

# AIRSOFT NATION RULES AND REQUIREMENTS

## **Airsoft gun regulations:**

- 400fps or less measured with a standard .20g 6mm BB
- No gun may exceed 30 rounds per second rate of fire
- Binary triggers are NOT allowed
- HPA systems are permitted
- Electro pneumatic HPA systems (any HPA system that runs off a battery or FCU) must be “Semi locked” and restricted to semi automatic fire only. Please see management for any questions or concerns.

Airsoft Nation is a semi auto only event, LMGs without a selector switch must be approved by management and will be required to adhere to the “one second on, one second off” policy. (1 second burst fire)

Any player caught taking advantage of or found in violation of the above rules will be asked to leave without a refund.

## **Safety equipment requirements:**

- ANSI-rated Full-seal goggles & a hard lower face mask (covering nose, mouth and ears), or an ANSI-rated one-piece full-face mask.
- Closed toe shoes, no sandals, no crocs or any open toe or excessively loose-fitting shoes will be permitted onto the field at any time.
- Dead rags/dead identifiers are required (These may include official red dead rags sold at our popshop, any RED scarf or full size RED bandanas or rags.

### Night Game

- RED LED identifiers, Red glow sticks or Chem lights) must have the ability to be produced quickly and made clearly visible when signifying a “hit” or “dead” player.
- The use of weapon lights or personal flashlights is not required but are heavily encouraged to be a part of every player's kit.

## **Park Rules**

- Goggles on at all times while on the playing fields and as soon as you enter the attraction and/or playing field. Do not remove your mask until you are completely off the field.
- Safety Barrel Covers on at all times while in safety areas
- Airsoft Magazines removed at all times while in the safety area.
- All Personal Markers must be chronographed before play.
- DO NOT fire your marker while in the safety area.
- Dry firing is not allowed.
- DO NOT overshoot players. Maximum 2 hits.
- DO NOT shoot anyone within 10 feet distance.
- DO NOT blind fire.
- DO NOT climb on any structures and/or props.
- DO NOT shoot any Staff Member or Safety Monitor.
- No pyrotechnic devices, flammable devices, smoke grenades, noise bang devices, fireworks, and/or similar devices.
- Call your hits and play honorably. Once eliminated, raise your gun above your head and exit the field and put your barrel cover on your barrel.
- No BBQ or Cooking at the park.

## **Instant Removal**

- Physical contact with Staff Members and other Players.
- Being offensive or threatening towards other Players and/or Staff Members.
- Stealing – Please be advised that we will call the Police and your Parents or Guardian.
- Excessive use of foul language.
- Purposely disregarding Safety Rules.
- Shooting or throwing paintballs around the facility and at other Players and/or Staff Members.
- Cheating
- Use of illegal drugs.
- Consumption of alcohol at the facility.
- Carrying real firearms or other real weapons.
- Use of pyrotechnics devices, flammable devices, smoke grenades, noise bang devices, fireworks.

## FAQ

### **What is the chrono limit?**

All airsoft guns must shoot at or below 400 fps measured with a standard .20 gram BB

### **What type of ammo is allowed?**

All standard Plastic 6mm airsoft bbs are allowed. .32g bb weight limit is imposed, any bbs heavier than .32 grams must be approved by management.

### **Is HPA allowed?**

Yes, High Pressure Air or HPA systems are permitted as long as they adhere to the “Semi Locked” policy. All HPA systems must be electronically restricted to Semi Automatic fire only. No Full Auto or Burst fire is permitted.

### **Are smoke grenades allowed?**

THE USE OF SMOKE GRENADES OR ANYTHING THAT PRODUCES A SPARK OR FLAMES IS PROHIBITED. ANYONE FOUND USING OR IN POSSESSION OF THESE ITEMS WILL BE ASKED TO LEAVE WITHOUT A REFUND.

### **Do I need a tourniquet “TQ”?**

Tourniquets are not required for Airsoft Nation, however players must be equipped with a dead rag or approved dead indicator to be presented after a player is “hit” or “dead”.

### **Are two-piece goggles allowed?**

Players may use two-piece goggle systems as long as they are ANSI-rated Full-seal goggles and are required to use a hard lower face mask (covering nose, mouth and ears), an ANSI-rated one-piece full-face mask. Is always the safest option.