

## Evike Airsoft Camp Ruleset

**The goal of this rule set is to provide current and future participants with a collection of rules and approved best practices. This guide is based on proven tactics, techniques, and procedures. Evike Airsoft Camp reserves the right to change any of these rules and communicate them to our participants prior to or during the event to ensure the high quality and safety of our event is maintained.**

### Non-Negotiables

#### GOLDEN RULE:

- Whenever in doubt about how to act or behave in any situation not specifically mentioned within this rule set, always use your best judgment to keep within the spirit of the event. Don't "game" the event, go with the flow and enjoy the experience.
- Disrespect of the staff or other participants will not be tolerated. Participants found cheating or disrespecting the staff and other participants will be ejected from the event without a refund.
- Participants who attempt to steal, cause bodily harm, or break any other laws will be handed over to local law enforcement officials.

#### LOST AND FOUND:

- If you come across any items that were obviously dropped by another participant please pick it up and turn it in to event staff so it may be returned to its rightful owner. Evike Airsoft Camp is not responsible for items left on the field after event staff clear the site.

#### EYEPRO

- Eye protection must be worn at all times. No exceptions!

Evike Airsoft Camp will not be responsible for injuries caused by participants who take their eyepro off during the event.

- Eye protection needs to meet ANSI Z87.1-1989 standards and must fully cover your eye sockets from all angles of impact.

Evike Airsoft Camp will inspect all eyepro at check-in for adherence to this standard. If your eyepro is "on the border" of this standard then we will err on the side of caution and disapprove

them. Ensure you have a backup that you know will 100% pass inspection. Steel mesh lenses are permitted. While not required, a mesh or other type lower face mask, a balaclava, bandana or mouth guard is suggested for protecting against dental injuries.

## UNIFORM REQUIREMENTS

Team colors:

Tan team must wear tan based uniforms

Green team must wear green based uniform

Gear can be any color

## FPS/MAGAZINE/AMMO RESTRICTIONS

RPS LIMITS: THE RPS LIMIT ON ANY REPLICA USING AUTOMATIC FIRE IS 20 RPS

FPS LIMITS:

Pistols, Shotguns, GBBR & AEGs: 1.5 Joules SEMI ONLY

6mm: 366fps w/0.25g

8mm: 310fps w/0.34g, 300fps w/0.36g

LMGS/MMGs (Note this is for M240B, M60 variants, MK48 and PKMs, RPKS, M-249, Stoner, or similar): 1.5 Joules (Minimum engagement distance 10ft) MAY FIRE FULL AUTO

6mm: 425fps w/0.25g

SMG's

SMG class airsoft guns that chrono below .1 joule may be used on full automatic with no minimum engagement distance.

MAGAZINE RESTRICTIONS: • Box/drum magazines are restricted to use by LMG/MMG Gunners. Any LMG/MMG class weapon must be a faithful recreation of a real-world counterpart. Mid-caps, standard magazines and lo-capacity magazines are the only magazines allowed for non-LMG/MMG class weapons.

- This is meant to keep the playing field level and place importance on the proper emplacement, fire control measures, and use of LMG/MMGs.

SNIPERS/SNIPER RIFLES:

- Sniper rifles must either be bolt action or permanently fixed semi-automatic guns (unable to fire automatic at any time without complete disassembly).
- Sniper rifles can use any type of propellant (spring, electric or gas), but they must shoot at or under the specified FPS limits for Snipers.
- All snipers must adhere to a 100' minimum engagement distance.
- Snipers must carry a secondary weapon with them in order to engage targets closer than 100'. The secondary may only be a pistol. It CANNOT be a full sized AEG, LMG/MMG, Grenadier, or Heavy Weapon class type weapon. The spotter may carry an approved full sized AEG/GBB that is a rifle. No LMGs, MMGs, or grenadier replicas.
- We ask anyone playing the sniper role to please refrain from taking head-shots whenever possible.

## Airsoft Gun Clearing Procedures

### AEG:

1. Point the replica in a safe direction
2. Place the safety lever in SAFE position.
3. Remove the magazine from the replica.
4. Place the replica on FIRE.
5. With the replica pointing in a safe direction pull the trigger five times to clear any remaining rounds out of the chamber.
6. Place the replica on SAFE.
7. Disconnect the battery.

### GBB:

1. Point the replica in a safe direction.
2. Place the safety lever in SAFE position.
3. Remove the magazine from the replica.

4. With the replica pointing in a safe direction, pull the bolt to the rear; remove any chambered BB.
5. Ride the bolt forward.
6. Place the replica on FIRE.
7. Pull the trigger.
8. Pull the bolt to the rear and lock it into place.
9. Look into the chamber to ensure that it is empty.
10. Ride the bolt forward.
11. Re-cock the replica and place it on SAFE.

## SURRENDER

- Please note that we DO NOT use "surrender" at our events! Calling out "surrender" implies an opposing participant has an option (comply/escape).

