

ADRENALINE Airsoft BIG GAME RULES OF PLAY

All participants *MUST* sign a waiver. Players aged 10 to 17 require a parent/guardian's signature on the waiver. All players, non-players, and media personnel must sign a waiver to enter the field. **By signing the waiver, players acknowledge that they have read the rules below.**

1. FIELD RULES

1. **Event ammo Only:** cool burning /approved pyrotechnics only. Players found breaking this rule will be ejected without a refund.
2. **Masks** must be unaltered, provide full seal eye protection, have undamaged lenses, and meet all ASTM requirements. Players lifting their masks or breaking the seal against their face will be penalized or ejected without a refund. Players under 18 must use approved full face protection
3. **No alcohol or drugs** allowed at any time.
4. **Barrel Blocking Devices (BBDs):** Barrel blocking devices must cover the end of players' barrels in all non-play areas — *NO EXCEPTIONS*.
5. **Velocity/Chrono:** Guns must chronograph at or below 1.5 joules. 6. **Maximum BPS = 12.5, Semi-auto only** (One shot per trigger pull *AND* release). 7. **Hit Checks:** If unsure about a hit, ask a referee for a check. If you ask for a check on another player and that player is clean, the ref will call *YOU* out. 8. **“Dead Man Talking:”** Communicating in any way after being eliminated is not allowed. Do not talk, point, nod, or indicate any information about opposing players to your side after you have been eliminated. Eliminated players doing so will be penalized by refs. 9. **No Blind Firing:** All players must be able to see the tip of their barrel *AND* three meters (about 10 ft.) in front of their barrel.
10. **All rocket launchers, rockets, shields, and melee weapons** must be approved by the Head Referee or Game Boss before entering the field.
11. **Referees** are not there to interpret these rules for you, they are there for your safety and to ensure the game mechanics operate smoothly. If you have questions or if something is not clear, *ASK YOUR GENERAL, XO's, or the Game Boss* for clarification.
12. **Penalties:** Referees' calls are final. Arguing with refs will not reverse a call on the field; instead, ask the ref for their ID Number and direct any questions to the Game Boss. 13. **Any aggressive behaviour** or physical contact with players or staff is strictly prohibited. Failure to follow this rule will result in ejection from the event without a refund. Offenders may also be banned from the property and could face arrest by local law enforcement. 14. **No unsportsmanlike conduct** such as disregarding rules or staff's directions, arguing or threatening others, using vulgar language, cheating, or general bad behaviour. 15. **Boundary Tape:** *DO NOT* cross or shoot over the boundary tape or safety nets. Do not use any safety netting or tapelines as bunkers or for cover.

2. REFEREES

1. **Referees** will each have an ID number and will penalize players who are being unsafe or breaking any of these rules. Penalties referees can assess are outlined below:
 - 1.1. **Verbal Warning:** Refs will address the player, record their Player Card number, and explain the infraction. No penalties are applied for warnings.
 - 1.2. **First Judge Punch:** Refs will call the player out, hole-punch their Player Card, and apply a negative 50-point penalty to their side's score.
 - 1.3. **Second Judge Punch:** Refs will call the player out, hole-punch their Player Card,

apply a negative 150-point penalty to their side's score and eject the player from the game without a refund.

- 1.4. **Prize Disqualification:** Any player with a Judge Punch on their Player Card is automatically disqualified from winning prizes or awards.

Airsoft BIG GAME RULES

3. PLAYER CARDS

1. **All players** must wear their Player Card and wristbands from their Player Packs to play the event. Player Cards should be easily accessible to referees and medics. Player Packs are obtained at registration and contain everything required to play.
2. **Judge Punches:** Player Cards have two spaces for Judge Punches. Referees will hole-punch these spaces when players are found breaking rules or being unsafe.
3. **Chrono Punches:** A referee will punch out the Chrono Space on the Player Card before each round. Players found shooting faster than the allowed speed or without the correct Chrono Space punched out on the Player Card will be penalized.
4. **Players found not wearing Player Cards** on the field may be penalized by referees.
5. **If lost, Player Cards can be replaced for \$2.00.** Medic Cards with more Medic Spaces are free and can be obtained from your General when needed.

4. TEAM IDENTIFICATION

1. **Player Tape:** Each Player Pack includes coloured surveyor tape that matches your team's side. Attach at least fifteen centimetres (about 6 in.) of the tape to your mask. It **MUST BE VISIBLE AND EASILY IDENTIFIABLE**. Other types of identification are allowed, (armbands, coloured duct tape, etc.) provided it is clear what side you are on.
2. **Hiding or misrepresenting** your team identification in any way is not allowed.

