

Team Task Force Devil – Airsoft Field Combat Rules Set

The following rules are based on a combination of Operation Lion Claws V and Monty's Airsoft Productions and are to be used as guidelines for all TFD outdoor field games. Exceptions, additions and changes to these rules may be made based on future needs as deemed necessary by the members of the team or type of game being played.

General Rules

Airsoft is a game of HONOR. Please call YOUR OWN hits!

Do NOT call opposing team players out. Calling opposing players out is poor sportsmanship and your side will be penalized if a game staff member witnesses the event.

Players caught attempting to cheat will incur penalty points for their side, and may be ejected from the game and may be barred from future team events.

Players who attempt to steal, cause bodily harm, or otherwise break the law will be barred from future team events.

While on the field of play, subordinate players should observe and respect ranks and the Chain of Command (NCO's and Officers).

Ranking players should recognize that TFD events are GAMES. Rank is a tool to provide structure for an enjoyable game. Have fun, and remember you have a responsibility to help your subordinates to have fun as well.

Eye protection must be worn at all times while in a playing area. ANSI rated shooting/ballistics glasses are acceptable at TFD home field events. While at other fields and events, all players must wear what is specified at those locations by the local field host.

If a player loses his eye protection or has a medical emergency, he/she should immediately call "Blind Man." Nearby players should call out to indicate a blind man call. Once the affected player pronounces "All Clear", players should return their previous playing position and yell "All Clear."

NO blind firing. You must be able to see where your gun is pointed as well as your intended target. ***First rule of marksmanship – know what is beyond your target***

At NO time should any player ever touch another player from an opposing team with his own person or any handheld object. Knife kills are permitted with rubber or safety plastic toy knives.

2 HIT RULES

Three hit rule (TFD standard rule) – a player must be hit 3 times by BB's, anywhere in the body other than the head to be counted as out of play. A hit to the head constitutes a "head shot" and renders the player un-playable.

Respawns – In a game where respawns (regeneration, reinforcements, etc.) are utilized each team will have a designated respawn area where a "dead" player must return to before reentering the game. Variations of the respawn rule include; one respawn, two respawns and unlimited respawns during timed matches.

Grenade Hit – A player is deemed “dead” if any airsoft grenade device detonates within 10 feet of the player. Grenades are non-discriminating weaponry and thus a player who throws a grenade can be “killed” by their own grenade. Such instances may occur if a grenade bounces back toward the originating player, the grenade detonates within ten feet of the player or if an opposing player tosses the grenade back at the originating player.

Smoke – Smoke grenades are used solely for smoke screens, waypoint markers and signal devices. Smoke grenades do not affect a player’s playability status.

When wounded by pellet/rocket/grenade/mine, or otherwise wounded/removed from combat, players should immediately do the following:

1. Yell out “HIT” Hold your hands above your head momentarily.
2. Place a red rag on the head or hold one up.

Players should expect to be hit multiple times while doing so - in the chaos of combat most players rarely have split-second trigger control. Assume a non-combative posture and quickly remove yourself from the area (no waiting). Return to your designated regeneration point or “out area”.

3 "BANG BANG!" or "SAFETY KILL"

If a player enters a close range situation where firing his weapon could result in unnecessary harm to an opposing player, AND he/she has the target "dead to rights," yell out "Bang, Bang!" or “Safety Kill!”

"Bang, Bang!" is a safety call ONLY. It is NOT a way of killing someone tactically.

If a player says Bang, Bang! to you, you should honor the call and immediately raise your hands. If said player was particularly sneaky, it is appropriate to honor the kill by "quietly dying" to not give away that player's position. The player who has called the “Bang, Bang” may opt to take his “victim” as a prisoner. Prisoners may be stripped of all weaponry, taken back to the opposing base, questioned, etc. Once a prisoner is taken, the prisoner’s team is allotted 20 minutes to perform a search and rescue operation. After 20 minutes the prisoner shall become a casualty of the match.

Do not use "Bang Bang!" in a situation where it could be disputed by a fellow player. This rule only applies to players within ten feet of each other. DO NOT DO THE FOLLOWING:

EX 1: You see multiple players from a distance, run though the group yelling "Bang Bang!" at everyone.

EX 2: You are hidden behind a bush, and opposed player approaches from the front. You call out "Bang Bang!" before he/she reacts.

4 RE-SPAWN

After being hit, all players should immediately return to their designation re-spawn area. Do not wait unless you have an emergency which prevents you from moving.

PLAYER CLASSES (Rifleman/SAW/Heavy Weapons, Grenadier, Sniper & Assist)

Squads will be composed of riflemen, SAW Gunner(s), Heavy Weapon specialist and Grenadiers.

Your CLASS is pre-determined by your preferred role and load out. However, squad leaders can assign players' classes as they see fit for particular scenarios and tactical purposes.

RIFLEMAN class

Riflemen are limited to standard assault weaponry (i.e. M-16/M-4, AK variants, G-3, G-36, etc.) Riflemen may a maximum of 3 grenades.

SAW class

A SAW gunner may use electric or manual winding magazines (box, c-mag, or other large volume bulky style or conventional hi-caps) with his weapon, and has no restrictions on ammunition capacity. Only he/she is allowed to use such magazines, and such magazines can only be used with approved SAW weapons (defined below).

SAWs include (but are not limited to) the M60, M249, M16 SSW (must have bi-pod), MG42, RPD, AK Variants (must have bi-pod), Shrike, and similar models. Standard M-16s/M4s, AK's, etc. are non-SAW weapons.

HEAVY WEAPONS class

Each squad may have a heavy weapons specialist. He is the only team member that may use AT launchers, or other special launching weapons. He/She is also the only player who may fire rocket rounds. Acceptable rocket rounds are: Nerf Pocket Howler, Nerf Pocket Vortex, or Zocker Darts.

EX: http://www.hasbro.com/pl/page.viewproduct/product_id.12803/dn/nerf/default.cfm EX:

<http://www.zockertoys.com/z240.html> Specialists may carry up to 4 rocket rounds on their person at any one time (you may store more back at base). Only Heavy Weapons class players may transport rocket rounds.

Here is a partial list of commercial launchers:

- CAW M79
- Smokey's RPG
- Rusty's Paintball
- Blackpoint Launcher (12g CO2 cartridges only)

SNIPER and ASSIST Class

Each Team may have one assigned recon/sniper team as determined by the Team Leader. Each team consists of two individuals, a SNIPER and an ASSIST. The SNIPER from each team may use sniper FPS qualified weapons. Sniper FPS weapons must either be bolt action, permanently fixed semi-automatic guns or full auto sniper rifles.

The ASSIST follows all rifleman rules for his/her weaponry. SNIPER and ASSIST players may wear ghillie suits. Sniper FPS class weapons have a minimum engagement distance of 80 feet.

GRENADIER

Grenadiers follow the same rules for riflemen with the exception that they may carry up to six grenades or use any combination of mechanical launcher and hand thrown airsoft grenades. Games where a grenadier uses a grenade launcher may be limited on the number of rounds he may carry based on the size of the area played, the total number of players on the field or other conditions that may affect the outcome of the game.

5 – TEAM UNIFORM

Team TFD's official standard uniform is the ACU PATTERN. Players do not need to purchase actual ACU type uniforms. Secondary patterns are – US Woodland, Tiger Stripe, MARPAT, Digital Subdued ACU, or MultiCam. All other gear worn is at the discretion of the individual player.

REQUESTED REMOVALS AND ADDENDUMS – Please list any rule you would like modified or removed. We will then vote on those changes as a team by passing a majority vote.

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