

RULES

Special Ops Airsoft – Rules

Airsoft is a military simulation proxy contact sport played with honour, integrity, and honesty. Unlike paintball we do not rely on a mark being visible to determine if we have been successfully hit. Hits are a judgement of the players' ability to hear and feel the strike on them or their equipment. An inability to determine if you have been hit fouls the games honour and trust. When hit taking is poor and trust fails the game falls apart ruining the experience and fun for everyone. It is your responsibility as a player to ensure you can judge when hit by a BB and that you are also vigilant should other players nearby be hit without them knowing so.

Please ensure that you are on site and ready in good time. Any late players who are not signed in before the safety brief will require to be briefed while the first game is being played and join in on the second game.

Timings

Unless otherwise stated all players should be on site and ready for the safety briefing which takes place at 09.45am.

Game play starts at 10:00am.

The day runs to the following schedule:

Site Open **8:50am**

Sign in Open **8:00am**

Safety Brief **9:45am**

Game on **10am**

Eye Protection and Safety

Eye protection must be worn at all times when outside of safe areas, be suitable for use in Airsoft and be worn correctly.

Under 18's must wear full face protection (one piece)

Full face protection is recommended also but not a requirement if over 18.

- Full seal eye protection is recommended.

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- Eye protection must be suitable for use and worn properly. Any excessive gaps or improper wearing will result in player being removed from play on safety grounds.
- Airsoft is physical, please know your own limits physically and play within them.
- **“Man down”** call is reserved for real World injuries or emergencies. Please only use this if someone is hurt or injured.
- Please make Staff aware of medical conditions prior to the day’s gaming.
- Please do not blind fire, this is dangerous and non-sporting. You **MUST** be able to see down the sights and where you are aiming.
- Only over 18’s may use Pyro.
- Please do not use any 0.12g or low-quality BB’s, metal or glass is prohibited also. If in doubt, ask.
- Weapons must be kept unloaded unless instructed to ‘lock and load’ by a Marshal prior to the start of a game or in a designated firing range area. No firing in safe area and no loaded pistols out of holsters.
- We recommend that you wear long sleeved tops, trousers, and suitable footwear (not trainers or thin-soled shoes), and you play at your own risk should you chose to ignore this recommendation, you also forever discharge from any claims and liabilities whatsoever, without limitations that you might have against Special Ops Airsoft Ltd.

Playing Area and General Site Rules

For your safety please do not enter taped off areas, climb trees or structures. Bridges should be crossed with care and terrain navigated within your ability.

- Game and site boundaries are explained in a pre-game brief. Please ask a Marshal if you are unsure.
- Please do not shoot any wildlife.
- The woods have paths on three sides, please be vigilant of the general public exerting their right to roam. If this happens, please call for a Marshal and make them aware of the situation immediately.
- Please take rubbish home or dispose of at the site bins located at the safe area.

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- Car parking is limited, we appreciate your patience with this. So, priority is first come first serve. We have an area you can offload and keep gear if you are parked at the upper end of the road.
- Marshalls will have ID cards and/or wear florescent vests please speak to them if you have any specific requirements or issues.
- Groups or teams of more than 6 players, MAY be asked to separate into different teams.

Standard Game Rules

If you are struck with a BB please SHOUT hit, raise up your hand, stand up (if not already) waving your hand to signal. It is your job to make the player who has eliminated you aware of your status in game, not theirs. Prepare to be hit again as other players might not hear your call.

- To avoid “overkill” please allow eliminated players a chance to raise their hand or compose themselves when eliminated. When the player calls hit, raises hand stop engaging that player.
- If a player has not made their in-game status clear with an arm clearly raised then they are classed as in game.
- Your equipment, helmet, holster etc. are all an extension of you. If it is hit, so are you. **Direct hits to your rifle do count.**
- When you are eliminated, you may not communicate to other players unless calling for medic.
- Medic rules require the medic to hold your arm and count to 5 slowly to revive a dead player.
- A grenade will instantly kill every player within 5m (15ft) radius, unless behind hard cover. If you were waiting for a medic, you are now dead.
- Knife Kills – must be soft rubber/foam. To achieve a knife kill you must TAP you opponent on the back or shoulder, and whisper “Knife kill”. Do not stab or throw. If you get knife killed, you **DO NOT CALL OUT HIT**. You are instantly dead return to respawn.