5. ELIMINATING MARKS

1. **Direct hits are eliminations.** Bounces do not count.
2. **Calling Yourself Out:** Put your marker in the air, loudly yell "**HIT!**" or "**OUT!**" and leave the field by the safest and most direct route. Do not "scout" enemy positions or objectives. *Putting on your BBD* is the best way to show that you have been eliminated.
3. **To respawn,** return to your base, wipe any old hits, and touch the *RED perimeter* tape.

6. NO ALLIANCES

1. Any form of alliance will result in both participating sides receiving a negative 150-point penalty AND losing control of four flag stations. These eight flags will be changed to the colour of the side that was *NOT* part of the alliance and scored as such.

7. RADIO USE

1. **No radio spying or jamming.** Players found using channels other than the ones approved by their General will receive a Judge Punch.
2. **Staff Channels:** Do not use frequencies reserved for referees and staff.
3. **Eliminated players** cannot communicate on radios until they have respawned. Eliminated, or *dead*, players talking on radios will be penalized.

8. FLAGS

1. **Red Flags** that are fully pulled indicate Red control.
2. **Blue Flags** that are fully pulled indicate Blue control.
3. **Red & Blue Flags hung evenly** indicate Green control.
4. **At the start of each round** *ONE* player may start at *EACH* flag controlled by your side. All other players must start at their side's base.

9. POINTS

1. **50 - 100 points:** For each completed mission
2. **25 points:** Gold Bars returned to your side's base
3. **5 points:** Flag Pull
4. **5 points:** Flags up on the 30-minute mark

10. GAME STORE

- | | | |
|---|----|---|
| 1. \$500 Extra medic for the round | 2. | 5. \$200 Buy a mission. It will be worth at least 50 points. |
| \$500 Control mercs for 20 mins | 3. | 6. \$200 Early Intel: Get missions 10-mins earlier |
| \$400 Change control of a flag | 4. | |
| \$200 Buy a Helo/APC | | |

11. MERCY, SURRENDERING, AND THE "10 FOOT" RULE

1. **No Surrender Rule:** The *10-foot Surrender or Mercy Rule* is *NOT* in effect.
2. **Offering Mercy:** Mercy should be offered to opponents caught "Dead to Rights." To offer mercy, a player must say "Mercy" or "Surrender" to their opponent. It is recommended to call yourself out if given the option to surrender.

12. MELEE WEAPONS

1. **If you are touched by a melee weapon** described below, you are eliminated, cannot be healed by a medic, and can only respawn at your base.
2. **To use a melee weapon**, touch your opponent with it (gently!) and say either "mercy" or "surrender" clearly and loud enough for them to hear it.
3. **Players throwing or being overly aggressive** with melee weapons (swinging hard, stabbing, jabbing, or poking) will be penalized.
4. **All melee weapons must be approved** by the Game Boss. No melee weapons longer than 1.25 metres (about 4 ft.) are allowed (spears, pikes, battleaxes, etc).

13. AIRSTRIKES

1. **All airstrikes** must be approved by the Game Boss and are only permitted when a side needs help to get out of a spawn-camped situation.
2. **All players** within the four closest flags to the base (the *Strike Zone*) are eliminated.
3. **Flags** remain the colour they were when the strike was called.
4. **The side that used the airstrike** may re-enter the *Strike Zone* as soon as the eliminated players have been called out by the referee(s) who delivered the airstrike.
5. **After the strike**, opposing players cannot re-enter the *Strike Zone* for ten seconds. Referees will call out ANY players in the *Strike Zone* and ANY players who enter the strike zone before the countdown has finished.

14. ROCKETS & GRENADES

1. **Four (4) rockets** can be used per round, per team. Unlimited from your base. 2. **Approved rockets** can be shot or thrown and must travel at 250FPS or less. 3. **rockets must hit a structure** or bunker and are out of play to all sides once used. 4. **Five Metre Radius:** All players within five meters (about 15 ft.) of the structure that was hit are eliminated and must return to their base to respawn.
5. **Any grenade BBs** on a player's body or equipment is an Elimination and can not be medic'd

