

NABV Safety Regulations

Version November 1, 2025

This document has been translated into English by Google Translate. In case of discrepancy, the Dutch document 'Veiligheidsreglement NABV' is leading.

Amendments

01.11.2025	Numbering of large number of articles changed
01.11.2025	Begadi airsoft mines permitted - Article 56
01.11.2025	Definition of semi-only tightened to clarify use of binary trigger
01.11.2025	New European Standard for eye protection incorporated
01.11.2025	Advice (non-binding regulation) DMR added

AIRSOFT SPORT EVENTS

1. Definition of airsoft sporting events

Airsoft sporting events include all public and private events, competitions, training sessions, workshops, demonstrations and fairs (and similar) organised by the NABV or under auspices of the NABV, and which are published on the events calendar of (the website of) the NABV.

STORAGE, TRAVEL AND TRANSPORT

2. Storage of airsoft devices

All members must store airsoft devices, if not in immediate use, in secure, stationary storage with locks. In all other cases, the board will decide.

3. Transport in a lockable case or bag

All airsoft devices must be stored during transport to or from airsoft sporting events in a manner that prevents removal, observation and/or unauthorised use, and that prevents them from being used directly and immediately for threats and/or intimidation.

4. Prohibited to travel in camouflage or tactical clothing

It is not permitted to travel to or from an event in full camouflage clothing and/or tactical equipment. Wearing camouflage tops (shirts, T-shirts, jackets, etc.) in combination with camouflage trousers is not permitted, nor is wearing tactical vests, holsters and helmets (etc.) when travelling to or from an event.

ALCOHOL AND DRUGS

5. The use of alcohol and drugs is prohibited

Before and during airsoft sporting events, participants are not permitted to be under the influence of alcohol and/or drugs, or under the influence of any other substances that could reasonably be assumed to affect their sense of responsibility and/or safety awareness.

6. Obligation to report under the influence

Participating athletes who are suspected of being under the influence of alcohol and/or drugs must be removed from the playing field by the organisation and reported to the NABV within 24 hours after the end of the event using the “violation form”.

SAFETY ZONE

7. Definition of safety zone

The safety zone is a cordoned-off and marked area of the airsoft facility where airsoft devices (i) are never loaded, (ii) never contain a magazine or BB holder, (iii) are set to “safe” if possible, (iv) are holstered if possible, and (v) if a box magazine is used, the battery is disconnected.

8. Safety zone behavior

All persons in the safety zone are jointly responsible for the safety of the safety zone and, where necessary, will respectfully address each other about unsafe behaviour, whereby only designated officials and marshals of the organisation and the NABV are authorised to take enforcement action in the event of violations

9. Shooting ban in the safety zone

If a person in the safety zone deliberately fires an airsoft device (e.g. dry fire), they may be

removed from the event by the event organisers, who will then report the removal to the NABV within 24 hours of the end of the event using the 'violations form' ('formulier overtredingen').

10. Entering the safety zone

Before airsoft players enter a safety zone from the playing field, competition field or test track, they are obliged to (i) remove magazines or BB holders from the airsoft device and (ii) check that there are no BBs in the hop-up, chambers and/or barrels, (iii) set the device to "safe" if possible, (iv) holster it if possible, and (v) disconnect the battery if a box magazine is used.

TEST TRACKS

11. Definition of test track

Test tracks are cordoned-off and marked areas in an airsoft facility where individuals can test and adjust their airsoft equipment, and which can only be accessed via the safety zone or the playing field

12. Test track behavior

All persons using a test track are jointly responsible for the safety of all those present and will respectfully address each other where necessary in the event of unsafe behaviour, with only designated officials and marshals from the organisation and the NABV having the authority to take enforcement action in the event of violations.

13. Eye protection mandatory

Persons entering a test track are required to wear undamaged eye protection at all times that complies with at least the EN166-F, ANSI z87.1, STANAG 2920 v50, 40296 standard or EN 16321 D. Paintball masks that fall under PPE 89/686/EEC are also permitted.

14. Dangerous situations

If an accident occurs and/or a dangerous situation arises, one must shout 'DANGER-DANGER-DANGER' loudly and clearly (three times), whereupon all activities must be stopped immediately and the airsoft devices must be set to safe and/or holstered.

