



DOOMSDAY AIRSOFT 2019 EVENT RULESET

GENERAL REGULATIONS/SAFETY REQUIREMENTS

- A. ALL DOOMSDAY AIRSOFT EVENTS ARE BIO BBs ONLY!
- B. All players must wear full sealing ANSI Z87.1 rated goggles, glasses or paintball mask. Eye protection must be worn at all times while outside the staging area. NO safety glasses, shooting glasses, or mesh goggles. Full seal goggles/glasses must form a seal around the lenses that fully contacts the skin and will not let a bb inside the seal.
- C. All players must have a red "Dead Rag" minimum 50 square inches of material.
- D. All weapons must be submitted for inspection to the chrono staff. Each player will be asked to fire a minimum of 3 rounds across the chrono. Note that players may be asked to chronograph at any time during the day, including during play.
- E. Players will be allowed to use only airsoft specific guns. No "BB Guns" or BB guns converted to use airsoft BB's or Metal BB's will be allowed.
- F. While in the staging area pistols must be holstered. All other weapons must have the magazine removed and the chamber cleared.
- G. On the Active AO eye protection may only be removed after all players have mags out, chamber cleared, and game control has given the okay to remove goggles.
- H. While in the staging/parking lot area you may dry fire your weapon to ensure it is working properly. There is to be no live fire anywhere within the staging area other than the chronograph station.
- I. All persons moving throughout the AO need to have a waiver on file; this includes observers, photographers, and any additional non-player personal.

WAR CRIMES

- A. Any rules violations will result in point deductions for your faction.
- B. Event Staff may ask for your name when a War Crime is recorded, this information will not be made public, but will be used for tracking rules violations internally.
- C. Safety violations will be assessed higher point penalties.
- D. Violations involving POVs will incur the highest point penalties.

BLIND MAN

- A. On the call of "blind man" players need to immediately remove the magazine for their weapon, clear the chamber and set the weapon on safe. Stand in your location and do not move until the "all clear" and "game on" is given. Only at that time may you reload your weapon and continue play.
- B. Use the "blind man" if you or another player is injured and requires immediate Admin/Medical attention. You will need to both vocally and via Comms make the "blind man" call with approximate location of the incident.

C. If a player loses their eye protection during a fire fight a “blind man” call is made. The player needs to cover their face with their hands and keep their head down until eye protection can be provided for them.

UNIFORMS

Uniform regulations exist to give an appearance of a cohesive unit and not give the appearance of a group of individuals. It is hoped that this will give a better overall experience to all players.

- A. Authorized camo patterns vary from event to event and will be posted with event details prior to registration
- B. Tops should be a BDU/Combat Shirt type uniform top.
- C. Bottoms must be pants.
- D. Squad member’s camo should match within the Squad.
- E. Headgear should match within the Squad.
- F. Headgear color will be faction specific. Camo or Solid colors is Authorized. Black is not authorized.
- G. In the event of inclement weather uniformity regulations are relaxed but all worn items must still be faction specific in regards to color.
- H. Special uniforms may be authorized for specific role-playing groups outside of the typical uniforms but not for those playing under the conventional forces.
- I. Gear color does not matter. You can wear any color gear you wish.
- J. Orange shirts may only be worn by Doomsday Airsoft Staff. Photographers or observers may wear lime green / yellow shirts.
- K. Photographers/Observers must not look like combatants. They may wear any type of clothing other than military type uniforms.

TAN APPROVED UNIFORMS

- DCU
- 3 Color Desert
- Multicam
- Desert Marpat
- Solid TAN
- Tan Flight Suit
- AOR1
- Kryptek Highlander
- A-TACS A
- Multicam Arid
- Inland Taipan
- Headgear must match faction camo or base color (Tan)
- TAC Gear color DOES NOT MATTER.
- TOPs and Bottom do not have to match.

GREEN APPROVED UNIFORMS

- M81 Woodland
- Woodland Marpat
- AOR2
- Kryptek Mandrake
- A-TACS FG
- Solid OD
- OD Flight suit

- Multicam Tropic
- Tiger Stripe
- Caiman
- Headgear must match faction camo or base color (OD Green)
- TAC Gear color DOES NOT MATTER.
- Tops and bottom do not have to match.

