

Airsoft Event Rules Version 2.1

Core rules with profile based event controls and reusable appendices

This handbook establishes the standing safety, conduct, and operating rules for recreational airsoft events. Every event uses these core rules together with an Event Profile that identifies the site, game format, safety contacts, and event-specific settings. The Event Profile may add or change game mechanics only where this handbook expressly permits it. It may never waive a non-negotiable safety or legal requirement.

Scope. This is an operational ruleset, not legal advice. Organizers remain responsible for complying with venue requirements, applicable laws, emergency procedures, and insurance requirements. Waivers acknowledge risk; they do not override required safety practices.

How to Use This Ruleset

Document	Purpose	When used
Core Rules	Standing safety, conduct, and decision authority.	Every event.
Event Profile	Site specific settings, scenario, contacts, and variable rules.	Released before each event and briefed on site.
Custom Pyrotechnics Review	Advance disclosure and organizer review of a proposed custom pyro device.	Only where custom pyro is permitted by the Event Profile.
Electronic Operations Addendum	Strict opt-in scope for isolated game communication devices.	Only where the Event Profile expressly enables it.

1 Authority and Event Profiles

1. The Event Organizer has final authority over safety, conduct, event settings, suspensions, and removal from play. The Organizer may appoint a Safety Lead or Referee.
2. The Event Profile must identify the Organizer, any Safety Lead, emergency contact method, emergency meeting point, and site address or access directions.
3. The Organizer may change or revoke a profile privilege at any time for weather, fire conditions, site requirements, emergency conditions, or other safety concerns.
4. Players must attend the briefing and follow the current Event Profile. A prior profile, online post, or verbal assumption does not override a current safety instruction.

2 Required Protection and Safe Areas

- Fully sealed, manufacturer-rated airsoft eye protection is required in active play and chronograph areas. Mesh-only eye protection is prohibited.
- Adults: lower-face protection is strongly recommended. Minors: full-face protection is required. A waiver does not create an exception to this requirement.
- Eye protection may be removed only in a declared safe zone.
- Before entering a safe zone, remove the magazine, point the muzzle straight down into suitable ground, clear the chamber, and secure the replica by holster, sling, or other safe carry method. An Event Profile may require a designated clearing point.
- No firing, dry firing, or handling that creates a discharge risk is allowed in a safe zone.

3 Replica Performance and Fire Control

The Event Profile selects a standard profile or provides a custom performance table. A custom table must state the permitted muzzle energy, BB weight, engagement distance, fire mode, and any special equipment requirements. The Organizer may use honor-system performance controls for informal events or require full chronograph controls for formal events.

Control	Core rule	Event Profile may set
Chronograph	Any replica over the applicable limit stays out until it passes.	Check-in chrono, rechecks, spot checks, BB weight, and test process.
Gas and HPA	Adjustments must not defeat the approved event setting.	Whether locks or tamper-evident controls are required after chrono.
Full auto	Permitted only as controlled fire; overshooting and sustained close-range fire are prohibited.	Allowed locations, weapon classes, burst limits, or full prohibition.
Engagement distance	A shot must comply with the profile distance rule.	Distances by replica type, environment, and power class.

4 Targeting and Hit Rules

- A player who is hit must immediately and clearly acknowledge the hit. The Event Profile defines respawn, medic, bleed-out, and reentry mechanics.
- Friendly-fire hits count the same as opposing-team hits. Direct BB impacts count; ricochets do not. Replica hits have no effect unless an Event Profile expressly changes that mechanic.
- Unsafe blind firing is prohibited: do not extend a replica around a barrier or fire into an unseen, unknown area. Controlled suppressive fire toward known occupied cover is allowed only when the shooter follows engagement-distance, overshooting, and fire-control rules.

- There is no mandatory surrender or bang rule. A player may offer surrender, use an approved lower-power option, or reposition. Refusal never authorizes a shot that violates the applicable engagement distance.

5 Devices and Special Equipment

All unusual equipment is subject to Organizer approval. The Event Profile controls shields, grenade effects, scenario props, and other variable equipment. Homemade or modified equipment may be rejected without a finding that it is unsafe.

