

# Airsoft Rules

Futureball Parks, LLC  
10799 Hi Tech Drive. Whitmore Lake MI 48189



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. All players must not only attend the game orientation but also read all the rules and follow them. 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 participant's responsibility. If you not sure, the rules are posted, and any referee can be asked.

- (1) All participants at Futureball Parks must be at least 10 years old. All participants must have a current on-line waiver on file and all participants under 18 must have waiver completed on-line by their parent or legal guardian. All on-line waivers must be completed by all participants, once per calendar year.
- (2) Full face protection is required for all participants.  
Eye Protection: Participates goggles must meet below standards or you will not be able to use them.
  - (a) Full-Seal goggles only. **NO EXCEPTIONS.** No shooting glasses, shop glasses, etc.
  - (b) A Full Seal consists of a rubber or foam seal that conforms to the features of the player's face. ANSI Z87.1 Rated lenses, ASTM Standards.
  - (c) Full Face Protection is defined as a rigid metal mesh which covers cheeks, chin, nose and mouth.Referee reserves the right to: Inspect player's eye & face protection at will.
- (3) The Safe Zone is exactly that, a Safe Zone. While in the safe zone players may remove their face goggles & mesh, 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 chronograph station. Any participate caught firing into the safe zone from the field of play will be escorted off the premises for the day.
  - (a) The fields and the chronograph area are the only place a player is to have their Airsoft weapon loaded with a magazine.
  - (b) Airsoft Rifles must have the magazines removed and cleared of any remainder bb's in the gun before entering the safe zone.
  - (c) All pistols must be holstered before entering the safe zone.
  - (d) **All** weapons need to have triggers in safe mode.
  - (e) If a participate shoots in the Safe Zone they will be escorted off the premises.
- (4) **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. Possession of real weapons such as knives, firearms, grenades, explosives, or any type of pyrotechnics are not allowed on premises.
- (5) No blind firing. No point-blank shooting or engagements of less than 20 feet.
- (6) Plastic BB's only! Only approved BIO BB's are allowed at Futureball Parks.
- (7) No climbing of trees, structures, or vehicles. Futureball City (shipping crates) and Urban (house) are the only fields where participates will be allowed to use stairs to get to upper levels. No more than two (2) participates at a time may use the upper levels. Futureball Parks may close these structures at any given time.
- (8) No Physical Contact. Players may never touch another referee, player or his equipment. No Exceptions.
- (9) All guns are required to have a factory trigger guard, safety and a barrel cover. No homemade barrel covers, plugs, or socks will be allowed.
- (10) All participates should avoid field hazards such as fences, holes, ruts, stumps and vines. If a hazard is found the participate must report such hazard to field management.
- (11) Players are not allowed to construct bunkers, booby traps, or other misc. things.
- (13) At no time are participates allowed to shoot at wildlife, players caught intentionally shooting wildlife will be immediately ejected from the park.
- (12) **ALL ELECTRONIC GUNS and Pistols** must shoot **under 400 FPS** using 6mm .20 gram BB's with a minimum engagement of 10 feet.
- (14) FPS limits will be strictly enforced. All the participates guns will be chronograph prior to the beginning of the game **using .20 gram BIO BB's**. Participates may be chosen at random for radar spot check. No participate may use a BB weighting more than .32 grams.
- (15) **SNIPER RIFLES** must be **single or bolt action (gas or spring)** or semi-automatic. NO FULL AUTO sniper electronic guns are allowed. No exceptions.
  - (a) Minimum engagement distance of 100 feet.
  - (b) The sniper's rifle must fire between 400 FPS and 540 FPS.
  - (c) Sniper's may use up to .42 gram BB's.
- (16) Field management can determine guns eligibility and makes all final decisions.
- (17) Only airsoft grenades and smoke grenades purchased Futureball Parks are allowed.
- (18) **Hits: Please observe the follow rules of conduct for hits:**
  - (a) Hits are defined as any BB strike on your person.
  - (b) Friendly Fire counts! Check your targets!
  - (c) If two players fire simultaneously and both are hit, BOTH players are out, **NOT** the player who says hit first.
  - (d) Ricochets through brush count. Brush provides concealment, not cover.
  - (e) **DO NOT** call players out on the opposite team. If a player is not calling their hits you need to notify a referee.
  - (f) When hit, immediately yell out **HIT** as loud as you can and go to the side line.
- (19) 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.
- (20) **Safety violations and/or cheating will not be tolerated. There are no exceptions. Any violation of any of the above listed rules will result in immediate and permanent removal from Futureball park. No refunds.**