



# DOOMSDAY AIRSOFT

## Rules of Game Play

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Airsoft is meant to be a fun game. Rules are designed not to restrict but protect the safety of its participants and ensure each player has a good time. In developing these rules, we tried to cover realism, game play and safety.

### Velocity Limits:

- 400 fps limit with .2 gram BB for all full-auto airsofts – **minimum 15ft engagement.**
- 400 to 450 fps limit with .2 gram BB for all semi-auto airsofts - **minimum 25ft engagement.**
- 450 to 500 fps limit with .2 gram BB for all semi-auto airsofts - **minimum 50ft engagement.**
- 500 to 550 fps limit with .2 gram BB for all bolt action airsofts - **minimum 100ft engagement.**

### Personal Protection:

- Goggles/Glasses **REQUIRED.** Impact rated (meets or exceeds ANSI Standards) goggles/glasses must be worn at all times on the game fields.

### Minimum Shooting Distance:

- **No shooting less than 10 feet. You must yell out "BANG" or "SURRENDER".**
- **No blind firing from rifles or pistols at any time!!!**

### Bang Out Rule:

- Player must be within 10 feet or under and must point their rifle/pistol at the other player and yell out "BANG". If the player comes across a group he may only bang out up to 3 players before he must declare himself out. By the time you have banged out 3 members the odds are that one of the remaining alive members has returned fire.

### Surrender:

- In outdoor, or non-CQB situations, an order to surrender can only be given within 10 feet away. All players ordered to surrender **MAY CHOOSE TO COMPLY.** It is conceivable that a player can sneak up to within 5 feet of a group of players and order all of them to surrender.

### Eliminations:

- Any hit from a BB anywhere on your body is an elimination unless otherwise stated before the game.
- Friendly fire (hits from teammates) counts.
- Ricochets **DO NOT** count however if you are not sure that you were hit by a ricochet then always call yourself out.
- Gun hits **DO NOT** count. If your gun is hit during a game the player must yell out **GUN HIT.**

- In the event of an elimination, the eliminated player must yell "**HIT!**" No false calls.
  - If the area is clear, the eliminated player immediately exits the playing area in the most direct route possible. Either hold both hands or your airsoft above your head. If necessary, call out "**HIT!**" numerous times to prevent from being shot again.
  - If the area is "hot", the eliminated player(s) lay down on the ground and wait. It may be necessary to keep yelling "**HIT!**". When the area clears, exit as described above.
  - Players are encouraged to carry red kill rags on them. When the player is hit they put the kill rag on their head to help avoid from being shot again.
  - While exiting, the only word from an eliminated player must be "**HIT**" and nothing else.
- **Dead men tell no tales.**
- Eliminated players may leave equipment at the spot of elimination for use of the "surviving" members. This is at the discretion of the eliminated player. Equipment must be retrieved at the spot where the player was eliminated.

## A note on identifying hits:

When you THINK you may have gotten hit by a BB you should declare yourself hit and walk off the field or call for a medic. Sometimes it is VERY hard to tell if you have been hit. However, if someone fires a full-auto burst at you and you have nothing but soft cover (ie bushes, tall grass, ect) you probably got hit and could not tell. About the only exceptions is if you are lying prone on the ground and facing your attacker. Since about the only thing you have exposed is your head feeling a BB hit is MUCH easier and much less debatable.

- Variations (rule variations will be announced prior to game start)
  - **Nashville Rules:** Only hits to the head and torso count. Hits to the limbs DO NOT count. All other rules apply.
  - **Medic Rules:**
    - Instead of exiting the playing field, the 'wounded' player lies down, stays where he/she is, and calls "**MEDIC!**" The team's designated medic must get to the player to reactivate the player.
    - The wounded player cannot fire.
    - The wounded player may talk to teammates regarding enemy positions, ect.
    - The wounded player may move to a new location only if escorted by live players.

## Pyro/Grenades:

- No paint grenades allowed.
- Smoke grenades are allowed but must first be approved by DOOMSDAY AIRSOFT.
- All other pyrotechnics subject to prior approval before use. Use of unauthorized devices is subject to immediate dismissal and disbarment from future games.

## Real Steel:

- There are to be no real fire arms or knives in the staging areas or on the field at any time! If anyone is caught with a real weapon they are permanently banned from all DOOMSDAY AIRSOFT fields! Local law enforcement may also be contacted!!!