

# **LOWER MAINLAND AIRSOFT GROUP**



## **AIRSOFT RULES**

November 2013 Revision

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# AIRSOFT RULES OF PLAY

## 1 INTRODUCTION

- 1.1 Description:** Airsoft as defined by the Lower Mainland Airsoft Group (LMAG) is a recreational activity where guns shooting plastic rounds are used to play tactical and strategic games. Airsoft guns use 6 mm plastic ball pellets (BB's). The LMAG enforces muzzle velocity limits as outlined in section 7 of these rules.
- 1.2 Code of Honour:** Airsoft relies upon a sense of honour that places the responsibility for fair play on the player. Highly competitive play is encouraged, but never at the expense of mutual respect among competitors, adherence to the agreed upon rules, or the basic joy of play. Protection of these vital elements serves to eliminate unsportsmanlike conduct from the field of play. Such actions as dangerous aggression, belligerent intimidation, intentional infractions, cheating or other win-at-all-costs behaviour are contrary to the code of honour and must be avoided by all players.
- 1.3 Event Organizer:** The event organizer may modify rules relating to game logistics in order to suit the event. Any such change must be established before competition starts.
- 1.4 General vs. Specific Rules:** Many of these rules are general in nature and cover most situations. However, some rules cover specific situations and override the general case.
- 1.5** Safety and weapon handling rules have no exceptions.
- 1.6** Additional rules specific to a host field may apply.

## 2 DEFINITIONS

- 2.1 Designated Safe Zone:** Area defined where game play is prohibited and players are allowed to remove their personal safety equipment either to prepare for play, rest, or end play. Weapons are made safe before entering this space, as defined in section 5.8.
- 2.2 Field:** Area defined where game play is allowed and players must wear their personal safety equipment at all times.
- 2.3 Admin:** Volunteer who ensures that players maximize the safety of the game and enforces the rules of play. Plans events, liaises with other groups and companies, acts as Marshal when needed.
- 2.4 Marshal:** Volunteer who monitors play and helps to maximize safety and enforce rules. Helps to plan events, runs pre-game safety meetings.
- 2.5 Player:** Individual participating in the game. Refer to section 3.
- 2.6 Youth Player:** Individual participating in the game who is 16 or 17 years old. Refer to section 3.
- 2.7 Under-age Player:** Individual participating in the game who is 12 to 15 years old, such individuals participate with their parent as noted in section 3.

- 2.8 Sniper:** Individual participating in the game who uses a specialized long range rifle and employs particular care and skill.
- 2.9 Gun Safe:** Procedure to stop play and render the field inactive to allow Admins and Marshals to respond to an unforeseen event or emergency.
- 2.10 Side-game:** Secondary group of players separated from the main group but using the same field. Prohibited, per section 11.
- 2.11 Clean Kill:** Procedure to allow players to address each other if they don't notice each others shots. See section 12.2.9.
- 2.12 Respawn:** Act of resetting a “dead” player to “alive” as a de facto replacement or reinforcement in the game.

### **3 MATURITY AND AGE LIMITS**

- 3.1** These rules are non-negotiable.
- 3.2** Players must be 18 years old or more and possess valid government identification.
- 3.3** Youth players are permitted to join play at club events under the following conditions:
- 3.3.1** Youth players must be between the ages of 16 and 18 to play during regular LMAG airsoft events.
  - 3.3.2** Youth players will be permitted to play only when their parent attends the event to speak with an admin or Marshal and complete the host field waiver.
  - 3.3.3** If the youth player exhibits continuing respect for the equipment and his fellow players, and demonstrates a suitable level of maturity, then the club may allow the youth player to attend events without the presence of their parent or guardian.
- 3.4** Active members that wish to include their under-age children in a club event may be allowed to bring their children to play with them at events that they attend.
- 3.5** Under-age players between the ages of 12 and 15 will be permitted to play only on set Family Days or events and when one of their parents participates in the games as their buddy.
- 3.5.1** When one of the parent or under-age player takes a hit, both are hit and proceed to respawn together.
- 3.6** The LMAG reserves the right to withdraw any privileges offered to any player that stops exhibiting appropriate respect and maturity.

### **4 PERSONAL SAFETY**

- 4.1** Players must wear appropriate eye protection at all times while outside of designated safe zones.

**4.11** Only fully sealed goggles approved for ballistic use or paintball are permitted during LMAG games and events.

**4.11.1** Goggles must fully seal around the eyes.

**4.11.2** For paintball fields, goggles must be approved for use in paintball. Testing standards for paintball goggles: ASTM F1776-09.

