

BLACK OPS AIRSOFT: Rules

Admission:

Participants must be above the age of 13 in order to participate in any BOA hosted event.

Participants under the age of 16 must have a parental guardian present at the BOA hosted event.

Participants under the age of 18 must have parental consent in order to be admitted to any event.

Event organizers, staff and personnel reserve the right to disallow anyone from participating as well as the right to remove participants from the event without refund.

Airsoft guns are REQUIRED to be transported in cases or trunks.

General Conduct:

Trash must not be left on The Field, staging area, camping area, or parking area. All trash must be removed prior to departure of the field or placed in an appropriate trash receptacle. There will be several garbage cans in the area so please use them.

Players are not allowed to keep their weapons in the open in the camping and parking areas. All weaponry must be stored in personal vehicles or tents. Transportation of weaponry to the AO, chronograph/target range, or marksmanship demonstration area is allowed. An area will be designated for the staging of equipment before game play begins.

If a Law Enforcement Officer approaches the AO, contact your adviser. Put your gun down and follow their orders.

NOTE: BOA has been informed that the Sheriff's K9 unit will make unannounced visits throughout the day of an Op to look for drugs and under age drinking. If either of these is found on the premises he/she will arrest that person immediately without questions asked. SO DO NOT BRING DRUGS or alcohol if you are under age. BOA will be watching for this and if we find any of these on the premises you will be asked to leave.

Participants are expected to act with honor and good sportsmanship. Those who are believed to be showing aggressive behavior or other un sportsmanlike conduct will be warned and possibly removed.

Follow the rules and parameters as set out in your mission briefing. All National, regional and local laws apply

All guns must pass through the chronograph before entering the field of play. Each will be tagged after the chronograph for safety.

WEAPON CLASSIFICATIONS					
Class	FPS (0.20g)	Min Engage	Max BB Weight	Max ROF	Restrictions
1	350 FPS	0	0.30 g		None
2	390 FPS	30	0.30 g	15	None
3	400 FPS	50	0.30 g	SEMI	Semi
4	450 FPS	50	0.30 g	12	Support
5	410 FPS	50	0.43 g		Bolt Action
6	450 FPS	50	0.43 g		Bolt Action
7	500 FPS	75	0.43 g		Bolt Action
8	557 FPS	100	0.43 g		Bolt Action

MAX FPS PER BB WEIGHT					
Class	0.20	0.23	0.25	0.28	0.30
1	350	325	312	295	285
2	390	365	350	330	319
3	400	372	357	327	326
4	450	418	401	379	366
5	410	381	365	345	333
6	450	418	401	379	366
7	500	465	446	421	407
8	557	518	497	470	454

If someone chooses to play the role of "sniper" he/she will go through a small course to make sure they are competent enough to play the role safely. You will have to notify any of the RRH crew prior to the Operation

Goggles must be worn at all times in field of play.

No Minimum Engagement Distance

Opponents may offer each other the chance for surrender but it is not mandatory.

No Physical Contact between players

Always treat your weapons as if they were 'real steel' firearms and loaded

Physical:

If a participant is out of shape or get too hot, he should pace himself. Take up a defensive position and rest. The action will eventually come to the participant. The game can be more physically demanding than participants may be used to. Participants with heart conditions or other ailments should have a physician's OK to play.

Airsoft is an inherently dangerous activity, requiring significant physical exertion. Participation carries inherent risks that cannot be eliminated. Risks include, but are not limited to, minor injuries (such as scratches, bruised or strained muscles and ligaments), major injuries (such as loss of eyesight, joint or back injuries, heart attacks and concussions), and catastrophic injuries (such as paralysis

or death). All participation is voluntary. Participants knowingly assume all such risks.

Weapon Conduct:

Only approved airsoft weaponry is allowed in active areas. Other weapons and projectiles are strictly prohibited. This includes, but is not limited to, real steel firearms, knives, rocks, balls, and sticks.

Airsoft guns should be on safe while not on the field with the magazine removed.

No discharging or blank firing of weapons in parking, staging, or residential areas.

NOTE: If you need to test fire your weapon there will be an area set-up for this. Please use this area for testing. Once you have test fired your weapon remove the magazine and place your back on safe to return your vehicle.

Discharging and blank firing of weapons may only be done at the designated target range or in the designated area of operations (AO). No discharging or blank firing of weapons at inactive players, wildlife, vehicles not in the AO, and structures/buildings not in the AO.

NEVER POINT your weapon at someone who is not wearing eye protection.

Always be aware of where you gun is pointed at all times.

Emergencies:

When there is a person who is injured, on the field without eye protection, or has entered the AO unauthorized, Call "CODE RED" to designate there is an emergency situation on the field. All firing must stop, guns set to safety, and lowered. All players must remain in their positions when the cease fire was called until they receive orders from their adviser. Once all field issues have been resolved, advisers will instruct the players that the game may recommence.

Repeated blasts (more than 3) designate an emergency. Everyone must stay in place and wait further instructions from your chain of command/ adviser. The on field advisers are here for your protection and to provide guidance. Please accept their direction during play. In the event of an on field emergency your adviser will direct you how to proceed. The advisers and all team CO's must have a whistle for every event.

Killed In Action:

A player that is hit anywhere on his body, including load bearing equipment, packs, canteens, boots and anything else attached to a players body is deemed "Killed In Action (KIA)". The player becomes a KIA player and must abide by all of the KIA rules.

Hits to the gun renders the gun useless until the player re-spawns.

Ricochets do not count as successful hits.

Players that are shot by their own teammates are considered KIA.

Players that shoot themselves are considered KIA.

Players that shoot each other simultaneously are both considered KIA

Simulated Death:

When a player is KIA, he must simulate his death in one of two ways:

Audible Noise – Yelling "OUT", "HIT", or another verbal expression that signifies your death

- or -

Dramatic Death – After being hit, the player will fall to the ground in a fashion most befit to his death.

Please be advised that just because you do not hear a player say they are "Out", doesn't mean that they have not been KIA.

All players must fall or sit on the ground, lay down their arms, and remain there until the firefight has passed. Once the action in the nearby area has ceased, the player may get up, display the neutrality signals, and head to the re-spawn area.

If a KIA player is taking a lot of fire he should display a kill rag as a sign of death and non play.

Neutrality:

When hit and leaving the area of operations, put your gun on safety, remove your magazine, keep your hands above your head, and leave the AO quietly. A kill rag will be placed on your head when you are KIA.

KIA players are not to remove kill rags, remove the safety, insert your magazine, or drop your hands until they leave the AO.

If you fail to use the appropriate neutrality signals, you are risking being fired upon by active players. Active players will not be held responsible for firing at KIA players who are not demonstrating the neutrality signals.

Dead men don't talk or shoot guns. Doing so will distract active players from things happening on the field.

If an active player is found talking to a KIA player or walking with KIA players he will be counted as dead.

Player Conduct:

If you believe that you have been hit, give your opponent the benefit of the doubt and consider yourself KIA.

If you believe that you hit another player, give your opponent the benefit of the doubt and assume that you missed.

Hits from airsoft guns are not always felt, nor do they always hit what you think they hit. If a situation arises that is in question, always side with your opponent.

Do not yell at your opponent. Yelling "YOUR HIT", "I HIT YOU", or any other remark that claims your opponent was hit will be considered aggressive behavior. We all know that tensions may run high in the middle of a battle, but this type of behavior can not be tolerated.

Active players may not take or use another player's equipment unless permission has been given beforehand. Once a KIA player moves from the place where he died, that player's equipment is no longer accessible to active players. Players using guns over 350 fps (0.25gm) are responsible for the actions of another player using their equipment.