



East Coast Extreme Airsoft Rules

1. GOGGLES MUST BE WORN AT ALL TIMES ON THE FIELD, CHRONO AND TARGET RANGE. At no time during the game will a player be allowed to break the seal of the goggle from around their eyes.

Only goggles / eyewear that meet the following requirements will be allowed:

- The impact standard for goggles is ANSI z.87.1.
- They must fully encompass the eyes, with no gaps.
- They must be fitted with a head strap to keep them from falling off during a game.
- The lens frame must be sturdy enough to keep the lens in place during play.
- Mesh goggles will be allowed with safety glasses or eyeglasses worn underneath.

In addition, a player's ears, nose and mouth must be covered / blocked with something preventing penetration of BBs, such as a paintball mask, balaclava, bandana, shemagh, etc. No exceptions.

2. BARREL BLOCKING DEVICES ARE REQUIRED. Barrel blocking devices such as paintball field approved barrel socks/condoms, are required to be secured over player's gun barrels at all times.

3. ALL GUNS MUST BE MAGAZINE FREE IN DESIGNATED SAFE ZONE AND PARKING AREAS. All hand held or slung guns must be loading magazine free in the staging and parking lot areas.

4. FPS LIMITS. All guns must be chronographed prior to game time. Players may also be chosen at random for handheld chronograph spot-checks.

FPS Limits are:

AEGs & GBBs: 400 FPS w/ .20 gram BBs.

Single-Shot or Bolt Action Sniper Rifles: 550 FPS with .20 gram BBs.

All guns are subject to a chronograph test at any time deemed necessary by referees. Any modifications made to your gun after being chronographed found to increase your FPS will result in your immediate and permanent removal from the game. No refunds will be issued.

5. Metal BBs are NOT allowed.

6. SHOOTING SAFETY. Players may only discharge their weapons at the target range or on the playing field. No shooting into or out of the staging area, parking lot, or reinsertion waiting areas. NO BLIND SHOOTING - players must be able to see what they are shooting at. Players may never shoot at another player who is closer than the minimum engagement distance of 10 feet. If an opponent is closer than 10 feet away, a player should shout "BANG" in order to notify the opponent he/she has been eliminated at extreme close range. You must have an open line of sight to perform a "bang" kill - a "bang" kill may not be performed through a barrier or through netting. While head shots count, players are asked not to intentionally target another player's head.

7. AVOID FIELD HAZARDS. Players should avoid all field hazards such as fences, ruts, and vines. Guests should report any hazard to the staff. Players may not construct anything that will hinder the movement or cause injury to other players. Players are not allowed to construct any sort of booby traps, roadblocks, barricades or bunkers. Players may not alter any natural or man-made features in the playing area. Players may never climb trees or tree stands, enter or exit a structure through a window, or climb onto or under any props.

8. NO UNAUTHORIZED EQUIPMENT. Players are not allowed to bring onto the playing field any equipment deemed unsafe by the staff. Players on the field are not allowed to carry knives of any kind. NO explosive or other pyrotechnic devices, real firearms, or other non-Airsoft related items without prior management approval. No personal cameras or video recording equipment will be allowed on the field during play without permission. Smoke grenades and/or BB grenades must be individually approved by the staff before use in the game.

9. NO ALCOHOL OR ILLEGAL DRUGS ARE ALLOWED ANYWHERE ON SITE. No smoking on the playing field or target range. Smoking is allowed in the parking areas.

10. NO VERBAL ABUSE OR PHYSICAL CONTACT. No profanity, name calling, or slurs against anyone's race, color, national origin, family members, teams or equipment will be tolerated. Guests wearing clothing with offensive wording on them will be asked to remove the garment. A player may not touch another player or their equipment at any time without their express permission.

11. REFEREES' DECISIONS ARE FINAL. Any decision a referee makes is final and will not be discussed on the playing field. The referee will discuss any calls in a calm manner off of the field after the game or scenario is over.

Players who are found by a referee to have violated any of the rules listed here will be asked by the staff to leave the game with no refund issued.

12. AGE REQUIREMENT. All players must be 10 years old or older to participate. Players under 18 years old are required to have a Parental Waiver signed and dated ON LOCATION by their parent or legal guardian. NO EXCEPTIONS.

13. ELIMINATION. A player is eliminated from play if a BB strikes any part of his/her body, from the top of the head to the tips of the fingers to the bottoms of the feet, including any of equipment or gear worn.

When a player is eliminated he/she will call out loudly "I'M OUT" or "I'M HIT". He/she will immediately place a red bandana ("kill rag") on his/her head, or raise airsoft gun/hands in the air and exit the playing area as quickly as possible. (May Vary By Game) Eliminated players must exit to their team's reinsertion area or the staging area. No players are allowed to shoot at eliminated players displaying a "Red Kill Rag". **Doing so will result in ejection from game.**

Eliminated players are considered dead and MUST NOT talk or communicate in any way with their teammates until they have returned to the reinsertion area. Any player with a barrel blocking device on their gun is considered to be eliminated. Eliminated players are not allowed to give any equipment or supplies to any other player, but may quietly leave equipment lying where they were eliminated. Game Specific!

Hits to a player's gun do not eliminate a player; however, they do eliminate that weapon. The gun is unusable until it has been returned to a reinsertion area. Game specific!

Airsoft is a game of HONOR and Sportsmanship. ALL players strive to exemplify fair play and call their hits, regardless of circumstance. In situations where a player isn't sure, they should give their opponent the benefit of the doubt and simply call themselves out. You will not have to wait long to get back into the game if you are eliminated, so please call your hits!

Cheating will not be tolerated in any form by any player. If you are caught cheating you will be ejected from the event, asked to leave and you will NOT get a refund.

14. SNIPERS. Minimum Engagement Distance of 75 feet from your position.

A Sniper rifle must fire less than 550 FPS with .20 BBs.

The sniper's sidearm can be a pistol or AEG firing less than 400 FPS. This weapon must be used whenever your opponent is less than 75 feet from your position.

15. All staff decisions are final! Anyone arguing with staff will be ejected from game and asked to leave property with no refund.

(Rules subject to change)