

**FIELD UNITS RULEBOOK**

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## **DRUŠTVO ZA TAKTIČNE IGRE (DTI)**

**Society (team) for tactical games, Ljubljana, Slovenia**

### **General rules:**

#### **Safety first!**

The first and the most important rule. DO NOT take off your eye protection on the field.

#### **Use of real weapons is strictly forbidden!**

There's no reason to bring one. It can be mistaken for airsoft replica, with obviously unpleasant consequences.

- **All optical aiming devices allowed**
- **Nightvision devices allowed**
- **Thermovision devices allowed**
- **Lasers FORBIDDEN**
- **Protective gear check**

Use of eye protection is mandatory. Other protective equipment is optional. Event organizers can test any eye protection with high power point blank shot. (Not that we would do that on your new ESS's.) Non-protective glasses of any kind are forbidden unless they comply with proper ISO or MIL standard.

- **Ammo check**

Only plastic airsoft BB's allowed (no translucent, ceramic, metal etc BBs)

- **Muzzle speed check:**

(Chrono) - There are some nice rules about muzzle velocities for certain type of replica. (See "Regulations for firearm replicas)

- **Vehicles**

Mostly fun, sometimes dangerous (See "Regulations for vehicles)

- **Don't shoot someone without proper eye protection.**

In case that you see someone without eye protection please SHOUT "NO GOGGLES/GLASSES" ("Ni očal" in Slovene).

- **Knives, machetes and other "real tools"**

are not welcome on airsoft events. If you want to carry one it should be IN your backpack. Only exceptions are multitools (Leatherman, Swiss knife,...) which can be carried on belt or platecarrier but only in separate pouch.

- **Pirotechnic elements are forbidden**, unless provided by organizer.

- **ALCOHOL AND DRUGS are STRICTLY FORBIDDEN!**

#### **Respect the field's borders**

Every field has it's borders, rarely with fence that would physically prevent players to cross them. Respect the borders and do not cross them. Trespassing on private lands is not allowed. The owner might even call the authorities. In case of being lost or the borders are not clear, please explain to the owner that we are civilians and there is no need to panic over some (fake) guns. Return within the field limits immediately!

## **DRUŠTVO ZA TAKTIČNE IGRE (DTI)**

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### **Respect "safe zones"**

Shooting from, through or in safe zone is not allowed. When in safe zone be sure you removed your magazine, emptied your chamber and switch the selector to "safe".

Wear death rag, when leaving a safe zone you must first respawn on your respawn location.

Crossing the safe zone to gain tactical advantage over your opponent is not allowed either. During the night operations players that wish to sleep should mark their tent with red light or/and high visibility jacket. By doing that you clearly state that you don't want to play at the moment. It's not possible to be part time offgame and part time ingame. You're either ingame or offgame for the whole night. Respect your own decisions!

### **Don't do any physical changes to the field**

Conditions for using the field are owners right. Players are not allowed litter, shoot at wildlife, damage trees, crops etc. Please bring your chocolate bar wrappers and other stuff to the nearest recycling bin.

- **OPEN FIRE is FORBIDDEN**
- **NO roadblocks on roads, unless organisator approves it**

### **Obey order and discipline in bases**

There is water, toilets in major bases. Charging of portable devices is possible if the base is equipped with the generator. If there is a capsite in your base, please respect the charted area. Each base also have "weapon discharge area", it's not allowed to fiddle with your hopup unit in the middle of the base.

### **Some areas are meant exclusively for the organisers.**

there's nothing interesting happening in there, except angry mobile phone talk.

### **How can you be hit?**

Direct hit in any part of the body, your replica, cloth, gear, backpack or other gear that is connected or held by the player is HIT. There is no such thing as pulling out your secondary because your primary was hit. All gear that is not connected or held by player can be used as cover.

Ricochets don't count as being hit. But beware! Shooting through grass or bushes is not counted as ricochet, although bullets most probably touched some fibers on their way.

Friendly fire is not friendly at all. You are hit.

When you are HIT, **SHOUT** "HIT, DEAD, OUT"

- **PUT ON YOUR DEATHRAG**
- Stand still, call for medic
- **Wounded players**

Because we want to make things seem real we use different techniques of reviving players. (SEE Regulations for medics and respawning)

## **DRUŠTVO ZA TAKTIČNE IGRE (DTI)**

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### **Special types of eliminations:**

Cause, real firefight is much more than pulling the trigger

- **Call for surrender**

When our opponent is just a few meters away and we are aiming at him, we can urge him to "surrender" (Shout "Surrender") If the player responds with "HIT, DEAD, or OUT" he can proceed with standard process. But if he would not surrender and even point his gun towards you, you are allowed to shoot him. (Take into consideration the "minimal engagement distance for certain types of replicas")

- **Silent kill or Knife kill**

When a player comes so close to other player that he can touch him, he can immediately eliminate him with saying "knife kill, silent kill...". The eliminated player is not allowed to shout "hit, dead, out", just silently retreat to respawn location with his killrag on. Reviving by medic is not possible.

