

---

# TACTICAL OPERATIONS

# RULES AND REGULATIONS MANUAL

Revision 1.0 – January 2015



---

## CONTENTS

Basic rules 101 .....	3
Expanded Ruleset.....	3
Personal safety and equipment .....	3
Conduct.....	4
<b>FPS LIMITS AND WEAPON SYSTEMS.....</b>	<b>5</b>
OUTDOOR .....	5
ASSAULT WEAPONS/RIFLEMAN.....	6
BOLT/SINGLE ACTION RIFLES .....	6
SQUAD SUPPORT WEAPONS.....	6
HEAVY WEAPONS SPECIALIST .....	6
SUBMACHINE GUNS.....	7
PISTOLS .....	7
AMMO RESTRICTIONS.....	7
MAGAZINES.....	7
SAFETY KILLS / RUBBER "EDGED" WEAPONS.....	7
Gear and equipment .....	8
UNIFORMS .....	8
Personal Effects.....	8
Hits and Medics.....	9
Bleed out.....	9
Basic Medic Rules.....	9
Advanced Medic rules.....	9

Hit and medic Examples.....	10
Vehicles .....	10
Revisions .....	11

This document outlines the current rules and regulations that players must adhere to while attending all Tactical Operations events. Please ensure that you have read and understood all rules before attending.

Violation of any of the rules contained herein will result in appropriate disciplinary action, such as dismissal from the event without refund, exclusion from future events, or even banning from all future events.

If you have any questions or concerns before attending a Tactical Operations event please contact us via [admin@milsim.club](mailto:admin@milsim.club) or visit our forums at <http://www.milsim.club/forums>

---

## BASIC RULES 101

1. Eyewear must be Ansi Z87.1 rated. Ballistic glasses are allowed but require a head strap to be worn. Mesh Goggles are not allowed at TACTICAL OPERATIONS events. Full seal goggles and face protection are recommended.

2. FPS limits for weapons that can fire full auto are 420 FPS measured with a .20g BB. Bolt action weapons are limited to 475 FPS. Semi auto only weapons have no special rules. Indoor velocity limits are 320 FPS for all weapons. All players will be asked to fire a minimum of 3 rounds across the crono and may be asked to be cronographed at any time during gameplay.

3. Hits are considered anywhere on your body or gear. When in doubt call yourself out. Do not call others out, any issues should be brought to the game organizer immediately. Dead men tell no tales.

4. Physical or verbal altercations are not permitted at any game will be cause for immediate banning from all TACTICAL OPERATIONS hosted games.

5. The game of Airsoft is that of honor and integrity. While we may be participating in an aggressive sport please always keep in mind "Do I want what i'm about to do to happen to me?"

6. And as always have fun on the field.

## EXPANDED RULESET

### PERSONAL SAFETY AND EQUIPMENT

**Ignorance of the rules is no excuse.** It is presumed that you have read and understand ALL rules before playing.

The game organizers and commanding officers are NOT responsible for your safety. Although they have taken reasonable steps to provide a gameplay environment that is both safe and as realistic as possible, this in no way guarantees your safety. Ultimately **the only person responsible for your safety is YOU.**

**EYE PROTECTION MUST BE WORN AT ALL TIMES.** If you decide to rest or take a break while on the field, your eye protection must stay on. The only time you are permitted to remove your eye protection is when you are in a goggles-up safe zone.

Being an honor sport, a sense of chivalry is implied, meaning, you should not only be concerned with your safety, but the safety of all other players in the game. Choose you actions accordingly.

There may be inherent danger in close range props, traps, vehicles and equipment. It is suggested that unless you have received proper instruction on the item, you leave these items alone.

If a game stoppage is required, the field admins will communicate to all the players an order to "Stand Down". At this time all player should immediately stop play, remove magazines, make weapons safe and await further instructions.

---

## CONDUCT

**THE USE OF MIND ALTERING SUBSTANCES (OF ANY KIND) BEFORE OR DURING THE GAME WILL NOT BE TOLERATED.** This includes, but is not limited to alcohol, drugs and prescription medications.

Airsoft is a sport founded on the principles of honor, respect and honesty. Our commitment to these principles ensures the success and longevity of the sport

Players are expected to conduct themselves in a mature, responsible and respectful manner both on and off the field.