15. Prohibited to aim at people and animals

Persons who deliberately aim a loaded or unloaded airsoft device at people, animals or vehicles on test tracks must be removed from the playing field by the organisation and reported to the NABV within 24 hours after the end of the event using the "violation form".

PLAYING FIELD

16. Definition of playing field, competition field

Playing fields (also: competition fields) are cordoned-off and marked areas in an airsoft facility that are set up for airsoft sporting events, competitions, demonstrations and training sessions. Playing fields can be located indoors and/or outdoors and are certified as recognised airsoft locations by or on behalf of the NABV.

17. Eye protection mandatory on playing field

Persons entering a playing field/competition field are required to wear undamaged eye protection at all times that complies with at least the EN166-F, ANSI z87.1, STANAG 2920 v50, 40296 standard or EN 16321 D. Paintball masks that fall under PPE 89/686/EEC are also permitted.

18. BLIND MAN in case of loss of eye protection

If eye protection falls off, is lost or becomes damaged, the person concerned and those immediately nearby must warn the other players on the playing field and the officials/marshals by shouting "BLIND MAN" loudly and clearly, after which all players must immediately cease all activities and set their airsoft devices to safe mode and/or holster them until officials or marshals restart the event.

19. Visibility is mandatory

Persons who are unable to participate safely in the event due to fogged eye protection must be escorted to the safety zone by another player or official/marshal.

20. Removing eye protection is prohibited

Persons who remove their eye protection or do not wear it safely in the playing field for any reason must be removed from the playing field by the organisation for a time-out and, in the event of repeated behaviour, must be removed from the playing field and reported to the NABV within 24 hours after the end of the event using the 'violations form'. ('formulier overtredingen').

21. Indoor full auto and burst fire not permitted

Full auto shooting is not permitted in covered areas of accommodation (including indoor accommodation, tunnels, containers, huts, structures). Organisations may designate additional zones or areas as semi-only. **Semi-only means that only one (1) BB is fired per trigger pull. The use of a binary trigger is not considered semi-only.**

22. Behaviour on the playing field/competition field

All persons using an airsoft playing field/competition field are jointly responsible for the safety of all those present and, where necessary, will respectfully address each other about unsafe behaviour, whereby only designated officials and marshals of the organisation and the NABV are authorised to take enforcement action in the event of violations..

23. Prohibited to aim at non-participants

Persons who, before, during or after an airsoft event, deliberately aim a loaded or unloaded airsoft device at persons, animals or vehicles that are not part of the event may be removed from the playing field by the organisation, after which the organisation will report the removal to the NABV within 24 hours after the end of the event using the 'violations form'. ('formulier overtredingen').

24. Prohibited to shoot at non-participants

Persons who, before, during or after an airsoft event, deliberately shoot at persons, animals or vehicles that are clearly not actively participating in the event in the part of an airsoft facility marked as the playing field, must be removed from the playing field by the organisation and reported to the NABV within 24 hours after the end of the event using the 'violations form'. ('formulier overtredingen').

25. Calling your HIT is mandatory

During airsoft events in the skirmish/re-enactment discipline, all participants are required to loudly and clearly indicate when they have been hit by a BB by shouting 'HIT!', regardless of who fired the BB. The player who has been hit must then leave the game/match wearing a brightly coloured vest or dead rag, or in the manner prescribed by the organiser, and proceed to the respawn zone or safety zone, or wait for a medic, during which time they must be considered by all other players as clearly inactive.

26. Blind fire prohibited

Persons who shoot without seeing what they are aiming at may be removed by the event organisers, who will then report the removal to the NABV within 24 hours of the end of the event using the 'violations form'. ('formulier overtredingen').

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28. Use of pyrotechnic and similar items

- a. Pyrotechnic and similar items may only be used to the extent permitted by law and regulations.
- b. Pyrotechnic and similar items may only be used for serious sporting activities.
- c. Pyrotechnic and similar items must be used in accordance with the packaging instructions.
- d. Where applicable, the organiser will indicate during the safety briefing that pyrotechnic and similar items may be used.
- e. Organisers may impose further requirements on the use of pyrotechnic and similar items, either temporarily or permanently.
- f. The blind use, setting off or throwing of pyrotechnic and similar items is prohibited.
- g. The use, setting off or throwing of pyrotechnic and similar items to hit other players is prohibited.
- h. Players who use, set off or throw pyrotechnic and similar items must exercise caution.
- i. Pyrotechnic and similar objects that generate smoke may only be used in outdoor areas.
- j. Pyrotechnic and similar objects that generate smoke may not be used in huts and similar structures on outdoor grounds.
- k. The organiser may, temporarily or otherwise, impose further rules regarding the use of pyrotechnic and similar objects that generate smoke.

