

North Ridgeville Parks & Recreation

Nerf Battle Safety Rules 2022

Nerf Battle rules should be followed carefully in order for everyone to stay safe and enjoyable experience.

- **NO PHYSICAL CONTACT** No hitting, kicking, pushing, pulling, wrestling, or physical attacking involved in Nerf battles. The only acceptable physical contact with another player is in the form of tapping, which is used to get someone “out”, to “revive” someone, or to save them from a hostage situation.
- **NO INTENTIONAL FACE SHOTS** We get it, sometimes accidents happen. As long as you are not intentionally aiming right between the eyes, you can simply apologize for a face shot and move on. Do not intentionally shoot another player in the face or head, aim for the torso/center of mass. It's easier to hit someone in this area.
- **BLIND FIRING** No blind firing. You must be able to see some part of your opponent while you are firing on them.
- **ALWAYS WEAR EYE PROTECTION** During your Nerf battles; it's important to wear protective eye covering at all times. They will protect you from those accidental face shots from the enemy team, as well as keep you from taking penalties.
- **NO MELEE WEAPONS ARE ALLOWED** Modified guns are not allowed. You must use standard Nerf stock weapons only.
- **NO GOING OUTSIDE OF BATTLE ZONES. THIS APPLIES TO ANY NERF BATTLE GAME TYPE**

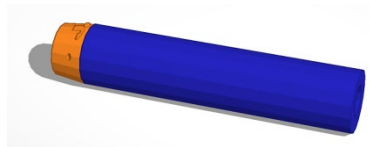
Combat Rules

- **CALLING HITS** Do not call a hit on another player while the dart is still in the air. Do not call a hit unless it appears that your target has ignored or failed to notice they were tagged. If you constantly call hits while the dart is in the air or when the dart actually missed, you will be warned and risk being removed from the game.
- **TALKING DURING A ROUND/ARGUING OVER HITS** Do not get into an argument over whether you were tagged. If someone insists that they tagged you, and you did not see whether the dart hit, just take the hit. If someone is repeatedly making bad calls or otherwise causing an issue, tell the Site Supervisor after the round is over and they will deal with it. If someone hits you because you were not paying attention and were talking to another player, it still counts. If you need to stop the round, you can call "Hold" but otherwise you are in play and fair game.

- **CALLING A "HOLD"** At anytime during a round, anyone can call "Hold", which will temporarily stop that round. Players should repeat the call of Hold so that all other players hear, until the round stops completely. If a pedestrian is walking through the field, if a player is injured or if there is some other threat to personal safety, you are obligated to call Hold. You can call a Hold to pause the game and sort out some issue that is not a matter of personal safety, but do not abuse it.
- **TEAMS** You will not be able to pick which team you are on. All teams are divided up equally and at random.

Equipment Rules

- **DON'T USE DAMAGED DARTS** Damaged darts will jam your weapon. It's best to leave a damaged dart on the ground and advise the site supervisor. Try not to damage the darts you should avoid stepping on, stuffing, or roughly handling darts.
- **DO NOT THROW DARTS OR BLASTERS** Nerf darts are made to be loaded into your blaster and not be thrown. Do not throw or drop blasters.
- **RICOCHETS** Ricochet hits do not count. You do not have to take a hit from a dart that bounced off of a wall, the ground or another person before it hits you.
- **WHAT TO BRING** You must bring your own Nerf Blaster. We will be using Nerf Elite 2.0 darts. If you have safety goggles you may bring your own (we will have goggles on site for you to use). Do not use silver, black, or camouflage colors on your blaster. If your blaster resembles a firearm, paintball gun, or airsoft gun, you will not be able to use your weapon. Blasters should look like a toy. Do not wear a paintball, airsoft, or costume masks as you are required to wear safety goggles.
- **AMMO** All darts will be supplied by NRPD. Please make sure to return all darts to the community art bin, so other people can retrieve their ammo. You can use whatever you pick up during a round, but when the round is over, you should give back any ammo that doesn't belong to you.



General Courtesy

- Don't touch anyone's stuff without asking.
- Be prepared to play. When a round is starting, pay attention to the site supervisor and try to keep things moving. If your gear breaks, or you run out of ammo, don't expect anyone to wait on you.
- Don't shoot anyone who is not playing. Do not shoot anyone outside of the designated area or after the round is over.