**4.11.3** For airsoft only fields, goggles must be approved for ballistic use. Testing standards for ballistic goggles: ANSI Z87.1 or EN166

**4.11.4** Paintball goggles are tested by independent labs to ensure they meet ASTM standards for paintball use. JT, Scott, Leader, Brass Eagle, Dye paintball goggles have a distinctive look to them and each has a logo somewhere on the goggle frame.

**4.11.5** Players using unapproved goggles will be removed from play.

**4.11.6** Mesh type goggles are not allowed anywhere.

**4.11.7** Shooting glasses are not allowed on the playing field.

**4.12** Players removing their goggles while outside a designated safe zone will be subject to disciplinary action as described in section 18.

**4.13** If for some reason, you must remove your goggles, you must FIRST leave the playing field and enter a safe zone.

**4.2** Lower face masks are optional for players. It is up to the player to decide whether they prefer to use face, neck or ear protection.

**4.3** Full-face masks are mandatory for Youth and Under-age players.

## **5 GUN SAFETY**

**5.1** Only the following weapons are permitted at any game or event.

**5.1.1** Airsoft guns include springers, automatic electric guns (AEG's), and gas-powered guns.

**5.1.2** Folding pocket knives and multi-tools are permitted.

**5.1.3** Flexible rubber or plastic training knives are permitted.

**5.2** Real firearms, metal pellet or metal BB guns, bows and similar items are prohibited.

**5.3** Lasers are prohibited.

**5.4** Barrel blocking devices must be used to obstruct airsoft gun muzzles in designated safe zones, and:

**5.4.1** must completely prevent projectiles from being fired

**5.4.2** must be visible

**5.4.3** apply to all guns including sidearms, unless the sidearm remains in a closed holster with the magazine removed

**5.5** Invalid barrel blocking devices include, but are not limited to, gloves, socks, plastic bottles, and similar items not expressly designed to prevent projectiles from leaving the gun muzzle.

**5.6** All gun safety mechanisms must be set to “safe” in designated safe zones.

**5.7** All guns, including sidearms, must remain unloaded and free of all projectiles while in designated safe zones:

**5.7.1** Remove all magazines before entering a safe zone.

**5.7.2** Clear your weapons before entering a safe zone. Approved method for clearing your weapon is to remove the magazine, point the gun at the ground and fire it two to three times on semi-automatic.

**5.8** Test firing is prohibited in designated safe zones.

**5.9** Dry firing is prohibited in designated safe zones.

## **6 WEAPON HANDLING AND SAFETY**

**6.1** Airsoft guns are 1:1 scale projectile-firing uncontrolled firearm, it is imperative that they be handled as if they are real firearms. The LMAG will enforce the following four vital rules of Firearm Safety:

**6.1.1** Regard every firearm as loaded.

**6.1.1.1** Treat your guns as potentially dangerous devices.

**6.1.1.2** Handle guns with care and attention.

**6.1.2** Control the muzzle direction at all times.

**6.1.2.1** Continually identify the safest muzzle direction.

**6.1.2.2** Keep your gun pointed in the safest muzzle direction.

**6.1.2.3** Only point a firearm at a practice or game target that you intend to shoot.

**6.1.3** Keep your finger off the trigger except when firing.

**6.1.3.1** Resist the temptation to put your finger on the trigger when you pick up or hold a firearm.

**6.1.3.2** Negligent discharges will more likely occur if your finger is on the trigger.

**6.1.3.3** Only put your finger on the trigger when you intend to discharge the gun.

**6.1.4** Clear every gun prior to re-entering the safe zone.

**6.1.4.1** Before re-entering the safe zone, remove the magazine, fire it 2-3 times to ensure the gun is clear (fire 2-3 shots on semi).

**6.1.4.2** This will also ensure your AEG's spring is in a decompressed state.

**6.2** Only display Airsoft guns in public at a legal playing field. Nowhere else.

**6.3** Transport your Airsoft guns in proper gun cases or bags.

**6.4** When test firing your gun, do so in a range line. Step away from groups of fellow players, aim the weapon into the field of play away from people and animals. Never fire from behind another person.

**6.5** Only point a gun at someone when you intend to shoot them while on the playing field.

**6.6** Only put your finger on the trigger when you intend to discharge your gun.

**6.7** Disable every grenade and set them all in a closed nylon pouch before entering the safe zone.

**6.7.1** Unscrew bottom cap of AI Tornado grenades to enable safety.

## **7 APPROVED MUZZLE VELOCITIES**

**7.1** Only guns that shoot with muzzle velocity within prescribed limits will be permitted during all LMAG games and events.