FPS LIMITS AND WEAPON SYSTEMS

A. AEG guns will chronograph using .25-gram BBs. Hopup to be turned off, HPA BIO .25-gram BBs will be supplied for chrono purposes. Players may use any weight BBs during the game.

B. HPA guns will chronograph using .32-gram BBs. Hopup to be turned off, HPA BIO .32-gram BBs will be supplied for chrono purposes. Players may use any weight BBs during the game.

C. All Weapons systems that use an external air source (i.e. HPA's) will be required to use a "tournament" lock on their in-line regulator(s).

D. **6.44mm & 8mm weapons are not allowed at Doomsday Airsoft events.**

ROLE RESTRICTIONS

SQLs leaders are responsible to ensure their squad follows the event rules, roles, ammo and reloading restrictions. A squad is defined as a team of 12 to 18 people.

ASSAULT WEAPONS/RIFLEMAN

A. Assault Weapons / Rifleman role may ONLY operate in SEMI-AUTO Mode.

B. SEMI-AUTO is defined as one trigger pull per one round fired.

C. 1.55 Joules with a .25-gram BB – AEG weapons

D. 1.55 Joules with a .32-gram BB – HPA weapons

E. Weapons using an external gas source must have a locked regulator to prevent field adjustment.

F. May carry 1500 rounds in Magazines.

G. Mid or Real Cap Magazines only.

H. No Minimum Engagement Distance.

Note the following weapons classes are specialty weapons, and as such are bound by a slightly more defined set of rules.

DESIGNATED MARKSMAN RIFLE (DMR)

Designated Marksman Rifle is a special purpose weapon; it is a standard infantry rifle equipped with optics that have been enhanced for longer range and accuracy. Some examples of a DMR are - M16, SR-25, PSG-1, M14/M21, G36, G3-SG3, Dragunov (SVD) etc... Bolt action rifles may also function as a DMR as long as they adhere to the Max FPS.

A. Designated Marksman Rifle (DMR) may ONLY operate SEMI-AUTO mode and must be physically incapable of firing in full-auto.

B. 2.10 Joules with a .25-gram BB – AEG weapons

C. 2.10 Joules with a .32-gram BB – HPA weapons

D. Limit ONE (1) DMR per squad (or otherwise stated).

- E. Weapons using an external gas source must have a locked regulator to prevent field adjustment.
- F. Operators of a DMR are required to carry a sidearm to engage targets within the minimum engagement distances.
- G. Mid or Real Cap Magazines only.
- H. **Minimum engagement distance of 75 feet.**
- I. Carbine rifles do not qualify for DMR.
- J. DMR's cannot be used in engagements from inside to inside (within a building).
- K. DMR's must break the plane of a building on lower floors when shooting out of a building. You do not have to break the plane when shooting from upper floors.

BOLT/SINGLE ACTION RIFLES

MUST BE BOLT ACTION ONLY

- A. 3.60 Joules with a .25-gram BB – AEG weapons
- B. 3.60 Joules with a .32-gram BB – HPA weapons
- C. Limit ONE (1) Sniper per squad.
- D. Minimum Engagement Distance of 100 feet
- E. Weapons using an external gas source must have a locked regulator to prevent field adjustment.
- F. Operators of a BA/SA rifle are required to carry a sidearm to engage targets within the minimum engagement distances.
- G. May have 1500 rounds in magazines.
- H. Bolt/Single Action Rifles cannot be used in engagements from inside to inside (within a building).
- I. Bolt/Single Action Rifles must break the plane of a building on lower floors when shooting out of a building. You do not have to break the plane when shooting from upper floors.

SQUAD SUPPORT WEAPONS

A squad support weapon is classified as an M249, M60, MG36, RPK, PKM, MG42 or any "Squad Automatic Weapon" either currently or formerly adopted as a military weapon. (M27 / IAR are NOT ALLOWED to be fielded as a SSW at this time.)

