

Red Deer Airsoft Assault Teams

Club Core Rule Set

Revised March 2018

1.0 Personal Safety

1.1 Safety Overview

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

1.1.2 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.

1.1.3 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.

1.1.4 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 your actions accordingly.

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

1.1.6 If a game stoppage is required, the field Admins will communicate to all the players an order to "Stand Down". Depending on the nature of the stoppage, one of two commands will be issued/relayed by the admin team:

"Make Safe"

- When this command is issued all weapons will be cleared and made safe (i.e., mag out, safety on, and muzzle cover installed).
- All players "Stand Down" in their current location and await further instructions.

"No Duff"

- Used for medical emergencies or other serious situations.
- When this command is issued all weapons will be cleared and made safe (i.e., mag out, safety on, and muzzle cover installed).
- All radio traffic is to cease until further notice.
- All players "Stand Down" in their current location and await further instructions.

1.1.7 Violation of any of the rules contained herein will result in disciplinary action up to and including dismissal from the game without refund.

1.2 Climbing and Modification of the Field

1.2.1 There will be NO climbing on any of the structures present on the field that do not have a ladder or stairs. Please refrain from climbing on the roofs, hoods and trunks of vehicles. Truck beds are permissible to enter. This is to prevent injury both to you and others. Anyone caught climbing on structures will be removed from the field.

1.2.2 Players will not move or alter any of the buildings or structures to suit their needs.

1.3 Field Boundaries

1.3.1 The field is completely fenced. If you get lost, do not attempt to cross the fence. Either follow the fence until you find someone to assist you or blow your whistle twice to call for help.

1.4 Medical Assistance/Field Emergencies

1.4.1 Should there be an actual medical or field emergency, radio the game Admins immediately and blow your whistle three times so we can pinpoint your location and dispatch medics or the necessary personnel to deal with the situation. Numerous first aiders will be on hand at the event. They will be asked to identify themselves on the forums and again at the team bases.

1.5 Trash

1.5.1 As a general rule of thumb, you are expected to pack out what you pack in. Bring garbage bags for your own use and ensure that you do not leave any garbage on the field.

1.6 Smoking

1.6.1 Smoking is permitted in designated areas and only on the field when conditions permit. Ensure you put your cigarette butts in the provided containers.

2.0 Personal Protective Equipment (PPE)

2.1 Eye, Head, and Face Protection

2.1.1 Players must wear approved eye protection, such as paintball masks, glasses and goggles. Any questionable eye protection is subject to inspection and testing by a field admin.

2.1.2 Goggles/glasses must have a minimum rating of ANSI z87.1+.

- 2.1.3 Approved eye protection must be secured to the head with a retention strap.
- 2.1.4 WIRE, MESH, SHOP OR SKI GOGGLES ARE NOT ALLOWED.
- 2.1.5 We encourage players to use additional head protection, such as balaclavas, full face masks and mouth guards to help minimize potential injuries.

2.2 Minors (Under 18) Eye, Head, and Face Protection

- 2.2.1 Minors are required to wear ballistic rated or paintball rated goggles. No glasses.
- 2.2.2 Minors are required to use teeth protection, such as mesh protectors, paintball masks, or similar protective equipment.

3.0 Conduct

3.1 Substance Abuse

- 3.1.1 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.
- 3.1.2 Responsible consumption of alcohol is permitted after the games in designated areas on site.
- 3.1.3 Players showing physical signs of intoxication or impairment may be asked to sit out for an extended period of time or removed from the field at the discretion of the game admin(s).

3.2 Behavior, Ethics, Honor and Integrity

- 3.2.1 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 and events.
- 3.2.2 Players are expected to conduct themselves in a mature, responsible and respectful manner both on and off the field.
- 3.2.3 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.
- 3.2.4 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.

3.3 Physical Contact

- 3.3.1 Physically or verbally abusive or threatening behavior of any nature is strictly prohibited and is grounds for immediate dismissal from the field and property.

3.3.2 Players are not permitted to make physical contact with another player. If the scenario requires physical contact, an admin will approve the action.