15. MEDICS

1. **Medics CANNOT heal** grenade spray, or players eliminated by rockets, melee weapons, and Airstrikes. 2. **Wounded players have 90 seconds to be healed.** After which, they *bleed out* and are eliminated until respawning at their side's base.
3. **Incoming fire has the right of way:** Wounded players can move up to two metres (about 6 ft.), *BUT ONLY* to get out of any direct lines of fire.
4. **Wounded players may not** move toward medics or into bunkers/structures more than two metres away from where they were hit. Players moving more than two metres while waiting to be healed will be penalized.
5. **Shooting wounded players** is considered unsportsmanlike. Players intentionally shooting at players being healed or calling for medics will be penalized.
6. **Healing:** Players call for a medic. The medic must go to the wounded player, punch a hole in their Player Card. The wounded player can then move to a Respawn Location.
7. **Respawning Locations:** Healed players are considered "live" but, can only respawn at Flag Stations controlled by their side; i.e. Red players respawn at Red Flags, Green players respawn at Green Flags etc.. Respawning Flag Stations must be more than fifteen metres (about 50 ft.) away from where the player was healed.
8. **Referees** may call out wounded players whenever safety is concerned or if a player breaks any of the rules above. REMEMBER – A ref's call on the field is final, any questions about a referee's call must be directed to the Game Boss.

16. SHIELD PLAYERS

1. **Shield users may only use a shield and a pistol** (no drum mags) on the side where their side's base is located:
 - 1.1. For example, Blue shield users can only use a shield and pistol on the side of the field with the Blue Base, Red shield users can only play in the Red base's side. 2. **A maximum of two (4) shields** per side are allowed.
 - 2.1. **Shield: Under 0.5 square metres** (6 sq ft.) or smaller
 - 2.2. **Shields** must be 80% clear and approved by the Head Referee or Game Boss.
3. **Shield users are eliminated and MUST respawn at their base if:**
 - 3.1. hit by an Airstrike (*Airstrikes take out ALL PLAYERS in the Strike Zone);
 - 3.2. their shield is hit by a rocket while they're using it,
 - 3.3. their body or equipment is hit bygrenade spray or melee weapons.

Airsoft BIG GAME RULES

17. TRANSPORT HELICOPTERS

1. **Helos are available on a *first-come, first-served* basis** and deploy up to 15 players at a Safe Landing Zone (LZ) all at once. LZs must be at least five meters (about 15 ft.) from Flags or Mission Objectives and cannot be at Flags controlled by an opposing side.
2. **Each side has one free Helo per round** and 10 Helos maximum for the game. 3. **While aboard a Helo, you may be hit by stray shots.** These hits do not count. 4. **Players on board a Helo are out of play.** They may not be shot at and they may not shoot until they have fully disembarked (with the exception of the Tail Gunner).
5. **Helos may not be used as cover** by other players.
6. **Players have 3 minutes to board.** To board, players hold on to the Pilot's rope until they reach the LZ and land. Time starts when the Pilot arrives at the Insertion Gate. 7. **Taking off:** The Pilot will leave the Insertion Gate when instructed to leave, or when the 3-minute boarding time limit is up, even if no one is on board (holding the rope). 8. **If the Helo takes off without anyone on board,** that side must wait 15 minutes before requesting another Helo.
9. **Landing:** When the Pilot reaches the LZ, they will go down on one knee and loudly count out for 5 seconds. All players on board must disembark (let go of the rope) when the Pilot kneels and cannot be shot at during this five-second countdown.
10. **Opponents may not engage disembarking players until** the Pilot stands up. Opposing players shooting at the Helo before the Pilot stands up will be penalized. 11. **Helos have a ten-minute total time limit.** After ten minutes, the Helo runs out of fuel and crashes. All players on board are eliminated and must respawn at their base. The time starts when the Pilot takes off (leaves from the Insertion Gate).
12. **One player at the back of a Helo can act as a Tail Gunner.** Tail Gunners can shoot at players following the Helo. Opposing players are considered *following* if they are within 10 meters (about 30 ft.) of the Helo and are heading in the same direction. Tail Gunners may also shoot during the 5-second landing countdown.
13. **Helos can only be shot down with rockets.** All players *on board* are eliminated and must respawn at their base if a rocket hits the Pilot or passes within two metres (about 6 ft.) in front of the Pilot (crosses the Pilot Ref's path).

18. HELO QUICKSTART MENU

1. **Gather up to 15 players** near the Insertion Gate.
2. **Have a General or XO request a Helo** from the Game Boss and pay for the Helo with Game Bucks or use the free Helo for the round.
3. **Once the Game Boss knows the Helo's destination** they will radio the information to a Pilot who will meet the players at the Insertion Gate to board (hold on to the rope). 4. **The Pilot will take off when players are ready,** or when the 3-minute boarding time-limit is up. Helos may not change destinations after takeoff.
5. **When a Helo arrives at the LZ,** the Pilot will land (go on one knee for 5 seconds) while all players disembark. After 5 seconds, players who disembarked the Helo are in play.

