

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 are 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 participant 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 participant 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 BBs only! Only approved BIO BBs 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 participants will be allowed to use stairs to get to upper levels. No more than two (2) participants 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 participants should avoid field hazards such as fences, holes, ruts, stumps and vines. If a hazard is found the participant must report such hazard to field management.
- (11) Players are not allowed to construct bunkers, booby traps, or other misc. things.
- (12) At no time are participants allowed to shoot at wildlife, players caught intentionally shooting wildlife will be immediately ejected from the park.
- (13) Speed limits will be strictly enforced. All the participants guns will be chronograph prior to the beginning of the game. Participants may be chosen at random for radar spot check.
- (14) No participant may use a BB weighting more than .36 grams, unless using a semi locked or bolt action rifle, in which case up to a .46g bb will be allowed.
- (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) Sniper rifle max fire 2.7j
 - (c) Sniper's may use up to .46 gram BB's.
- (16) AEG will be 1.7j max with nothing higher than a .36 and a 50 ft engagement and 1.5j with 10ft+ engagement. 1.71j to 2j is red tag semi lock DMR and LMG.
- (17) Engagement distances are determined based on your colored tag.
 - (a) Green tags- no more than 1.5j with no higher than a .36g bb and are 10+ft engagement.
 - (b) Yellow tags- between 1.51j and 1.7j with no higher than a .36g bb and are 50+ft engagement.
 - (c) Red tags- between 1.71j and 2.7j with no higher than a .46g bb and are 100+ft engagement.
- (18) Field management can determine guns eligibility and makes all final decisions.
- (19) Only airsoft grenades and smoke grenades purchased Futureball Parks are allowed.
- (20) **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 sideline.
- (21) 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.

- (22) Riot shield rules.
- (a) Shield carriers are only allowed to use pistols when carrying the shield. No Full Auto
 - (b) You cannot hold the riot shield while a friend or friendly fires from behind you and/or the shield and you cannot prop the shield up and fire from behind it.
 - (c) Riot shields must not have any sharp edges, splinters or protruding exposed screw tips that may harm other players.
 - (d) Shield cannot be passed off to other players in the event of the shield carrier being hit.
 - (e) Grenades destroy the shield and destroys carry
 - (f) Shields have a max size of 3 feet in height and 2 feet wide.
- (23) **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.**