

Airsoft Outlaws & Airsoft Corps

Event Rules & Field Rules

You Need to Know:

Our local chapters of the Airsoft Outlaws club team, and our large op affiliate, Airsoft Corps, both utilize the same rule set. You will need to understand this rule set prior to coming out to join the fun. These rules include minimum engagement distances, in relation to the muzzle velocity and energy your airsoft device produces, protective eye wear, player conduct, etc. You will also find a waiver form you can print out and bring with you to your first match. If you are 13 to 17 years of age, you will need to fill out the waiver form for minors, and have your parent or guardian review the document and sign it.

It is very important to note, unless you are a member of the Airsoft Outlaws, or one of our recognized teams, AND have been given approval to do so, then you cannot use an airsoft device that has a muzzle velocity higher than 400 feet per sec (FPS), when chronographed using .20g BBs. Airsoft devices, with higher velocities, have special engagement distances. A player must demonstrate proper restraint, and their ability to accurately gage distances prior to that player being given authorization to utilize a DMR or Sniper rated airsoft device. A device's rating is directly related to its FPS and its energy level, as measured at the muzzle.

No Unit Patches or Ranks:

The wearing/displaying of US Military unit patches and/or rank insignias, which you did not personally earn while serving an enlistment in the US Military, is not allowed. This is to respect those that gave of themselves to earn the right to wear these items. Any questionable claim to military affiliation will require confirmation by submission documented proof, viewable only to Command.

Disclaimer:

We are a private airsoft/MilSim club. MilSim airsoft is a recreational hobby, and it is to be conducted in a manner that is honorable and respectful to our armed forces. WE ARE NOT A MILITIA. We do not represent any other group or cause. We are not political, and do not stand for any political views other than supporting our soldiers and their families. We do not support or condone any state militia or any anti-government group, and we do not allow any such activity within our group.

NOTES:

(1) Failure to abide by these rules can cause you to be expelled from field for the day without refund, or permanently. (2) All participants shall have a signed waiver, with current information, on file with Airsoft Corps/Airsoft Outlaws, and/or turned in on site, depending on the requirement for the event. (3) Campfires, or Grills for cook outs, in designated areas only. (4) Bring water, as it is not available at some fields. (5) If you are currently under a Physicians care, notify Administrator about your condition. (6) All airsoft devices shall bear strong resemblance to actual military issue weapons, and require approval from Airsoft Outlaws/Airsoft Corps' administration before use is allowed. (7) Homemade specialty devices such as, grenades, grenade launchers, land mines, claymore mines, and any other homemade device not listed above shall NOT be allowed. (8) No hot burning smoke grenades allowed, unless specifically noted in the event guidelines. (9) Trace laser sights are not allowed.

Do NOT bring:

Alcoholic beverages, illegal drugs, or real firearms.

Event Field Fees / Event Registration:

(1) Field fees will be set for each game based on amenities and lease requirements. (2) There is no "standard" fee, and the cost for each event will be available once registration is open for that event. (3) Preregistration is required for all Airsoft Corps events and some Airsoft Outlaw events. (4) Payment shall be paid in accordance with the event description. (5)(a) Airsoft Outlaws/Airsoft Corps reserves the right to refuse admittance to anyone, for any reason. (b) If you are refused admittance and have prepaid, your money will be refunded. (c) If you are asked to leave an event for any reason, your refund is forfeit.

Property:

(1) There shall be no discharging of airsoft devices except in designated areas. Do not discharge an airsoft device on a public road, near an occupied dwelling, toward livestock, or near a fence bordering a public road. (2) If the property owner wishes to spectate, be respectful and mindful of their presence and safety. (3) Pick up all your litter and take it with you.

Waiver:

(1) Waiver submission is renewed on a yearly basis, at a minimum. (2) Waivers will be collected by the Field Administrator during sign-in at all events. (3) Waiver verification requires photo identification, except for minors, but they must be accompanied by a parent/guardian with identification. **NOTE:** Minimum age requirement is 13 years of age. Any player that is under the age of 18 shall be accompanied by a Parent or Legal Guardian while on the field of play. After having proved themselves capable of mature demeanor, and necessary gaming skills, Airsoft Corps/Airsoft Outlaws' administration has the option to waive this requirement. Players, 17 and under, must wear full face mask protection unless noted on their waiver, and signed by their Parent or Legal Guardian.

