



Cyprus Airsoft Community

Fundamental Rules & Regulations



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Introduction

Airsoft is an entertaining, smart game of strategy and above all teamwork.

Through airsoft, players exercise, develop skills, teamwork, and team spirit.

The games take place usually in outdoor areas in specifically chosen areas. Our purpose is to create a community of **honest** airsoft players and **appreciate** and **respect** each other.

Due to being a game with intense competition, there may be conflicts between players. For this reason, there are definitions and rules that every player is **required** to know and follow faithfully for the reduction of any misconceptions during the game or after it.

Every player must understand that this sport, like all other sports that have to do with physical exercise and contact, include a degree of risk, and for this the appropriate protective measures have to be taken. Pain is also existent in the game, and that must be accepted. The nature of the game requires a certain level of pain from projectile BBs, which **must** be acceptable to everyone who participates in the games.

Comprehensive:

1. Always wear your goggles and mask as a minimum protective equipment.
2. Mutual respect, respect for the sport, but also for the equipment of others as well as yours.
3. We respect the space we play (*do not leave garbage*).
4. Do not shoot any animals, birds, reptiles.
5. Do not argue about the game.
6. Dead men don't talk until you respawn.
7. If you get hit while dead, call HIT again and continue to your destination (*respawn or safezone*).
8. Pay attention to the scenarios, each one differs.
9. Put your replicas in safety when not in game.
10. Consider your replica always loaded.
11. Bang-Bang
12. Silent kill
13. Parley
14. Grenades - mines
15. Gun hit
16. Blind man
17. Blind fire
18. Friendly Fire
19. Time Out
20. Man Down

Player Protection Measures for Safe Play

Rule: The safety and physical integrity of both us and our teammates is paramount.

Safety Measures:

The use of eye protection and mouth protection is required at all times when you stay in the game area. **It is forbidden** to remove them at any place other than the marked *Safe Houses or Safe Zones*. The glasses and masks **must** be verified/tested to be able to handle airsoft games.

The eye pro, **must** have at least the recommended specification of *ANSI Z87.1*.

Since Airsoft replicas can deliver projectiles of medium energy (*0.5 to 3.3 Joule usually*), they can **penetrate** and / or **shutter** glasses that are **not** ballistic or up to spec for this kind of use. Sunglasses / diving masks / Ski mask / motorcycle mask are **strictly forbidden**.

The use of extra protection (*knee pads, elbow pads, helmet, full face balaclava*) are not required, but it is recommended for the extended safety of the player.

- Ballistic eye protection. **Mandatory**
- Mouth protection. **Mandatory**
- Helmet (*Maximum protection head protection*) / Hat (*Medium head protection*)
- Military uniform or other set of clothes with good abrasion properties.
- Boots or durable footwear.
- Knee / Elbow pads.
- Neck buff.
- Gloves.

Equipment Transportation

Our replicas **must always** be transferred only inside a gun case/bag.

Public exposure of the replica or other equipment may lead to complaints to the police due to causing fear or suspicion, creating negative **consequences** not only to you, but to the whole airsoft hobby and community.

Definitions and Basic Rules

ITS FORBIDDEN TO ARGUE DURING THE GAME.

- If there is an argument or issues, they're to be **discussed** outside the game field or after the game is over with the **presence of the organizer**.
- In case of unacceptable behaviour, there are penalties such as expulsion from the game/s.
- Before the start of the game, it is confirmed that everyone knows the Airsoft regulations and the scenarios of the respective game.

Scale of Joules Vs MED (*Minimum Engagement Distances*) in meters

The Joules **measurement** will always be done with the hop-up set and the grams of BBs played by each.

They are defined as the minimum distances below the options that a player **cannot** engage another player.

