



Standard Practice for Air Soft Player Safety Briefing¹

This standard is issued under the fixed designation F2941; the number immediately following the designation indicates the year of original adoption or, in the case of revision, the year of last revision. A number in parentheses indicates the year of last reapproval. A superscript epsilon (ϵ) indicates an editorial change since the last revision or reapproval.

INTRODUCTION

This practice is intended to provide air soft game organizers with safety information, which can be given to each game participant prior to the participant's first game of the day. The intent is to revise this practice whenever substantive information becomes available which justifies revising existing requirements or adding new requirements.

1. Scope

1.1 This practice is intended to satisfy the demand for basic safety information, which should be understood by each air soft game participant prior to the start of the player's first game on the day of play.

1.2 The information specifies rules of personal conduct, which might affect the safety of persons who are in close proximity to an air soft gun.

1.3 The information includes procedures to be followed by every person who is in, or near, an area where air soft games are being played or air soft ammunition is being shot, and to the use of safety equipment related to air soft game or air soft target shooting activities. These procedures are to be followed any time an air soft gun is being handled.

1.4 This standard is intended to be a useful tool for air soft game organizers, but it is not intended to eliminate the need for proper game supervision, conforming to Practice F2940.

1.5 *This international standard was developed in accordance with internationally recognized principles on standardization established in the Decision on Principles for the Development of International Standards, Guides and Recommendations issued by the World Trade Organization Technical Barriers to Trade (TBT) Committee.*

2. Referenced Documents

2.1 ASTM Standards:²

¹ This practice is under the jurisdiction of ASTM Committee F08 on Sports Equipment, Playing Surfaces, and Facilities and is the direct responsibility of Subcommittee F08.27 on Airsoft.

Current edition approved April 1, 2017. Published April 2017. Originally approved in 2013. Last previous edition approved in 2013 as F2941 – 13. DOI: 10.1520/F2941-13R17.

² For referenced ASTM standards, visit the ASTM website, www.astm.org, or contact ASTM Customer Service at service@astm.org. For *Annual Book of ASTM Standards* volume information, refer to the standard's Document Summary page on the ASTM website.

[F1776 Specification for Eye Protective Devices for Paintball Sports](#)

[F2679 Specification for 6 mm Projectiles Used with Airsoft Guns](#)

[F2748 Specification for Airsoft Guns](#)

[F2940 Practice for Air Soft Field Operation](#)

2.2 *ANSI Standards*.³

[ANSI Z87.1 American National Standard for Occupational and Educational Personal Eye and Face Protection Devices](#)

3. Terminology

3.1 *Definitions of Terms Specific to This Standard:*

3.1.1 *air soft projectile, n*—projectile complying with Specification F2679, which is fired from an airsoft gun.

3.1.2 *air soft gun, n*—device specifically designed to discharge air soft projectiles such as but not limited to those described in Specification F2748.

3.1.3 *accidental discharge device, n*—device specifically designed to be installed on an airsoft gun to prevent the accidental discharge of air soft projectiles.

3.1.4 *ear canal, nasal and oral cavity protection, n*—device or devices that cover the ear canal, nasal or oral cavities and prevent direct entry of airsoft projectiles into these areas.

3.1.5 *game area, n*—area in which airsoft games are conducted and in which eye protection suitable for airsoft game play is required to be worn.

3.1.6 *goggles, n*—eye protection device suitable for use in air soft games.

3.1.7 *goggles on area, n*—areas in which all persons are required to wear an eye protection device suitable for airsoft games, such as and not limited to playing fields, game areas, chronograph areas, and target ranges.

³ Available from American National Standards Institute (ANSI), 25 W. 43rd St., 4th Floor, New York, NY 10036, <http://www.ansi.org>.

3.1.8 *minimum engagement distance, n*—minimum distance between the shooter and the target at which a shot may be fired.

3.1.8.1 *Discussion*—This distance is defined based on various factors in Table 1 of Practice F2940.

3.1.9 *player, n*—air soft game participant.

3.1.10 *playing field, n*—area delineated by a boundary marker, in which air soft games are conducted.

3.1.11 *safe area, n*—area where the discharge of air soft guns is not permitted and actions are taken to prevent accidental discharge of air soft guns.

