



CENTRAL ARKANSAS NERF CLUB

OFFICIAL RULES

LAST UPDATED JULY 14, 2025

SAFETY

1. Eye protection is required for all players.
2. All blasters **must** have a bright orange tip or otherwise be readily identifiable as a “toy” blaster.
3. No unsafe ammunition may be used; this includes (but is not limited to) hard-tipped darts and any modified darts with any unsafe purpose.
4. Blasters firing Mega darts that do not compress (e.g. Elite accufake style heads) will be limited to firing at 95 FPS. Mega darts that *do* compress (e.g. standard Mega, Nerf brand accustrike Mega) will be limited to 120 FPS. Mega XL will be limited to 90 FPS. All other blasters will be limited to 150 FPS.
5. Melee weapons must be approved by the melee officer.
6. All players are required to sign a waiver to play, minors must have a parent or guardian sign the waiver.

PLAYERS

1. All players must be 16 years old or older.
2. All players are expected to work as a team for clean-up of darts.
3. In order to maintain our image with the Conway Department of Parks and Rec, we ask players to not yell words like “gun” or “bullet” (simply to prevent any kind of misunderstanding with passersby). Please use terms like “blaster” and “dart”.
4. “Tags” are what we call kills (aka, “tagging” someone is the same as shooting them with a dart). Tags count anywhere on the body, although head shots are highly discouraged. Darts that tag a blaster in your hands do not count as a tag on you; tags on blasters that are holstered or otherwise on your body will count as a tag on you. Please do not intentionally block with your blaster; this includes, but is not limited to, shields attached to your blaster.
5. All “tags” will work on the honor system. Watch your darts as they fly through the air and yell “Hit!” if you believe your dart hit another player. **DO NOT ABUSE THIS HONOR SYSTEM.** This goes both ways- if a player says they hit you, please do not argue.
6. Be respectful of other players at all times.

BLASTERS

1. Blasters of any type and brand may be used as long as they do not break any safety or ammo size rules. This includes, but is not limited to, Nerf, X-Shot, Buzzbee, homemade blasters, 3d printed blasters, etc. All lines of blasters are allowed as long as the ammo type is at least as wide as a .50 caliber Elite-style dart- this includes, but is not limited to, Rival, Vortex, Mega, etc., and *excludes* Hyper ammo. This is because of the barriers that we use for cover and the size of the holes on their netting- some ammo types would simply fly right through.

2. Certain game types may require the usage of a specific “class” of blaster- we break these down into “pistols” and “primaries”. A “pistol” shall be defined as any blaster that could reasonably be holstered and is not fed by an external magazine. A “primary” shall be defined as any blaster, including pistols.

3. Shields may be allowed in play; if your shield is tagged by a mega dart, it counts as a hit on you. If your shield is tagged by an especially oversized ammo type, it counts as a hit on you and your shield is out for the entire rest of the round; this includes, but is not limited to, Demolisher missiles, Rebelle arrows, Titan rockets, Mega XL, etc. Players may only use a manually powered blaster with a shield (nailbiters and hammershots are okay, stampedes and rapidstrikes are not). Shields are not allowed during pistol rounds.

4. Vortex rounds, if ricocheting, still count as a hit.

ORGANIZATION

Players shall gain membership to CANC by having been to an event. Members have the right to vote on rules, upcoming dates, elected officers, and other decisions that affect CANC.

A vote on any matter concerning CANC may be proposed by any member. The Administrator shall hold any vote that is proposed. All votes will be decided by a simple majority unless the vote is highly significant, in which case either ranked choice voting or a $\frac{2}{3}$ majority vote may be used.

Membership may be revoked by a $\frac{2}{3}$ majority vote in instances of significant misconduct.

All members are eligible to run for office. If a member holding an office loses their membership, the office shall become vacant. Offices are as follows:

1. Administrator- The Administrator is tasked with organization and scheduling of events, holding votes, representing the group online,

screening new members in the Discord, and is the final say on any rules disputes. The Administrator does not have the authority to change CANC's rules or otherwise significantly alter CANC without holding a vote. The Administrator may appoint an unelected Assistant Administrator to assist them with organization on the day of events.

2. Vice Administrator- Takes over the Administrator's duties on days they cannot come to events.
3. Melee Officer- Melee Officers are tasked with checking all melee weapons to ensure they are safe. They are the final say on what melee shall be allowed in play. There will always be at least two people with this position to ensure at least one is present at each event.

If any obligation, power, or responsibility of an office is unclear, the default solution will be to hold a vote on the relevant situation.

Offices shall be voted on yearly in the month of January. If an office becomes vacant for any reason, an election will be held within a month of the vacancy existing.