- **Wounded execution**

You can "Silent kill/Knife kill" wounded player.

### **There is no verbal hits**

Airsoft replicas are generally accurate up to 40meters. Even if you are 100% certain that you killed that SOB from 100m you might be mistaken. It might be optical illusion and the bb was on the ground long before hitting a target.

Don't be frustrated don't argue, don't curse. And don't even try to think on hitting that player with anything more than bbs. But if possible, remember that player (or player's team) and report him to game master.

### **No hostages**

Hiding behind dead, observers, or other peoples that are not directly involved in fight is considered taking hostages and is not allowed.

### **Non-game civilians**

If spotted on field SHOUT "Civilians, CEASE FIRE or STOP FIRE..." and stop the game.

No moving, no reloading, just freeze the time.

If the civilians have no intention of moving away call the gamemaster.

## **DRUŠTVO ZA TAKTIČNE IGRE (DTI)**

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### **Unwanted physical contact with other player is forbidden.**

Holding, pulling or dragging opponent's gear, replica or himself is not allowed.

Player that participates in LARP missions must state that physical contact is not his thing and is willing to follow verbal instructions.

### **Avoid causing pain**

Avoid shooting from minimal distance, If it's possible try to offer surrender to the player. If shooting can't be avoided shoot in the legs not in the head!

Cease fire as soon as the player call his hit.

### **Dead don't talk**

Eliminated players are not allowed to communicate with the live ones. Gamemasters are not allowed to give any hints or instructions to the players.

### **LARP (Live Action Role Playing)**

When you face the situation to play a certain role you have three options:

#### **I-don't-like-LARP:**

There's always a way to become "dead" player. Find nearest opponent and have yourself shot.

#### **I want little LARP:**

Obey verbal instructions and pretend that they are physical actions.

#### **LARP? Bring-it-on!**

Unless yours or your opponents actions violates the rules, and the opponent is willing to collaborate there is no limit on what you can be or do. Try it!

### **When the game is on, it will not stop**

After the start, there is not many reasons to stop the game. Players that cannot continue to play can leave the game at any time. The player who have technical problems with their gear can go into Safe zone, fix the gear and then come back into game. When leaving the game zone you are always treated as "eliminated player".

### **Gamemasters decision is final**

True or false, gamemaster's decision is always the only one.

### **Respect the rules and etiquette**

Avoid getting personal. It's just a game.

**BEWARE: Violation of the rules can lead to game ban. If the violation is severe the game ban can befall on entire team.**

## **REGULATIONS FOR FIREARMS REPLICAS :**

**Only airsoft replicas are allowed! All muzzle velocities are measured with XCORTECH Chrono and 0.2g bbs**

### **Allowed types:**

- AEG
- CO2
- Green Gas/propane
- Polar Star with "**competition valve**"

### **Non-allowed types::**

- Polar Star without "**competition valve**"
- 

### **Replicas of bolt action sniper rifles (SR)**

- Replica is bolt-action only
- Replica is longer than 100cm
- Replica uses minimal 3x optical magnification
- Muzzle velocity max. 183m/s
- Minimal engagement distance 20m
- Possesion of secondary replica is obligatory

### **Replicas of semi-auto marksman's rifles (DMR)**

- Replica is semi-auto only
- Replica is longer than 100cm
- Replica uses minimal 3x optical magnification
- Muzzle velocity max. 153m/s
- Minimal engagement distance 15m
- Possesion of secondary replica is obligatory

### **Replicas of squad automatic weapons (SAW, LMG)**

- Muzzle velocity max. 138m/s
- Minimal engagement distance 10m
- Possesion of secondary replica is obligatory

### **Replicas of assault rifles (AR)**

- Replicas of weapons that use "rifle rounds"
- Muzzle velocity max. 122m/s
- Minimal engagement distance 0m (please, consider "SURRENDER" option)

## **DRUŠTVO ZA TAKTIČNE IGRE (DTI)**

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### **Replicas of secondary weapons (SMG, PDW, handguns)**

- Replicas of weapons that use "pistol rounds"
- Muzzle velocity max. 101m/s
- Minimal engagement distance 0m (please, consider "SURRENDER" option)

### **Allowed magazine types and rounds capacity:**

- SR – midcap (100)
- DMR – midcap (100)
- LMG – boxmag (2400) or hicap (600)
- AR – midcap (600)
- SMG/PDW – midcap (600)

**Replicas are checked before the start with chrono (muzzle velocity) and physically for suitable classification.**

### **ATTENTION: NIGHT TIME OPERATIONS:**

- when shoot must be illuminated (muzzle flash effect)
- Illumination must not be lower than 100lm
- each player must illuminate his own shoots
- Illuminating more than one replica with one source of light is not allowed
- By using 100% mixture of tracer bbs and working tracer unit you are allowed to skip the "shot illumination" rule