3.1.12 *safety mechanism, n*—device that, when activated, disables a part of the air soft gun, usually the trigger, to prevent unintentional firing in normal use and must be released to allow the gun to be discharged by the movement of the trigger.

3.1.12.1 *Discussion*—The device is sometimes referred to as a safety, safety button, or safety lever. An electronic on/off switch is considered to be a safety mechanism if, when the switch is placed in the off position, it renders the gun inoperable.

3.1.13 *staging area, n*—area protected against stray entry of air soft projectiles, in which air soft players organize themselves prior to a game.

4. Significance and Use

4.1 Specific safety rules and procedures are important in order to minimize the risk of injury to persons in the general area of air soft guns.

5. General Considerations

5.1 Persons who participate in air soft games should be made aware of the hazards associated with the equipment and the game activities.

5.2 This standard specifies the minimum requirements for a player safety briefing. Air soft game organizers may choose to include additional safety instructions in their briefing to players.

5.3 Any person permitted into an area requiring goggles be worn must be given the relevant portions of this safety briefing before being allowed in the area.

6. Safety Instructions for Air Soft Game Participants

6.1 *Goggles*—All persons shall be required to wear an eye protective device at all times while they are in areas designated as “goggles on areas.” As no standard exists for air soft eye protective devices at this time all eye protective devices shall be subject to the approval of the game operator and meets one of the following:

6.1.1 An eye protective device which meets ANSI Z87.1 requirements and is manufactured and advertised by the manufacturer as suitable for use in air soft game activity. This protector must have a solid lens material used in the construction rather than a screen or other similar material.

6.1.2 Meet Specification F1776.

6.2 *Goggle Safety:*

6.2.1 Goggles should be inspected for cracks and to be certain the goggle lens is properly secured by the lens retention system.

6.2.2 Goggles should be checked to be sure they fit snugly.

6.2.3 Every person must wear goggles at all times, when he or she is not in a safe area.

6.2.4 While in a goggles-on area, a person must never lift or remove his or her goggles for any reason.

6.2.5 Any person whose vision is impaired/obscured, should hold his or her goggles securely in place and call out for assistance from a referee, safety official, or teammate to help get off the field safely.

6.2.6 In the event a person’s goggles are knocked off, damaged, or displaced, that person should set their gun down, drop to the ground, cover their eyes, and call out that their goggles have fallen off and to stop shooting. Everyone who hears this should immediately stop shooting, put their gun down, and stop playing, until a referee has arrived, the player with the goggle problem has been taken off the field, and the referee announces that the game can resume.

6.2.7 Just because a person is eliminated from a game does NOT mean that person can remove his or her goggles. Goggles must not be removed until the person wearing them is in a designated safe area. Goggles must always stay on, until an accidental discharge device is securely in place.

6.3 All persons shall be required to wear adequate protection to limit entry of airsoft pellets into the ear canal.

6.4 It is recommended that all persons wear additional protective device(s) which limit the entry of airsoft projectiles into the nasal and oral cavity.

6.5 *Accidental Discharge Device*—An accidental discharge device must be securely in place any time you are not in a shooting zone or on a playing field, and at any time when a referee or other official has ordered barrel blocking devices to be used.

6.6 Every airsoft guns velocity must be checked before the first time it goes onto the playing field, and should be checked again as needed throughout the playing day.

6.6.1 The velocity at which an airsoft gun is shooting must be measured by use of a chronograph as defined in subsection 4.7 of Practice F2940.

6.6.2 Airsoft gun velocities must conform to Table 1 in Practice F2940.

6.6.3 Players will be advised of the minimum engagement distance for each gun they use in play.

6.6.4 A referee or other game official may require a velocity check of any airsoft gun at any time for any reason.

6.7 Every airsoft game participant renting equipment must receive instructions on, or demonstrate an understanding of, how the rental equipment works and how to use it properly. This lesson must include but is not limited to the following:

6.7.1 How to load and unload the airsoft gun,

6.7.2 How to use each safety device on the airsoft gun, whether mechanical or electronic,

6.7.3 How to use the accidental discharge device on the airsoft gun,

6.7.4 How to properly put on and adjust the goggle system.

6.8 *Emergency Procedures*—Participates shall be informed of what to do in case of an emergency.

7. Keywords

7.1 airsoft; airsoft game; safety; safety briefing

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