

OLCMSS Core Rule Set

CONDUCT

- A. Airsoft is a game of HONOR. Please call YOUR OWN hits!
- B. Do NOT call opposing team players out.
- C. Do not cheat.
- D. Players who break the law will be referred to local law enforcement and barred from future events.
- E. Subordinate players will respect leadership ranks.
- F. You must read your warning order for full details on the Operation

Safety

- A. Eye protection must be worn at all times while in a playing area.
- B. If a player loses their eye protection or has a medical emergency, immediately call "Real World." Game officials will pause the game until the affected player gives "All Clear". Officials will then signal to continue. In the absence of officials, nearby players will wave their red rags to indicate a blind man call. Once the player gives "All Clear", players will yell "All Clear."
- C. No blind firing. You must be able to see with your own eyes where your gun is pointed.

WEAPONRY

- A. Players should report to the chrono station with an empty mag for each weapon.
- B. Velocity reducers are NOT allowed.
- C. Velocity enhancers such as "power up" type quick disconnect silencers and similar are NOT allowed.
- D. Squads consisting of generally 12 players will be composed of 1 Squad Leader, 1 Heavy Weapon Specialist and 1 Medic with the remaining members Riflemen. Contact your SL to request a class. Unless notified - players will be a Rifleman. A player may only hold one Job Role
- E High Speed Triggers are not allowed
- F. Overshooting or spamming on semi is not allowed.
- G. NO weapon may have a greater rate of fire than 30 RPS.
- H. All weapons, regardless of class, are required to use biodegradable bbs.
- I. HPA/GAS: All HPA guns or air supply systems must have a Tournament Lock that secures the air system adjustment (regulator and /or gun adjustment point or points).
 - I1. Minimum Engagement Distance: 0 feet
 - I2. CHRONO ALL weapons will Chrono with .30 Bio BBs <1.55joules
 - I3. Rifles are limited to NON-WINDING magazines that only carry 200 BBs or less.
 - I4. There is no limit to the number of magazines a person may carry.
- M. (squad automatic weapon) gunner(s). A SAW gunner may use electric or manual winding magazines (box, c-mag, or other large volume bulky style – no 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 OPBD SAW weapons (defined below).
- L. Guns that are faithful recreations of belt-fed firearms qualify as SAWs This includes (but is not limited to) the M60, M249, MG42, RPD, Shrike< with support front>, M240B and similar models.
 - L1. NO MP5's, M-16's, regular AK-47's or non SAW weapons.
 - L2 The approved SAW non-belt-fed gun list is as follows: RPK, MG36 (not just G36 with drum mag....)
 - L3 LSW. Again, these guns must be faithful recreations of actual guns.
 - L4. To be a faithful recreation a SAW must be as cosmetically similar as possible to the original gun. staff reserve the right to determine what is "cosmetically similar."
 - L5. SAWs MUST use biodegradable BBs.
 - L6. It is ok for a SAW gunner to use non-winding rifleman magazines in his/her SAW.
 - L7. Regardless if your SAW can go semi they may not use box mags indoors, you may switch to a midcap if your platform allows it.
 - L8. Officers, Recon/Sniper members, and Platoon leadership (LT/Plt Sgt) are not eligible to be SAW gunners.

HEAVY WEAPONS

- A. Minimum Engagement Distance: 30 feet NO direct fire at human targets
- B. Each squad may have up to 2 Heavy Weapons Specialist. (Optional - may be replaced by Rifleman.)
- C. The HWS is the only member that may use M203s, AT launchers, etc....
- D. The HWS is the only player who may fire rocket rounds:
 - d1. Usable: Howler, Nerf Pocket Vortex, Zocker Darts, rubber and/or soft plastic 40mm replica rounds, soft rubber/nerf type replica rocket rounds.
 - d2. Direct requests for use of rockets other than stated to event staff.
 - d3. The HWS (only) may carry up to 6 rockets at any one time (store more at the FOB).
 - d4. Rockets kill players within a 10 foot radius of their IMPACT, unless hitting a vehicle.
- E. HWS are cleared to use beehive/BB rounds in their launchers.
 - e1. Specialists may carry an unlimited number of propellant/beehive grenades.
 - e2. Propellant grenades must hit a player (directly or indirectly) with a BB for a kill.
- F. Custom built player launchers/Rockets will only be approved under the following conditions:
 - f1. The launcher is incapable of firing more than one round every 7-10 seconds.
 - f2. The launcher looks like a real military RPG/LAW style weapon.
 - f3. Front/rear/left/right and breech (if any) pictures are provided to staff.
 - f4. The designer provides all necessary information and photographs before event.
 - f5. The designated Chief of Staff signs off on the design before event.
 - f6. The custom launcher is tagged by chrono staff as approved for use.
- G. Using a custom launcher without prior approval is considered cheating and will result in automatic rejection.
- H. Moscart-style grenades may only use Green Gas or HFC 134a. No CO2.