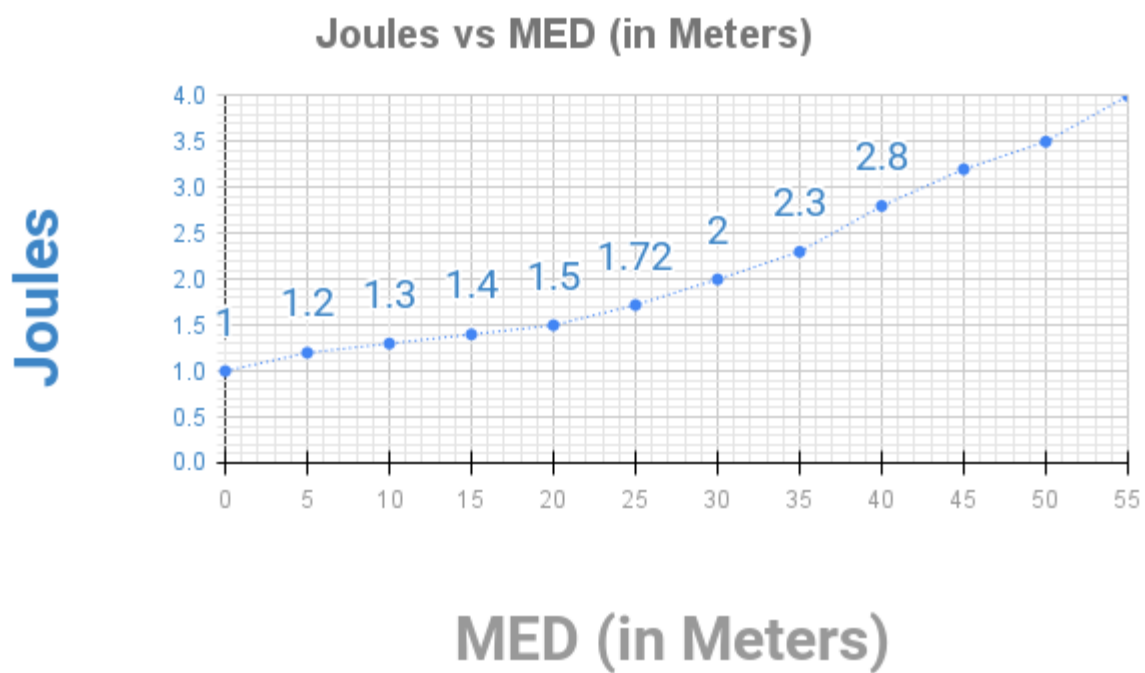
The categories are divided into platforms, but priority is given to Joules in **MED**:

Pistols	Maximum 1 Joule	Single Shot Only
SMG (<i>Sub Machine Gun</i>)	Maximum 1.3 Joules	They have the FULL AUTO option (<i>depending on the scenario</i>)
Assault Rifle	Maximum 1.72 Joules	They have the BURST option (<i>depending on the scenario</i>)
LMG (<i>Light Machine Gun</i>)	Maximum 1.5 Joules	They have the FULL AUTO option (<i>depending on the scenario</i>)
DMR (<i>Designated Marksman Rifle</i>)	Maximum 3.2 Joules	They must contain a scope sight, and a maximum number of 30* BBs per magazine and a unique SEMI AUTO option. Bipod optional.
Sniper	Maximum 4 Joules	

The above applies to **all** Replica types (*AEG, GBB, HPA*).

PS. CQB Games will not allow more than 1.2 Joules.

Replicas with output greater than 1.2 Joules cannot participate in CQB games.



					METERS min	JOULES max	FPS (0.20g)	CQB
				Pistol ↑	0	1	328	
					5	1.2	360	
			SMG ↑		10	1.3	375	
					15	1.4	388	
			LMG ↑		20	1.5	400	
		Assault ↑			25	1.72	430	
					30	2	464	
					35	2.3	498	
					40	2.8	549	
		DMR ↑			45	3.2	587	
					50	3.5	614	
		Sniper			55	4	656	

CQB	Pistol	
	SMG	
	Assault	
	LMG	
WOODLAND	Pistol	
	SMG	
	Assault	
	LMG	
	DMR	
	Sniper	

MED: Minimum Engagement Distance
 FPS: Feet per Second
 Joules: Energy Meter

CATEGORIES

JOULES

	1	1.2	1.3	1.4	1.5	1.72	2	2.3	2.8	3.2	3.5	4
Pistol ↑	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SMG ↑	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LMG ↑	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Assault ↑	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DMR ↑	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sniper	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

DISTANCE

JOULES

	1	1.2	1.3	1.4	1.5	1.72	2	2.3	2.8	3.2	3.5	4
0	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
20	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
25	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
30	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
35	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
40	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
45	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
50	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
55	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Safe Zone

Safe Zone (*Safe House or Safe Zone*) is the area, defined by the respective organizer at the respective game field, where the players rest and store their equipment.

The use of any airsoft replica inside the Safe Zone / Safe House is strictly forbidden, as well as the trespassing of players from any team that is still active in the game.

All replicas inside the Safe Zones **must** be on safety position. The use of any airsoft replica inside the Safe Zone or shooting towards it is strictly **forbidden**.

A designated chrono area for **measurement** and adjustment of airsoft replicas but also for their alignment, will exist in every game, and it will be designated by the organizer. It is strictly **forbidden** for any firing activity to other areas.

*Before the start and after the end of a round or game, it's strictly **forbidden** the use of replicas anywhere else other than the designated **Testing Area**.*

The Replicas must be **strictly** in the following state:

- No Magazine (*after the removal of the magazine the user must shoot 3-4 shots (in semi auto) - on the proper designated area to empty the replica from possible BBs left in the hop-up*).
- The fire mode must be on SAFE.

Accidents

On the occasion of an accident, the game must stop **immediately** and **immediately** inform the organisers.

Dead Player και Dead Rag

The Dead Rag, is a red rag that the player place on his head or keep it raised in his hand **after** getting **HIT**. This states that the player is **no longer active** - HIT in the game area.

This way, the player is visible and prevents from getting hit from BB's.

It is possible that stray shots or mistakes to happen that are not intended for the DEAD Player.