Threatening language and verbal threats, slurs against race, ethnicity, sexual orientation or gender will not be tolerated under any circumstances. However, we recognize that some verbal angst and banter is to be expected during game play - please conduct yourself accordingly.

Players will display mutual respect and treat the gear, equipment, props and property of other players, event staff and landowners with utmost care and regard. Acts of vandalism will not be tolerated.

Dead players do not talk! Dead players may only talk quietly to other dead players. Dead players do not shoot their guns, doing so immediately makes you a live target. Dead players do not improve their position, or indicate other players position while dead.

Electronic warfare: jamming or listening in the opposition's radio frequency is strictly prohibited (unless cleared by the administration).

Blind fire: Shooting around corners and not being able to see where your BBs are going is not allowed. Devices that allow you to shoot around corners, such as weapon mounted cameras and mirrors are not permitted.

Shooting through a crack or hole (in a building or structure) **smaller than a clenched fist** is not allowed. In addition, you must be able to form a proper sight picture to shoot through a crack or hole.

BB's shot from a legal position, passing through a small crack or hole and striking a player will count as a "hit".

Spawn camping is defined as a player or players who take up shooting positions outside respawn points for the sole purpose of shooting players as they return to the game. Players should avoid this as best as possible to allow a fair fight.

### **Physical Contact**

Physical or verbally abusive or threatening behavior of any nature is strictly prohibited and is grounds from **immediate dismissal and potential banning from the club.**

Players are not permitted to make physical contact with another player. If the scenario requires physical contact, an admin will approve the action. At any time you feel uncomfortable call yourself out and remove yourself from the action.

### **Cheating, Complaining and Disciplinary Actions**

Cheating and intentional rule violations will result in disciplinary action up to and including dismissal from the game and/or a ban from all future events.

To report someone for cheating or rule violations you can either report the individual immediately to a commanding officer or game organizer, or wait until after the game and report the individual to a game organizer or field owner. Under no circumstances should you confront the player directly during a game. You should always notify an official and allow them to take the appropriate action.

When reporting a player, please ensure you can positively identify the individual. Please give the admin as much detail as possible, what they are wearing, what gun they are using, what they look like. Asking the players name will give us the best chance for disciplinary action.

Players observed not calling their hits by an admin may be ejected from the game on the spot.

## FPS LIMITS AND WEAPON SYSTEMS

### OUTDOOR

The velocity limits for full and semi-auto AEG's, GBBR's and pistols are as follows:

BB Weight Max FPS

.20g 420  
.23g 392  
.25g 376  
.28g 355  
.30g 343  
.38g 313  
.43g 286  
1.64 joules

The velocity limits for bolt action rifles are as follows:

BB Weight Max FPS

.20g 475  
.23g 443  
.25g 425  
.28g 402  
.30g 388  
.38g 354  
.43g 324  
2.10 joules

### INDOOR VELOCITY LIMITS

**The velocity limit for all indoor and CQB events are as follows**

BB Weight Max FPS

.20g 320  
.23g 306  
.25g 295  
.28g 278  
.30g 268  
.38g 238  
.43g 232  
0.95 Joules

- AEG guns will chronograph using .20g BBs Players may use any weight BBs during the game.
- Classic / PolarStar / GBBR Gas guns will chronograph using the weight of BB player will be using during the game and measured under joules
- All Weapons systems that use an external air source (i.e. PolarStars / Classics) will be required to use a "tournament" lock on their in-line regulator(s).
- Any weapon with a quick change spring (i.e. PTW, ICS, etc) will be marked with a void sticker or similar device to prevent in field spring changes.

---

## ASSAULT WEAPONS/RIFLEMAN



1. 420 FPS max for 6mm x .20 AEG/GBBR weapons.
2. May carry 800 rounds in loaded Magazines (Pistol included)
3. Mid or Real Cap Magazines only.

## BOLT/SINGLE ACTION RIFLES



1. 475 fps max @ 6mm x .20g, MUST BE BOLT ACTION ONLY.
2. Limit ONE (1) Sniper per squad.
3. Minimum Engagement Distance of 50 feet.
4. Operators of a BA/SA rifle are required to carry either a standard AEG or sidearm to engage targets within the minimum engagement distances.
5. May have 800 rounds in loaded magazines. (Including backup)

## SQUAD SUPPORT WEAPONS



1. A squad support weapon is classified as an M249, M60, MG36, RPK, PKM, MG42 or any "Squad Automatic Weapon" either currently or formerly adopted as a military weapon.
2. Squad Support Weapons (SSW) MAY operate in FULL -AUTO Mode but NOT shoot in excess of 30 round per second.
3. Limit TWO (2) SSW per squad.
4. SSWs may use winding "High Cap" type magazines with no more than 3000 rounds in magazines.