MEDIC (subject to event specific restrictions):

- A. See the OPORD/WARNORD for specifics.
- B. Medics will carry a standard rifle.
- C. Other Classes < EOD, TECH, PJ, etc, rules will be in operations warning order.
- D. Any un-tagged guns found in the game are grounds for immediate disciplinary action.
- E. SECONDARY WEAPONS:

GRENADES:

- A. Gas powered –
- B. Each player is allowed to carry up to 2 grenades at any time.
- C. Hand grenades must be tossed underhand, and should not be thrown more than head high (six feet) off the ground. NO BASEBALL THROWS.
- D. BB firing grenades have a 10 ft radius kills zone and any hit with a BB from grenade counts as a hit no matter what the range
- E. Thunder B grenades have 10ft radius kill zone and may not be loaded with anything. No bbs, liquid or powder allowed.
- F. Rubber balls and tennis balls are not acceptable grenades.

MINES (subject to event specific restrictions):

- A. Players may bring and use claymore mines under the following conditions:
- B. Spring/electric/mechanically powered (no CO2).
- C. Use remote detonators - no tripwires (note: staff laid traps may use wires).
- D. BB firing mines MUST strike a player (directly or indirectly) with a BB for a kill.
- E. Use is governed by the same safety rules as AEGs: 10 foot engagement distance.

AREA EFFECT/BLAST RADIUS:

- A. Booby traps, mortars, and AP/AT mines are defined as area effect weapons.
- B. Area Effect Weapons kill all players within a 10 foot radius of their triggering.

- C. MORTARs carry a 20 ft kill radius from their impact location.
- D. The player at the center of the blast radius calls out all other players.
- E. Only hard cover protects you from an area effect weapon. Hard cover includes a stone wall, a bunker, a building wall or similarly completely obscuring terrain.
- F. SMOKE (subject to event specific restrictions):
- G. Absolutely NO personal pyrotechnics, flares, open flames, or similar devices are allowed.

"KILL" or "HIT" RULES

- A. One Hit: you are dead. A hit to any part of the body or gear attached to it by a BB constitutes a "kill".
- B. Gun hits DO NOT count.
- C Dead Men may not talk after taking a hit.
- D. Once hit – appropriate medic or respawn actions apply.
- E. You must pull out Dead Rag and place it on your head
- F. Night Operations a Red Light is added to the dead rag rule

UNIFORM & EQUIPMENT

- A. During the game, players must conform to the Uniform Code as a means of identification.
- B Company-specific BDU top.
- C. Company-specific BDU bottom
- D. Company-specific uniform matching helmet.
- E. Players may substitute the appropriate generic color for their head cover.
- F. Event specific Company Uniform Code can be found in the OLCMSS Forums and in the OPORD/WARNORD.
- G. Ankle high (or higher) boots (NO SANDALS or open toed shoes for safety reasons!).
- H. No RED shemaghs or other unit identifiers which could be confused with game play mechanics.
- I. It is acceptable while in regen to temporarily remove your uniform (with the exception of eye pro) to adjust your gear or cool off. You must return to full uniform to re-enter the game.

Gear

- A. Defined as anything not part of the Uniform Code or a weapon. This includes but is not limited to: LBE, PCs, harnesses, eye protection, gloves, pads, and water carrying devices.
- B. We encourage players to match their gear to their side, but gear color is not restricted.
- C. Eye Protection
- D. Eye protection must have rubber/foam/soft material/full seal that closely conforms to the face.
- E. Eye protection must be secured against the head via tight elastic or adjustable strap.
- F. Eye protection should be ANZI Z87.1 compliant or better.
- G. Wire or any other type/construction of mesh goggles ARE NOT ALLOWED.
- H. Eye protection will be checked as part of morning inspection before the game.
- I. Face Protection is STRONGLY RECOMMENDED.
- J. Hydration
- K. Players are responsible for their own hydration!
- L. A portable water storage device such as a Camelbak or canteen is mandatory gear.
- M. Communications (subject to event specifics)
- N. Radio bandwidth is pre-designated and provided by staff to leadership prior to the event.
- O. Channels outside your designated range are NOT permitted for use unless approved by staff.
- P. Additional channel frequency requests should be made via your chain of command.
- Q. Using undesignated channels is considered electronic warfare and is not permitted.
- R. Defined as listening in or using alternate frequencies, interfering with transmissions, or otherwise impeding communications.