**7.2** All game guns are subject to random muzzle velocity checks without prior notice under admin or Marshal discretion. General muzzle velocity checks are held on randomly selected game days.

**7.3** Muzzle velocities are measured using standard 0.20g biodegradable BB's.

**7.4** Players are permitted to use weapons with the maximum muzzle velocities shown in Table 1.

Weapon Class	Energy Limit (J)	Muzzle Velocity (fps)		Engagement Distances by Rate of Fire (ft)			Certificate Required
		Minimum	Maximum	No Fire	Semi Auto	Full Auto	
<b>350</b>	1.12	0	350	N/A	0 to 40	40 or more	N/A
<b>400</b>	1.48	350.1	400	0 to 20	20 to 40	40 or more	N/A
<b>450</b>	1.90	400.1	450	0 to 60	ALL	None	N/A
<b>500</b>	2.30	450.1	500	0 to 100	ALL	None	Sniper 2
<b>550</b>	2.80	500.1	550	0 to 150	ALL	None	Sniper 3

*Table 1: Approved Muzzle Velocities and Engagement Distances*

**7.5** All Snipers must carry a lower energy back-up weapon to use their higher-energy sniper guns.

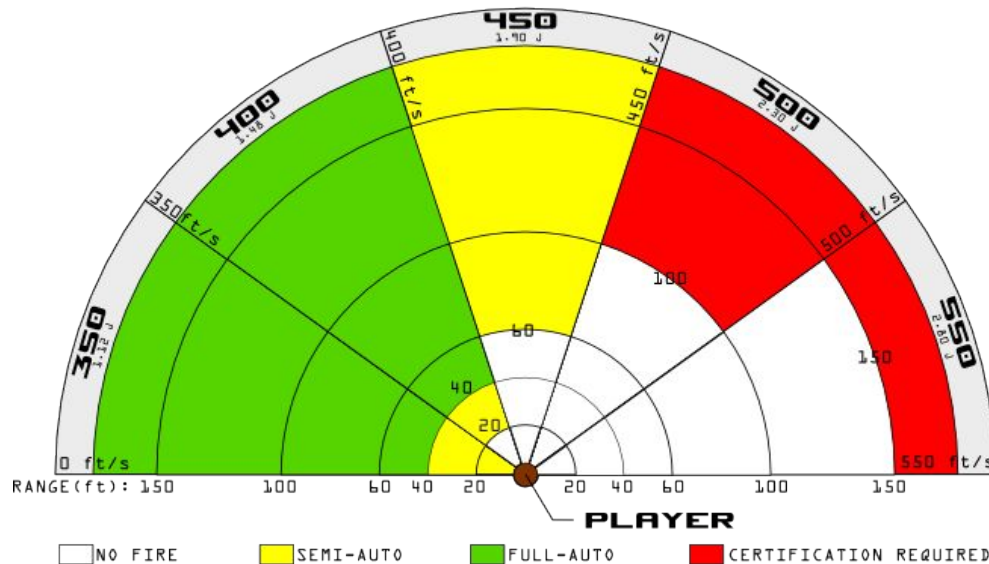
**7.6** Weapons shooting over the above-listed limits will be removed from play.

**7.7** Players are permitted to request that admins suspend use of any gun they suspect is shooting over the muzzle velocity limits until verification of its muzzle velocity.

## **8 APPROVED ENGAGEMENT DISTANCES**

**8.1** The club enforces minimum engagement distances corresponding to generally safe firing distances during play. These distances are shown in Table 1.

### **MUZZLE ENERGY LIMITS AND MINIMUM ENGAGEMENT DISTANCES**



*Illustration 1: Engagement Distances by Muzzle Velocity and Rate of Fire (in feet and feet /second)*

**8.2** The LMAG acknowledges that surprises will occur during play but safety is it's overriding concern.

**8.2.1** If an engagement occurs at a range less than the minimum engagement distance for a given gun, the LMAG reserves the right to review the incident and apply disciplinary action.

**8.2.2** If an injury occurs, the LMAG will apply disciplinary action.

**8.3** Players are permitted to discharge their weapons at other players at the ranges shown in Table 1 and Illustration 1.

