, hurt player or non-player personnel within event boundaries (any area where the individual(s) might be injured or might deem the airsoft replicas as a threat). If any law enforcement official enters the area, the whistle will be blown and all players are required to lay any arms on their person (including pistols or slung shotguns) down on the ground immediately.

The event grounds must be left in the same or better condition than at the start of the event. Therefore it is the responsibility of each individual to discard any waste materials or to put in order any area they have disrupted. This includes dropped bb's. If you dump a load of bb's on the ground, you must pick all of them up and either keep or dispose of them properly.

Each player is personally responsible for his/her safety and equipment, whether owned, borrowed, or rented. If you break or damage property, you will be held responsible for those damages. Accidents happen, but please be careful and play responsibly!