

# Rules of Engagement

## Age Requirements

You must be at least 16 years of age to participate in a B.o.E hosted event.

## Required Personal Protective Equipment (PPE)

ANSI approved eyewear is REQUIRED while in the game field at all times. Other suggested (but not required) PPE are: mouth-guards, face masks, gloves, etc.

## Ammunition Restrictions

All weapons on the field will have ammunition restrictions unless otherwise stated in weapons classes. One high capacity magazine allowed on you at a time. High-caps must be reloaded at spawn only. Unlimited mid or low capacity magazines which may be reloaded in the field.

## 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, since there are no surrenders. 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.

## Knives

Minimum engagement: 0 feet/none

Special Rules: You must use a Training knife in order to obtain a knife kill. Only Cold Steel Training knives are approved for use. Simply tap out your opponent anywhere on his body and he is out. Stabbing is not allowed.

## Secondary Weapons

Max FPS: to 320 FPS with .20 weight BBs

Minimum engagement: 5 Feet.

Special Rules: Semi or burst only (1 shot, multiple projectiles). Low caps or mid caps only. High caps are not allowed on secondary weapons.

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 with .20 weight BBs

Minimum Engagement: 5 Feet

Special Rules: Must shoot semi under 20 feet. Are allowed to engage within buildings only on semi.

### Assault Class:

Max FPS: 330 to 450 FPS with .20 weight BBs

Minimum Engagement: 50 feet

Special Rules: Assault class AEGs cannot engage within buildings.

### Support Class:

Max FPS: 330 to 450 FPS with .20 weight BBs

Minimum engagement: 50 feet

Special Rules: Must have box mag and bi-pod to be considered support class. Can shoot semi only when moving, must deploy bi-pod on any surface to shoot full auto. Support class cannot engage within building. 1 support weapon per 6 players maximum.

### MBR Class (Main Battle Rifle):

Max FPS: 451 to 600 FPS with .20 weight BBs

Minimum Engagement: 100 feet

Special Rules: Can shoot semi only. One second between shots. MBRs cannot engage within buildings.

### Sniper Class:

Max FPS: 600 to 750 FPS with .20 weight BBs

Minimum Engagement: 150 feet

Special Rules: Can shoot semi only. One second between shots. Snipers cannot engage within buildings.

## **Building Engagement Rules**

The same minimum engagement distances apply to buildings. Only SMG class AEGs and pistols are allowed to engage within buildings.

Example: if you are using assault class, you can engage enemies inside buildings at 50 feet or greater. If you move in closer than 50 feet or enter a building, you must engage with a secondary weapon or SMG.

Example: if you are using assault class and are inside a building and engaging targets outside the building you can engage targets out to 50 feet. If you engage your targets within 50 feet you must change over to a secondary weapon or SMG.

## **Calling Hits and Calling Out**

To add to realism, anytime you are hit but not killed you are fair game. It is up to your opponent to leave you, kill you, or use you to draw in a medic. If you are shot before/during a medic heal, you must take the shots. Being injured does not make you immune to the opponent's fire. On the flipside, as long as you are in game, hit or not, you will be allowed to give intel to your teammates. If you are out, you're not allowed to give intel to your teammates (i.e.: dead men can't talk). At anytime you can choose to re-spawn by calling 'OUT!' (ex: if no medic is around or if you are sure you will just get shot again anyhow)

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, either 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 use call for medic. It is up to you whether you would like to stay in and wait for medic, or call yourself out. If you are hit multiple times (shot in different areas ex: 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.

Hits that do not count: All hits count. Ricochets, through the bushes, banked shots and floaters all count. If you do not call it you are cheating!

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.

## **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 your hit in the ass, wrap the leg.

Medics will have a limited supply of bandages (amount depending on game). Once this supply is exhausted, the medic can no longer bring hit players back into the game. If a medic is taken out, he cannot resupply bandages on a re-spawn.

Medic Bags: B.o.E medics will be issued a medic bag. Non-B.o.E teams are required to provide their own medic bag/bags to fill the medic position on their team.

Dragging: This rule will be used to address 'dragging'. No one really wants to be physically dragged over rugged rocks and cactus, therefore, to represent dragging, we are using these rules: 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. If you are being moved, you cannot use your weapons. Also, any team member can move you, not just the medic.

## **Night Operations; Special Rules**

All rules 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 are required.

## **Miscellaneous Rules:**

- Real firearms are only to be used during meal breaks or after the game.
- Official military dress of some kind must be worn to distinguish from civilians.