**8.4** The LMAG encourages players to use close range combat options at close ranges, which generally start at 10 feet:

**8.4.1** switch to lower energy weapon

**8.4.2** Use the mercy rule (section 12.3)

**8.4.3** close the gap and use a "knife-kill" if game rules allow.

## **9 APPROVED SNIPER RIFLES**

**9.1** High energy AEG rifles (Table 1, 450 weapon class) must always shoot in semi-automatic mode; locked-out Full Auto preferred.



**9.2** Admins or Marshals must test and approve any sniper rifle before use at every game or event.

## **10 GUN SAFE PROCEDURE**

**10.1** If one of the following hazardous situations arise, loudly yell “Gun Safe” three times:

**10.1.1** Player gets injured

**10.1.2** Player's eye protection falls from their face

**10.1.3** Non-player without eye protection enters the field

**10.2** A Marshal will relay the call on the radio along with the location of the emergency.

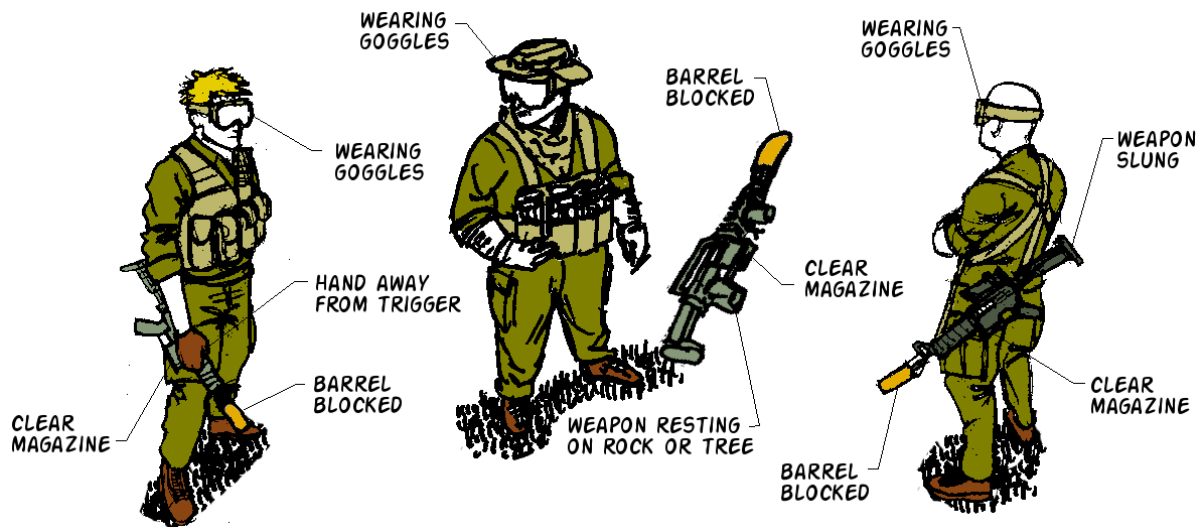
**10.3** Players must render their weapons safe by doing the following:

**10.3.1** remove the magazines from held weapons

**10.3.2** deploy barrel blocking devices

**10.3.3** remove weapon from shooting hand, put rifle down if possible

**10.3.4** holster sidearm



*Illustration 2: Players in Gun Safe situation*

**10.4** To end a Gun Safe situation, an Admin or Marshal must loudly yell and then relay on the radio “Clear Field Weapons Free”.

## **11 GAME ADMINISTRATION**

**11.1** The LMAG will host a game with a minimum of two club Admins or Marshals. An Admin or Marshall may request a player to help and act as a de facto Marshal for the event.

**11.2** Side-games are prohibited.

- 11.3** The LMAG will present a safety meeting to remind players of the rules and safety procedures for a game or event.

## **12 GAME PLAY**

### **12.1 Blind Firing Prohibited**

- 12.1.1** Players are only permitted to shoot when their weapon is properly held and aimed.



*Illustration 3:  
Sighting along gun  
(from ad for Combat  
South, UK)*



*Illustration 4:  
Sighting through  
sights (Airsoft Intl,  
August 2008)*

- 12.1.2** The target must be sighted along the weapon or through the sights.

### **12.2 Hits**

- 12.2.1** A hit occurs when a player or their attached equipment is impacted by a BB shot directly from a weapon in play during a game, even when shot by a team mate.

- 12.2.2** If a player is hit they are considered disabled or dead.

- 12.2.3** The following situations also count as hits:

- 12.2.3.1** Touch from an Approved Rubber Training Knife (eg. COLD STEEL)

- 12.2.3.2** BB's from Tornado Airsoft grenade or Airsoft claymore within a 15-foot radius or within a room

- 12.2.4** Hits on guns are considered “gun hits” and render the gun disabled for game purposes.

