

## Rules & Regulations

### 1. Conduct, Honour and Integrity

- 1.1. Airsoft is a sport founded on the principles of honour, respect and honesty.
- 1.2. We recognize that some verbal angst and banter is to be expected during game play.
- 1.3. To report a player for rule violations, contact a commanding officer, game organizer, or field owner immediately with a positive identification. Under no circumstances should you confront the player directly.
- 1.4. Players observed not calling their hits by an admin (whether imbedded or dedicated) may be ejected from the game on their discretion.
- 1.5. The definition of being "Hit" is when an airsoft BB hits any part of the players clothing, body, or weapon.

### 2. Personal Safety

#### 2.1. Safety Overview

- 2.1.1. All players are presumed to have read and understands ALL the rules before playing.
- 2.1.2. The game organizers and commanding officers have taken reasonable steps to provide a safe environment, they are NOT responsible for your safety. The only person responsible for your safety is YOU.
- 2.1.3. There may be inherent danger in close range props, traps, vehicles and equipment. The players will be advised if, when, and how such items may be interacted with. The default is: don't touch.

#### 2.2. Medical Assistance/Field Emergencies

- 2.2.1. Should there be an actual real world medical or field emergency, radio the game Admins and your team commander immediately or get the attention of the nearest admin. Provide your location so the necessary personnel can be dispatched to deal with the situation.
- 2.2.2. "Stand Down" - This command is issued by the Admin team when game stoppage is required. All players "Stand Down" in their current location and await further instructions.
- 2.2.3. "No Duff" - This command is issued by the Admin team for serious situations. All weapons will be cleared and made safe (i.e., mags out and safety on). All radio traffic stops until further notice. All players hold in their current location and await further instructions.

#### 2.3. Eye & Face Protection

- 2.3.1. Eye protection must be worn at all while outside of the safe zone.
- 2.3.2. Eye protection must meet ANSI Z87.1 standards (or higher) and wrap around the face. Wire/mesh goggles, shop glasses or ski goggles are not allowed. Regular prescription glasses are NOT acceptable as safety eyewear.
- 2.3.3. Any questionable eye protection is subject to inspection and testing by an Admin.
- 2.3.4. Any player below the age of 18 is required to wear full face protection.

#### 2.4. SAFE Zone

- 2.4.1. No firing into the Safe Zone. This includes "dry firing" while inside the safe zone.
- 2.4.2. There will be designated test firing and chronograph areas outside the SAFE Zones.

#### 2.5. Gun Safety

- 2.5.1. Magazines will be removed from rifles before entering the Safe Zone.
- 2.5.2. Players will ensure their weapons are clear by firing a few rounds into the ground before entering

the Safe Zone.

2.5.3. Safeties MUST be engaged.

### 3. Velocity/ROF/MED Limits

3.1. The energy limit for full and semi-auto AEG's and Propane/air/CO2 operated guns is a Max of 1.64Joules.

3.3. The energy limit for all bolt action rifles is 2.28 joules.

3.4. All guns have a 30RPS ROF limit. Designated MGs are permitted up to 50RPS.

3.5. Any system equipped with a device to control airflow/fps must have a mechanical lock.

3.6. Pistols/Shotguns have a zero minimum engagement distance (MED)

3.6.1 Bolt Action MED is 30 meters

3.6.2 Full auto fire is 10 meters.

### 4. Gun Chronographing

4.1. All guns will be chronographed before being allowed on the field.

4.2. BB's will be provided at the Chronograph station. Bring an empty mag to the station.

4.3. All chronographed guns will be marked for easy identification.

4.4. Guns may be randomly chronographed, by game admins, at any time during the game.

4.5. Any player found tampering with their gun to contravene the energy limits will be ejected from the game. Further discipline may occur.

### 5. CQB

5.1. Semi-auto fire only when entering or occupying a structure.

5.2. Bolt action rifles and other full-auto only weapons may shoot at targets outside of a building as long as the barrel passes the threshold of the window, door, or opening.

### 6. Blind Firing

6.1. Blind firing is defined as firing without identifying and/or without being able to properly identifying what is being shot at. The opening must be larger than a clenched fist.

6.2. BB's shot from a legal position, passing through a small crack or hole and striking a player count as a "hit".

### 7. Elimination Rules

7.1. A bright red or blaze orange "DEAD" rag is mandatory for day operations. Night operations require a red light.

7.1.2. The dead rag must remain prominently displayed until the player has respawned. "Dead" players should use the term "Dead man walking" when emerging from behind cover or when the view of the dead rag could be obstructed.

### 7.2. The "Dead"

7.2.1. Dead men don't talk. Players that are "dead" or "wounded" may not speak regarding strategic/tactical details until they have been revived. Also, they are not cover.

### 7.3. Medic

7.3.1. Every live player is a medic unless game details specifically say otherwise.

7.3.2. You may drag a wounded player to cover, to a maximum of 3M. Wounded players may assist being dragged but may not walk or crawl to cover.

7.3.3. To revive a player before the bleed out time of two minutes, the medic must apply a tourniquette to the wounded player on first hit. On second hit the player must drink a complete 500ml bottle of

water.

7.3.4. A wounded player cannot assist the medic (other than to give instructions on location of tourniquette.)

7.4. Bleed Out.

7.4.1. The bleed out time is 2 minutes. Bleed out time is mandatory.

7.5. A player cannot call for a medic using a radio.

7.5. Mercy Rules

7.5.1. There is no mercy rule. Any player that gains a significant advantage over an enemy player may elect to call out "Mercy!" Compliance is optional and is at the player's own risk.