29. Accident, dangerous situation

If an accident occurs and/or a dangerous situation arises, one must shout 'DANGER-DANGER-DANGER' loudly and clearly (three times), whereupon all activities must be stopped immediately and the airsoft devices must be set to safe and/or holstered until the officials or marshals restart the event.

30. Leaving the playing field, competition field

When leaving the playing field or competition field, persons are obliged to ensure that all airsoft equipment is in a safe condition. This means, among other things, that (i) magazines or BB holders are removed and (ii) the player checks that no BBs have been left in the hop-up, chambers and/or barrels and (iii) the device is set to "safe" if possible and (iv) holstered if possible or (v) the battery is disconnected in the case of box magazines.

31. Instructions from officials and marshals must be followed

Persons who do not follow the instructions of marshals or officials may be removed from the playing field by the organisation, after which the organisation will report the removal to the NABV within 24 hours after the end of the event using the 'violations form'. ('formulier overtredingen').

32. Visitors, media, public on the playing field

When spectators and/or non-participating visitors who are not wearing recognisable reflective/fluorescent vests are present on the playing field, one must shout loudly and clearly 'DANGER-DANGER-DANGER' (three times), whereupon all players must immediately cease all

activities and set their airsoft devices to safe and/or holster them until the officials or marshals restart the event.

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SPECIFIC EQUIPMENT REQUIREMENTS SKIRM / MILSIM / TACSIM / POLSIM

40. Mandatory equipment check in advance

Players participating in airsoft events and competitions in the skirm/re-enactment discipline (including comsim, polsim, milsim and variants thereof) must have all airsoft devices belonging to category 1, sub 7 (Art. 2 WMM) or category 4, sub 4 (Art. 2 WMM) with which they wish to participate in the event, checked for muzzle energy by officials or marshals before the start of the event, with the exception of airsoft grenades **airsoft mines**, and 40 mm launchers and associated shells as described in these safety regulations.

41. Prohibition on the use of non-approved devices

Airsoft devices with excessive muzzle energy or that cannot be checked with the organisation's BBs are not eligible for play and may therefore not be used, nor may devices or accessories that do not comply with other equipment rules. Players who use devices that are not eligible for play during airsoft events must be removed from the playing field by the organisation and reported to the NABV within 24 hours after the end of the event using the 'violations form' ('formulier overtredingen').

42. Tournament locks mandatory

HPA-based airsoft devices that are not equipped with a tournament lock or other verifiable measures to prevent adjustments to muzzle energy during an airsoft event are not eligible for play.

43. Requirements for BB's

All BBs used must be demonstrably biodegradable and have a maximum weight of 0.40 grams. Players who (i) use non-biodegradable BBs or (ii) use BBs that are heavier than permitted or (iii) use BBBMAX 0.27 gram BBs from Bioval, must be removed from the playing field by the organisation and reported to the NABV within 24 hours after the end of the event using the 'violations form' ('formulier overtredingen').

44. Equipment inspection of airsoft devices

Prior to each airsoft event, the organiser shall allow players to have their equipment checked for eligibility on the test track or in the playing field. To determine whether the muzzle energy of an airsoft device remains within the permitted limits, the player fires one BB of at least 0.30 grams, supplied by the organisation, in the prescribed manner through a chronometer provided by the organisation. In case of doubt, multiple measurements may be taken. The measured speed is converted to joules based on the weight of the BB used.

If an organiser applies a maximum weight for BBs in its own regulations that is lower than 0.30 grams, that organiser is entitled to test the muzzle energy of airsoft devices with the heaviest BB permitted by its own regulations.

45. Maximum muzzle energy of 0.90 joules

A muzzle energy of up to 0.90 joules is permitted for all devices where (i) no minimum shooting distance needs to be applied, and (ii) the organiser of the event does not allow devices with higher muzzle energy, and (iii) no BBs heavier than 0.30 grams are used.

