

Desert Rats Airsoft Standard Rules

This package includes our core rule set, plus rules for our Standard games. It is used to supply vital information on game play, safety and enforcement of the rules.

Equipment & Loadout

“Standard” games follow a much more relaxed rule set for gear, gameplay, weapons and/or accessories. Standard limitations include, but are not limited to:

- SAW weapons must be a real model. M249, M60, etc. No M4s with a box mag, etc.
- There are no mag limitations, but we limit total loaded (BB count) to be used in the game

In addition, there may be specific rules based on the scenario of the game. Please check if you have questions.

REQUIRED	OPTIONAL / RECOMMENDED
<ul style="list-style-type: none">• Hydration Pack• Boots• Water (1 Gallon or more)• Extra battery/batteries• Extra ammunition/BBs• Red “Dead” Rag	<ul style="list-style-type: none">• First aid kit• Radio/Communications• Gloves• Watch

Arrival

In an effort to stream line the check-in and chrono process, we ask that players follow these simple procedures:

- On arrival, every player will be checked against the roster. In order to ensure that only those players who have PAID for their slot are in the AO, we will be running a PHOTO ID CHECK.
- After parking, it is suggested that players gather their weapons and go immediately to the Chrono Station. The Chrono Station will be open for a limited amount of time. It is best to get it done as soon as you arrive.

Food, water & amenities

It is highly recommended that players bring adequate supplies for food and beverages. When playing at Rampant Lion, the nearest facilities are over 10 miles away (45 minutes!). Please bring lots of water and snacks for you to maintain performance. Sodas and “sports” drinks are not recommended, water is best.

There are also NO on-site facilities at Rampant Lion, which means this is “call of nature” field. Bring personal hygiene supplies as needed; there are plenty of thick bushes on the bottom of the field. Dig a hole and backfill!

Departure

At the end of the day, reload you vehicle with EVERYTHING you brought with you. Please pick up all your trash and used supplies. We don’t want any plastic bottles, bags and soda cans all over the field. “Pack it in, pack it out.”

Sometimes after a day of games, we may go to a local restaurant just to relax and brag. Players are welcome to join us.

Rules of Life and Death

Airsoft is a game of Honor. Play Honorable and call your hits. Cheating is not tolerated at our events. Anyone caught cheating will get one warning and ONE warning only. If the player continues to cheat, they will be asked to leave. NO REFUNDS! We may also exclude the player from any of our future events.

Hits

A hit is considered any contact from a BB to your person or gear. Please note that some buildings may have ricochet rules that will also count as hits.

- **Grenades:** 10 foot radius from where the grenade STOPS! Players can jump on the grenade to save squaddies. **NOTE: Hard cover can prevent a hit so long as no part of your body is "visible" to the blast. Bushes are NOT hard cover.**
- **Rockets:** 15 foot radius from IMPACT area. **NOTE: Hard cover can prevent a hit so long as no part of your body is "visible" to the blast. Bushes are NOT hard cover.**
- **Knives:** Only soft, rubber type. No hard plastic or metal. Must make contact with player. Option for cold kill!
- **Weapon Hits:** If player has a secondary, the player may switch. If not, the player is out.

Eye Protection

FULL sealed goggle and full-face "paintball" masks ONLY! Staff will check if players have the CORRECT eye protections. If possible, players may be provided a loaner mask from our staff which will require collateral. No shooting or sunglasses will be allowed.

Blind Man

Should a player's goggles become loose, damaged or need immediate adjustments the player must immediately yell "BLIND MAN!" ALL Players must stop shooting and MUST NOT move from their location until staff has cleared that the affected player is safe. If a player is seen without their eye protection while the game is on, they will be asked to leave the field temporarily or permanently at staff discretion.

Cold Kill / "Bang! Bang!"

This is a safety and courtesy rule, and must be followed exactly as described! If a player achieves a tactical advantage over another within 10-15 feet, the player must immediately say "Bang! Bang!" and fire at the feet of the other player (unless using knife/melee). The losing player will not return fire, give away position of the player or attempt to call "parley/Bang! Bang!". Tactical advantage means to approach from behind or the side with a clear shot that would most likely result in the opposite player being hit. **NOTE:** If a player enters an area with multiple opposing players, EACH person must receive a unique "Bang! Bang!" call!

