

The following rules and regulations are to be observed, followed and obeyed at all times while playing on the airsoft field. Violations of these rules will bring Harsh Punishment to any and all person(s) involved in the infraction(s) and will be determined by Airsoft Kona's leaders and may be changed, altered or updated at any given time without prior notice to you or anyone else.

Safety First

The following are a list of safety rules that are to be regarded at all times while on the field and off. Airsoft guns though toys are real weapons and so they can cause damage if misused in the wrong manner or if the proper safety precautions are not regarded. People without proper safety gear will not be allowed on field.

Eyewear / Eye Protection

1. All eyewear must be ANSI Standard rated (*See: Glossary for more details*)
2. All eye protection must be worn at all times with the exception of "safety" or "staging areas" where shooting is not allowed and eye protection is not required or
3. No eye protection may have any holes, slots, vents or openings of any kind that are large enough for a standard number 2 pencil to go through (If a pencil can go through it a BB can!)
4. All eye protection must seal or fit tightly around the face, no shooting glasses or sunglasses will be allowed because of their lack of protection around the eyes and will not be allowed on field.
5. At no time may you remove your eye protection
 - While a game is ongoing
 - If you are closer than 300 feet to the gaming area
 - If you are test firing or target shooting your gun in or around the test firing area

A warning along with an unspecified timeout will be issued the first time a player is caught not wearing their safety eyewear, the second time that player will be banned from the field. Punishment for breaking any of these safety rules at any time will result in that player being banned from the field either temporarily or permanently depending upon the given situation. This Rule Will Be Enforced Harshly.

Anger is not welcome on the airsoft field. If you are feeling angry, upset or have a general feeling of hurting another person then you should not be on the field and should excuse yourself immediately. If you commit an action of anger on the field at any time while playing or not playing, then you will be asked to leave and may not play again, EVER! As I said Anger is Not Welcome and Will Not be Tolerated Under any Circumstances and Will Be Dealt with Harshly. IF YOU COMMIT AN ACT OF ANGER YOU WILL NEVER PLAY AIRSOFT WITH US AGAIN!

BBs – All BBs must be .25g or less, No BBs over that limit are allowed on field. The standard BB is the white plastic .25g or .20g

Engagement Distances & FPS Limits

Different Guns have different velocities and so have different engagement distances and must be regarded at all times. If a player does not respect the engagement distance for their gun then they will be warned for first offense then kicked off the field for a length of time and may also no longer be allowed to use their gun on field. If the instance is serious enough then the player will be banned for an undetermined length of time, even for a first offense.

1. Any Player may have an airsoft gun with up to 300 FPS or lower without having prior consent from the leaders of Airsoft Kona. Any gun that is over that FPS limit will not be allowed on field without

the prior consent from the leaders of Airsoft Kona. If such a gun is brought on field then that person will be asked to return the gun to their vehicle or the vehicle of the leaders on field until the game day has ended, if the person refuses then that person must leave the field.

2. **280 FPS or Lower Engagement Distance is 20 feet or more** – Anything 300 FPS or lower is considered STOCK!
3. **281 – 350 FPS Engagement Distance is 30 feet or more** – This is considered an “Upgraded Gun” “Marksman Class” and you must first have permission to use this limit on field.
4. **351 – 375 FPS Engagement Distance is 40 feet or more** – This is considered an “Upgraded Gun” “Sharpshooter Class” and you must first have permission to use this limit on field.
5. **376 – 400 FPS Engagement Distance is 50 feet or more** – This is Our MAX Allowed FPS No Gun may be over 400 FPS This is considered an “Upgraded Gun” “Sniper Class” and you must first have permission to use this limit on field.

All Engagement Distances must be respected at all times without exceptions.

To know more about the different “Classes” and what they are see: *Glossary*

Surrenders & Close Combat & Outs

Surrendering Players

1. To surrender a player you must approach them from behind and call “Surrender”.
2. If a player turns around and faces you while you are approaching them and you have not already asked them to surrender then you are both out and it is considered a “Double Out”
3. You may not surrender another player through an object, hill, wall or any other solid form that you cannot see through. (If you can’t shoot through it and you can’t see the other player! Then you can’t surrender them.)
4. If two players are too close to each other and are unable to surrender the other player then both players must have a “Mutual Withdraw”
5. If a player turns and faces you, looks at you, sees you, and/or notices you at any time while you are attempting to surrender that player then it is considered a “Double Surrender or Double Out” and both players are now out. You may only surrender a player when they are not facing you. (You may also “Mutually Withdraw”)

Close Combat

1. Close Combat Kills – Any time you tag another player from the opposite team on any part of their body, that player is “Out”. It is considered a “Close Combat” or “Knife Kill” and that player must take their out.
2. If a player turns and points their gun toward you at the same time you tag them then both players are out by a “double kill”

Outs

1. If a player is hit by a BB anywhere on their body clothing or equipment (Not including gun) then that player is “Out”
2. If a BB hits a player by Ricocheting off of a close nearby object then that player is “Out”
3. If a player is hit by thrown or launched BBs then that player is “Out”.