Equipment	Standing rule	Profile controls
Grenades and effects	Commercial non-pyrotechnic items may be allowed. Fire and site conditions control any pyrotechnic approval.	Allowed devices, hit radius, cover rules, and current fire restrictions.
Custom pyrotechnics	Only after advance review, required disclosures, venue and legal compliance, controlled demonstration, and final check-in approval.	Whether custom pyro is permitted at all and any added limits.
Shields	No standing size or quantity rule.	Whether allowed, size, number, and scenario role.
Lasers	Visible or infrared aiming lasers need permanent, verifiable manufacturer classification and Organizer approval. Never deliberately aim at faces or eyes. Unlabeled, modified, or higher-class units are prohibited.	Whether lasers are allowed, additional class limits, and inspection process.
Drones	Advance disclosure and Organizer approval required. No weapon-mounted drones, no airborne pyrotechnics, and no player-targeted payload drops.	Altitude, site authorization, pilot documentation, observation/media use, and any sterile-zone marker delivery.

Powder effects. Powder effects are not a default device. They may be enabled only as an Organizer-approved scenario feature with a known non-irritant material, controlled location, weather limits, participant protections, and immediate stop authority. No instructions for making a device are part of this handbook.

6 Custom Pyrotechnics Approval

A proposed custom pyrotechnic device must be submitted at least two weeks before the event using Appendix B or the standalone worksheet. The submission must identify the device and intended effect, operating limits, safety controls, storage and transport plan, and relevant venue authorization. It may include a demonstration video. It must not rely on a device being approved merely because it was disclosed.

- No undocumented custom pyro is accepted at check-in.
- The Organizer or Safety Lead may require changes, deny the proposal, or approve it conditionally.
- Final approval occurs at check-in after an in-person inspection and review of current conditions.
- Any fire restriction, weather condition, venue requirement, or safety concern immediately withdraws approval.

7 Drones and Air Operations

- Every drone operator must disclose the aircraft, intended use, and the applicable documentation before the event. The Event Profile states the approved operating area, altitude, and staff contact.
- Pilots must follow all applicable aviation and airspace rules. The Organizer does not certify an operator's legal compliance.
- A drone may never carry or fire an airsoft weapon. A drone may never release pyrotechnics.
- A soft, non-pyrotechnic marker may be delivered only to a clearly sterile, Organizer-approved zone. It must not be used to strike, mark, distract, or otherwise affect a participant.

8 Communications and Radio Use

FRS, GMRS, and amateur radio are allowed when operated legally. All applicable federal laws, FCC rules, and federal guidelines must be followed, including licensing, equipment authorization, permitted frequencies, power, emissions, identification, and permitted uses. Event approval does not confer a radio license or waive any legal requirement.

- FRS: no individual FCC license is required. Use an FCC-certified FRS radio in accordance with Part 95. A programmable amateur or GMRS radio does not become an FRS radio simply by selecting an FRS frequency.
- GMRS: a valid FCC GMRS license is required, with operation by the licensee or eligible immediate family members under that license as the rules permit. A teammate is not covered merely by being on the same team. Use compliant equipment and follow station-identification requirements.
- Amateur radio: transmissions require a properly licensed control operator and must stay within that operator's privileges and Part 97. Follow identification requirements and restrictions on

business or pecuniary-interest communications and messages encoded to obscure their meaning. A license is not blanket authorization for every event communication.

- Staff operations: FRS channel 1, 462.5625 MHz. Reserved for staff-to-staff event operations; players must not transmit except when necessary to report an immediate emergency and unable to reach staff on channel 2.
- Player-to-staff contact: FRS channel 2, 462.5875 MHz. For questions, assistance, safety reports, and staff replies. Emergency and medical traffic takes priority; stop routine traffic immediately when an emergency is called. No team tactics or casual chatter.
- Use simplex operation with CTCSS/DCS privacy codes OFF on both reserved channels. Staff must arrange monitoring of both channels during play and confirm a radio check at briefing. These are event-use reservations, not exclusive FCC assignments: the frequencies are shared with other lawful FRS/GMRS users. Listen before transmitting and do not interfere. If a channel is unusable, stop affected play and follow staff instructions; any temporary replacement must be announced and confirmed with participants before play resumes.
- Unencrypted FRS, GMRS, and amateur-radio communications used by participants during the event are open to monitoring and in-game use by other participants. Do not defeat encryption or access controls. Privacy codes do not make a channel private.
- Alternative communication methods are allowed, including Meshtastic, OpenMANET, Reticulum, and other lawful voice, data, wired, or wireless systems. Permission depends on the actual hardware, radio service, frequency, configuration, and use, not the software name. Follow the equipment disclosure process and Event Profile restrictions. Encryption may be used only where lawful; do not carry encrypted mesh traffic over amateur radio in violation of Part 97.
- No participant may deliberately interfere with communications. Encryption or hidden-meaning traffic may not be used on services that prohibit it. Any communication method must comply with applicable law, venue requirements, safety rules, and the Event Profile. The Organizer may restrict a method for interference or safety concerns.