46. Maximum muzzle energy of 1.20 joules

A muzzle energy of up to 1.20 joules is permitted for all devices (i) with full auto capabilities, pump-action or lever-action, and all pistols and revolvers, whereby for these devices (ii) a minimum shooting distance of 5 metres applies and (iii) no BBs heavier than 0.30 grams are used.

Devices that technically fall under Article 39 or 40 but have a maximum muzzle energy of 1.20 joules may also be classified in this class.

47. Maximum muzzle energy 1.70 joules (DMR)

A muzzle energy of up to 1.70 joules is only permitted for devices that (i) can only fire single shots, not including pistols, revolvers and bolt-action devices, whereby for these devices (ii) a minimum shooting distance of 15 metres applies and (iii) a maximum rate of fire (ROF) of 4 per second applies. **The NABV has a non-binding guideline for devices that fall into this category. This DMR recommendation is included as Appendix A to these regulations.**

48. Maximum muzzle energy of 2.30 joules

A muzzle energy of no more than 2.30 joules is only permitted for devices (i) with bolt action, whereby for these devices (ii) a minimum shooting distance of 25 metres applies.

49. Prohibition on violating the minimum shooting distance

Violations of the minimum shooting distance must always be reported to the organisation, which must remove repeat offenders from the playing field and report them to the NABV within 24 hours of the end of the event using the 'violations form' ('formulier overtredingen').

50. PANG is HIT

When a player within 5 metres of another player shouts "PANG!" loudly and clearly with a targeted airsoft device, this always counts as a HIT.

51. Manipulating joule values is prohibited

Persons who, after their devices have been declared eligible for play, make adjustments to increase the muzzle energy (e.g. turning HOPUP substantially open/closed, replacing springs/cylinders, removing parts such as silencers, adjusting air pressure) must have those devices re-inspected. Persons who fail to do so must be removed from the playing field by the organisation and reported to the NABV within 24 hours after the end of the event using the 'violations form' ('formulier overtredingen').

52. Checks during the event

Marshals, officials and organisers may carry out additional equipment checks at any time during an event. Persons whose airsoft equipment is found to no longer comply with the maximum joule values must be removed from the playing field by the organisers and reported to the NABV within 24 hours of the end of the event using the 'violations form' ('formulier overtredingen').

53. Requirements for lasers

- a. The use of lasers as aiming devices is permitted under the following conditions:
only lasers with a maximum power of 1mW (class 1 and class 2) are permitted (not permitted: 1M, 2M) and;
- b. Lasers must be provided with a correct and undamaged CE label indicating the laser class or;
- c. lasers must be equipped with a correct and undamaged NABV label indicating the laser class.

Organisations may implement a stricter policy with regard to lasers. Persons who use lasers to blind other participants must be removed from the playing field by the organisation and reported to the NABV within 24 hours after the end of the event using the 'violations form' ('formulier overtredingen').

54. Use of airsoft grenades

Airsoft grenades (category 4 wwm), if explicitly permitted by the organiser, must always be thrown underhand at a maximum hip height, with the thrower shouting "GRENADE!". Persons who throw grenades without looking where they are throwing them may be removed by the event organisers, who will then report the removal to the NABV within 24 hours after the end of the event using the 'violations form' ('formulier overtredingen').

55. Use of 40 mm launchers and shells

40mm launchers (including the m79, m203 and M32 MGL) are considered airsoft devices and are therefore covered by the exemption. Only shells containing BBs may be used during airsoft events, if explicitly permitted by the organiser, with shells containing a maximum of 20 BBs per barrel of the shell.

56. Use of airsoft mines

- a. Begadi M1 airsoft mines are permitted for use during airsoft events.
- b. Airsoft mines may only be placed at or below hip height. Placement above hip height is prohibited. Violators of this rule must be reported to the NABV using the 'violations form' ('formulier overtredingen').
- c. When a mine is activated, any hit by projectiles fired counts as a valid hit.
- d. Organisers of airsoft events determine whether the use of mines during events is permitted and in which zones of the playing field this use is permitted.
- e. Players who place a mine remain responsible at all times for its correct and safe placement and dismantling.

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SPECIFIC EQUIPMENT REQUIREMENTS TEAM VERSUS TEAM

60. Mandatory equipment check in advance

Players participating in airsoft events and competitions in the Team versus Team discipline (including Speedsoft, BattleArena and variants thereof) must have all airsoft devices belonging to category 1, sub 7 (Art. 2 WWM) with which they wish to participate in the event checked for

muzzle energy by officials or marshals before the start of the event, with the exception of airsoft grenades and 40 mm launchers and associated shells (Article 27).