Vendors:

(1) Vendors will be allowed, with prior approval, to Airsoft Corps/Airsoft Outlaws events. (2) All applicable State and Federal laws shall be followed concerning the sales of airsoft Equipment, Gear and supplies.

Airsoft Outlaws & Airsoft Corps

SAFETY RULES & GUIDELINES

Eye Protection:

(1) Eye protection is a minimum requirement and shall be worn at all times while on the playing field. (2)(a) If for any reason you have to remove your eye protection, place your "dead rag" (RED) on your head, and call out "Blind man." (b) Game play in this area must cease until eye protection has been replaced. (3) At a minimum, eye protection must soft-seal, and closely conform to your facial features. A gap large enough for a BB to pass through is a "no-go" and the player must use another form of eye protection. (4) Shooting glasses with open sides, or sides with gaps a BB can pass through, are not approved. (5) Eye Protection must be compliant with the minimum standards set forth by ANSI Z87.1. (6) Players, 17 and under, must wear full face mask protection unless noted on their waiver, by Parent or Legal Guardian.

General Rules:

(1)(a) No climbing of barricades or structures. (b) Players may climb ladders or stairs. (c) No climbing in trees, ropes, vines, etc. (2) No unwelcome physical contact. (3) No altering of terrain or structures. (4) Players may not deliberately use a referee, livestock, players displaying "dead rag," or any moveable objects as a shield. (5)(a) Players may not disassemble, or alter their airsoft devices without permission from a field administrator. (b) Repairs and/or disassembly will require a retest of the airsoft device per chronograph requirements. (6) If you are hurt or become ill during the course of play, or see another player hurt or ill, immediately call out "CEASE FIRE" and notify the field administrator. (7)(a) You must have an acceptable form of water supply. (b) Keep an eye on other players for signs of dehydration. (8)(a) Blind firing is not allowed. (b) You must have a visual on all targets when shooting. (c) This rule may be exempt for the purpose tossed grenades. (9) Players under the age of 18 must wear full face mask protection unless noted on their waiver. (10) All persons who enter the field of play will receive a safety and rules briefing the day of the event. (11) Cheating in any fashion will not be tolerated and the player/team may be ejected from the game and/or banned permanently.

Airsoft Devices/FPS/BBs/Min Engagement Distances:

(1) Any player using an airsoft device that exceeds the velocity limits set forth in these rules will be ejected from the game. (2) All devices shall be chronographed and approved by Airsoft Outlaws/Airsoft Corps' staff or their qualified agent. (3) Chrono will typically be performed using the player's own BBs (the weight they will be using for the game), with the hop up both in the on and off position, in order to determine the in-game energy levels (joules) for that device, with the highest degree of accuracy. (4) The max velocities listed below are the energy equivalent average (using .20g BBs) that your airsoft device must chrono in order to meet the intended classification. (5) The only BBs approved for use at Airsoft Outlaws/Airsoft Corps events are specifically the plastic type. (6) Metal BBs are specifically disallowed for use.

0-5 ft: Safety kill or knife kill. No point-blank allowed.

5-20 ft: Devices up to 350fps may engage with single fire only. Devices with higher fps must call a safety kill.

20+ ft: Devices up to 400fps may engage with full-auto, but indoors requires single fire only. No safety kills may be called on targets more than 20 feet away.

40+ ft: Devices up to 450fps may engage using single fire only. No safety kills may be called on targets more than 20 feet away. Designated marksman rifles must have full auto fire restricted. Designated marksmen and support devices must be preapproved by Airsoft Outlaws/Airsoft Corps' administrator during preregistration for an event.

100+ ft: Devices up to 550 fps may engage using single fire only. No safety kills may be called on targets more than 20 feet away. Designated sniper devices must have full auto fire restricted. A designated sniper and the use of a sniper device must be approved by Airsoft Outlaws/Airsoft Corps' administrator during preregistration for large ops, or prior to use during regular trigger days.

NOTE: Anyone under 18 yrs must take and pass an Airsoft Outlaw/Airsoft Corps sanctioned training course prior to using a sniper rifle on the field for any Airsoft Outlaw/Airsoft Corps event.