3.4 Cheating, Complaining and Disciplinary Actions

3.4.1 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.

3.4.2 To report someone for cheating or rule violations you can either report the individual immediately to a commanding officer, 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.

3.4.3 When reporting a player, please ensure you can positively identify the individual.

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

4.0 Age Limits and Waivers

4.1 The following are age limits and conditions (if any) for RAAT Sanctioned games, subject to section 4.2.

4.1.a +18 - player signed waiver only

4.1.b 16 & 17 - waiver signed by parent/LG plus medical release. No parent/LG required to be present for game(s).

4.1.c 14 & 15 - same #2 but parent/LG must be on the field for the players' first full game. No parent/LG required after that point if RAAT Admins agree.

4.1.d 12 & 13 - same #2 but parent/LG must be on the field for full game, every game (playing or not).

4.1.e 11 and under, not permitted to play.

4.2 Player Age Limitations

4.2.1 It is entirely up to the Game Admins discretion as to the permitted age level of player for any particular game.

4.3 Waivers & Medical Releases

4.3.1 All required waivers and medical release shall be submitted and/or on file for all people on at the RAAT Sanctioned game (all players, observer, photographer, etc.)

4.3.2 Waivers and medical releases shall be valid until December 31 of each and every year. 4.0 Ammunition

5.0 Ammunition

5.1 BB's

5.1.1 Glass, silica, marking (paintball/marking dust coated bb's) and metal BB's are prohibited on the outdoor field(s).

5.1.2 Game Admin(s) may conduct random or targeted magazine check to ensure glass or silica BB's are not being used.

5.1.3 Glass, silica, marking and metal BB's may be permitted at indoor events where force on force (player on player) action is not in play (static target only).

6.0 Gun Rules

6.1 Gun Chronographing

6.1.1 1 Players must chrono their weapons before being allowed on the field. All chronoed guns will be marked for easy identification.

6.1.2 Once on the field, any player found tampering with their gun to contravene the velocity limits will be removed from the field and possibly banned from all future R.A.A.T. events.

6.1.3 Guns may be randomly chronoed by game Admins at any time during the game.

6.2 Safe Zones

6.2. 1 When in safe zones, all players must follow these rules:

- No BB's in the chamber.
- Magazines out. SAW's may leave box magazines in place.
- Pistols holstered.
- Safeties on.
- Muzzle covers on.
- M203 shells removed from launcher tubes.

6.2.2 Muzzle covers or barrel condoms are mandatory equipment. Gloves and socks are not suitable muzzle covers.

6.2.3 Players will not fire into or out of safe zones.

6.2.4 Players will fire only in or at designated firing areas.

6.2.5 Safe zones on the game field will be reviewed at the game briefing.

6.3 Velocity Limits

6.3.1 All Official R.A.A.T choreographing will be done based on a BB weight of 0.20g

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

BB Weight	Max FPS
0.20g	420
0.23g	392
0.25g	376
0.28g	355
0.30g	343
0.36g	313
0.43g	286
1.64 joules MAX.	

6.3.3 The velocity limits for bolt action (Sniper) rifles are as follows:

BB Weight	Max FPS
0.20g	500
0.23g	466
0.25g	447

0.28g	423
0.30g	408
0.36g	373
0.43g	341
2.10 joules MAX.	

6.3.4 The velocity limits for a Designated Markman (DMR) rifle are as follows:

BB Weight	Max FPS
0.20g	450
0.23g	420
0.25g	403
0.28g	380
0.30g	367
0.36g	335
0.43g	307
1.88 joules MAX.	

All DMR's must be locked into Semi- Auto only and have a minimum engagement distance of 50 feet.

6.4 Indoor ROE

6.4.1 Players are limited to semi-auto fire only when entering or occupying a structure. As a general rule of thumb, if your gun barrel is inside a structure, you shoot semi-auto; if your gun barrel is outside, you may shoot full-auto.