A single hit by a BB is all that is required to be out, unless otherwise specified by the field leader. If you are unsure if you were hit “Out” then call yourself “Out”. If a player does a “Call Out” and you are unsure if you were hit then respect that player and call yourself “Out”.

Disputes

Any time there is an argument or dispute between you and another player then you must get the Field Leader or Referee involved to solve the dispute. At no time during an argument or dispute may either player involved have a gun or weapon in their hands and/or on their person all guns must be put away during a dispute.

1. If there is a dispute between you and another player during a game then call a "Time Out" and get the Field Ref or Field Leader to resolve the dispute between the two of you. If a Leader or Referee decides on a ruling then that decision is final and must be respected.
2. Players must put their guns down or away during a dispute if a player will not do so then that player must leave the field, if they refuse to leave then they will No Longer be Allowed to Play EVER! If a player must be forcefully removed then we will do so, if that players property is damaged during the removal of the player then Airsoft Kona and/or any of the players, leaders, or Referees are not liable for such damage to property or self injury to the person or persons in any way.

Classes

There are different of classes of guns, Stock or any standard AEG, Saw Gun which is usually any gun with over 600 hundred rounds in a single magazine, Sharpshooters consist of AEGs that have been upgraded with higher speeds & Sniper Rifles which are classified as any single action gun and has no automatic feature available on it, this does not include any AEGs.

1. Snipers - There will only be allowed one (1) sniper for every 6 people on field.
2. Saw Gunners – There will only be allowed one (1) saw gunner on field for every 5 people on field
3. Sharpshooters – There will only be allowed one (1) sharpshooter for every 3 people on field

Airsoft Kona Rules & Regulations Agreement

Both the rules and a waiver must be signed and given to an Airsoft Kona Leader or Representative prior to playing airsoft. If you are under the age of 18 then you must also have your Parent or Legal Guardian sign them as well. All paperwork must be signed and returned to Airsoft Kona prior to playing. If you are under the age of 15 years of age then you must have a Parent or Legal Guardian Present while playing airsoft with Airsoft Kona. If you are under the age of 13 then you are not eligible to play airsoft with Airsoft Kona.

I have Read and Understand all of the above rules & regulation and I hereby Agree to and am willing to play and abide by these guidelines and rules without refusal and I understand that if I commit an action that is punishable as determined by the referee, leaders and these rules I will be punished in the according fashion or manner as seen fit by these individuals and must accept my punishment without complaint or further reprisal and that the decisions of the leaders, referees and founders of Airsoft Kona are final!

Player's Signature

Parent's Signature if Under 18

Player's Birth Date ____/____/____

DATE ____/____/____

Leader / Airsoft Kona Representative Signature

GLOSSARY OF TERMS

AEG – Automatic Electric Gun is any battery powered electric gun that has automatic fire on it with exception of the PSG-1, which is only Semi-Auto fire.

ANSI STANDARD – The American National Standards Institute www.ansi.org sets national standards for safety and reliability for the United States through a series of tests geared to test the endurance of products and their safety standards. ANSI Rated materials are considered the safest for impact related eye protection.

GBB – Gas Blow Back is any gun, usually pistols that use gas-powered and have moving parts that revolve like a slide when fired.

NBB – Non-Blow Back is any gas-powered gun that does not have moving or revolving parts when fired. These are also usually pistols but though uncommon can also come in a rifle as well.

TAG – When a player touches another player in order to get their attention or tag them out of the game. Also called a “Touch Tag”

CALL OUT – When one (1) player calls another player “Out” after getting a hit.

CLASS – a class is a term for a type of weapon or upgrade installed on that weapon, for instance; Sniper Rifle or a Saw Gun are a particular type of class. Some classes are limited to a certain number on field so that every player does not have the same class of gun.