- 12.2.4.1** The player may continue to use a secondary weapon or otherwise stay active on the field.

- 12.2.4.2** Hit weapon will only be reactivated when the player respawns.

- 12.2.4.3** If your weapon has been hit, you may borrow a dead player’s weapon if the owner allows it. The dead player may drop their weapon where he was hit so the live player may retrieve it.

- 12.2.5** When a player is hit, they must yell “HIT” and raise their arms.

- 12.2.6** To indicate that they have been hit and are dead while leaving the active play area or field, players may:

**12.2.6.1** Hold their arms up

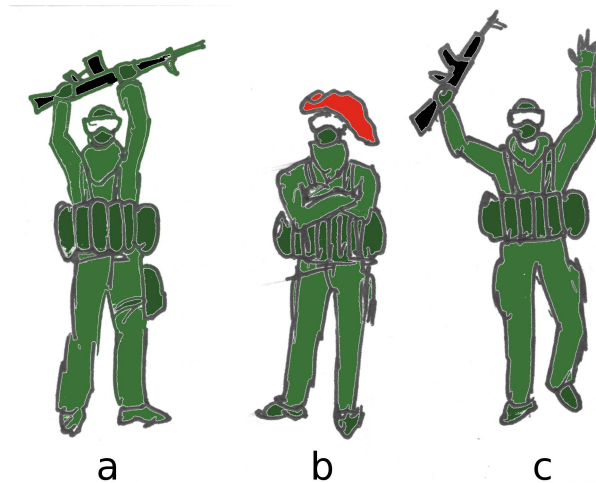
**12.2.6.2** Display a “kill rag” conspicuously

**12.2.7** Kill rags are bright pieces of cloth used to indicate a hit or dead player.

**12.2.7.1** Display a kill rag prominently so that it is visible from a maximum number of directions, such as on the head.

**12.2.7.2** The ideal kill rag colour is RED.

**12.2.7.3** Kill rags are mandatory for MILSIM's.



*Illustration 5: Examples of "dead" players, (b) has a kill rag*

**12.2.8** Other players may continue to shoot at any player who is walking around without indicating their “dead” status.

**12.2.9** Clean Kill Procedure

**12.2.9.1** In the heat and rush of a game it is possible not to feel “hits” beyond 50% of a gun's range. The shooting player may call a “clean kill” hit if they can actually SEE the BB's physically hit the target player.

**12.2.9.2** The shooting player must be able to distinguish that the BB's are hitting the target player.

**12.2.9.3** The shooting player puts on his kill rag, approaches the target player, and advises the target player he's claiming a clean kill.

**12.2.9.4** Both players are considered hit.

**12.2.9.5** Clean kills are unchallengeable.

**12.2.10** If a player fails to identify their target and shoots a member of their own faction or team during a game, they must call themselves hit and allow their team-mate to continue playing.

## **12.3** Mercy

- 12.3.1** If you are within 10 feet of an “enemy” player AND you have a clear & unobstructed view, you may call “MERCY”.
- 12.3.2** As you have a clear & unobstructed view of the player, the mercy is an automatic kill unless the player chooses to challenge your call, at which time you are free to defend yourself.
- 12.3.3** Players must aim shots at this distance at the body and must ensure that the quantity of shots is not excessive.
- 12.3.4** Mercy kills from behind are unchallengeable.

## **12.4 Dead Players**

- 12.4.1** Dead players are prohibited from providing hints or clues to active players.
- 12.4.2** Dead players are prohibited from discharging their guns while waiting on the sidelines or in a respawn area.

## **12.5 In and Out of Bounds**

- 12.5.1** All players must stay “in bounds” at all times during game play
- 12.5.2** Circumventing field boundaries as indicated is prohibited unless stated as a condition for a particular game.
- 12.5.3** Field boundaries are indicated by flagged ropes and barbed wire fences.
- 12.5.4** If a player inadvertently leaves the field they must respawn at a designated respawn location.

# **13 AIRSOFT SPECIALTY DEVICES**

## **13.1 Hand Grenades**

- 13.1.1** Airsoft Innovations Tornado gas-powered grenade is the only active device currently permitted. An alternative passive or symbolic grenade (eg. tennis ball) may be used if agreed upon by event organizers and players, depending on the event.
- 13.1.2** Players are only allowed to deliver grenades underhand:
  - 13.1.2.1** grenade must be rolled, tossed or lobbed underhand in a safe manner
  - 13.1.2.2** maximum allowable toss distance is 20 feet
  - 13.1.2.3** grenade must be directed to avoid striking unprotected heads
  - 13.1.2.4** delivery of grenades directly at other players is prohibited
- 13.1.3** Players receiving a grenade are prohibited from trying to return the grenade before it detonates.
- 13.1.4** Any player hit with a BB is "hit".