- A. Squad Support Weapons (SSW) MAY operate in FULL -AUTO Mode but NOT shoot in excess of 30 round per second.
 - B. 1.88 Joules with a .25-gram BB – AEG weapons
 - C. 1.88 Joules with a .32-gram BB – HPA weapons
 - D. Limit TWO (2) SSW per squad.
 - E. Weapons using an external gas source must have a locked regulator to prevent field adjustment.
 - F. Operators of a SSW are required to carry a sidearm to engage targets within the minimum engagement distances.
 - G. SSWs must break the plane of a building on lower floors when shooting out of a building. You do not have to break the plane when shooting from upper floors.
 - H. SSWs may use winding "High Cap" type magazines with no more than 3500 rounds in magazines.
- OR
- I. SSWs may carry up to three box magazines totaling 3500 loaded rounds.

J. SSWs have a Minimum Engagement Distance of 60 feet.

K. SSW's may not be used in engagements from inside to inside (within a building)

HEAVY WEAPONS SPECIALIST

A Heavy Weapon Specialist (HWS) is any Grenadier or Rocket (Simulated) carrying player. They may carry M-203 GL, M-320 GL, M-79 GL, GP-25 GL, M-136 AT4, M-72 LAW, RPG-7, Mortar or Arty Piece.

- A. May carry 12 Nerf/Foam Rockets on their person.
- B. May carry 12 Propellant/Bee Hive rounds on their person.
- C. HWS are the only player class who can carry Grenade Rounds and Rockets.
- D. Limit one per squad.
- E. Bee Hive rounds may only be re-loaded at Spawn Point.
- F. Additional Rounds/Rockets may be left at FOB.
- G. Any soft tipped rockets are allowed.
- H. Please see Explosive Devices/IED/Smoke section for approved pyro grenades.
- I. **40 Mike Grenades have a 30-foot minimum engagement distance.**

SUBMACHINE GUNS (SMG's)

A magazine fed, fully automatic replica carbine designed to fire pistol cartridges.

Includes: MP40, M1A1, M3, Uzi, MP5, MAC 10, P90, MP7, etc.

- A. 1.00 Joules with .25-gram BB – AEG
- B. 1.00 Joules with .32-gram BB – HPA
- C. No Minimum Engagement Distance.
- D. Full auto allowed indoors and outdoors.
- E. Mid-cap only mags.
- F. All regulators will be zip tied and sealed with tamper tape which we will provide.

PISTOLS

Pistols must be within the same requirements as the Rifleman Role regarding FPS and Minimum Engagement Distance.

SAFETY KILLS / RUBBER "EDGED" WEAPONS

Safety Kills are a courtesy, play with honor.

Safety Kills with a Pistol or Rifle

- A. Players within a 10-foot engagement range may be "Safety killed".
- B. The player must yell out loudly "Safety" at the target and can only "safety" kill one player at a time.
- C. Players DO NOT have to automatically "take a safety kill".

Rubber edge weapons and "Tap" Kills.

- A. Players are allowed to "safety" or "Tap out" another player with rubber edged weapons.

- B. When a player is touched/tapped with the rubber edged weapon they are considered "hit".
- C. Player that have been "killed" by a rubber edged weapon cannot yell "hit" or "medic" they are mortally wounded.
- D. Doomsday Airsoft only allows approved purpose made rubber training edged weapons.
- E. No modified "real edged" weapons are allowed.

AMMO RESTRICTIONS

- A. All players classified as a "Rifleman/DMR/SMG/Sniper" may only have a maximum of 1500 rounds loaded (in mags) at any given time.
- B. All Players classified as a "SSW" (Support Gunner) may have a maximum of 3500 rounds loaded in their drum mag at any given time. They may carry up to two extra drum magazines to reach the 3500 "loaded rounds".
- C. All Players classified as a "HWS" may have a maximum of 12 rockets and 12 203 Shells
- D. Players may carry as many secondary magazines as they wish (i.e. Pistol)
- E. **Players may carry an unlimited amount in Frags (Thunder B / Impact / Misc. Frag Grenades)**
- F. Players may carry on them any amount of BBs they chose.
- G. Players can only reload their magazines at their CP/FOB. No reloading on the field!

MAGAZINES

- A. High capacity magazines (HICAP), AKA Clockwork Magazines are only authorized to be used in SSWs.
- B. Drum/Box/C-Mags are only authorized to be used in SSWs.
- C. Rifleman/DMR/SMG/Sniper are allowed an unlimited number of mags with a maximum of 1500 rounds loaded.

