



Richmond
Underground
L a s e r T a g

AIRSOFT RULES & REGULATIONS

These are Field Specific Rules that will be abided by everyone who comes out to RU Airsoft Field

1.FACE AND EYE PROTECTION

ALL PLAYERS:

Barrel-blocking device (BBD, aka “Barrel Bag”) are required for all players to have for their weapons.

•No mesh goggles will be allowed.

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

12-17 year-olds:

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

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

18 years old and up:

·We recommend full-face protective gear.

·Minimum requirements are full seal safety-rated eye protection that meets ANSI z.87.1 standards with eyewear retainer system (Note: the particular style must fully cup your eye area, so as not to have gaps allowing bb penetration). We reserve the right to deny unsafe eye protection.

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

2.FEET PER SECOND(FPS) LIMITATIONS:

a. All Rifles/AEG/Long Guns: 400 fps w/ .25 gram BB's

b. Side-arms (Gas Blowbacks/Electric Pistols) ~330 fps

All airsoft guns will be chronographed regularly every day and may be subject to chronograph during the day of play at random.

3.NO-FIRE ZONES:

All no-fire zones will be clearly marked. All airsoft guns will be completely safe; there will be no magazines in weapons, their 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 will be designated test-firing and chronograph areas outside all no-fire zones. 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, Flashbangs etc.)
- f) Potato Guns or any Compressed Air Launcher
- g) Alcohol
- h) Any BB's below .20 grams in weight. These are mostly .12 that are widely available at stores such as Walmart, but are cheaply made and can be hazardous to players.

Gameplay

1.Field Refs:

Field Refs 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 ref is strictly prohibited. Field refs must be informed of and violations of field or game rules. FIELD REFS 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. Ricochets do not count, however, if a player is not certain, when in doubt, call it out. Ricochet BBs do not count..

-When hit, a player must yell as loudly and clearly as possibly "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' s/he is not allowed to speak words other than 'medic', 'respawning', or 'dead man walking' in order to ensure no 'dead' player can communicate information to his/her team (enemy positions, etc.) until s/he has been 'healed' by a medic or has respawned.

- Players cannot speak while being 'healed' by a medic.

- Hits on guns count unless it is holstered, or slung and not in use. Any weapon in your hands for use is considered a hit

3.Medics:

Medics are designated players that have the ability to 'heal' any player by maintaining physical contact with that player and counting to 15 (full seconds i.e. 1 Mississippi, 2 Mississippi etc.). Anyone can move 'dead' players by maintaining physical contact with him/her but only medics can 'heal'. Medics may not shoot or move while 'healing' another player. During certain games there may be no designated medics, or every player may be able to act as one. This will be made clear at the beginning of the game.

4.Respawning:

Once hit, all players (unless otherwise dictated) have the options of waiting for a medic or moving to a designated respawn point. A respawn point is a designated location from which a 'dead' player comes back to 'life' and can rejoin the game. Respawns are instantaneous i.e. once at a respawn point, players do not need to wait

to come alive; as soon as the respawn point is reached; players are allowed to return to gameplay.

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

-Spawn camping is unsportsmanlike conduct and is strictly prohibited. Players must be at least 75 feet from an enemy respawn point; shooting at an enemy respawn point or at an enemy while s/he is respawning is not allowed.

– Some game types may not allow Respawning, this will be announced before the game starts.

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

a) Players should not put themselves in a position in which head shots are necessary or encouraged. All players are encouraged to aim at center mass (center of the chest)

b) 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. Shooting through small crack or hole is considered blind fire.

c) Any weapon with a muzzle velocity over 330 FPS may not be used inside 15 feet. A transition to a secondary weapon must be made or a safety kill. In the case where both players are within this range and a safety kill is not possible, Parlé must be called. Both players remain alive but must disengage and move away to a minimum distance of 75 feet before returning to play.

e) Inside of any and all structures, all weapons must be set to semi-automatic, and players must show control at close range.

6. Safety Kills:

A safety kill is defined as a player eliminating another player verbally without shooting him/her. The maximum range for a safety kill is 25 feet; the 'killer' must catch the 'victim(s)' unaware or off guard, and must call out the word "Safety" or say "Bang Bang" loudly and clearly. If a player is safety killing multiple players, s/he must aim his/her weapon at each individual player and say the word "Safety" or say "Bang Bang" to each player. To avoid doubt, a 'knife kill' is another option. Knife kills are defined as a gentle pat on another player's shoulder or back accompanied with verbally saying the words 'knife kill' to convey the kill to the victim. A rubber knife or "tactical spoon" may also be used, but never in a stabbing, cutting or slicing motion; a tap on the shoulder or back from this item will suffice. Safety kills are not mandatory but are highly recommended as respect to other players.

7. Equipment

a) Grenades are permitted for use at the field but must be approved by staff prior to use. All throws must be underhand and not go above waist level. "Thunder B" style sound grenades can only get kills in a bunker or small room. These eliminate everyone in the room. "Tornado" style grenades may be used anywhere but the BB's ejected must make contact with a player to eliminate them (includes ricochets). When throwing a grenade "Grenade" must be yelled clearly. Any player caught throwing overhand, hard, or in an general unsafe manner may be asked to leave the field.

b) M203 style bb showers are permitted, and only kill when the BB's hit a player (ricochets included). Foam balls and nerf style projectiles are not permitted unless for a special event and pre approved.

c) Claymore and mine style devices are permitted but must be an original Airsoft intended device. They may be loaded with BB's and or baby powder and any contact with a player causes an elimination. Mines used with "trip wire" must be low strength line that will not cause a player to trip over it.

d) There are no magazine or load out restrictions or requirements unless otherwise noted for a special event.

All devices must be pre approved by use by field staff before use. Any unauthorized use of these devices and you may be asked to leave.

8. Radio Channels

Radio use is allowed and strongly encouraged. Channel 1 is designated for refs and field emergencies. Channels 2-6 are for the Alpha Team, and 7-11 are for the Bravo team. Channel monitoring or surfing of the other team is prohibited.

All of the above rules are enforced at all times unless modified for a special event or private party. Any request for a change or exception must be approved by management prior to the event. Players not following rules may be warned, asked to sit out, or in extreme cases banned. There are ZERO exceptions to the eye protection rules.