Distraction/Grenade Devices:

(1)(a) Thunder-B type CO2 Sound Grenades, and other airsoft approved low dB noise grenades, are only allowed as a distraction device when used in the open. (b) However, these sound producing grenades may also be used as a “killing” device against players that are deemed to be “inside” an enclosed area (e.g., a room, a bunker, etc.). (c) Sound grenades kill all players in the enclosed area, regardless of players being behind objects; a grenade in a room will kill or incapacitate, and in airsoft we consider these to be synonymous. (d) For structures that do not have clearly defined “rooms,” an admin can identify “kill safe” areas in advance. (e) All grenades must be dropped or rolled, not thrown (they are heavy and can hurt someone). (2)(a) Other grenade devices that expel BBs can always be used to eliminate enemy players, provided that an expelled BB strikes the player, OR the BB expelling device is used as described in 1b, 1c, and 1d of this section. (b) All grenades must be dropped or rolled, not thrown (they are heavy and can hurt someone).

CODE OF CONDUCT

Calling Hits:

This is a cornerstone of this game. If you even think you may have been hit, CALL IT. Sometimes you can't feel or hear the hit, and this is known. Sometimes you THINK you hit someone, but haven't. If a disagreement ensues, then act like honorable players, calmly resolve it, or respectfully request an admin get involved, and then get back into the game. It is a game, and so mistakes and misunderstandings will occur. Flagrant cheating will not be tolerated, and it can bring suspension or revocation of access to Airsoft Outlaw events and/or properties.

When Hit:

When hit, loudly call out, “HIT HIT HIT,” and throw your arm in the air, so that the shooter can see that you are calling the hit. Then take your rag out, place it on your head and SIT DOWN. If not possible, then move to a spot where you can sit or lay.

There will be no game talk when you've been hit. Talk among the other players that are hit is fine, “wow, he got me,” or “that kind of hurt,” etc. Any game speech as in, “He's over there,” or “Get down, he's behind the rock,” etc., is considered cheating, and dealt with as such.

Engaging the enemy:

When shooting, keep in mind that it takes a moment for a player to call hit, and retrieve the red/dead rag, so watch the player. If they throw their hand up and start digging for their rag, stop firing. Listen for the "HIT HIT HIT" call. It is sometimes hard to hear, so remember to also watch for the hand to raise to see they have called it.

Shooting among the red/dead rags:

This is sometimes unavoidable, when live players may be in the same area as players that are "out." Take notice, and if you are "out," lay down or move from the area. If you are still a "live" player, DO NOT hide among or behind players that are "out." If you are shooting at a group with mixed players, be mindful and do not aim with a spray and pray attitude.

Player Conduct:

(1)(a) Abusive language will not be tolerated. (b) Use of excessive profanity and/or verbal abuse will typically receive one warning (understand, a warning is not required). (c) A second offence will result in the offender being ejected from the game/field, with no refund. NOTE: It is at the discretion of the field administrator and/or Airsoft Corps/Outlaw staff to revoke the second chance privilege. (2)(a) Threats of violence (spoken and/or implied) will not be tolerated. (b) There is no warning for threatening behavior. (c) The offender will be escorted from the premises without refund, and the appropriate authorities contacted, if warranted. (3)(a) Fighting will not be tolerated. (b) You will be banned from the premises without refund, and Airsoft Corps/Outlaws will prosecute to the fullest extent of the law.

Obscenities / Abusive Language:

It is easy it is to get heated and use obscenities. This behavior can get you a warning, kicked out for the day, or kicked out for good. Use of obscenities is discouraged at all times, but will not likely get you kicked out of the game. Obscenities will get you kicked out of the game when you turn them against another player; this will NEVER be tolerated. You are advised to just calm down and regroup your thoughts before you yell at that other player.

THREATENING AND FIGHTING:

WILL NOT BE TOLERATED! Your game play will end for the day. Any physical contact will warrant a suspension and/or termination of membership, and possible prosecution.

Facebook page / Website:

Keep the language PG. If your post was deleted, that is most likely the reason. You will receive a few warnings (at the Admin's discretion), and too many warnings could get you kicked off the page. Keep the discussions friendly and professional toward one another.