

Pinnacle Airsoft Park Rules

Thank you for coming to Pinnacle Airsoft Park. Safety is our main concern for all players! We are committed to following and enforcing our rules so that all players can have a fun yet safe day here at Pinnacle Airsoft Park.

#1 Rule is to play with honor and sportsmanship! Our goal is to make the beginner to the expert feel comfortable and know that safety is our number one goal. If a player is deemed to be unsafe for not following the rules, they will be sent home without a refund. Knowing the rules IS the player's responsibility. If you are not sure, the rules are posted, and any referee can be asked.

Zero Tolerance:

We have a very strict **Zero Tolerance** Policy when it comes to unsafe or illegal actions. Breaking a **Zero Tolerance** Rule can result in the player being banned from our field and future events. It can also result in local law enforcement being called.

Zero Tolerance Rules are:

1. No illegal drugs of any kind.
2. No Alcohol consumption before or during games/events.
3. Theft.
4. Damage of any kind to the field (i.e.: graffiti, littering, etc.)
5. No cursing, vulgar language, or swearing at other players or staff in a degrading way.
6. Any aggressive physical contact with another player or staff.
7. Disrespect of any kind towards other players, field/event staff.
8. No **REAL** Knives are allowed on the playing fields - excluding staff working that day.
9. Barrel Bags must be on at all times in the safe zone.

Red Rag/Dead Rag:

This is NOT a mandatory item

A Red Rag is any cloth material **RED** in Color **NO** smaller than 12-inches by 12-inches in size. Red Rags symbolize that a player is not in play and is to be treated as if they are not alive. Once a player is out of play (hit, observing, etc.) they are to immediately secure a Red Rag on their head or hold it up which symbolizes that they are not a target/objective. We have Red Dead Rags available for purchase in the pro shop for \$3.00

Safe Zone:

The Safe Zone is exactly that, a Safe Zone. While in the safe zone players may remove their goggles, rest, perform any needed repairs or address any other issues at hand, etc.

At NO time is firing your airsoft weapon in, at, or out of the safe zone acceptable. This includes test firing or dry firing your weapon. If you must do so, you are to go to the designated firing area, which is the chrono station. Any player caught firing into the safe zone from the field of play will be escorted off the premises for the day.

1. The fields and the chrono area are the only place a player is to have their Airsoft weapon loaded with a magazine.
2. Airsoft Rifles must have the magazines removed and cleared of any remaining BBs in the gun before entering the safe zone.
3. If a pistol is not holstered then the magazine will need to be removed and also cleared of any remaining bb's before entering the safe zone
4. **All** weapons need to have triggers in safe mode, and barrel cover on.
5. If a player shoots in the Safe Zone they will be escorted off the premises for the day.

Minimum Engagement Distance:

RIFLEMAN / Pistol: 0 MED* @ SEMI ONLY

Light Machine Gun [LMG]: 75ft MED* @ FULL AUTO

DMR: 75ft MED* @ SEMI ONLY

BOLT ACTION SNIPER: 100ft MED* @ BOLT ACTION ONLY

*MED (Minimum Engagement Distance) is the closest distance you can be when firing at another player.

Round Per Second Limits:

1. **Semi automatic only** on all weapons which is for Safety Reasons.
2. **NO Full Auto** is to be used (Exception only being Full Auto games organized by the refs and agreed on by all players beforehand)
3. Sniper Rifles must follow 100 ft minimum engagement rule

FPS Limits:

400 FPS @ .20	330 FPS @ .30
360 FPS @ .25	318 FPS @ .32
340 FPS @ .28	300 FPS @ .36

(see chart)

ALL HPA Systems must have tournament lock

4. **NO** bbs over .40g will be allowed.
5. Any 8mm Airsoft will need prior approval before use.
6. If your gun exceeds the FPS Limit allowed you will not be able to use it.

Eye Protection:

Your goggles must meet below standards or you will not be able to use them.