6.4.2 We encourage players to use a pistol or backup weapon that is rated at ~300 FPS when entering buildings.

7.0 Gear

7.1 Personal Effects

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

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

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

7.2 Loadout/Kit

7.2.1 Full ghillie suits are not permitted. Lightweight capes and hunter's 3D camo jacket/pant/suits are permitted.

7.2.2 There are no other restrictions on loadouts or kit.

7.2.3 Half ghillie suits/ Viper hoods are permitted, based on materials construction. IE. No heavy burlap or similar weight material. Materials will be judged on an individual basis by EXEC.

7.3 Laser Devices

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

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

7.3.3 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.

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

7.4 Training Knives

7.4.1 Rubber training knives are allowed and encouraged to be used on the field.

7.4.2 Rubber training knives can be thrown underhand at an opposing player. No other throwing style is permitted.

7.5 Real Steel Knives

7.5.1 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.

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

7.6 Trash

7.6.1 As a general rule of thumb, you are expected to pack out what you pack in. Bring garbage bags for your own use and ensure that you do not leave any garbage on the field.

8.0 Vehicles

8.1 General

8.1.1 Only authorized vehicles are permitted on the property. Contact RAAT Executive or field owner for permission to access field with vehicle.

8.1.2 Only individuals authorized to operate vehicles on the field may do so.

8.1.3 Riding in or on vehicles on the field is prohibited unless authorized by the authorized driver

9.0 Safe Engagement Distances

9.1 Mercy Rules

9.1.1 There is no standing mercy rule in effect. However, any player that gains a significant advantage over an enemy player may elect to call out "Mercy!" Please be advised that compliance is completely optional. If the enemy player chooses to engage, both players must aim low to minimize potential injuries.

9.1.2 No player may mercy another with an empty gun.

9.2 Close Quarters Battle (Indoors)

9.2.1 Due to close engagement distances, blind corners and other safety issues, full-auto fire within any building is prohibited. Players are limited to semi-auto fire when indoors.

9.2.2 Players will not use sniper rifles in CQB situations.

9.2.3 Sniper rifles, SAW's and other full-auto weapons may engage targets outside of a secured building, as long as the barrel passes the threshold of the window, door, or opening.

9.3 Battle Rifles, SMG's, and Pistols

9.3.1 Players may use battle rifles, SMG's and pistols anywhere on the field.

9.4 M203 Grenades

9.4.1 Players will not use CO2 propellant in M203 grenades. If you are using CO2 capable M203 grenades, you must use green gas or propane.

9.4.2 Players will only use airsoft projectiles in M203 grenades. Players are forbidden from loading M203 grenades and launcher tubes with foreign materials of any kind.

9.5 Snipers

9.5.1 Snipers (refer to section 6.3.3) will not engage targets closer than 50 feet. Backup weapons will be used when targets are within 50 feet.

9.2.2 Players will not use sniper rifles in CQB situations. Upon entering a building, the sniper must use a pistol or backup weapon while clearing the structure.

9.2.3 Snipers may engage targets outside of a secured building, as long as the barrel passes the threshold of the window, door, or opening.

9.6 SAW's

9.6.1 Players may use SAWs anywhere outdoors.

9.6.2 Players will not use SAWs in CQB situations. Upon entering a building, the SAW gunner must use a pistol or backup weapon while clearing the structure.

9.6.3 SAWs may engage targets outside of a secured building, as long as the gunner is positioned next to a doorway, and the barrel passes the threshold of the window, door, or opening. SAWs may not engage outdoor targets from anywhere else inside buildings.

10.0 Elimination Rules

10.1 General

10.1.1 Elimination or "Hit" is a BB contacting the player anywhere on there person or gear.

10.1.2 A red or orange "kill rag" is recommended for hit players.

10.1.3 Gun hits may count dependant on scenario rules.

10.2 Blind Firing / Crack shooting

10.2.1 Blind firing is defined as firing without identifying what you are shooting at first. Blind firing includes, but is not limited to, firing around corners without aiming, ducking under a window while firing through it or raising and firing your gun over top of a barrier without aiming.