EXPLOSIVE DEVICES, IED, ROCKETS AND SMOKE

**** RED SMOKE IS RESERVED FOR DOOMSDAY STAFF ONLY ****

- A. **OUTSIDE All simulated explosives used must simply detonate within 15 feet to eliminate a player. A BB strike is NOT needed outside.**
- B. **INSIDE** All simulated explosives used must simply detonate within 15 feet to eliminate a player. A BB strike is NOT needed inside. "Inside" is defined as having four (4) walls and does not have to have overhead cover.
- D. Any Pneumatic/Gas grenades that require CO2 or Green Gas/Propane are allowed.
- E. **Please see below list for approved pyro grenades.**
- F. Rockets fired by a HWS will have a 15ft kill radius from initial impact.
- G. Rockets fired by a HWS are only effective on structures if they hit INSIDE the structure itself.
- H. Rockets such as taggin, reaper and paladin rounds fired by a HWS effectively will disable all Vehicles but does not kill its occupants unless impacted inside the cab. Nerf rockets have no effect on vehicles.
- I. Players may use any "name brand" airsoft grenade (Escort, AI, etc...). No modified grenades are allowed.
- J. Ricochets from player thrown grenades is treated as fragmentation and will count as a hit.

- K. Thunder B's will be counted as a "grenade" when used as a suicide device with a lethal kill radius of 15 feet (must detonate).
- L. Suicide vests have a lethal radius of 15 feet and are triggered by the player simply displaying the device.
- M. Any suicide device must be TRIGGERED prior to being shot or captured for search.
- N. No explosives, open flame or hot burning smoke will be allowed for fire hazard/safety reasons.
- O. Smoke may not be used inside of buildings.
- P. No blank firing devices.

APPROVED PYRO GRENADES

This section is based on our experiences with pyro devices. If you have a device that you would like approved, Doomsday staff needs to physically see the device perform in order to approve it. Please contact Doomsday Airsoft to arrange this.

TLSFX Pea Grenades

TAG R2BS Grenades

TAG Archangles, Reaper, Paladins, Peckers

Enola Gaye EG67 Pea Grenades

Enola Gaye Flash Grenade 3.0

LOW LIGHT / NO LIGHT OPERATIONS

- A. Players will need Eye Pro with "CLEAR" lenses for all Low/No Light operations, Full sealing ANSI rated still applies.
- B. Players will need to have a flashlight on their person for safety.
- C. Players must have a Red stick or Chem light to single they have been hit.
- D. Use of Night Vision, Thermal or other type of NOD is allowed (dummy cord that gear!).
- E. All players are encouraged to operate in "pairs" during Low/No light operations.
- F. Any laser system must be "Eye Safe."
- G. Players are never to aim any laser system directly at the eyes of another player.
- H. Players are never to aim any laser system at any flying aircraft.

SPORTSMANSHIP, HONOR AND FAIR PLAY

- A. Sportsmanship is expected! Please call YOUR OWN hits! DO NOT BOTHER TO CALL ANOTHER PLAYERS HITS – MIND YOUR OWN HITS!
- B. Not calling your hits is cheating, and will not be tolerated, period. If you suspect a player is not calling their hits, do not take matters into your own hands. Please bring this to the attention of your SQL and the event staff, use the chain of command.
- C. Dead players do not talk! Dead players may only talk quietly to other dead players. Dead players do not shoot their guns, doing so immediately makes you a live target. Dead players do not improve their position or indicate other players position while dead.
- D. Electronic warfare: jamming or listening in the opposition's radio frequency is strictly prohibited (unless cleared by the administration).

E. Covertly monitoring, through espionage or mis-representation, of opposition force planning to include briefings and electronic mediums is not in the spirit of the game and is prohibited.

F. Blind fire: Shooting around corners and not being able to see where your BBs are going is not allowed. Devices that allow you to shoot around corners, such as weapon mounted cameras and mirrors are not permitted.

G. Airsoft is about HONOR, failure to play in an honorable manner will result in expulsion from the event. There will be no bullying, rough housing, foul language (used in malice), or physical/mental intimidation anywhere at any time at any Doomsday Airsoft event. Failure to follow these rules will result in expulsion from the event and AO no refunds will be given.