Sportsmanship and Conduct

Airsoft is an honour system with a close-knit community. Failure to conduct yourself in a sporting, respectful and becoming manner will impact everyone's safe enjoyment of the day. We appreciate the difference between aggressive play and aggressive behaviour however please respect all players in and out of team when playing. Everyone has various levels of enjoyment and involvement.

- Any physical or threatening behaviour will not be tolerated.
- Anyone under the effect of drugs and/or alcohol will be asked to leave site.
- If you feel someone is not playing by the rules, please inform a Marshal immediately. Please retain a description of player to enable us to identify and act. Please do not take this action yourself as this will and can lead to a difference of opinion leaving the matter unresolved and creating animosity.
- Head shots are discouraged but allowed, **ONLY** if there is no other part of a player visible.
- 'Bang rule' is not used at Special Ops. Please place shots at close range onto torso and avoid head shots.
- Violation of rules will result in a 3-strike action:
 - **Strike 1 – Verbal warning of infraction**
 - **Strike 2 – Removal from the current game**
 - **Strike 3 – Removal from day's play**

Gun Rules

We expect everyone to ensure they are within the limits set by the site before playing. This is to ensure safe and fair play for everyone, ignorance is not an excuse and can be potentially dangerous.

Chronographs are available for use from site opening to close.

Muzzle Energy Limits

- *Full auto capable guns and pistols – 350fps (w/0.2g) or 1.2 Joule (Under 10m, single shot only)*
- *Semi auto only capable rifle – 425fps (w/0.2g) or 1.68 Joule (25m min engagement)*
- *Bolt Action rifle – 500fps (w/0.2g) or 2.32 Joule (30m min engagement)*

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Please note that we allow a 15% variance in Joule for Energy creep. Should your rifle or pistol Chrono at >15% above the above energy (Joule) value with a heavier BB intended use in game it will not be allowed in play.

- Only 2 seconds burst are allowed. Care must be taken not to fire without aiming your shots.
- Support weapons must fire from a set position, you may stand to fire, however you may not walk and fire indiscriminately, only short bursts are allowed from support weapons any 'overkill' is taken seriously and will result in the strike 1 violation.
- Semi auto only capable rifles >1.68J (excluding bolt guns) must keep to a 'one shot per 2 sec' delay.
- All weapons you plan to use must be Chrono. We may throughout the day do a spot check. Any guns exceeding the FPS limit will be removed from play and a strike 2 warning given to player.
- No lasers may be used regardless of wavelength/colour in game.

Pyrotechnics

- The Marshalls must approve all Pyro's.
- No homemade pyro!
- ANY heavy cased pyro must be under arm rolled or dropped ONLY!
- BB claymores and powder Mines must not be set up to hit above 3ft!
- Pyro's must not be thrown at a live target.
- Any explosive mines/tripwires must have the explosive facing away from the trigger (wire for example)
- You must be able to see the area you are throwing the pyro, no blind throwing over buildings or into scrubland bushes.
- Pyros clear a whole small room.
- Pyros have a 5m radius outside or in large rooms – soft cover has no effect.
- If you set off a mine or claymore, then it counts as a hit.
- **Under 18s are not permitted to buy or use any pyrotechnics.**

Safe Zone

The Safe Zone is neutral territory. Players may eat, rest, buy supplies and chat in this area, this can also be used as a dead zone if your legs cannot

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carry you that far.

No firing of guns in the safe zone as this is a goggle free area, guns **MUST** be unloaded prior to entering the safe zone.