Ordinary team communications do not authorize electronic attacks. Section 9 still governs electronic-operations scenarios: explicit written scope, isolated game devices, no personal systems or data, and no jamming or disruption. Keep a way to reach staff on the event contact channel.

Federal references: 47 CFR Part 95 Subpart B (FRS), including 95.563; 47 CFR 95.1705 (GMRS licensing); 47 CFR Part 97 (amateur radio). Official current rules: <https://www.ecfr.gov/current/title-47>. Communications revision: September 7, 2026.

9 Electronic Operations Profiles

Electronic operations are optional and exist only when an Event Profile expressly enables them. They are a controlled game layer, not permission to access personal systems or disrupt communications.

- No jamming, interference, deauthentication, denial of service, or disruption of any radio or wireless service.

- No phones, personal accounts, home networks, Internet-connected systems, or personal data are in scope.
- Event-issued isolated game devices may be used. A participant may bring a device only if it is declared, dedicated to gameplay, cleared of personal data and accounts, resettable, and listed in the written scope.
- The written scope must name the permitted devices, time window, objectives, allowed actions, safety contact, stop authority, and restoration process. Anything not expressly in scope is out of bounds.

10 Emergency, Conduct, and Enforcement

- The Organizer may stop play immediately and contact emergency services when needed. The pre-game briefing must state the emergency meeting point and site address or access directions.
- No profanity, sexualized behavior, discriminatory or demeaning language, harassment, threats, or unsafe conduct. The Organizer decides close cases.
- Alcohol, cannabis, and impairing drugs are prohibited for participants and staff who are responsible for gameplay, safety, vehicles, or drones.
- Real firearms and live ammunition are prohibited on players in the designated play area. Participants must secure them away from gameplay before joining.
- Enforcement normally progresses from warning to removal from a round and removal from the event. Serious safety or conduct violations may result in immediate removal.

11 Appeals

On-field safety and Organizer decisions are final for the event. A participant may submit a written appeal within seven days. The Organizer reviews it and may consult a Safety Lead. An appeal does not undo an immediate safety decision or allow the participant to resume play during the event.

Appendix A Event Profile Template

Use this appendix as a quick in-document reference. The standalone Event Profile template is the working copy for each event.

Field	Complete before release
Event name and date	_____
Site and access	_____
Organizer and contact	_____
Safety Lead and contact	_____
Emergency address and meeting point	_____

Field	Complete before release
Game description and objectives	_____
Age eligibility and guardian requirements	_____
Selected performance profile	Indoor CQB / Outdoor Skirmish / Milsim / Custom
Muzzle energy BB weight and engagement table	_____
Chronograph and HPA controls	_____
Full auto and close range rules	_____
Respawn medic and hit mechanics	_____
Approved grenades pyro shields lasers drones	_____
Reserved FRS channels	Staff: CH 1 / 462.5625 MHz Player-to-staff: CH 2 / 462.5875 MHz Simplex; CTCSS/DCS OFF. Emergency priority.
Electronic operations enabled	No / Yes see scope addendum
Current weather fire and site restrictions	_____
Organizer approval and briefing confirmation	_____

Appendix B Custom Pyrotechnics Review Worksheet

Submit at least two weeks before the event. This worksheet asks for safety and administrative information only. It does not authorize construction methods or guarantee approval.

Field	Complete before release
Applicant name and contact	_____
Event name and date	_____
Device name or identifier	_____
Intended game effect	_____
Operating limits and conditions	_____
Safety features and fail-safe behavior	_____

Field	Complete before release
Storage and transport plan	_____
Venue authorization or restriction	_____
Current legal and fire compliance confirmation	_____
Demonstration media provided	No / Yes
Reviewer notes	_____
Conditional requirements	_____
Final check-in decision	Approved / Approved with conditions / Denied
Organizer or Safety Lead signature	_____

Appendix C Electronic Operations Scope Sheet

Only use when an Event Profile enables electronic operations. No item outside this written scope is authorized.

Field	Complete before release
Event and time window	_____
Organizer and safety contact	_____
Participating teams	_____
Declared event-issued devices	_____
Declared dedicated participant devices	_____
Allowed objectives	_____
Allowed actions	_____
Explicitly prohibited actions	Jamming interference deauthentication denial of service access to personal accounts data or networks
Data handling and reset plan	_____
Immediate stop authority	_____
Participant acknowledgment	_____