

Desert Hawks Standard Event Rules

It is important for all players participating in events to thoroughly know the rules inside and out. Everyone knowing the rules ensure that everyone playing is playing the same, no one gets hurt, and everyone has a great time.

Section I. Weapon & Equipment Related Rules

AT ALL TIMES, ALL AIRSOFT WEAPONS MUST BE TREATED AS IF THEY ARE REAL FIREARMS. When in a staging area, magazines must be removed from the weapon(s), and the operator must ensure there are no rounds in the barrel. Weapons should not be pointed at individuals except during game play.

1-1. Real Fire Arms

No "real steel" guns are allowed at any events, unless they are carried by an approved party.

1-2. Airsoft Weapons Transportation

Please keep your Airsoft guns and gear concealed anytime you are in the public view. All weapons should be transported to and from the field in a bag/holster/case.

1-3. Normal FPS Limitations

All weapons are required to be chronographed and observe a maximum fps limit. FPS limits are the same regardless if they are AEG, GBB, or HPA variants. For normal field games the limits are as follows:

- All **weapons** not covered further below must be at or under **1.64 joule** which is 376 fps with a .25g BB or 420 with a .20g BB.
- All **Sniper rifles*** must be at or under **3.75 joule** which is 474 fps with a .36g BB or 637 with a .20g BB and must observe a 100-foot MED (Minimum Engagement Distance) as well as be bolt action only. *The semi-automatic DMR class is no longer supported under the sniper limits and falls under the other weapons category.*
- All **SAW Weapons**** must be at or under 1.84 joule which is 400 fps with a .25g BB or 445 with a 20g BB.

*Sniper rifles must be bolt action rifles with a stock and barrel length over 33 inches. Violating the 100-foot MED rules with a weapon in this range will result in aggressive disciplinary action.

**SAW Weapons are faithful recreations of belt or box fed firearms qualify as SAWs. A standard M4 or AK based replica with a box magazine does not qualify as a SAW and must follow the 1.64 joule limit assigned to standard weapons.

1-4. CQB FPS Limitations / Rules

All Desert Hawks sponsored CQB/CQC games require the use of all weapon systems to be at or under 350 FPS with .20g BB's for safety reasons. Also, an ANSI Z87.1

rated full facemask is highly recommended for everyone in one of these games but is only mandatory for those under 18 as normal.

1-5. Biodegradable BBs

Biodegradable BBs are required. Any brand may be used but the packaging must state they are of the biodegradable variety.

1-6. Explosives / Combustibles

No explosives or combustibles are allowed in games unless approved by the organizer/host of the event beforehand. However, commercially available cold burning smoke and cold burning frag grenades are allowed. Please only use approved commercially available brands.

1-7. Scratch Build Devices

Scratch constructed pneumatic devices such as mortars or rocket launchers must be reviewed by staff members before inclusion in a game. Furthermore, only adults 18 years of age or older may operate any scratch-built device for safety and liability reasons. All players may use commercially available devices that make use of a metered cartridge such as a MOSCART grenade or 12g Co2 capsule.

Section II. Safety / Age Related Rules

SAFETY IS THE MOST IMPORTANT PART OF AIRSOFT. Everyone should know all safety rules front to back to ensure they do not hurt themselves or others while playing.

2-1. Eye Protection

All players on the field must wear adequate protection at all times in the playing area. We recommend that all players wear full face protection. Full face protection in the form of a paintball style face mask or mesh lower is required for those under the age of 18. Players over the age of 18 may use safety style glasses or sealing safety goggles at their discretion. No player or spectator will be allowed on the field without adequate eye protection that must conform to ANSI Z87.1 impact rating at the minimum, no exceptions. Eye protection must be put on before entering the field and must not be removed before leaving the field, even if the game is already over. If your eye protection is damaged, replace it immediately. If your headgear gets fogged while you are playing, do not take it off! Try flapping it against your face. If you cannot get the fog to dissipate from your mask, call the nearest organizer over to help you. Or leave the playing field to fix it (once you leave the field, you are "out" and should follow normal respawn or CCP rules on return). If you remove your eye protection during a game or in the staging area, you will be asked to leave.

2-2. Real Bodily Injury

“Corpsman” is the code used for when someone is hurt. Do not use ‘medic’ or any other term that can be misconstrued with the role-playing aspect of MilSim. When “Corpsman” is called out all play should stop immediately, and all players repeat the call. A designated medically trained officer or player will dispatch to attend the injured player. Once the situation is assessed the organizer will organize the players and play will resume.

2-3. Blind Man

“Blind Man” is the code to stop all play immediately. Use it only for an emergency situation such as when someone has suffered a minor injury or does not have safety gear equipped or someone without appropriate eye protection has stepped into the playing area. Anyone may call “Blind Man” at any time. If you hear someone call “Blind Man”, stop play immediately and safety all weapons then repeat the call down the line so everyone hears it. Play will resume when an organizer blows the whistle or calls “game on”.

2-4. Drug and Alcohol Policy

No illegal drugs or alcohol are allowed on the field. Any violation of this rule will result in immediate expulsion from the game and future events.

2-5. Physical / Verbal Violence

No threats of physical violence or name calling are allowed on the field. If you have issues with a player please see an admin and we will look into it for you. Any violation of this rule will result in immediate expulsion from the game and future events.

Section III. Game Play Related Rules

IF EVERYONE IS PLAYING BY THE SAME RULES THEN THERE IS NO REASON WE CAN'T ALL HAVE FUN.

