

# MARYLAND AIRSOFT TEAM

## Basic Field Rules

Revision 4

### 1. FIRE ARM SAFETY RULES

- Treat every weapon as if it were loaded
- Do not point your weapon at anything you do not intend to shoot
- Keep your finger straight and off the trigger until ready to fire
- Keep your weapon on safe until ready to fire

**\*\* Absolutely, NO “real steel” firearms are allowed at any field where airsoft is played \*\***

### 2. EQUIPMENT

#### 2.1 HEAD PROTECTION

Eye protection is required at all times while participating on the field during game play!

- **ADULTS (Age 18 and older)** - A minimum of “wrap-around” style eye protection (i.e.: shooting glasses) is **required**. However, full seal goggles and full-face protection highly recommended. Eye protection manufactured specifically for shooting/airsoft/paintball use or else meet ANSI Z87.1 ratings or suitable minimum options include:
  - Wrap-around shooting glasses
  - Mesh airsoft goggles
  - Wrap-around or full seal ANSI Z87.1-rated work goggles
  - Wrap-around ANSI Z87.1-rated sunglasses (i.e.: some Oakley’s)

**\*\* Flat-paned sun or safety glasses that do not wrap-around or seal are not acceptable \*\***

- **KIDS (under the age of 18)** - Full-face protection including full-seal goggles and either attached or separate mouth/face protector which at a minimum covers the mouth, nose, and jaw area is **required**. Ear coverage highly recommended, suitable options include:
  - Paintball mask
  - Full-seal mesh or ANSI-rated goggles with metal mesh face mask
  - Full-seal mesh or ANSI-rated goggles with neoprene face mask
  - Full-seal mesh or ANSI-rated goggles with shemagh (full wrap around scarf)

#### 2.2 FOOTWEAR

Boots with ankle support are required. Sneakers are not acceptable.

**\*\* Your equipment is YOUR responsibility. You and you alone need to ensure your equipment (or equipment of your minor child) is safe to use and meets MAT standards\*\***

## **2.3 MAXIMUM MUZZLE VELOCITY AND MINIMUM ENGAGEMENT RANGE**

Maximum muzzle velocity limits and minimum engagement distances are based on an airsoft weapon's designed function, mode of fire, and environment in which it is to be employed. Muzzle velocity will be measured by chronograph, utilizing standard 0.20g BB.

**\*\*Do not increase BB weight in an attempt to reduce muzzle velocity to pass chrono tests \*\***

Maximum allowable muzzle velocity limits and minimum engagement distances are as follows:

### **“Field Guns” – Max 450 fps / Min 15 ft engagement**

The broadest category of airsoft gun, generally a carbine, rifle, bullpup and shotgun configuration, Includes:

- AEGs
- Gas rifles
- Semi and full auto pistols
- Spring pistols
- Spring rifles/shotguns

### **“Sniper Rifles” – Max 600 fps / Min 100 ft engagement**

Rifles whose specific purpose is long-range fire. Automatic fire selection capability must be disabled (i.e.: M4/M16) or else be remote enough to prevent accidental switching to full auto (i.e.: M14). Rate of fire is limited to one round per second. Includes:

- Spring/gas bolt action rifles
- Semi auto ONLY AEGs
- Semi auto ONLY gas rifles

### **“CQB Weapons” 325 fps/No minimum engagement**

A weapon whose configuration may match one category above but whose performance is limited to a lower maximum muzzle velocity of 325 fps. There is no minimum engagement distance for a CQB-rated airsoft weapon; however, any engagements inside 15ft must be restricted to a CQB-rated weapon. Includes:

- AEGs
- Gas rifles
- Semi and full auto pistols
- Spring pistols
- Spring rifles/shotguns

Note that gun usage categories, are based on both performance (maximum fps) as well as mode of use (Semi-only or full auto). Chronograph results may make some weapons unusable for some environments. For example, a perfectly good field gun may not be suitable for CQB even if used strictly in the Semi auto mode. Furthermore, just because a carbine has a short barrel does not mean it is suitable for CQB unless it meets the fps limits.

