

RULES OF ENGAGEMENT

For Backyard Tactical Training (BTT)



UNIFORM

Minimum required headgear is full seal ANSI rated goggles and some form of protective covering for your mouth and nose ideally a hard mask like material ie: a trimmed down paintball mask, a heavy neoprene face mask would also work.

Covered shoes are required. (no slippers, open toed shoes, or shoes with large holes allowed). Pants and long sleeve shirts are highly recommended.

ACCEPTABLE WEAPONS

Ammo Size: 6mm .25g or lighter plastic BB (exceptions can made for snipers)

Speed: 450 fps MAX (all speeds with .20 ammo)

0-360fps 5ft Minimum Engagement Distance

361-400fps 25ft Minimum Engagement Distance

401-450fps 35ft Minimum Engagement Distance (limited to 200 rounds)

All new and modified guns on the field are subject to a safety check by a council member before it can be used on the field.

The CO shall evaluate consideration for any exceptions to this rule on a case-by-case basis. All decisions shall be final.

COMMENCEMENT AND TERMINATION

Whistle signals

1 whistle = start game

2 whistle = pause game

3 whistle = end game

1 whistle = continue game

Termination may be achieved through a team victory, a time limit or due to non-game related circumstances, such as emergencies or darkness.

Victory is achieved when one or more of the activity objectives have been accomplished. Success in accomplishing the game objectives shall be signified by having any participating players shout aloud the word "INDEX".

Non- game related termination or pause shall occur when any of the

participating players call's out, "TIME OUT". Time-out calls shall apply only in case of an emergency such as accidents, serious injury requiring medical attention, or notification of personal/family emergencies, or non-participant on the field.

You may not try to confuse your opponent team by faking death of an emergency or anything else dishonorable.

PLAYER ELIMINATION

- Direct contact with a fired BB on any part of a players body shall be considered a "kill"; and, constituents that players elimination. This includes BB contact, or hits, on the persons clothing, headgear, and equipment closely attached to the players natural body silhouettes. If you see, hear, feel, or if you think that you may have been hit anywhere call yourself out immediately.
- Exception- Hits on the players gun, or pieces of bulky equipment such as backpacks shall be considered "non-lethal" of incidental hits, and shall not be used as a basis for elimination.
- Low powered ricochets, intentional or otherwise, are not considered direct hits. If a ricochet still has more than 20% power it is considered a kill. Penetrating shots are shots passing through grass, bush, leaves or thin material used for concealment: and, legal kills. A hit from a player's teammate, "Friendly Fire", is also a kill.
- Players legally eliminating shall immediately signify their elimination by shouting aloud the word "HIT", "DEAD", "OUT", "MEDIC", or just fall to the ground and/or cry like a little girl. If asked "are you out", or "did I hit you" you must verbally answer.
- Red kill rags may also be used as a way to signify a player being dead.
- Eliminated players shall make their way out of the field of play to a previously agreed holding area, whilst loudly announcing his eliminated status. Alternate methods shall be discussed and agreed upon prior to commencement of any activity.
- Gear may be given to another player on your team but they must get it at the place where you died.
- Faking being dead or injured and shooting other players is DISHONORABLE and will not be tolerated this does not include if your enemy does not notice that a medic has just saved you.
- Should questions arise regarding the validity of a shot fired by a player, that player may ask the opponent, "ARE YOU HIT?" Validity of the kill shall be based solely on the opponent's response or lack thereof if he is still alive. All hits shall be based on each player's honor and integrity. If you believe someone does not have integrity report it to a higher-ranking member.

BULLET PROOF

Certain items that resemble Kevlar or other bullet resistance material such as Kevlar helmets bulletproof vests must be agreed to before the game starts. No item that can be worn will be able to withstand a sustained hail of gunfire. If someone unloads on you it does not matter what you are wearing.

HOSTAGES

- Under no circumstances shall a player take hostages.
- Taking “hostages” is defined as the deliberate use of non-participating individual or group of individuals by a player in order to use them as cover, or to gain a firing advantage on other participating players. Basically no human shields.
- This rule shall stand regardless of whether or not the non-participating individual or group is situated within the field of play.
- You may use non-eliminated player as hostages.
- Firing on observes, eliminated players, or any other non-participating individuals or group of individuals will not be tolerated. Such action shall warrant immediate ejection from the field of play, and constitute termination of that player’s activity for that day’s schedule.

PHYSICAL CONTACT

- Physical contact such as holding on to, grappling, or physically detaining a combatant shall be prohibited unless agreed to prior to the game. Exceptions knife kills, and dragging by drag handle.

SURRENDER/SAFETY KILL

- If you get within 20 feet or so of someone, ask them to surrender before you shoot them. If they surrender, they are out, do not shoot them. If they do not surrender, you may shoot them (try to aim for gear if possible). If you refuse to surrender to someone, remember that you are likely to be shot at a very close range and it will probably sting.
- Surrendering is recommended but optional for the victim.
- The safe firing distance shall be defined as the distance beyond 5 linear feet from one player to another player.
- There shall be no “point-blank” shooting. “Point-blank” shall be defined as the clear and unobstructed distance of less than 5 linear feet from one player to another player.
- Player eliminated under “point-blank” conditions shall be conducted under the “Safety Kill Rule”, and shall be as follows: Players finding themselves in a position to confront an opponent within the “point-blank” range shall take aim and call, “Safety kill”. You must have a

weapon aimed at them in order to use this rule.

- Such action shall constitute the equivalent of firing a BB at, and making contact with, the opponent; and, shall be considered a valid “kill”. The “Safety Kill” call is final and non-negotiable.