PLAYER SEARCHES

A. Captured or killed players may be searched by an enemy player.

B. To initiate a search, the enemy player puts his hand on the dead or captured player and will say "I am searching you". At that moment, the dead or captured player must relinquish any intel items they have in their possession at the time of the search (intel, kill card, etc...)

C. Players in possession of more than one "kill card" only has to relinquish their personal card. Cards obtained are considered trophies and you do not have to turn them over.

D. Players cannot be searched after they have bled out and moving to re-spawn.

PLAYER HITS

A. A BB that strikes a player is counted as a hit. This includes anything worn by the player including backpacks.

B. Gun hits do not count as a player hit.

MEDIC RULES

A. Each squad will be assigned two medics. (Subject to change with various Teams and Squads)

B. A medic will treat a fellow player by going up to that player and bandaging the area where the player was hit

C. A player may only be bandaged TWICE.

D. Medic CAN NOT re-use bandages from "dead" players.

E. A medic may not treat himself; only another medic can give them aid.

F. Wounded players may be physically "dragged, carried, lifted, etc." to a medic by any means that is NOT UNDER THEIR OWN POWER.

G. Wounded players may also use a 2 Man Medic Walk to move to safety. The wounded player would place their arms over the shoulders of 2 teammates and they are allowed to WALK to a safe area so that the wounded player can be medic'd.

H. Wounded players are NON-AMBULATORY.

I. All Players must have an IFAK on their person that contains TWO (2) ace type bandages or two Third Coast Airsoft Tourniquets for the medic to treat them with. (No other tourniquets are currently approved at Doomsday Airsoft events)

J. Medics must WRAP the bandages around the players arm, they are NOT allowed to TIE or have pre-made loops in which to tie the bandage onto a player.

K. Bandages must be a MINIMUM of 4 ft. (48in) in length each.

L. Tourniquets can only be the Third Coast Airsoft / Airsoft Junkiez Tourniquets

M. Medics may be changed within the squad while at the FOB or between evolutions, but not while active on the AO.

AID STATIONS

Aid Stations may be used in game.

A. Aid Stations may only be moved in transport configuration

B. Aid Stations may only be spawned at when completely setup/deployed. (If unable to setup due to missing parts players may not respawn at MPR).

C. May be captured by the enemy.

D. If captured, Aid Stations must be broken down into transport configuration to move.

E. Captured Aid Stations must be returned to CP/FOB for points.

F. If an Aid Station is being transported by Ground Troops and Troops are killed, the Aid Station will be left in place.

G. Captured Aid Stations may not be used by opposing team. Tan Aid Stations can only spawn Tan troops and Green Aid Stations can only spawn Green troops.

H. Aid Stations may be transported in vehicles.

I. Troops must wait five (5) minutes at Aid Stations before returning to game play.

J. If an Aid Station is taking accurate fire, and troops waiting to respawn must leave and go to nearest alternate respawn point.

K. Aid Stations may not be deployed any closer then 25ft to a building.

PLAYER RE-SPAWNS

A. When a player is hit they may vocally or via radio call for a medic that will attempt to revive them.

B. Once a player is hit they must sit or kneel down, a medic has five minutes to reach them in order to treat a wounded player before they "bleed out".

C. Once a player has "bled out" they must then re-spawn at their nearest Aid Station or FOB.

D. Players spawning at their CP / FOB do not need to wait to re-enter the game.

*Squad leaders should be knowledgeable enough to understand when their squad is combat ineffective and re-spawn his/her entire squad -- 70% casualty rate is magic number.

VEHICLES (POVs)

Definition of Vehicle Type

A. Transport Vehicle

Transport vehicles cannot under engage from their vehicle unless it's an actual military vehicle with a mounted weapon on a turret. In order to engage enemy forces your vehicle must come to a complete stop

and players must fully egress the vehicle before engaging. This means your feet must be on the ground and exposed when firing. Driver and passenger windows must stay open throughout the event.

Pyro grenades such as the EG67s and flash bangs can take out transport vehicles and gun trucks if the grenade blows up underneath the vehicle. All passengers would be considered KIA and will need to return to their CP/FOB to respawn.