TABLE 1- Simplified Muzzle Velocity and Engagement Distance Summary

Gun Type	Maximum Muzzle Velocity (fps)	Minimum Engagement Distance (feet)
<b>"Field Guns"</b> <ul style="list-style-type: none"> <li>- Full auto capable AEG</li> <li>- Full auto capable gas rifles</li> <li>- Semi and full auto pistols</li> <li>- Spring pistols</li> <li>- Spring rifles/shotguns</li> </ul>	450	15
<b>"Sniper Rifles"</b> (Semi-auto modes ONLY) <ul style="list-style-type: none"> <li>- Spring operated sniper</li> <li>- Semi-only AEG</li> <li>- Semi-only gas gun</li> </ul>	600	100
<b>"CQB Weapons"</b> <ul style="list-style-type: none"> <li>- Full auto capable AEGs</li> <li>- Full auto capable gas rifles</li> <li>- Semi and full auto pistols</li> <li>- Spring pistols</li> <li>- Spring rifles/shotguns</li> </ul>	325	n/a

\*\* All guns should be prepared to be chronographed at any time during play. Cooperation is expected, if not, players will not be allowed to play or will be ejected from the field. \*\*

### 3. PROCEDURES

#### 3.1 HITS

Airsoft is a sport reserved for those of mature character and relies on the honor system. Without it, this sport will not survive. Understand that other players, just like yourself, put a lot of effort into maneuvering into a position to be able shoot you. Respect their efforts by acknowledging their hits on you its being honest. You would expect the same courtesy. In fact, congratulating a player on their legitimate efforts to shoot you will go a long way to generate good will.

If a player is directly struck by a BB on ANY part of their body (or gear covering their body) they are "hit":

- Shout "HIT!" in a loud, clear voice
- Raise your gun high in the air, above your head, non-threateningly
- Stand up and vacate the area, keeping your gun high and yelling "HIT" or "DEAD MAN"
- DO NOT SPEAK or reveal enemy locations. That is the whole idea about being dead, right?

Notes:

- Neither hits on guns nor hits from ricochets count as "hits"
- Friendly fire **normally** counts as a "hit", but is dependent on game scenario
- Some game styles may use red "death rags" or medics or have slightly modified "hit" rules)

Keep in mind, if you just got shot, there are probably 5 or 10 more BBs already coming down range at you as the attacker continues to fire away. While it is the shooter' responsibility to listen and be sensitive to HIT calls, adrenaline is pumping, guns are making noise, and people are shouting... It is imperative that YOU as a target state LOUDLY and CLEARLY **"HIT" so you will not be shot again.** When in doubt, expect the shooter to keep on shooting.

Shooters DO NOT call hits on other players. We rely on the integrity of others to make this game successful. If a target clearly does not call their hit, keep shooting. Remember, targets will have the same adrenaline and noise issues that shooters do. Maybe they did not feel it. If there are any disputes, take them up with team leadership in between matches or after engagements.

Players who do not call hits shall be removed from play indefinitely.

### 3.2 SAFETY KILLS

In lieu of actually shooting a target at close range, causing pain and hurt feelings, shooters can “kill” their targets with the verbal command, “BANG BANG!” or “SAFETY KILL!”. The basic criteria is as follows “could the shooter have actually shot the target”, several conditions must exist:

- Shooter must be within *about* 15’ of the target
- Shooter has clear line of sight
  - Target is not hidden behind cover
  - Shooter is not blind firing
  - Shooter is not “safety killing” through a tiny crack or hole
- Shooter’s weapon is pointed at the target
- Shooter has unobserved entry (i.e.: surprises target)

Safety kills apply to the “field” environment only and although may be used in designated CQB areas, is not required.