HINTS OR CLUES

- Eliminated players and non-participating individuals are prohibited from giving hints, clues or instructions to any active player. Dead men don't talk.
- If medic rules are in play a wounded player may use a radio or yell for a medic.
- Players who cannot continue or that wish to commit suicide shall eliminate themselves from the field of play and follow the rules for eliminated players. Similar to an actual “kill”, players may return to the staging area or remain at their point of elimination for the specified “reincarnation” period, whichever case is applicable.

BOUNDARIES AND LIMITS

- Players shall observe all boundaries and limits to the field of play as established prior to commencement of activities.
- There shall be no deviation from the established boundaries at any time.
- Player may not exit and reenter the field of play unless they have been eliminated and game rules require reincarnation at a point out play limits.

NO FIRE ZONES

- Players shall not engage an opponent from, into and/or across any designated “No fire” zone.
- Points of elimination where a player is “reincarnating”, staging areas, and holding areas shall all be considered “No Fire” zones.

COMMUNICATIONS EQUIPMENT

Use of radio and electronic communications equipment on the field of play is acceptable. All channels are assumed encrypted. You may only use your teams authorized channels. Unauthorized monitoring of radio transmissions against opposing players is prohibited, unless such action is deemed an integral part of the activities; and, is agreed upon by all participating prior to beginning of play.

SAFETY & OTHER

- *Before the start of every game look at your team members and insure that everyone is wearing eye protection.*
- Never put your finger on the trigger unless you are ready to pull it.
- If something is lost or dropped, report it immediately.
- All fires, smoke bombs, flares, or any type of pyrotechnics must first be first cleared with the game organizers.
- Knives and other equipment with pointy or sharp edges ARE NOT TO BE BROUGHT ON TO THE FEILD. Laser sights, flashlights, and sound devices and similar may be dangerous to the eye or ears so don't point it at someone's head. Laser-sights must have less than 5mW optical effect unless cleared prior to game by safety officer.
- No illegal drugs, alcohol or smoking is allowed at any game, or on the premises of play.
- Do not tear up the foliage or do anything else detrimental to the area we play in. For example, do not kick the moss clumps, break tree limbs, uproot small plants, tear bark off a tree, or damage the foliage in any way.
- Make sure you pick up rubbish that you see. When we leave the field, it should be at least as clean as when we got there.
- Always point you weapon in a safe direction and be sure of what is behind your target.
- Keep your finger off the trigger unless you are ready to shoot.
- Exceptions may be made to rules if first agreed to before game and approved by the C.O.
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Field Specific

- The building has a simulated roof and looking, shooting, or tossing anything over a wall shall be grounds for immediate ejection from the game.
- Only one precut OSB (chip and glue plywood) piece that is long enough to protrude out both ends of the lock is to be used. Using anything else ie: sticks or two pieces of OSB cramped into a lock, or a short piece can damage the locking mechanism.
- Respect the building! It was built to be used not abused. Don't do anything that may cause damage ie: forcing doors or windows shutters open past what the hinges are designed for, or hanging on doors or window shutters

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Last Name (in boxes)

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First Name

AIRSOFT OHIO SCREEN NAME: _____

By accepting this document, titled Rules of Engagement for Backyard Tactical Training Last modified 5/21/10, the player demonstrates that he/she understands that participation in an Airsoft simulation combat game may pose dangerous risks and may result in serious injuries, or possible death. As such, the players agree to exercise care and good judgment at all times to prevent injury or death to themselves and to all other participants in this activity. Nonconformance with the rules as set forth in this document shall result in immediate ejection from the game. This is a game where you are expected to play with honor and integrity.

I have read and agree to play by all the rules listed above and to cooperate with all higher- ranking players.

Address _____

E-Mail _____

Phone(____)_____ - _____ Birthday: _____ Age: _____

Emergency Contact _____ Phone Number(____)_____ - _____

Medical information List all pertinent medical information: _____

List all allergies: _____

List all current medications: _____

Is there any reason why you would not be able to be physically active and activity participant in this sport? _____

Player signature: _____ Date: ____/____/____/

Witness/Parent signature: _____ Date ____/____/____/

Parent must sign if player is a minor

Print name _____

Waiver of Liability and Claims

I, _____, for myself and for my agents, heirs, assigns, executors and administrators, for and in consideration of being permitted to gain entry, access and/or to use the property at 1370 Remsen Rd, Granger, Oh 44256 (herein "Property") and/or its ancillary premises, buildings, fixtures or any part thereof do hereby absolutely and unequivocally release and hold harmless Caleb J. Schuster (herein "Owner"), and Owner's agents, heirs, assigns, executors, administrators, employees, and successors from any and all claims, demands and/or liability arising out of any injury, loss or disability connected with my intended use of, attendance or participation in any activity at the Property, excluding the willful acts of the Owner.

I expressly understand that my participation in or attendance at any activity, including but not limited to, any shooting sport, recreational activity or demonstration during my intended use of the Property can be dangerous and **I hereby ASSUME THE RISK of injury, disability or death** that may result from my own, any participant's or any other person's handling of an airsoft replica firearm or any other instrument on or around the Property. I further understand that Owner is not liable for my intended use of, attendance or participation in any activity either on or off the Property.

I acknowledge that my decision to execute this Waiver of Liability and Claims document was based upon my own independent review and evaluation of this Waiver and that I did not rely on any oral or verbal representations made by any person.

I acknowledge that I have read and understand this Waiver of Liability and Claims document prior to executing it.

Signature

Print Name

Date

Witness Signature

Witness Name