

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