B. Gun Truck

Gun Trucks may engage from their vehicle. All windows must be opened. Gun ports must be of specified size. The use of camo, mesh netting and Plexiglas add on armor is NOT permitted. Any add on armor of this nature would need to be painted, to not be seen through. Gunners may not have 360° cover or use a "CROWS" system (Remote Operated Weapon System). Windows and gun ports must REMAIN OPEN for the duration of the event. Driver and passenger windows must stay open throughout the event. Pyro grenades such as the EG67s and flash bangs can take out transport vehicles and gun trucks if the grenade blows up underneath the vehicle. All passengers would be considered KIA and will need to return to their CP/FOB to respawn.

Approval Process

- A. Determine if your POV is a "Transport" or "Gun Truck" per description noted above.
- B. Submit POV Application, Proof of insurance and photos of your POV.
- C. Upon approval, you will be notified by email and your photos and applications passed on to your respective CO for approval. Be advised this is not a first come first serve and is up to your CO. There will be limited POV per event, so a commander is likely to explore his options before approving.
- D. Upon approval from your CO, Doomsday Airsoft will be notified and will provide a final approval.

POV Requirements

Failure to follow these rules and regulations may result in a war crime and your POV pass being revoked without refund.

- A. Each POV will be given a POV number by staff. This number must be VISIBLE at all time during the event. It is the POV owner's responsibility to place the POV number on their vehicle.
- B. POV pass and Agreement must be signed by the POV operator and/or owner.
- C. POV pass must be kept on the dash and visible at all times.
- D. All windows must be down on gun trucks & transport trucks.
- E. 4 Wheelers / UTV's are not allowed as transport or gun trucks.
- F. All POVs are required to remain in contact with Doomsday's dedicated admins throughout the event.
- G. All POVs are required to have a ground guide when driving in reverse. This means a passenger must exit the stopped vehicle with his dead rag on and guide the vehicles going in reverse. Upon entering the POV the ground guide will then take his dead rag off and resume play. A ground guide cannot be killed so no need to shoot at him.
- H. All Player POVs are considered "Light Armor" regardless of aesthetic modifications.
- I. All POVs must have a First Aid Kit capable of stopping moderate bleeding. Kit will be inspected on site.

J. All vehicles must always have a fire extinguisher in them.

K. Forward facing gun shields are acceptable, but 360-degree coverage around the gunner is not authorized.

L. Forward facing gun shields may not be seen through. If it is made of Plexiglas, then it needs to be painted.

M. All players firing from gun trucks must be able to see down the sights of their weapons. Anything less is blind firing.

N. Any added gun ports must be minimum 18"x12" and remain opened at all times.

O. When vehicles are inspected on Friday, they must remain in the same configuration throughout the weekend. They cannot change from a gun truck to a transport truck or vice versa.

The spirit of these requirements is to provide a useful vehicle that can transport and be fought out of, but that is also vulnerable and not a tank.

POV Rules

A. Unauthorized vehicles are not allowed on the field of play and are never to be used in a game (unless cleared by the administration).

B. Player POVs are limited to 15 MPH.

C. All POVs must prove they are insured and show proof at POV meeting.

D. POV drivers must be at least 18 years of age and the owner of the vehicle.

E. Players in ghillie suits WILL NEVER lie near vehicle roads, trails or in the driving path of any vehicle (USE COMMON SENSE).

F. Vehicle must be at complete stop for ingress/egress. Players are not allowed to exit or enter ANY moving Vehicle.

G. Players are never to stand, lay prone or supine next to a moving APC(s)/Tanks/POVs because of the turn radius blind spots.

H. Players should exercise EXTREME caution around APC(s)/Tank doors and hatches. They are heavy and will easily "remove" fingers.

I. Taking out Transport Vehicles & Gun Trucks: Pyro grenades such as the EG67s and flash bangs can take out transport vehicles and gun trucks if the grenade blows up underneath the vehicle. All passengers would be considered KIA and will need to return to their CP/FOB to respawn. HWS launched taggin, reapers, paladins and satchel charges can also take these vehicles out.

J. Taking out Armored Vehicles: Only HWS launched taggin, reapers, paladins and satchel charges can disable armored vehicles. Must be a frontal hit (for the driver to see) this does not kill the crew, but only disables the vehicle and forces the crew to exit or concede being killed and ride back to your FOB for re-spawn.