"Parley" / Barrel to Barrel

In addition to the Cold Kill rule, parley allows for a safer game experience. Parley will only be used in situations where players may find themselves facing each other within 10-15 feet, for example while coming around a corner or when both parties are surprised to see each other. Should players find themselves in this position they should immediately say "Parley!" The players must mutually choose to relocate approximately 50-75 feet back from the engagement and restart in the game or agree to a mutual kill. If a player is hit during this process from another action, they are hit and must follow the hit rules. **NOTE:** If a player enters an area with multiple opposing players, secondary contacts (the other guys in the room) can call a "Bang! Bang!" on the player.

FPS Rules

For events held at other venues, including Code Red Airsoft Park; the venue rules will be followed for FPS. At Rampant Lion fields, we have a maximum AEG & Pistol velocity of 410FPS with a .20g BB. Sniper rifles (single fire only!) are allowed up to 550FPS with a .20g BB. We may also do random and selective spot checks to ensure compliance. Players with non-compliant guns will be given the option to store it with staff or remove it from the field. All guns must be go through chrono and receive a marking tag, unmarked weapons may result in the player being removed from the field.

Boundaries

Respect all boundaries. DO NOT SHOT OVER THE ROPES! Any player caught shooting over the rope or out-of-bounds marker will be warned once, further violations will result in the player being removed from the field.

Staging Area

DO NOT SHOOT at or in any buildings or equipment in the staging area. Please test weapons in the designated areas near the chrono or on an unused portion of the playing field. No weapons may have a magazine installed while in the staging area. If you see another player with a mag, let them know to remove it, we forget sometimes too.

Staff/Referee

Our staff consists of players that have been playing airsoft for many years and have been taught to watch the game without causing

interference. Sometimes they may get in the line of fire, try to be courteous if at all possible and they will move position if a few shots come by. Refs may also facilitate on the “training” of new or young players on the field during the game, have patience.

Regen/Respawn Rules

In order to have as much fun as possible and maintain orderly and fair gameplay, it is imperative that players know and understand the rules for regen points. For games that include regen rules, players must enter within 10 feet of the marker and wait 10 seconds. After 10-seconds, the player may immediately rejoin the game.

Headquarters (HQ)

Each team will start from a fixed HQ (Headquarters) on the field. This point is considered a “secure” regen point. It is unable to be taken, and is considered a safe place for players to store gear they do not wish to carry on the field, including ammunition, batteries and water.

- There shall be no firing into or out of this point within 50 feet
- Opposing forces are prohibited from assaulting this point
- Failure to follow this rule may result in forced regen at their team HQ or possible ejection from the game!

CCP (Casualty Collection Points)

In addition to the HQ, there may be other points spread throughout the field, referred to as CCPs. These points represent in battlefield points, and control of them is crucial if a team hopes to win. In order to control a CCP, players must occupy the site and establish a defensive perimeter around the site, at least 50 feet out. With a perimeter established, the site is considered under control, and may be used as a forward regen point for members of that team.

- Once a site is under control, all fighting must be kept outside of the 50 foot perimeter. If fighting occurs within the 50 foot perimeter, the site is “contested” and is no longer able to be used as a regen point. This means if ANYONE is inside the 50 foot limit and is shooting at other players, it is now contested.
- Staff members will be at EACH CCP, and the 50 foot perimeter will be marked. The staff member on site is the ONLY person who can decide if a site is under control or contested.
- If a site is under control, an appropriate colored flag or marker will be raised over the site.
- If a site is contested, no flag will be raised over the site.
- Only staff is permitted to raise flags.

Medic Rules

Some games may include MEDIC rules, which allow for on the battlefield regen only by selected players.

- Once a player is hit, they should immediately yell “HIT!” as loudly as they can and pull out their red rag.
- The player will remain near the site, so long as it does not pose a safety risk.
- If safety is a concern, the player may opt to move to a safer location within a 5 foot area or go to the rear AO respawn point. This DOES NOT mean move to cover for your medic, don’t game the game!
- Hit players must stay in place for 3 minutes; this begins the “bleed out” period.
- If after the 3 minute “bleed out” period the medic is unable to reach the player, players may go to the closest regen point under their team’s control.
- Once the medic reaches the player, they will use ONLY the supplied “kit” to revive the player. This may include colored tape, punch cards or other physical identifier.
- Should the medic run out or use all the supplies, this medic may no longer revive their teammates.

Limited Lives

Some games may include a limit on the total amount of regens permitted. Each player may be supplied with a scorecard or other method to keep track of this. Play honorably.