**It's not allowed to alter replica mechanics with purpose, or cause of changing it's muzzle velocity!**

**REGULATIONS FOR MELEE WEAPONS REPLICAS:**

**Allowed types:**

- Made from soft rubber or foam or other soft material.
- Hand can be used as knife (see "Silent/Knife kill)

**Non-allowed types:**

- Made from unsuitable materials (plastic, hard rubber, metal, wood...)
- The shape of the melle weapon does not represent its realsteel counterpart

## **REGULATIONS FOR VEHICLES:**

**Use of the vehicles is possible only by registrating them with organiser!**

### **Safety:**

- Max speed is 30km/h
- Organiser is not responsible for the damage on vehicles
- Organiser is not responsible for the damage made by vehicles
- Vehicles must allways have daylights turned on

### **Types of vehicles:**

- Battle
- Transport

### **Battle vehicles:**

- Must have turret or a mount for machinegunner
- Can be destroyed only by the means provided by organiser (RPG,...)
- Destruction of vehicle can include only vehicle or vehicle with crew
- After the destruction, vehicle must return to vehicle respawnpoint with visable deathrag
- Destroyed battle vehicle IS NOT transport vehicle.

### **Transport vehicles:**

- Can be destroyed only by the means provided by organiser (RPG,...)
- Destruction of vehicle can include only vehicle or vehicle with crew
- Can be pinned down (stopped) with larger ammount (30) of shots from replicas
- If vehicle is pinned down IT STOPS
- Pinned down vehicle can SLOWLY (5km/h) retreat, using the reverse gear, back where it came from
- After the destruction, vehicle must return to vehicle respawnpoint with visible deathrag
- Uničeno bojno vozilo NI transportno vozilo

**Military Vehicles (real military vehicles)**

- **Obey vehicle commander's orders**
- **Movement around vehicles:**
  - It's forbidden to climb on the vehicles, unless commanders permission is given
  - Safety distance for maneuvering vehicles is 15m
  - When moving, walk only in front or behind vehicle
  - Minimal safety distance from blank-rounds firing support automatic weapon is 15m
  - If safety equipment (ear protection) is used, there is no safety distance, but only at your own risk
  - Shooting at the vehicle is not prohibited, but it does not have an effect
  - Vehicle crew is unarmed
  - Shoting at the vehicle crew is major violation of the rules!
- **Embarking on military vehicle:**
  - Vehicle commander gives orders to embark/disembark
  - Inside the vehicles helmets must be worn at all times
  - Your limbs and fingers should not interfere with doors, latches...
  - When the APC ramp is in movement all players must sit down
  - Keep your replicas pointed in safe direction
  - Intentional or unintentional discharge of replica inside vehicle is major violation

## DRUŠTVO ZA TAKTIČNE IGRE (DTI)

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### REGULATIONS FOR MEDICS AND RESPAWNING I (less than 24h events)

#### Needed gear for every player:

- High visibility jacket (Death rag), at least 50x50cm, preferably orange
- All colours except bright orange or yellow are forbidden

#### Reviving procedure:

- Player is hit, put on his death rag and shout for medic
- When a live player moves wounded player he **cannot run**
- Bleedout time is 5min
- Player stabilisation: Live player can, with physical contact (reach of the hand), extend bleedout time for 5min, max. 10min combined with standard
- **Medic** (1/5 persons), revives with physical contact for 1min
- During reviving medic must be one stage elevated above eliminated player (If eliminated is laying medic must be at least kneeling...)

**If you are unsure how to be revived you can choose 1h respawn in HQ.**

## DRUŠTVO ZA TAKTIČNE IGRE (DTI)

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### REGULATIONS FOR MEDICS AND RESPAWNING II (more than 24h events)

#### Needed gear for every player:

- High visibility jacket (Death rag), at least 50x50cm, preferably orange
- All colours except bright orange or yellow are forbidden
- bandage
- chem-light or flashlight (night operations), **red**
- **ONLY MEDIC**: 10x medical diagnose card (**You get them in base**)

#### Reviving procedure:

- Player is hit, put on his death rag and shout for medic
- Bleedout time is 10min
- When a live player moves wounded player he **cannot run**
- Live player can extend bleedout time for 10 more minutes (stabilisation):
  - Remove reflexive vest from wounded player
  - Lay down wounded player on his hip, as you would lay down unconscious person
  - Wounded player is now stabilised
- When a medic arrives he will present to wounded player his injury
- Medic will treat a wound according to his medical diagnose card
- Player must respect possible disabilities
- If a player is hit during stabilization period he must leave for respawn
- If a player is hit during recovery period he must leave for respawn
- After the recovery time player can remove his bandage
- Use of helmets, body armor, and limb armor can reduce recovery time

**If you are unsure how to be revived you can choose 1h respawn in HQ.**