

Modern Airsoft Alpine Ruleset

Modern Airsoft has a **ZERO TOLERANCE** policy for cheating, you will have one warning, and that is in the safety brief. If you are caught cheating you will be ejected from the game without a refund. Repeat offenders will be banned permanently.

1. All Airsoft guns must be stored, secured, and carried inside a bag, case or box NO EXCEPTIONS! Treat and handle the transportation of all Airsoft guns like real firearms.
2. Real firearms and/or real knives are strictly prohibited.
3. Face Protection must remain on at all times while inside the nets/playing field. Only approved full-face masks or approved multiple face protection systems are allowed. All eye protection must be fully sealed and ASTM rated. This is for your safety! Do not remove Face Protection under any circumstance. In the event your vision is impaired due to "fogging" or any other reason DO NOT REMOVE your Eye Protection, if you lose your eye protection in game call BLIND MAN immediately and wait for a referee to escort you to a safe zone!

BLIND MAN: Blind man is a call to make in the event of an emergency to stop the game. Such emergencies could include fires, a snake on the field, bodily injury to a player, or other matters of serious enough import to require the game to stop. If you hear the call "BLIND MAN" you are to immediately stop firing, put your gun down, and echo the call. You are to wait where you are until a referee directs you as to what to do.

4. Prior to exiting the playing field, remove all magazines and clear any and all BBs from your weapon and put the weapon on SAFE. All pistols must be holstered. DO NOT PLAY WITH OR DRY FIRE WEAPONS INSIDE STAGING AREA AT ANY TIME!

5. When you are off the field, always point your weapon in a safe direction!

6. This is a sport of honor and integrity. Any player caught in questionable behavior will be removed from the game immediately and face possible loss of playing rights. Always give your fellow players the benefit of the doubt!

If you suspect a player is not playing honorably notify field staff immediately and we will take care of the issue! Do not attempt to take matters into your own hands as it will make the situation worse, and possibly end up in trouble yourself.

WE DO NOT TOLERATE DISHONORABLE PLAY!

7. Any single hit to the body, gear, or mask counts as a hit. Friendly fire kills count. Gun hits to your active primary gun do not count, however, should your pistol in the holster get hit, that counts as a hit.

There is no MED (Minimum Engagement Distance) for non-DMR or sniper weapons. However, that is not an excuse to blast people at point blank range please play respectfully and honorably.

8. Red rags are required for play. When shot by a BB or eliminated, "ELIMINATED" players must raise their "Dead Rags" in the air, remain silent (dead men can't talk) and follow the rules for the game mode addressing what to do when hit. Normally, exit the field immediately to a designated re-spawn zone.

9. Physical contact, use of foul language, arguing with fellow players or referees is not allowed at any time. The referee's decision is final!

NO CONFRONTATION, THERE WILL BE NO WARNINGS

10. Do not leave your equipment or personal belongings unattended. Safely secure all items. Modern Airsoft Park does not claim responsibility for any damaged or stolen items.

11. Velocity limits: Strictly Enforced and subject to "Spot Check". All players will be issued a chrono tag prior to playing. Removal of chrono tag at any time will result in your immediate ejection from the facility! Always remember safety first!

All HPA systems are required to have a Tournament locking device for the air regulator **NO EXCEPTIONS!**

All weapons must pass chronograph using a field supplied magazine and .20g BB's prior to entry on the playing field.

Rifles, Submachine Guns, Pistols, Shotguns, and LMG: No MED, full auto allowed

AEG - 400 fps with a .20g bb

HPA - 1.49j with a .32g bb

Qualifying DMR (Weapon must be a true-faith replica of a real life DMR. E.g. SR-25, M110, SCAR-H, etc. and be incapable of firing on full auto or burst fire, e.g. locked to semi-auto only)

M4 / AK weapons do not count! - 100 foot MED

AEG - 500 fps with a .20g bb

HPA - 2.32j with a .32g bb

Bolt Action sniper rifle - 550 fps with .20g bb (100 foot MED)

ALL HPA POWERED WEAPONS WILL BE CHRONOED WITH A .32g ELITE FORCE BB

Maximum BB weight allowed is .32g for GBB, HPA, & AEGs and .43g for Sniper and DMR weapons.

13. Max Rate Of Fire for all weapons is 30 RPS, any weapons over 30 RPS will be required to use semi only!

14. BB Showers (M203 & Mike40) are allowed

15. Grenades: Thunder B, Thunder V, Airsoft Innovation CYCLONE and BURST XL devices are allowed throughout the playing field. Thunder B grenades must not contain any BB projectiles or powders! No "homemade" non industry produced devices are allowed at any time!

No Pyrotechnic grenades (e.g. Enola Gaye EG67, Taginn, etc.) are allowed at any time on the field.

All grenades have a kill radius of 10 feet from the point of detonation.

Hard cover will protect you from a grenade. Hardcover does NOT include bushes, small trees or rocks smaller than your person. Hardcover DOES include walls, large rocks and trees larger than your person.

16. Rocket Launchers are required to be approved by game staff before usage on the field. Usage of a non-approved device on the field will result in an immediate ejection from the field.

Rocket launchers must launch soft foam projectiles, no explosive rounds or powder marking. You are considered hit if you are within 15 feet of the point of impact of the round. Hard cover (see above) will defeat a rocket launcher.

17. Minimum Engagement Distance: Zero foot engagement for all weapons except Snipers & DMRs, which have a 100ft engagement distance.

18. Riot shields are handheld protection devices. You must get your riot shield approved by game staff before play. When using a riot shield you may only wield a pistol.

19. NO BLIND FIRE. If you do not have the target in your sights, don't fire!

20. If any of these rules are broken, players will be subject to immediate ejection from the facility without a refund.

21. All players under the age of 18 years old must have a parent or legal guardian present to complete a waiver. Always play with HONOR, INTEGRITY, RESPECT, DIGNITY and SAFETY!