## **13.2** Distraction Devices

**13.2.1** Distraction devices are prohibited from general play.

**13.2.2** Distraction devices may be used by event organizers during special events for story effects only.

## **13.3** M203-Style Launchers using Bbs

**13.3.1** Any commercial launcher using “M203” shells on the market is allowed.

**13.3.2** Any commercially available shell is allowed.

**13.3.3** Minimum engagement distance for shooting BBs from “M203” shells is as for AEGs (Table 1)

**13.3.3.1** Players will only employ BB's in “M203” shells.

**13.3.3.2** BBs shot from a shell must hit a player to be considered a “hit”.

**13.3.3.3** Players will aim low when using these shells against other players in Semi-Auto Engagement Distance (Table 1).

## **13.4** Rocket Launchers

**13.4.1** Launchers are prohibited during general game play.

**13.4.2** Launchers using nerf rockets may be used in special events under the approval of the Admins or Marshals present.

## **13.5** Mines

**13.5.1** Any commercially available claymore is allowed.

**13.5.2** Players will only employ safe ammo loads to these devices, such as BBs, dried peas, popcorn kernels. Rocks or other sharp objects are prohibited.

**13.5.3** Approved detonation methods:

**13.5.3.1** remote-detonated

**13.5.3.2** decoy item

**13.5.3.3** other activation system that will not trip or cause a player's movement to be restricted

**13.5.4** Any Player hit by a BB is considered “hit”.

# **14 EXPLOSIVES AND SMOKE**

**14.1** All explosives are prohibited.

**14.2** Explosives include, and are not limited to flares, fireworks, firecrackers, and bear-bangs.

**14.3** Commercial smoke bombs and grenades may be permitted at the discretion of the admins and Marshals unless dry conditions prohibit their use.

## **15 DRUGS AND ALCOHOL**

**15.1** Drugs and alcohol are prohibited at LMAG games and events before the end of the game or event.

**15.2** The LMAG will enforce this rule with zero tolerance.

## **16 PICTURES**

**16.1** If you are taking pictures of games, please keep in mind that players who are alive might not want you pointing the camera at them. It gives away positions and can cause confusion to some players. Try to stay out of the field of fire and look as conspicuous as possible so everyone on the field knows what you are doing.

**16.2** Use a kill rag, safety vest, hunter orange cap or some other conspicuous item to indicate you are not a valid target.

## **17 INJURIES**

**17.1** When an injury occurs any player can call for a Gun Safe cease fire and game halt.

**17.2** Players will follow the Gun Safe rules (section 10).

**17.3** LMAG members qualified as first aid attendants will tend to the injured player. Other players must give way to qualified first aid attendants.

**17.4** Player must report the following “major” injuries to the Admins or Marshals immediately:

**17.4.1** twisted ankles

**17.4.2** impalement

**17.4.3** BB's embedded in the skin

**17.5** Admins are required to mitigate the injury and inform the field owner of the injury so the field can report it in their incident log.

## **18 VIOLATIONS**

**18.1** Cheating or failure to adhere to the above rules will result in game suspension.

**18.2** If the violation is serious, the Admins will advise all local Airsoft Clubs and organizations.

**18.3** The Admins will apply disciplinary action as needed. Refer to Schedule A, Penalties and Consequences, for a detailed summary of disciplinary actions.

- 18.4** The field owner, the Admins and Marshals have the right to remove any player from game play or field at their discretion.
- 18.5** Any player(s) may voice or report any safety concerns or issues to the Admins or Marshals without penalty.
- 18.6** Admins will carefully consider appropriate action to mitigate the problem.

## **19 ETIQUETTE**

- 19.1** Shooting into water bodies is prohibited, including lakes, ponds, wetlands, creeks and rivers.
- 19.2** Shooting at wildlife is prohibited, including deer, rabbits, birds, amphibians, reptiles, and fish.
- 19.3** Shooting players on bridges as they cross rivers is prohibited. Shooting from bridges is prohibited also.
- 19.4** Wading in Little Campbell River is prohibited.
- 19.5** Carry your litter and garbage with you from the field to waste disposal bins in the safe zone.