

# ASHMORE ESTATES

## Basic Airsoft Rules

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All operators are expected to follow the "[Code of Conduct](#)"

CHEATING WILL NOT BE TOLERATED

- Players must understand that the nature of shooting weapons at each other is inherently dangerous, do not play airsoft if you are not able to assume ALL of the risks involved by putting yourself in harms way.
- Players are required to fill out Liability waivers stating they will assume all risks encountered by participating in this event
- All operators must use Airsoft approved eye protection including hard lens type goggle or glasses that have a tight seal around the face
- All hits to the operator's body count as a kill, including web gear
- Gun hits do not count
- When you are hit call yourself HIT, put your gun over your head or on your shoulder with one hand in the air and then move away from the combat area and return to your teams respawn area
- DEAD MEN DO NOT TALK AT ALL OR HELP LIVE PLAYERS IN ANY WAY
- Dead men do not talk on the radio, not even to say "I'm dead"
- If you encounter an enemy with 5 feet of you, you must call a POINT BLANK.
- If any operators have any disputes, they are expected to resolve them in a gentleman-like manner (Period).

### Detailed Rules

#### FPS:

*Specifications are under consideration call 217-512-9499 or email [skelley@consolidated.net](mailto:skelley@consolidated.net) with questions.*

All course changes depending on players and group, higher FPS is more real but also can be more dangerous left up to moderators of field .

#### Minimum Engagement Distance "MED"

**AEG:** 5 -10 feet depending on field "inside outside" and operators

**Side Arm:** N/A

**Sniper:** 35 - 50 feet depending on FPS use with discretion

All players are given the chance for the "Point blank" rule: meaning if close enough to touch with hand or rifle

#### Safety Gear:

**Goggles, Glasses or mask:** Depending on player which one, but player must have 1 on at all times whenever engaged in game or in staging area. Only allowed to take off when in designated areas by moderators Must meet ANSI approval or Milsim. approval NO MESH GOGGLES and NO READING GLASSES these can break bbs and cause shrapnel into the eye

**Clothing:** Player should have common sense and should wear comfortable clothing to his/her preference if player can take pain then there are no rules on shirts or pants

**Barrel Condoms:** A plug that slides over barrel just like paintball, player should have one if moderator requires them. Weapon shall have the orange end clearly visible .

**Whistle & Glowstick:** When playing night missions Whistle is REQUIRED incase of fall or injury make it easy to locate the player.

#### Hits

- Hits to any part of your body count as a kill.
- Hits to any part of your tactical gear or equipment, such as ammo bags, canteen, and pouches, etc. also count as a kill.
- Ricochets that hit you do not count as a kill.
- Hits to the gun do not count as a kill.

## **Getting Hit**

When you are hit, by all means act it out. Scream, yell, cry for Mama or die with your gun blazing in the air. It all adds to the realism of the re-enactment. Also, if you feel that an operator has made a good shot, by all means compliment him on his marksmanship. When an operator is hit and after acting out his death, should he choose to do so, that operator will raise his hand and or gun over his head and yell "HIT, HIT, HIT" as loudly as possible. It is important to yell "Hit" loud enough so that the enemy can hear you. If you don't, enemy operators may continue to shoot at you. If you have a dead rag, place it on top of your head. This makes it easier for enemies to identify you as a dead man.

## **Dead Man**

When you are hit you become a "Dead Man". A dead man immediately removes himself from the area of action and may not participate in the mission in any way until respawn (the length of this time is announced during your mission briefing). Dead time starts from the moment the operator is hit. Note that for this reason it is important that all operators carry a watch. Once an operator is dead, he will place a dead rag on his head (if available), put his gun over his head or on his shoulder with one hand in the air and proceed to the designated respawn area. The killed operator will move in the direction from which his team started. While moving away, the dead operator will yell, "Dead Man, Dead Man" to let other operators know of his presence. The dead operator must go to the designated respawn area.