1. Full-Seal goggles ONLY. **NO EXCEPTIONS.** No shooting glasses, shop glasses, etc.
2. A Full Seal consists of a rubber or foam seal that conforms to the features of the player's face.
3. ANSI Z87.1 Rated lenses, ASTM Standards OR stamped steel mesh that is 20 gauge or thicker.
4. Full-face protection is required.
5. Full Face Protection is defined as a rigid metal or plastic mask which covers cheeks, chin, nose and mouth.
6. Referee reserves the right to: Inspect player's eye & face protection at any time.

Weapon/General Safety:

1. **DO NOT** point an airsoft gun at anything you don't intend to shoot.
2. **DO NOT** discharge an airsoft gun in any location other than designated areas.
 - a. Shooting Areas are: On-Field and Chrono Station.
 - b. If a player is found to be continually shooting in the **NON Designated** areas they will be escorted off the premises for the day.
3. Keep your finger **OFF** the trigger & trigger guard until you are on the field and ready to shoot.

4. Point all airsoft guns at the ground when not in play.
5. Upon entering the field No Magazine will be loaded into the airsoft gun until instructed by a referee.
6. Do not move objects found on the field or inside buildings to create cover or to barricade entryways.
7. Before leaving the playing field - Magazines **MUST** be removed, weapons cleared (shooting any remaining bbs out of the gun) and placed on safe.
8. **ALL AEGS must have barrel blocking device (Barrel Cover)**

Smoke Grenades:

Only EG or Sport Smoke Grenades are allowed. Please check with the referee before the start of a game if you want to use a smoke grenade.

1. Smoke Grenades **CANNOT** be thrown in a building, on roofs or in any brush of any kind.
2. They **CANNOT** be picked up after they have started burning to be placed in a new spot.
3. If you are using any type of grenade please pick up the trash. That means CO2 and shells and any already burned smoke grenades. If you are caught leaving your trash on the field you will also be asked to stop using grenades for the day.

Hand Grenades:

1. **Defined** as: Gas grenades designed for field use. All grenades must be purchased. **NO** homemade or foam grenades will be allowed.
2. If you are caught throwing a grenade overhand when it is not allowed, you will not be allowed to use grenades of any kind for the remainder of the day.
3. **No modifying of grenades to make heavy or putting bbs or rocks in them (if found you will be removed off the premises for the day with the Possibility of being BANNED).**
4. Grenades have a 10 ft kill radius
5. All grenades have a 5 foot wrap around when it lands or goes off at the corner of a building or in a doorway.
6. When throwing a grenade alert a ref that you are throwing it that way we can see where it lands
7. If you fumble a grenade and it hits the ground you are dead.
Also if you throw it and it hits an object near you within that radius you are dead.
8. **DO NOT** pick up any grenade after it has been thrown and try to reuse

it.

Hits:

Please observe the following rules of conduct for hits:

- ✓ Hits are defined as any BB strike on your person or gear.
- ✓ Friendly Fire counts! Check your targets!
- ✓ If two players fire simultaneously and both are hit, BOTH players are out, **NOT** the player who says hit first.
- ✓ Gun hits to the barrel or body of the gun count as a hit.
- ✓ Knife kills are **ONLY** allowed with a rubber training knife. ✓ A Knife kill is gentle taps on the shoulder. **NO jabs, stabs, swipes or throwing.**
- ✓ When hit, immediately yell out **HIT** as loud as you can and place your red rag in a visible area. This will prevent you from being hit a second time.
- ✓ **DO NOT** call players out on the opposite team. If a player is not calling their hits you need to notify a referee.
- ✓ If you see a player get hit on your team, but he doesn't feel it, let him know.
- ✓ Dead men do not talk, give away positions or do anything other than lie dead. If a player continues to give away other player's position then they will be escorted off the premises for the day.
- ✓ **Blind Fire** – Shooting without the ability to see what you are shooting at. The most common form of this is sticking your gun over or around cover and firing without looking at where you are shooting. Please notify a referee, if it has not yet been dealt with, that a player is not sustaining this rule. If a player continues this behavior they will be escorted off the premises for the day.

Remember, everyone is here to have a great time while playing airsoft.

Stay Positive!