## HEAVY WEAPONS SPECIALIST



1. Heavy Weapon Specialist (HWS) is any Grenadier or Rocket (Simulated) carrying player. They may carry M-203 GL, M-320 GL, M-79 GL, GP-25 GL, M-136 AT4, M-72 LAW, RPG-7, Mortar or Arty Piece.
2. May carry 12 Nerf/Foam Rockets on their person.
3. May carry 12 Propellant/Bee Hive rounds on their person.
4. HWS are the only player class who can carry Grenade Rounds and Rockets.
5. Limit one (1) per squad.
6. Additional Rounds/Rockets may be left at FOB.

---

## SUBMACHINE GUNS



Gas and Electric Submachine guns such as the MP7, KRISS, KMP9, etc. fall under the same restrictions as the Rifleman Role.

## PISTOLS



Pistols must be within the same requirements as the Rifleman Role regarding FPS however it is encouraged to use lower power weapons

## AMMO RESTRICTIONS

All players classified as a "Rifleman/DMR/Sniper" may only have a maximum of 800 rounds loaded (in mags) at any given time.

All Players classified as a "SSW" (Support Gunner) may have a maximum of 3000 rounds loaded in their drum mag at any given time.

All Players classified as a "HWS" may have a maximum of 12 rockets and 12 203 Shells

Secondary weapons fall under the maximum number of rounds loaded

Players may carry up to 6 in Total Frags (Thunder B / Impact / Misc. Frag Grenades)

Players may carry on them any amount of BBs they chose.

Players may ONLY RELOAD at a specified reload points such as FOB, ammo depots, etc. These points will be pointed out at the start of the day. Players CANNOT reload in the field during play.

## MAGAZINES

All magazines must be non-winding low or mid capacity magazines. High capacity magazines (HICAP), AKA Clockwork Magazines are only authorized to be used in SSWs.

Drum/Box/C-Mags are only authorized to be used in SSWs.

Rifleman/DMR/Sniper are allowed an unlimited number of mags with a maximum of 800 rounds loaded.

## SAFETY KILLS / RUBBER "EDGED" WEAPONS



Safety Kills are a courtesy, play with honor.

Safety Kills with a Pistol or Rifle

Player may tap lightly the player with the barrel of a loaded weapon to be safety killed.

Rubber edge weapons and "Tap" Kills.

Players are allowed to "safety" or "Tap out" another player with rubber edged weapons.

When a player is touched/tapped with the rubber edged weapon they are considered "hit".

---

Player that have been "killed" by a rubber edged weapon cannot yell "hit" or "medic" are mortally wounded and cannot be mediced. Only allow approved purpose made rubber training edged weapons (such as Cold Steel training knives)  
No modified "real edged" weapons are allowed.  
No rubber weapon may be over 6 inches in size (no swords, etc)

## GEAR AND EQUIPMENT

### UNIFORMS

Uniform regulations exist to give an appearance of a cohesive unit and not give the appearance of a group of individuals. It is hoped that this will give a better overall experience to all players.

1. Authorized camo patterns vary from event to event and will be posted with event details prior to registration
2. Tops and Bottoms must match.
3. Tops should be a BDU/Combat Shirt type uniform top.
4. Bottoms must be pants.
5. In the event of inclement weather uniformity regulations are relaxed but all worn items must still be faction specific in regards to color.
6. Gear color does not matter. You can wear any color gear you wish.  
Photographers or observers may wear any high visibility color to identify themselves
7. Photographers/Observers must not look like combatants. They may wear any type of clothing other than military type uniforms.

### PERSONAL EFFECTS

Damaged, lost or stolen personal effects are the sole responsibility of the player; the game organizers and field owners are not liable for compensation.

Any person found stealing or vandalizing property will be prosecuted to the full extent of the law.

All items found should be turned in to the game organizer.

### LASER DEVICES

Lasers Class IIIb and Class IV are prohibited on the field.

Lasers Class I, Class II and Class IIIA (under 5mW) are permitted.