The intent IS NOT to degrade into a childish “I shot you first” argument or pull out a ruler and measure 15 feet. For example, if a target is only **generally** aware of the attacker (knows he’s there, but not sure where), then the attacker may still be able to comply with the above conditions and successfully execute the safety kill if he can approach unobserved. However, if the target is **specifically** aware of the attacker (i.e.: knows exactly where he is or has his gun ready and pointed at him as he rounds the corner), then the attacker’s Safety Kill may not be successful or solitary (although may be mutual). In the case where two players are both surprised, the first player to state the Safety Kill (while meeting all the above criteria) survives the encounter, and the remaining player is “killed”. If the safety kill calls are nearly simultaneous (**which is usually the case**), then both players should honor the kill together.

Keep in mind that attackers attempting to gain an unobserved entry (i.e.: sneaking up for a safety kill) may be killed themselves if the target is startled and shoots a frightened reactionary shot (maybe even inside the minimum engagement distance) before the attacker initiates the safety kill call.

The safety kill rules exist to keep YOU from being hurt. The more you dispute and argue, the more people will just shoot closer, and the more it is going to hurt for YOU.

### 3.3 BLIND FIRE

Blind fire as defined is randomly shooting around corners, over obstacles, or out windows without aiming down the sights and is not permitted at any time.

### 3.4 HEAD SHOTS

Nobody should ever intentionally aim for a target’s head. However, if you are playing the game right, you will remain covered and the only part of your body you will ever show will be your eyeball and top of your head as you aim down your sights. So, guess what, at some point, **you are going to get shot in the head**. If you are wearing the proper protection, it won't be a problem, right?

### 3.5 CEASEFIRE

If an unsafe situation develops that is **time critical**, call “CEASEFIRE”, in a loud, clear voice. If ceasefire is called, all players should echo and repeat it. All play shall stop immediately and senior leadership will investigate the problem. Situations requiring a ceasefire include, but are not limited to the following:

- Player loses their goggles
- Significant player injury
- Non-participating interloper enters the field

During a ceasefire, uninvolved players may not reposition or shoot until the safety situation is resolved and play has resumed. Furthermore, goggles shall remain on at all times.

### 3.6 DISENGAGEMENT

While not specifically a rule, there are occasions where two players may be approaching one another at close range, equally matched, and rather than risk shooting each other at point blank range, instead find it mutually beneficial to discuss and disengage (also termed “parlay” in some arenas). This usually occurs when players are on opposite sides of the same piece of cover. Once they discuss and agree to disengage like honest players, they should not shoot each other until they have retreated to a safe distance.

### 3.7 LEAVING THE FIELD

Whenever a player leaves the playing field to go to the staging area, they must “unload and show clear” before they exit the field.

- Remove magazine(s)
- Fire several shots to expel any BBs from the breach
- Put fire selector on SAFE
- Place barrel sock or barrel blocking device over muzzle if available

**\*\* Barrel blocking devices are highly recommended because many other fields require them \*\***

### 3.8 MUZZLE AWARENESS

Players should treat every airsoft weapon as if it were a live firearm for both actual safety and tactical reasons. As such, players should be aware of their muzzle and what direction it’s pointed in. Do not sweep muzzles past anyone or anything you do not intend to shoot. This applies in the staging area even when weapons thought to be unloaded as well as on the field among teammates.

## 4. AREAS

### 4.1 STAGING AREA

Staging areas are administrative “safe zones” where players can move about freely, eat, reload, and maintain their weapons unencumbered by eye protection. Staging areas should be far enough away from the playing field or have a solid dividing barrier in place so as to not cause a hazard of being shot.

- Weapons shall remain unloaded and magazines shall not be inserted
  - Exception: Holstered pistols may remain loaded as long as they **REMAIN IN THEIR HOLSTERS** at all times.
- Test firing, including dry firing, will not be conducted except in designated target/chrono areas
- Horseplay such as pointing airsoft guns at others whether threatening or playful is prohibited

### 4.2 TARGET CHRONO AREA

The Target/Chrono Area is an active danger area and will be located away from the staging area to prevent anyone from accidentally being shot. All target/chrono shooting shall be performed away from the staging area

and toward a dedicated backstop or onto the playing field. **Every player must wear his or her goggles when using the Chrono/Target Area.**

#### 4.3 PLAYING FIELD AREA

The Playing Field area is the space where most of the airsoft action and engagements will naturally occur. When entering the field of play all recommended protective gear is on and must remain on until a player has exited the field of play. The field maybe further divided into sub-sections depending on the play style and scenario.