3-1. Classification of a “Hit”

If you are hit anywhere during game play, you are out. This includes any extension of your body or gear to include: backpacks, vests, foot wear, head gear and items sticking out from your mask, etc. The one exception to this is hits to your weapon. Ricochets do not count as hits, but shots through foliage do count as does friendly fire from a team mate. **You cannot "fake" being dead by pulling out a red rag then returning it to your pocket later.** If you are caught doing so, disciplinary action will be taken, and you are not likely to be invited back to future events.

3-2. Knife Kills

Knife kills are also a legal way of getting someone out. If you get within arm's reach of someone, don't shoot them, tag them instead. A tag is as good as a hit. Anyone tagged is out.

3-3. Hand Grenades and Rockets

We allow the use of replica hand grenades and rockets in our games. Grenades have a kill radius of 15 feet from point of final rest if it is a replica or 15 feet from point of action if it is a live action or pyro grenade. If you are 100% behind hard cover such as behind a wall you are not killed. Soft cover such as a bush does not offer any protection. Rockets have a kill radius of 20 feet from point of impact or point of action. The same rules for hard or soft cover apply.

3-4. Actions upon Being “Hit”

All players are asked to have a red shop rag or other brightly colored marker to put on your head when you are out. When you are hit and rendered out, you are encouraged to act out a "realistic dramatic death" and then place the red rag over your head while lying or sitting down. Respawn rules are covered per event.

3-5. Surrender/Safety Kill Guidelines

Surrendering/Safety kills are optional at our events. It is recommended that if you someone has you dead to rights you concede the kill but it is not required. Game event organizers will repeat this rule and the fact it is recommended but optional during the briefing.

3-6. Blind Fire

Blind fire is prohibited due to the injury dangers it creates, players observed repeatedly doing so will be asked to leave and may face disciplinary action. Blind fire is when you are behind an obstacle and hang the barrel of your gun over the side or top and blindly fire without knowing where your target is or the distance he is at. A good rule of thumb is to only shoot what/who you can see with your own two eyes.

3-7. Non-Players on the field

In the event of a non-player approaching the field, immediately yell out "Blind man" to pause play. If an organizer is nearby direct them to the non-player, if no one is nearby lower or drop your weapon and move towards the non-player and explain what we are doing in detail. Don't hesitate to tell them the basics, especially if they seem scared or a bit worried. Do not in any way try to hinder their passing or move in a threatening manner. There is no shooting permitted while a non-player is on the field or near it, resume play with “game on” or a single whistle once the non-player has left the area.

3-8. Electronic Warfare

There is a 'no electronic warfare' policy as part of our rules set so that folks can stick to using legal frequencies while still retaining some security to their communications. At NO time during the event is electronic warfare permitted. Electronic warfare is defined as (but not limited to) listening in or using alternate frequencies (channel surfing and or scanning), interfering with transmissions intentionally or unintentionally through mechanical or electronic means (overpowering or VOX-ing the channel), or otherwise impeding enemy or staff communications. If you have further questions please see the event organizer.

Section IV. Playing Field and Organization

STAY INSIDE THE FIELD AND TRUST YOUR ORGANIZERS WE ARE HERE TO MAKE SURE EVERYONE HAS A GOOD TIME. Remember where the field begins and ends because moving outside those limits might be breaking the law. If at any time, you have any problems please inform the Organizers we are here to help you.

4-1. Field Boundaries

Please make all efforts to stay inside the designated 'bounds' while playing and to stay at a starting point until the game is started. The exception is when the scenario or organizer approves non starting point deployments or extended bounds. If a player is caught habitually 'gaming' the rules and boundaries to get an edge in play they will be asked to leave.

4-2. Staging Area

There is no going back to the parking lot to reload during a game. You may return to an established FOB to do so while in play. You are encouraged to carry all of your ammo, gas, water etc. on your person with you into the game. Returning to the parking lot is considered tagging yourself out and you are expected to follow respawn rules upon returning to play.

4-3. Paint

No paint devices of any kind are to be used unless approved by the host of the event and adequate notice is given to all participants.

4-4. Game Organizers

Listen to the organizers they are there to help make sure we have a good time. The organizer on duty may change some of the minor rules from game to game, so please pay attention to their instructions. Also please keep the following commands in mind for general game play start and stop: 1 whistle or "game on" means start game, 2 whistle or "game" means end the game, 3 whistles or "blind man" means pause game at which point all players should stop shooting, put their guns down and stay where they are until they hear "game" which means return to the stage area or "game on" which means resume play.

4-5. Suspected Cheating / Ghosting

Airsoft is a game of honor, and as players we must take faith in the fact that other players will play honestly and call themselves out when hit. If you think you hit a player, but they did not acknowledge it, let it go, you can always shoot them again. If you are unsure whether you were hit in a fire fight, it's in your best interest to call yourself as hit. Remember, you may not always feel or hear yourself get hit, this is especially true if you are wearing heavy gear. Please, never under ANY circumstance should you call someone out. It only leads to arguments. Have faith that if they get hit, they will call themselves out. If you consistently see a player not calling their hits then let the organizer know so they can observe further interactions and approach the alleged offender in an objective and nonpartial way and get the issue resolved.

Section V. Miscellaneous

Always the biggest category...

5-1. POV/Technicals

Unauthorized vehicles are not allowed on the field. They must be registered and clear with staff to be used. All vehicles are limited to 15 MPH. Only rockets disable vehicle. This includes pyrotechnic rounds such as TagInn rounds where approved, as well as nerf style rockets. A hit does not kill the crew, but only disables the vehicle and forces the crew to exit or concede being killed. When a rocket strikes a vehicle, it is disabled and must serve a 5 minute "burn out" time. If the players choose not to exit, the vehicle and any occupants are dead and must go back to re-spawn. If a vehicle receives a second rocket hit, all occupants of the vehicle are considered dead.