61. Prohibition on the use of non-approved devices

Airsoft devices with excessive muzzle energy or that cannot be checked with the organisation's BBs are not eligible for play and may therefore not be used, nor may devices or accessories that do not comply with other equipment rules set out in the Competition Rules. Players who use devices that are not eligible for play during airsoft events must be removed from the playing field by the organisation and reported to the NABV within 24 hours after the end of the event using the 'violations form' ('formulier overtredingen').

62. Requirements for BBs

All BBs used must be demonstrably biodegradable and have a maximum weight of 0.30 grams. Players who (i) use non-biodegradable BBs or (ii) use BBs that are heavier than permitted or (iii) use BBBMAX 0.27 gram BBs from Bioval, must be removed from the playing field by the organisation and reported to the NABV within 24 hours after the end of the event using the 'violations form' ('formulier overtredingen').

63. Equipment inspection of airsoft devices

Prior to each airsoft event, the organiser shall allow players to have their equipment checked for eligibility on the test track or in the playing field. To determine whether the muzzle energy of an airsoft device remains within the permitted limits, the player fires one BB of at least 0.30 grams, supplied by the organisation, in the prescribed manner through a chronometer provided by the organisation. In case of doubt, multiple measurements may be taken. The measured speed is converted to joules based on the weight of the BB used.

64. Maximum muzzle energy 1.20 joules

A muzzle energy of up to 1.20 joules is permitted for all devices (i) with full auto capabilities, pump-action or lever-action, and all pistols and revolvers, provided that (ii) no BBs heavier than 0.30 grams are used. In addition, the Competition Rules may contain additional restrictions or guidelines regarding muzzle energy and BBs.

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MARSHALS & OFFICIALS

70. Definition of marshal

A marshal is an official of the event organisation or the NABV who is involved in the organisation and supervision of an airsoft sporting event, and who monitors safety, fair play, compliance with rules and cooperation among players.

71. Powers of marshals

The powers of marshals include at least (i) checking the eligibility of participants via NABV membership, guest declaration and/or exemption, (ii) checking all airsoft equipment and clothing

and declaring them eligible if they comply with the regulations, (iii) temporarily or permanently removing participants who are in violation from the event (after consultation with the organiser).

72. Additional duties of marshals

In addition to their organisational, supervisory and enforcement duties, marshals may also take on an informative and game-promoting role by providing participants with information regarding legislation, safety rules, event-specific rules and other information that a participant may request on site (insofar as a marshal can reasonably be expected to know this).

73. Use of sound signals

Marshals use sound signals to mark the start and end of the event. These signals are given in a manner that is audible to all participants (e.g. whistle, horn, horn):

- a. 1x long; start of the game
- b. 3x long; end of the game
- c. 5x short; emergency situation

Organisers may deviate from the above sound signals if this has been clearly communicated to the players in the briefing.

74. Recognisability of marshals

All marshals must be clearly recognisable to the participants. This is not limited to the playing field; it must also be clear in, for example, a safety zone or test track that one is dealing with a marshal. To improve recognisability, the marshal wears a vest/jacket in a striking colour, but different from the reflective vests usually used for HIT rules.

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FINAL PROVISIONS

80. Handling of violations

Violations that must be reported to the NABV for the organisation of an event (competition refereeing) will be handled by the Institute for Sports Justice (Instituut Sport Rechtspraak), unless these violations are classified as administrative negligence.

81. Board decides in unforeseen cases

In all cases not covered by the safety rules, the NABV board will decide.

82. Entry into force of regulations

These safety regulations will enter into force on November 1, 2025.

APPENDIX A - Recommended rules for DMR

Non-binding rules for DMR:

- Replica length from 90 cm. Without silencer but with retracted stock
- Optics with at least 4x magnification
- Single shot only (no automatic firing capability)
- Maximum 1.7 joules
- Midcap or realcap magazines
- No speed or binary trigger
- Side arm **mandatory**
- A bipod A maximum rate of fire (rof) of 4bb's per second

NB: Airsoft organisers may deviate from this advice. The rules may therefore vary per field.