#### 4.4 BARRICADES

A great deal of work has gone into developing these fields. Unless specifically designed to do so, do not climb on, modify, move, or tear down existing structures.

#### 4.5 TOWERS

Some fortresses have an elevated second story above the ground floor accessible by ladder. The maximum number of players allowed on elevated structures is dependent on the strength and design of the floor as well as integrity of any safety railings or barriers. Typically, elevated structures are limited to TWO players unless otherwise specified.

#### 4.6 CLOSE QUARTER BATTLE AREAS

Some parts of the field will be designated “CQB Areas” and will be indicated by a rope barrier. Only CQB-rated weapons authorized for use during engagements inside these zones. Field-rated and Sniper weapons may be used to shoot both into and out of these zones (adhering to the minimum engagement distance rules above), but all engagements inside the roped zone itself must be made using CQB-rated weapons only.

## MAT RULES SUMMARY AND BRIEFING GUIDE

### 1. FIRE ARM SAFETY RULES:

- Treat every weapon as if it were loaded
- Do not point your weapon at anything you do not intend to shoot
- Keep your finger straight and off the trigger until ready to fire
- Keep your weapon on safe until ready to fire,

### 2. HEAD PROTECTION:

- Adults (= $\geq$ 18)- Wraparound glasses minimum
- Kids (<18)- Full seal goggles and face protection

### 3. GUN LIMITS

- Field gun: 450 fps max / 15 ft min engagement
- Sniper: 600 fps max / 100 ft min engagement, Semi only
- CQB: 325 fps max / no min engagement

### 4. HITS:

- Anywhere on your body or equipment covering your body
  - Gun hits or ricochets **don't count**
  - Friendly fire **counts**
- **GAME IS BASED ON HONOR SYSTEM**
  - Targets must honor hits or else this sport cannot survive!
  - Shooters do not call hits on others
  - Resolve disputes between games
- Procedures:
  - Shout “HIT!”
  - Raise gun in the air, above your head
  - Vacate the area, keeping your gun high and yelling “HIT” or “DEAD MAN”

- DO NOT SPEAK or reveal enemy locations
- 5. SAFETY KILLS:
  - “BANG BANG” or “SAFETY KILL”
  - Within 15’ of the target
  - Clear line of sight
    - Target is not behind cover
    - Shooter not blind firing
    - Not “shooting” through a crack or hole
  - Weapon is pointed at the target
  - Unobserved entry (ie: surprises target)
- 6. BLIND FIRE:
  - Don’t do it
- 7. HEADSHOTS
  - Don’t do it on purpose
  - But it’s going to happen
  - Suck it up
- 8. CEASEFIRE
  - Temporarily halts game, everyone stops shooting
  - Echoed and repeated by all
  - Do not shoot or reposition for tactical advantage
  - Keep eye protection ON at all times
  - Ceasefire for:
    - Player loses goggles
    - Injury
    - Interloper
    - Any unsafe condition
- 9. LEAVING THE FIELD
  - Remove magazines
  - Clear the chamber by shooting several rounds
  - Safety on
- 10. IN THE STAGING AREA
  - Weapons unloaded, magazines out
    - Exception: Pistols may stay loaded but must remain in their holsters
  - Test firing only conducted in designated areas
  - No horseplay (pointing guns at others, etc...)
- 11. MUZZLE AWARENESS
  - Treat every weapon as if it were loaded
  - Do not point your weapon at anything you do not intend to shoot
  - Do not sweep muzzle past others in the staging area or teammates on the field. **EVER.**
- 12. BARRICADES & OBSTACLES
  - Unless designed to do so, do not climb on, modify, move, tear down, or re-arrange
- 13. DESIGNATED CQB AREAS
  - Marked by a rope/barrier
  - MAY shoot into or out of barrier with any type of weapon (i.e.: “field” or “sniper” weapon)
  - MAY ONLY shoot within or inside the barrier if weapon is “CQB-rated”