Players wishing to use laser devices on the field will have to prove the laser is of the permitted class and power. If the player cannot prove the class and/or power of the laser device, it will not be allowed on the field, operational or not.

Players will not intentionally shine lasers in the face or eyes of other players.

### REAL STEEL EQUIPMENT

At no time should any real firearms be brought onto the field

Knives over 4" or 10.16 cm (i.e., KA-BARs, bayonets, SEAL Pups, "Rambo-style" knives) are not to be carried on to the field.

Knives under 4", such as multi-tools and Swiss Army knives, are permitted if properly stored.

Homemade Ballistic shields are **not permitted** at Tactical Operations Events under normal rules. Certain exceptions may be made for certain games. Please check with a game organizer beforehand



## HITS AND MEDICS

All players must have a bright RED or ORANGE dead rag to indicate that they are out of action.

When hit, immediately indicate a hit by voice or raising weapon, sit down in place. DO NOT REMAINING STANDING.



A BB that strikes a player is counted as a hit. This includes anything worn by the player including backpacks or slung gear.

Weapon hits on the player's currently active weapon are considered Weapon Hits. Player must yell out "Weapon Hit" This knocks the weapon out of action and player must use a secondary weapon, continue play with no weapon, or call him/herself out.

### BLEED OUT

All player are subject to a five (5) minute bleed out period when hit. At this time player may only call for a medic and cannot call out enemy positions or utilize the radio except to call for a medic.

### BASIC MEDIC RULES

Each squad will be assigned only one medic. (Subject to change with various Teams and Squads)

All Players must have an IFAK or similar pouch on their person that contains TWO (2) ace type bandages for the medic to treat them with.



A medic will treat a fellow player by going up to that player and bandaging the area where the player was hit.

A player may only be bandaged TWICE with their own supplies. In some scenarios medics may have extra bandages for additional medic regen.

Medic CAN NOT re-use bandages from "dead" players.

A medic may not treat himself; only another medic can give them aid.

Wounded players may be physically "dragged, carried, lifted, etc" to a medic by any means that is NOT UNDER THEIR OWN POWER.

Wounded players are NON AMBULATORY.

Medics must fully WRAP the bandages around the players arm, they are NOT allowed to TIE or have pre-made loops in which to tie the bandage onto a player.

Bandages must be a MINIMUM of 4 ft (48in) in length each.

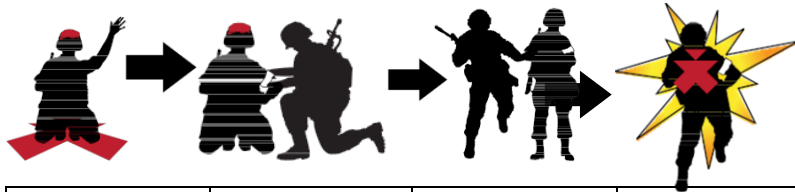
Medics may be changed within the squad while at the FOB.

### ADVANCED MEDIC RULES

All basic rules plus

- Medics may be carrying additional bag of supplies that contain various advanced rules and medic supplies

## HIT AND MEDIC EXAMPLES



Player is hit and wounded player calls for medic. Begins 5 minute timer	Medic arrives and gives aid before bleed out period ends.	Player continues fighting	If player bleeds out after 5 minutes they must return to HQ
---	---	---------------------------	---

## VEHICLES

All vehicles must be pre-approved by administration staff before the event.

Drivers must be 18+

Proof of insurance and photos of the vehicle must be submitted before the event

Armed vehicles are permitted weapon shields in a maximum 180 degree coverage, no 360 enclosed weapon mounts or remotely operated weapons will be permitted.

Any plexiglass shield must be painted.

Players should stay back a minimum of 10 feet from moving vehicles

At no time should a player lie in a road while any vehicle is in use on the field, if a vehicle is traversing a field with player on the ground, players should move out of the vehicles path immediately. (Use common sense)

Player shot while traveling in a vehicle follow normal medic rules  
Vehicles destroyed by heavy weapons systems such as nerf launched means that the vehicle is disabled  
However crew and passengers are still alive and may fight.

If the rocket enters the rear of the passenger compartment or driver's compartment then the vehicle is disabled and those people are immediately eliminated.

Destroyed vehicles must turn on hazards or utilize a large dead rag/Red flag to indicate that they are out of action.

---

## REVISIONS

Version 1.0 January 2015	Initial Release
--------------------------	-----------------