## HITS:

- All BB hits to any part of your body and any gear/equipment secured to your person count as a hit whether it's a ricochet or direct hit. Weapon hits do not count.
- Blind fire is not authorized and strictly prohibited at Evike Airsoft Camp.
- Friendly fire counts! Check your targets!
- If two participants fire simultaneously and both are hit, BOTH participants are out.

## CALLING YOUR HITS:

- Airsoft is a sport of integrity. Call your own hits. Never call opposing participants hits.
- When you are hit immediately Yell "Hit!", it is optional to fall to the ground and simulate being shot for real. Often it is difficult to hear participants over the noise of firing AEG's and/or through brush even at short distances, so do your best to let opposing participants know you have been hit otherwise they may continue to inadvertently fire at you. BE AS LOUD AS YOU CAN.
- While waiting in place, please do not reload magazines and/or grenade shells, test-fire your weapon or anything else other than calling for a medic\* - reloading sounds and "testfiring" cause a distraction for live participants in the area who may inadvertently believe you are still in-event and therefore shoot at you.

- Never seek a medic towards an objective. Direction should always be both away from your given objective and away from the action.

### Being "Wounded"

When you are hit either by an enemy player or friendly fire, you are now wounded and must wait for a medic to "heal" you.

Players must wait for a medic to apply a Milsim West tourniquet to them. Once the tourniquet is applied by the medic, the "wounded" player is now "healed" and back in the game.

When a player is hit for a second time he or she must return to a designated respawn point.

If medic does not reach you in the first 5 minutes after you are hit, you will "bleed out" and are now considered "killed" and therefore are "dead". At this point return to the nearest respawn point.

### Carrying "Wounded"

- During a given mission it may be necessary to carry a "wounded" soldier to a medic or respawn point in order to complete a mission successfully. The following methods for moving wounded are acceptable:
  - Drag or shoulder carry the "wounded" participant with their consent.
  - Simulate a two person carry with two "healthy" participants placing one hand each on the "wounded" participants shoulders and walking (not running)
  - Simulate a one person carry with a single "healthy" participant putting both hands on both shoulders of the "wounded" participant and walking (not running) with them.
  - "Live" participants may hold and fire a weapon and "carry" a person at the same time – 1 participant will need to shoot "lefty" while the other shoots "righty."
  - In the event that one of the participants carrying another participant is hit, the other participant must "drop" the "wounded" participant and wait for another participant to resume the "two man" carry.
  - If contact between the participants is broken the "wounded" participant is dropped and must remain in position until other participants carry them away.
  - Wounded participants must act as dead weight and may not assist in their own rescue by reaching out, getting up to a knee or similar methods.

General Safety Rules:

1. NEVER FORGET THIS IS A GAME!
2. KEEP YOUR EYE PROTECTION ON AT ALL TIMES
3. SAFETY IS THE RESPONSIBILITY OF EVERY PARTICIPANT. IF YOU SEE SOMETHING UNSAFE CALL FOR A CEASE FIRE AND ALERT THE NEAREST GAME STAFFER.
4. Wear proper protective equipment for your environment for example sturdy boots for sites with challenging terrain or helmets and knee pads for sites with hard urban surfaces
5. Always respond to CEASE FIRE calls on the field. Echo the command and remain in place.
6. Be accountable for yourself. If you are having a medical or personal problem that is causing a danger to you or others don't hesitate to tell Game Staff. If you need medical attention they can coordinate for an ambulance you need or a ride back to the parking lot to return home or get medication. If you need to leave for any reason please tell Game Staff, your SL or your Team Commanders before leaving so they know that you are gone and not lying somewhere on the field with a compound stress fracture and dehydration waiting for death to come to you.
7. Always observe and recover any pyro you throw. Make sure you are throwing on a non flammable surface, if a brush fire does start you are the first one responsible for pulling a safety flag, stomping it out and dousing the source and waiting at least ten minutes to check for smoldering embers. All brush fires will be reported to Game Staff. Remember if you need more than 9 people to smother a brush fire call a cease fire and withdraw to a safe distance.
8. Do not bring or use unauthorized pyrotechnics for a complete list see "hand grenades" "smoke grenades".

Cease Fire Procedures:

"CEASE FIRE" is to be called under the following circumstances:

1. A Life, limb or eyesight threatening injury to any participant.
2. A brush fire that cannot be smothered by a squad (9) or less participants.
3. An environmental hazard such as flash flooding, wildfire, tornadoes, earthquakes, volcanoes or hurricanes that threaten the safety of all participants at the event.

4. Administrative reasons as decided by Evike Airsoft Camp Staff.

When a CEASE FIRE is called all participants must

1. STOP PLAYING

2. ECHO THE COMMAND

3. DISPLAY SAFETY FLAG

4. REMAIN IN PLACE AND WAIT FOR INSTRUCTIONS FROM CADRE

The verbal command for CEASE FIRE is “Cease Fire”. The whistle command is a ten second blast. With a megaphone a 10 second siren.