## **Dead Man Rules**

- Dead operators must vocally and visibly show that he is dead.
- Dead operators will put a dead rag on their head.
- Dead operators must immediately move out of a combat area.
- Dead operators may not talk to live operators, but may talk to other dead operators.
- Dead operators may not talk on the radio but may continue to monitor their team's frequency.

## **Respawn**

After an operator has been shot and has waited the appropriate amount of time as a "Dead Man", the operator is considered a fresh reinforcement troop and may resume the mission.

## **Airsoft Hits**

Because airsoft BBs strike with only a fraction of the impact of paintballs and do not leave a mark on the clothing, disputes sometimes arise as to whether an enemy operator has been hit or not. In the heat of battle, an operator may sometimes not feel a BB hitting him for several reasons. The most common reason is adrenaline. Sometimes an operator is so focused on an objective that he may simply just not feel the hit. There are many examples of this in real life combat. A soldier may be grazed by a bullet and not notice it until later. Also, when operators are making a run for a flag or for cover, it's difficult for them to feel the hits because they are moving quickly. Equipment such as tactical gear or a tactical vest will also prevent an operator from feeling a hit. However, in most cases, BBs hitting someone's equipment makes a distinct sound, and both operators can usually hear this. This can also happen when someone is wearing heavy clothing, as is often the case during the wintertime. However, hits on clothing are usually more difficult to hear. Also, if you are shooting at an operator at longer ranges, the BB may not be hitting the person hard enough for him to even notice. On the other hand, there may be situations that an operator thinks he has hit his opponent but in reality he hasn't. The most common one is long-distance shot. To the shooting operator it may look like he's hitting his target but in reality his BBs are falling short of their target. In rare cases an operator can miss someone even at close range. In his excitement to shoot his enemy, some operators spray their guns wildly and hit everything but the target, BE HONEST

## **Resolving a Hit Dispute**

First of all, if you think you hit someone, give him the benefit of the doubt. Maybe you didn't hit him. But if you are absolutely sure, then you may call a "Purple Heart" on an enemy. A "Purple Heart" lets an operator know that another operator feels that he has been hit. After a Purple Heart is called the combatants can discuss the hit. In most cases the situation can be quickly resolved. If there is still some dispute then both operators may consider a truce or "Parlay". If the operators still can not agree and start arguing in an unsportsman-like conduct, they will both be ejected from the mission.

**Ignoring Hits**

Operators may sometimes come across a situation where a BB lightly hit the toe of his boot or while lying down a BB hits his butt pack. He thinks that if it was real life the bullet would have just only taken off a part of his shoe but missed his toe. Or that the bullet would have just passed thru his butt pack and miss him. So he thinks that hit really doesn't count and continues his mission. In airsoft re-enactment operations, any hit, no matter how seemingly minor, is a clean kill (except a gun hit).

**Cheating**

Because of the nature of Airsoft-based re-enactment, the opportunities for cheating are somewhat common. CHEATING WILL ABSOLUTELY NOT BE TOLERATED. Anyone caught cheating will be grounds for immediately dismissal from the operation and that person may not be invited back to future operations. Let us make it clear that cheating is just not worth it. You may be able to get away with it at first but in the long run people will know who the cheaters are. This person will eventually develop a bad reputation as a cheater and this black mark will follow him for a very long time. Eventually this person will not be able to find any operations in which to participate. So just don't do it. IT'S NOT WORTH IT, NO REFUNDS IF EJECTED!

**Profanity**

No profanity is allowed in anger at any time. (everyone knows it happens just keep it to minimum)

**Physical Contact Prohibited**

No aggressive physical contact is allowed. Anyone that makes physical contact with any other operator will be ejected immediately from the operation and will not be invited back.

ALL AREAS MARKED OFF WITH YELLOW CAUTION TAPE ARE OFF LIMITS PERIOD NO EXEPTIONS!!!

All weapons will have the orange ends clearly visible in order to be eligible for use at Ashmore Estates.