



Official Basic Rule Set

Who Can Play: The minimum age to play is 16 years old. All players under the age of 18 MUST have a waiver signed and should be accompanied by someone on the field at all times.

Safety: We consider safety the #1 priority. Airsoft & Milsim is designed for the mature and level-headed player. Common sense and the right, fair-play, honest attitude are a must at our events.

We require everyone when not on the playing field to have their magazine out and safety on! All pistols must be holstered.

All players are required to attend the safety briefing prior to the start of the game.

While we encourage players to wear face protection, it is not required. Face protection will however allow players to enjoy the fast pace and often close-quarters nature of the events without fear of damage to their face and teeth.

We require that all players wear ASTM certified eye protection. ANSI Z87.1 and/or ASTM F- 1776-99a rated (or greater) ballistic eye protection will also be accepted. We do recommend full seal eye protection due to the nature of the environment we play in, but this is not an enforced requirement at this time.

There will be a Mandatory Ejection of any players lifting or removing eye protection while in "goggle on" areas (Playing Field, Chronograph Area, Target Area) after being personally warned once.

Cease Fire: Players or staff should call "NO DUFF" if you or another player is injured or loses their eye protection and requires immediate Admin/Medical attention. You will need to both vocally and via Comms (if possible) make the "NO DUFF" call with approximate location and details of the incident – Event staff will investigate and then give the all clear when the NO DUFF has been lifted. Magazines should be removed and players will not be allowed to move around during a NO DUFF unless instructed to do so by Event Staff or if assisting with injured personnel. EVENT STAFF ARE THE ONLY ONES THAT ARE TO CONTACT LOCAL 911 SERVICES.

Minimum Mandatory Equipment: Gun, Eye Protection, red dead rag, red dead light and camouflage or uniform to match team colors.

YOU MAY NOT WEAR RED, OR FLUORESCENT CLOTHING OR GEAR – these colors are restricted to event staff and photographers.

No verbal abuse, name-calling, profanity, etc. will be tolerated.

No stealing, vandalizing, or fighting. (You will be turned over to the police)

No Drugs or Alcohol during the event.

No Barricading doors, windows or stairwells and no remodelling of the fields of play.

No riot shields

Class 1 IR Lasers will be allowed, once they have been confirmed with game staff and are marked accordingly. All other lasers are prohibited.

Who's In Charge: Game Staff and Referees have the final say. No Arguing with Staff.



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Accepted team colors: These are event dependant – and are all identified prior to the event. At no time should a player intentionally wear colors that are for the opposite team – you will be warned and if caught again will be ejected from the event. This includes headwear.

Your vest/pouches/backpack can be whatever color you wish.

You must follow our rules for camo/team colors or you will not be permitted to play.

Weapon Systems and FPS Rules: There will be 4 classes of weapons allowed at our events – the abilities and limitations for each are listed below.

Pistols, Shotguns, Assault Rifles (M4, AK, etc): 1.5 Joules No minimum engagement distance, SEMI ONLY
400fps w/.20g, 328fps w/.30g

MGs (M249 SAW, RPKs, Krytac LMG, NOT M4s with box mag): 1.5 Joules

**** FULL AUTO ALLOWED ****

20 foot minimum engagement distance - cannot shoot indoors and must break the plane of a window on the first floor of any building,

400fps w/.20g, 328fps w/.30g

DMR/Sniper Rifles (including HPA): 1.87 Joules Minimum engagement distance 100ft and SEMI-AUTO ONLY -

- cannot shoot indoors and must break the plane of a window on the first floor of any building,

450fps w/0.20g, 366fps w/0.30g

**** DMRs must be mechanically semi locked**

SMG's (MP5, MP7, UMP, KRIS Vector, Thompson, Uzi, any replica that shoots a pistol caliber round): 1.0 Joules

**** FULL AUTO ALLOWED INCLUDING INDOORS AT THIS JOULE LIMIT ****

No minimum engagement distance

328fps w/.20g, 268fps w/.30g

**** SMGs that chrono above 1J will be allowed under the standard semi only rule set.**

**** AA12 shotguns are not considered SMGs and will be restricted to Semi only at all times**

Any weapons that do not chronograph below safety limits will not be allowed on the field! NO EXCEPTIONS!

VELOCITY REDUCERS ARE NOT ALLOWED TO BE USED TO BRING YOUR WEAPON UNDER THE FPS LIMITS!

If you are caught tampering with the FPS after you have chrono'd and have not re-chronoed your gun, YOU WILL BE EJECTED FROM THE EVENT!

All guns will be chrono'd by our staff prior to game start and randomly throughout the event.

Hand to Hand: NO PHYSICAL CONTACT OR HAND TO HAND COMBAT WILL BE ALLOWED. This includes touch kills, knife kills, or prisoners of war. Violation of this rule will result in immediate ejection.

Ammo: We recommend Biodegradable BBs however it is not a requirement. All BBs are to be brought by participants or purchased from vendors.



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Magazine Limitations:

Realcaps: accepted for all classes of weapon / can reload in field

Midcaps: accepted for all classes of weapon, and are recommended / can reload in field

Box Magazines: LMG gunners may reload in the field if they carry their BBs on them. Assault rifles and SMGs with box magazines are not allowed to reload in field and must return to their spawn areas to do so. Why the difference? if you are running an assault rifle/SMG you are not providing supporting fire, so you shouldn't burn through ammo as quickly.

High Cap Magazines: allowed, but must be ejected each time they are to be wound. You are not allowed to walk around mag tickling throughout this event - you are to eject, wind then reinsert the magazine (to simulate a reload) ... Cannot reload in field, must return to spawn area to reload them.

Hit Rule: If you are hit anywhere on your person or gear you are out.

- Friendly fire counts.
- All Hits count except for ricochets and gun hits.

Airsoft is a game of honor. CALL YOUR OWN HITS. Do not call opposing team players out. If you believe the hits on that player are not being called please inform game staff and they will look into it. Players caught cheating will get one warning and after that they will be ejected from the game.

After you are hit you will follow the event specific dead/medic rules.

Grenades: Only grenades that expel BBs will count for grenade kills.

Inside of a building if used inside of a small room – everyone in the room will be killed. If used in a large open space (like the gym, warehouse, outside and hallways) BBs must strike a player to count. In the case of Grenades ricochets count since they simulate shrapnel.

Noise distraction devices do not count as a grenade; they are simply a distraction device.

No Home Made Pyro/Smoke or Grenade will be allowed.

Master Mike shells will be allowed to be used,

40 Mike shells cannot be used.

Thunder Bs should not be filled with BBs as this was not their initial design, they are primarily a sound distraction device. There are burst grenades and tornadoes that have been designed to expel BBs, these will be allowed.