DOUBLE OUT – A double out is when two players attempt to get each other out at the same time and are successful. This may either be from a surrender, or both players shooting each other out at the same time. (This is also referred to as a “Double Kill”)

ENGAGEMENT DISTANCE – The engagement distance is the distance a player is allowed to shoot another player with their gun during a game depending on the FPS limit they have installed.

FIELD LEADER – A field leader is the person(s) in charge while the airsoft skirmish is actively going on.

FIELD REF/REFEREE – A Referee is any person that knows all the rules of airsoft and is capable of maintaining the game of airsoft while in play. The referee does not play the game he/she is there to observe and mediate that game as it goes on and to call any necessary shots.

FPS – Feet Per Second, this is the speed or the maximum muzzle velocity that a BB travels from your gun. Higher FPS Ratings can cause injury even with the proper protection and are prohibited from games.

GAMING AREA – This is where the actual games take place, where players play the game of airsoft.

HIT – A hit is any time a player is hit by a BB from another player or a ricochet or a friendly player and usually results in a player being “Out”.

KNIFE OUT – Any time a player tags an opposing player somewhere on their body. This results in an Out. (Also called a Knife Kill)

MARKSMAN CLASS – A marksman is a player that has upgraded their gun to be more accurate but still has auto fire enabled

MUTUAL WITHDRAW – A mutual withdraw is when two (2) opposing players are too close to shoot each other but neither are “Out”, They withdraw to a safe distance and when ready resume their play.

OUT – An Out is the same as a “Kill”, a player is “Out” whenever a player is hit by a BB or tagged “Out” by another player.

RICOCHET – A ricochet is when a BB bounces off an object and hits or strikes your body in some place.

SAFETY AREA – *See Staging Area*

SAW/GUNNER CLASS – A Saw Gunner is any gun that has 600 or more rounds in a single magazine; this is usually a certain type of gun.

SHARPSHOOTER CLASS – This is any AEG that has been upgraded for accuracy and is equipped with a scope or optical device and auto fire has been disabled.

SKIRMISH – A skirmish is another name for an airsoft game day. A day of playing airsoft is usually referred to as a “skirmish” and not a game, like; I am going Skirmishing today!

SNIPER CLASS – A sniper class is any single action non-AEG gun that has been upgraded for accuracy and has a scope or optical device attached and/or bipod equipped.

STAGING AREA – The staging area is where players reload and regroup before and after individual airsoft games. This is the only area that players are allowed to remove their protective eyewear and no shooting is allowed in these areas.

STOCK – This refers to a gun that is under a certain limit and came this way from the factory without modification of any kind. There are 2 kinds of stock guns, Stock meaning stock internals and Visually Stock Which refers to cosmetic upgrades only.

SURRENDER – This is when another player gets close enough to a player from the other team without them noticing and can call Surrender on that player.

TIME OUT – A time out can refer to two (2) things either a pause or a disciplinary action.

1. A time out is where a player, leader or referee calls the game in progress to a pause.
2. A time out can also be a punishment where a player must sit out of a certain number of games before returning to the field to play again.

Airsoft Kona Waiver

I have read and agree to all the of Airsoft Kona’s Rules and Regulations and I am old enough or have consent from a parent or legal guardian or have a parent or legal guardian with me to play, I do not hold Airsoft Kona, it’s representatives, players, field and/or property owners and/or any other people involved in or affiliated with or to Airsoft Kona responsible for anything that may happen to me, that I may cause myself to myself or other players or people or property while playing airsoft, I HOLD NO ONE LIABLE FOR ANYTHING!

I Agree and Understand that AIRSOFT IS A DANGEROUS GAME AND CAN CAUSE SERIOUS INJURY OR DEATH if the proper precautions are not taken on my part or by another party and I hold no one responsible for any and/or all instances that may occur do to any reason that may result in an injury, serious injury or death and I hold no one liable for those instances whatever they may be without exceptions and I am aware that I play at my own risk and hold no one liable for anything that may happen to me someone else or anything that I own.

I Agree that if I injure, hurt or kill someone in any form manner or way that I am fully liable for my actions and I also take full responsibility for any property damage that I may cause and will fix, repair or replace anything that I break, destroy or damage while playing airsoft.

I have Read and Understand the Rules and Regulations and I have Read and Understand all of the Above and I Am Ready to Play Airsoft.

Player’s Signature

Parent’s Signature if Under 18

Player’s Birth Date ____/____/____

DATE ____/____/____

Leader / Airsoft Kona Representative Signature