

Rules of Engagement

Basic Requirements

You must be 16 years of age to participate in a BoE hosted event or 14 years old if accompanied by a participating legal guardian.

- ANSI approved eye wear
- Boots
- Water on your person
- Military uniform or Loadout

General Game Play

Calling Your Hits

All hits count. If you are hit with a BB you must yell "OUT!" Quickly cover your mouth and raise your hand in the air and immediately leave the field or re-spawn.

Ricochets, shots through the bushes, banked shots, floaters, friendly fire, gear and weapon hits all count. If you do not call it you are cheating!

There are no surrenders at BoE hosted operations.

Default Magazine Restrictions

Operators are allowed only 1x High Capacity Magazine (reservoir and winder) on their persons during any game. High capacity magazines may not be reloaded in the field unless at a designated reloading point (re-spawn, off field etc.)

OR

Operators are allowed unlimited amount of mid-capacity magazines (top load, no winder). These magazines may be reloaded in the field unless otherwise specified.

No combination of the above two is allowed!

Weapons Classes

Weapons classes are designed to add realism into our Airsoft games. Each class has a specific maximum power rating and minimum engagement distance. These engagement distances are FIRM. If you intend to or think you might be engaged under your minimum distance for your AEG, you must draw a secondary weapon or knife, or if

you do not have those, you must withdraw and re-engage. All FPS measurements are with .20 gram bbs!

Knives

ONLY COLD STEEL TRAINING KNIVES ARE APPROVED FOR USE AS A KNIFE.

Minimum Engagement: 0 feet/none

Special Rules: You must use a training knife in order to obtain a knife kill. Simply tap out or "butter" your opponent anywhere on his body and he is out. Stabbing is not allowed.

Secondary Weapons

Max FPS: 320 FPS

Minimum Engagement: 5 Feet

Special Rules: Semi or burst only (1 shot, multiple projectiles). Low caps or mid caps only. 25 rounds per magazine max. Multiple Secondary weapons may be carried simultaneously.

Weapons classified as "secondary":

- Shotguns
- Spring, gas blowback (GBB) or automatic electric pistols (AEP) (Semi only)
- Grenade launchers such as M203 (30 foot minimum engagement distance)
- Shoulder fired anti-armor weapons such as LAW or RPG
- Hand grenades
- Claymores

Primary Weapons

Only 1 primary weapon is allowed per person. Your primary weapon may be switched during re-spawn. Sharing or swapping your primary weapon during game play is prohibited.

SMG (Sub Machine Gun) Class:

- Max FPS: to 320 FPS
- Minimum Engagement: 5 Feet
- Special Rules: Must shoot semi under 20 feet.

Assault Class:

- Max FPS: 321 to 450 FPS
- Minimum Engagement: 50 feet

Support Class:

- Max FPS: 321 to 450 FPS
- Minimum Engagement: 50 feet
- Special Rules: Must have box mag and bi-pod, exempt from magazine restrictions.
- Operator must take a knee or deploy bi-pod on any surface to shoot.
- 1 support weapon per 6 players minimum.

MBR Class (Main Battle Rifle):

- Max FPS: 451 to 600 FPS
- Minimum Engagement: 100 feet
- Special Rules: Can shoot semi automatic on the move. Must be prone or bipod deployed to fire full automatic. Approval from BoE required.

Sniper Class:

- Max FPS: 600 to 750 FPS
- Minimum Engagement: 150 feet
- Special Rules: Can shoot semi only. Approval from BoE required.

Game-Specific Rules

Flag Under Fire

To eliminate game confusion BoE institutes a “flag-under-fire” rule in any game using flags. If a flag or re-spawn position is contested, then no one will be able to use the area as a re-spawn point. If you are within 50 feet or have a clear line-of-fire on a flag position, you may yell “Flag under fire!” at anyone attempting to use that position to re-spawn.

If you hear someone call this out and flag is clearly under fire, then you must move to your next re-spawn point. If you do not have another re-spawn point, then you must move 100 feet away from the flag until flag ownership is determined.

Night Operations

The rules for night operations are the same with the following exceptions:

- Sniper and MBR class weapons are not allowed after dusk for safety reasons.
- All AEGs MUST have a tracer unit OR a flashlight mounted on the weapon which is turned on when firing.

- Tracer BB mix is 100% tracers of any color.

Clear or yellow lens ANSI approved eyewear is required.

Medic Rules

- Number of Medics: There can only be 1 medic per squad (or 1 medic per 6 players max).
- Bandages: Medics will be required to carry a medic bag (bag with a cross/any type of bag that can be carried and removed from the medic). The medic bag will contain pre-cut bandages with red paint or dye in the center (non-staining) to add to realism. When a teammate is hit, the medic must wrap the bandage on the area of the body hit. If you are hit in the shoulder, wrap the arm; if you're hit in the ass, wrap the leg.
- Dragging: To be moved while you're immobile, you will need the help of a teammate. Your teammate must have both of his hands on your shoulders at all times in order for you to move. Two teammates can use one hand each/ and shoot if needed. Any team member can move you, not just the medic.

Medic Hit Rules (rules only apply to Medic Games)

- If you are shot before/during a medic heal, you must take the shots. If you are out, you're not allowed to give intel to your teammates (i.e. Dead men don't talk). At anytime you can choose to re-spawn by calling 'OUT!'
- Single Hits: If you are hit in the head, neck or torso: You can consider yourself out. Instead of calling "HIT!" you will call "OUT!" *Please be LOUD when announcing to avoid being shot again.* If you are out you will raise one or both of your hands in the air (with or without your rifle) and immediately leave the field to re-spawn or otherwise.
If you are hit in the arms (one or both) you will call "HIT!" You can no longer shoot, but you can move at will.
If you are hit in the legs (one or both) you will call "HIT!" If you are shot in the leg/legs you must stay where you were shot -- lay down, take a knee or sit. You cannot move until you call yourself "OUT!", or you are healed by a medic. You are allowed to use your weapons.
- Multiple Hits: If you are sprayed and are shot in both the legs and the arms but not killed, you will call "HIT!" You will not be able to move or shoot; all you can really do is call for medic. If you are hit multiple times (shot in different areas e.g. left arm and right leg) the medic must wrap a bandage *on each area* that is hit in order for you to get back into the game.

- Gun Hits: Hits to your gun during game play will require you move back to your re-spawn, this will not count as a re-spawn, but a resupply.
- Hits While Wearing Bandage: If you are hit anywhere (including gun) while wearing a bandage you are automatically out.

Building Engagement Rules

- Engagements outside of buildings: Operator must acknowledge weapons minimum engagement when approaching any building structure. You may call "breach" when you have moved within 50 feet of a building. This is to alert building defenders to switch to secondary weapons.
- Engagement within buildings: 320FPS or less is allowed within buildings on semi automatic only.

Vehicle Rules

Vehicles may be used during gameplay, but will be used on a game specific basis. Game specific vehicle rules will be briefed when appropriate.

Real Steel

Real steel use will be permitted before or after operations based on game day specifics. Inquire with BoE personnel before firing real steel weapons at any event.