Re-spawning

When eliminated, all players must go immediately to a designated place. They are not allowed to talk to anyone except the Marshalls (dead men / women do not talk), Marshalls will not give tactical advice or battle status. Once at the dead Zone, they must count themselves in for a set period (clocks may be in the dead zones). Radios must be either switched off or earpieces removed when in a dead zone. Once leaving the dead Zone to re-spawn, players must move directly to a defensive posture, no attacking. Marshalls will be watching for offenders. There are many types of rules available with regards to re-spawn, the game scenarios will dictate the most suitable rule for example Medic, 50 /50, fall back, dead zone etc.

Surrender Rule

THIS IS HIGHLY RECCOMENDED FOR PLAYER COMFORT
Players may at any time chose to surrender rather than be eliminated. It is common practice to call for surrender when one player is close enough to cause a high level of pain to his target. Players that surrender must act as dead player and head to a dead zone, **note overkill will not be tolerated.**

Physical contact

At no time is a player authorized to touch another player. If a prisoner runs, he may be shot but he cannot **EVER** be restrained. No form of “hand-to-hand” combat, real or simulated is authorized.

Headshots

Headshots count as eliminations, but intentional headshots **MUST** be avoided. Anyone found to be taking intentional head shots will be removed from play as a safety hazard.

Ricochets

Ricochets do not count as eliminations, but common-sense dictates what a ricochet is. For example, a BB glancing off of a branch while going through a bush is not a ricochet, while a BB striking a tree and bouncing across on to a player is a ricochet and therefore not an elimination.

Hand, Gun and Equipment Shots

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All of these count as eliminations, and players should immediately head for a designated dead zone and regen.

Helmets and Body Armour

While there are no restrictions on these, there are no “in-game” benefits from wearing such equipment beyond the players’ personal comfort and safety.

Radios

Radio communication is authorized. Listening in on the opponent’s frequency is also authorized, so use of codes is recommended. If you are shot you must not announce that you are hit but remove your earpiece or switch off the radio unit, violators will be penalty pointed.

Marshalls / Directing Staff

A marshal’s decision is final, if you feel you have been incorrectly judged ask the marshal to call the ultimate judge or site owner, who will assess the situation and make a ruling.

Hot guns and chronograph

Any guns that exceed the Chrono limits cannot be used, we will have a speed loader with high grade 0.2g BB ammunition to use at the chronograph station, the Chrono is the new radar type Chrono and is deemed an accurate and approved device to determine a guns velocity usually measured in foot per second (FPS). Any gun found hot (over the limits) may be turned down and re-Chronograph all passed guns will be marked with a unique sticker, this includes AEG’s / side arms / sniper’s rifles / springer’s etc. Anyone caught attempting to use a hot gun may be removed from play. Random chronograph checks will be conducted throughout the day.

Our site limits are as follows:

- AEG’s – 350 fps MAX (This includes Support Weapons that are not fixed to a position).
- GBB Rifles – 350 fps MAX
- Pistols (Gas and Electric) – 350 fps MAX
- Fixed support weapons – 425 fps MAX (Fixed Support Weapon mean fixed to a position).

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- Single shot bolt action sniper rifles – 500 fps MAX.
- Battery operated sniper rifles – 500 fps MAX.
- DMR & Semi Auto guns – 425 fps MAX (MUST BE PERMANENTLY LOCKED TO SEMI AUTO ONLY).

Target range

The target range will be where the Chrono is located, all players are invited to use the range whenever they wish during the days play, eye protection must be worn on the range at all times, hop up adjustments etc. can be done on the range.

Marshal interaction

At any time in the day a marshal may come up to you and tell you that you are dead, this may be because you are standing in the open and BBs aimed at you may be falling short. In these circumstances we have adopted what is known as a 'tactical kill'. This is to encourage players to use the cover and approach a more realistic and tactical style of play, as we know in real life rounds can travel for over a mile.

Violators

Any violation of the above rules and you may be expelled from the site, follow the rules, and have a good airsoft day.