L. If a HWS fired taggin, reaper or paladin should land inside the crew compartment (front or back) the vehicle and all occupants are considered destroyed and killed. Thunder B's R2B's and pea grenades that land inside the crew compartment all occupants are considered destroyed and killed.

M. Destroyed POVs must return to their primary FOB and check in with their leadership and serve a 10 minute "repair time".

N. Players shot inside a vehicle are to follow the normal medic and re-spawn rules.

- O. Vehicles cannot be TOUCHED killed by a player because of safety issues.
- P. Players must stay a minimum of 10FT from all moving POV. If you are too close, move away.
- Q. POVs will signal being destroyed by flashing their Hazard lights and / or Hoisting / Attaching a Dead Rag or Red Flag to the vehicle that is visible from all sides (i.e. Vehicle Radio antenna).

POV Rule Violations

- A. 100 PT deduction per POV violation plus 1 hour parked
- B. 3rd violation of same POV is parked for weekend with no refund
- C. After 5th POV violation per faction will result in additional 500 PT deduction

ATV / UTV Recon Vehicles

ATV's / UTV's are approved to be used only as recon vehicles.

- A. Player ATV's / UTV's are limited to 15 MPH.
- B. Drivers must be at least 18 years of age.
- C. ATV / UTV can only hold the amount of people that the vehicle is designed for. 2-seater or 4-seater etc.
- D. Passengers can fire from UTV's as long as they are seated and are buckled in.
- E. ATV's / UTV's can take fire and players can be shot at while the vehicle is in motion.
- F. ATV's / UTV's can be used to haul back items found on the AO to the CP as long as they have a cargo bed. These vehicles can also be used to haul items from the CP out onto the AO as well.
- G. ATV's / UTV's will also follow all POV Rules stated on the prior page.

HELICOPTER(s)

- A. All players that will operate in a helicopter must be AT LEAST 18 years of age.
- B. All players that will operate in a helicopter must fill out a liability release form (will be given during the helo safety briefing).
- C. All players that will operate in a helicopter must keep their body and legs inside the cab of the helicopter.
- D. All players that will operate in a helicopter must stay seated until the helicopter crew chief gives the all clear.
- E. All players that will operate in a helicopter must wear their seat belt until instructed by the crew chief to remove it.
- F. Players will never point their weapons or fire their weapon at any Helicopter in the air or on the ground. (Staff may use "props" to simulate anti-aircraft weapon systems)

EVENT AND PRIVATE UNMANNED AERIAL VEHICLES and UNMANNED GROUND VEHICLES - UAV / UAG(s)

Certain Doomsday Airsoft events will employ UAVs / UAG(s) by staff. All Doomsday events allow the use of private UAV / UAG(s).

- A. UAV / UAG(s) can be used as a means for "forces" to recon the battlefield gathering enemy troop movement and strength.
- B. UAV / UAG(s) will be used by the Doomsday Airsoft staff to gather footage for promotion.
- C. All private UAV / UAG(s) MUST be approved by Doomsday Airsoft staff PRIOR TO DEPLOYMENT.
- D. Doomsday Airsoft does not allow gas powered Arial UAVs.
- E. Players may at no time, shoot at or around UAV / UAG(s) while in flight or on the ground.
- F. Players are responsible of knowing all fly zone rules within the area before launching their private UAV.

REAL STEEL

- A. No real steel firearms are ever to be present at any Doomsday Airsoft operation.

DRINKING AND ALCOHOL

- A. Alcohol is prohibited during all Doomsday Airsoft operations within the AO.

SMOKING

- A. Smoking is only allowed within the designated areas on the AO. Locations will be identified within the player's packet.

FUN

At the end of the day MilSim/Airsoft is just a game! We are all here to have fun in a competitive manner. So, while the day might get hectic as you adjust to changing situations keep in mind that we are not real-world operators and that our main goal is to have fun, enjoy the company of friends and sling BBs at them!

If you find errors or have question, comments or suggestions to the rule set let us know by contacting intel@doomsdayairsoft.com

These rules are subject to change during game play to adjust for any unseen circumstances