10.2.2 Blind firing is a severe safety violation. Any player caught blind firing will be issued an infraction.

10.2.3 Shooting through a crack or hole (in a building or structure) is allowed provided you are able to form a proper sight picture to shoot through a crack or hole. i.e. you must be able to fully use your iron sights or optics.

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

10.3 The “Dead”

10.3.1 Players that are “dead” or “wounded” may not speak regarding strategic/tactical details until they have respawned or been revived.

10.3.2 Under no circumstances are “live” players to mingle with “dead” players in the CCP's, respawn areas or while “dead” players are on the move to respawn.

10.3.3 Under no circumstances are “dead” players to be used as cover by “live” players.

10.3.4 A “dead” player may use their radio to locate active respawn areas.

11.0 Membership Requirements

11.1 Membership Application Process

11.1.1 Minimum age for membership is 18 year of age upon application of membership.

11.1.2 Anyone applying for membership with R.A.A.T. must play a minimum of three (3) R.A.A.T. sanctioned games or three (3) games with 2 or more R.A.A.T. members on their team.

11.1.3 Applicants will submit a request for membership to the Executive council members.

11.1.4 Executive council shall review the application and shall accept it if it complies with requirements set out in 11.1.1 and 11.1.2

11.1.5 Successful applicants shall be issued the mandatory kit list and be placed on a three (3) month probationary period to secure required kit and for further evaluation for membership.

11.1.6 During the probationary period, the applicant must attend at least three (3) R.A.A.T. sanctioned games or three (3) games with 2 or more R.A.A.T. members on their team.

11.1.7 The probationary period may be extended at the request of the applicant if work scheduling, weather preventing games or other factors beyond the control of the applicant will prevent a fair and accurate assessment.

11.1.8 Probationary period will not be extended beyond one year from date of the original application.

11.1.9 If the applicant cannot complete the requirements during the probationary period, they can reapply no sooner than after 6 months from the last agreed probation completion date.

11.2 Probationary Member Assessment

11.2.1 Once the applicant has successfully completed the probation period, they shall be assessed by one or more members in good standing.

11.2.2 The assessment shall consist of:

11.2.2.a A review of the applicants reported behavior on the field and at game event sites

11.2.2.b A review of the applicants required kit as per “Members Required Kit List” in appendix

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11.2.2.c A review of the applicants attitude & behavior about proceeding as a member of R.A.A.T.

11.2.3 The probationary assessment shall be conducted by at least one member in good standing as selected by the Executive Council.

11.2.4 Upon successful completion of the probationary assessment, the applicant is made a "patched" member and is issued a R.A.A.T Team patch.

11.2.5 If the applicant does not pass probationary inspection, either an extension or reapplication as per section 10.1.9 can be issued as per the Executive Council at their discretion, or the applicant may be dismissed.

11.2.6 A R.A.A.T. "Patched" member has all the privileges, rights and responsibilities of a full member except they for not get the right to vote at R.A.A.T. General Meetings for one year from date of being "Patched".

11.2.7 After one year from the date of being "Patched", R.A.A.T. members may vote at the R.A.A.T. General Meeting.

11.3 Membership Costs

11.3.1 The Executive Council will set the membership costs for both initial and renewal memberships annually as part of the first Executive meeting.

11.3.2 The Executive Council may set the price of R.A.A.T. team patches.

11.4 Exclusive Membership Benefits

11.4.1 No one other than R.A.A.T. team members in good standing may wear a R.A.A.T team patch unless otherwise directed by the Executive Council.

11.4.2 Other exclusive team benefits are listed in Appendix 2.

11.5 Membership Termination

11.5.1 A R.A.A.T. member may have their membership terminated at any time if found to be guilty of any act noted in Appendix 3

11.5.2 Accused members facing termination shall be permitted to address their accusations and to appeal to the Executive Council.

11.5.3 After weighing all evidence and appeals from the accused member, the standing of the Executive Council shall be final, including reinstatement options.

11.5.4 Membership costs are non-refundable to terminated members.

11.5.5 Terminated members are required to return any and all Club issued membership items (i.e. R.A.A.T. team issued patch issued upon acceptance)