7.6. Re-Spawn

7.6.1. After a bleedout, KIA players can respawn by returning to a respawn point. Reloading is allowed while respawning.

7.7. Melee weapon Kills

7.7.1. Rubber melee weapons are allowed.

7.7.2. No weapon may be thrown.

7.7.3. You may not engage in a physical confrontation (ie. mock hand to hand).

7.7.4. Anyone killed by a knife should not call hit and may not scream. Sit/lay down where killed, and bleed out per rules. They cannot be revived by a Medic.

7.8. Prisoners of War

7.8.1. Taking prisoners during a game is not permitted unless the game details specifically allow.

8. Reloading

8.1. Game details will specify where "Live" players may reload. Default is anywhere.

8.2. Dead players are not permitted to reload.

8.3. Reloading is permitted on-field from carried speed-loaders only. Loose ammo is permitted only at primary spawn.

8.4. Riflemen and Designated Marksmen are permitted 300 rounds in magazines for primary. 3 magazines for secondary (no more than 100 rounds total)

8.5. Designated MG users are permitted 1 drum mag.

9. Special Class Roles

9.1. Designated Marksman/Sniper

9.1.1. A secondary weapon may only be a pistol or sub-machine gun.

9.1.2. The number of DM's per team will be limited by the Game Organizer/s.

9.2. Squad Automatic Weapon (SAW)

9.2.1. Players filling the SAW gunner role must use squad weapons that have a real-world equivalent (e.g., M249, RPK, MG36, M60, etc.).

9.2.2. The number of allowed SAWs is controlled by the game organizer.

10. Grenade Rules

10.1 BB Fragmentation Grenade

- 10.1.1 Grenades that expel BB's act as any other bb expelling device.
- 10.1.2. Grenades have a "kill" radius of 3m from where the grenade comes to rest.
- 10.1.3. Players positioned behind hard cover (rocks, walls, hills, vehicles etc.) are considered protected.
- 10.1.4. If the grenade fails to detonate, it is considered a "dud" and has no effect.

## 10.2. Smoke Grenades

- 10.2.1. Colored Smoke grenades are permitted. Black and white can be used for concealment and blue for target designation. All others will be limited per team as per game organizer requirements.

## 11. Vehicles

- 11.1. Vehicles are only to be used by Game Organizers, admins, or pre-designated personell.

- 11.1.1 Vehicles will be limited in speed to 30km/hr or less.

- 11.1.2 Players on foot must stay at least 5m from the front/rear and 2m from the sides of a moving or stationary vehicle, unless the scenario dictates otherwise.

## 11.2. Disabling Vehicles

- 11.2.1. Small vehicles and modified technicals will be destroyed from a direct hit, with BB's, to a specific target on the vehicle.

- 11.2.2. APC's, Tanks, Mobile Rockets and convoy vehicles will require multiple direct hits as specified by game organizers.

## 12. Physical Contact

- 12.1. Physically or verbally abusive or threatening behaviour of any nature is strictly prohibited and is grounds for immediate dismissal from the field and property, and/or a ban from all future events. It may also draw the involvement of law enforcement if admins deem necessary.

- 12.2. Players are not permitted to make physical contact with another player. If the scenario requires physical contact, an admin will approve the action.

## 13. Substance Abuse

- 13.1. Players showing physical signs of intoxication or impairment may be asked to sit out for an extended period of time at the discretion of the game admins.

## 14. Low Light/No Light Operations

- 14.1. Players are required to carry a flashlight at all times.

- 14.2. The use of Night Vision, Thermal or other type of NOD is permitted based on game details.

- 14.3. Players are required to have an easily viewed Red light to signal that they have been hit.

## 15. Laser Devices

- 15.1. Lasers Class IIIb and Class IV are prohibited on the field.

- 15.2. Lasers Class I, Class II and Class IIIA (under 5mW) are permitted.

- 15.3. Players wishing to use laser devices on the field must have written proof of compliance.

- 15.4. Players may not intentionally shine lasers in the face or eyes of other players.

## 16. Knives

- 16.1. Real Steel Knives are not to be carried on to the field.

- 16.2. multi-tools and Swiss Army knives, are permitted if properly stored.

## 17. Radio

- 17.1. Each team will be assigned specific channels.

17.2. No listening to the enemy radio channels unless the scenario circumstances allow it.

17.3. No jamming of the other factions radio calls.

## 18. Ballistic Shields

18.1. Ballistic shields are not permitted unless game organizers approve in advance.

## 19. Role Players

19.1. Role Players may be imbedded within each team, depending on the scenario. Role Players will act as agents of the Organizer to aid in the flow of the scenario and assist in the game running smoothly.

## 20. Embedded Admins

20.1. Admins may be embedded into the game. These are players who have the additional responsibility, and authority, of maintaining fair game play. The Embedded Admins will address routine concerns and take significant issues to Admin Staff. Embedded Admins do not have the authority to eject players from the game.

## 21. Personal Effects

21.1. Damaged, lost or stolen personal effects are the sole responsibility of the player; the game organizers and field owners are not liable for compensation.

21.2. Any person found stealing or vandalizing property will be prosecuted to the full extent of the law and permanently banned from future events.

21.3. All items found must be turned in to the game organizer.

## 22. Field Modification

22.1. Smoking is permitted only in designated areas.

22.2. Players will not move or alter any of the buildings or structures to suit their needs.

22.3. Do not leave any garbage on the field.