No grumbling, no complaining, signal that we are inactive and move away from possible stray shot.

CQB (Close Quarter Battle)

Close Quarter Battle is a tactical situation that include an intense battle, among many opponents, in a very small distance such as indoor environments, rooms, corridors etc.

BBs

Plastic balls of diameter 5.95mm, ranging from weight of 0,20 - 0,48gr.

As the Cyprus Airsoft Community, we recommend BIO BBs (biodegradable).

HIT / OUT

Shouting **HIT** we declare that part of our body was hit by a BB.

This should be accompanied by a hand or two raised so as to be noticed by opponents. A **dead rag** is suggested to make your status of **HIT** more visible.

Any part of the equipment or clothing that is in direct contact with the player's body, struck by BBs, will be considered **HIT**.

Shouting **OUT** declares that the player is out of the game and exits towards the **Safe Zone**, while keeping the dead rag or hand up.

When is someone HIT or OUT

1. If the player's replica is hit and he has a second replica, he exclaims "**GUN HIT**" or "**GUN**" and uses the second replica (*e.g. pistol*). If the second replica is also hit then the player is **HIT**. If there is no second replica then it is considered **HIT**.
2. In case someone runs out of BBs or their replica breaks down, they can borrow anything from another live player. From **HIT** players it is forbidden to borrow gear unless IF:
 - This happens in the Safe Zone.
 - The **HIT** player leave equipment at the exact spot where it was hit, at the exact moment it was hit. Equipment can be taken by any player who becomes aware of its existence.
3. Ricochet BBs **do not** count as **HIT**.
4. Dead men don't talk: The **HIT** player upon his departure, is **not** allowed, and it is **not** fair, to communicate with teammates until respawning back in the game.
5. In the event that two or more players got shot at the same time, then both are **HIT**.

Respawn

This indicates that the player is re-entering the game after being **HIT**. **For purposes of smooth operation of the game**, 5 seconds are given to the player who exclaims "**Respawn**", until he is attacked by an opponent player (*in the event that the duration and the distance are not determined by the organizer*).

Some types of respawns:

1. The one who is HIT should move away and move in towards the **predetermined** direction based on the current scenario, of distance at least 15 meters away from the point where he was **HIT**. From there he can get back into the game. If there is a scenario that will state a **designated respawn point**, then only that will apply.
2. If it is in a building, then you will have to **leave** the building and **move** to another one, which will not have direct access to the previous one (*eg a door connecting the two rooms or buildings*). Exception, if there is a **predetermined** scenario and the **HIT** can respawn in the same place.

Fire modes

The **fire modes** used by the replica are: semi-automatic, automatic and when the replica allows it, programmed burst (*3-5 shots*). The type of shot for each game is **determined** by agreement before the start of the game, by the organizers.

Friendly Fire

Occurs when a player hits a member of their team during the game.

For friendly fire, the following 2 cases apply:

- If the player who took the shots determines that they came from a member of their team, after admitting it, then the player who fired the shots is considered a **HIT** and goes for **Respawn** or **OUT**.
- If the player who took the fire does **NOT** determine if the fire was friendly, then they are themselves a **HIT**.

Grenades / Mines

HIT from grenades or mines measure up to a radius of 3 meters visual contact away from it. You can avoid being **HIT** only if you have a durable realistic cover (*e.g., wall, sandbags, etc.*).

If they have BBs fragmentation then the **HIT** measures with the contact of BBs or even with line of sight of 3 meters.

In case these are heavy and may cause physical harm, make sure that when throwing **they will never hit anyone** (*low throw for metal/heavy ones only*).

The blind throw over 5 meters long and 1 meter high is **forbidden**. From a height, blind vertical throws and less than 45 degrees are **prohibited**.

If it is light and contains no risk then the throw is made freely.

In closed spaces (*eg. room*) regardless of the distance, considered **HIT** anyone inside the room, unless covered behind a wall or any realistic cover (*see above*).

“Game Over” or “Game”

Shouting this declares the **end** of the game.

Pause / Time Out

Temporarily **pause** the game. The players **remain** in their positions until the game restarts again.

Man Down

Serious **injury** to a player who needs help from teammates (*it would be good to avoid using the term in a scenario, without a real reason*). The game stops **immediately**. Minor injuries that **do not** immobilize the player, and he can move himself towards **Safe Zone** is **not** considered Man Down.

Blind Man

It is the **malfunction** of the protective glasses. In this case, the player should leave to the **Safe Zone** to fix his problem. In no case, the player **must not** remove the safety glasses until he reaches the **Safe Zone**.

Replica Malfunction

It is the **malfunction** of the replica. This is **resolved** in the Safe Zone.

Blind Fire

Blind fire is **PROHIBITED**.

A blind fire is when:

- Any shot, which **does not** implement an aiming line (*imaginary straight eye - gun sight - target*).
- The replica shoots and we **don't see** where the BBs are directed, if for example we are hidden behind the corner of a building, and we only take out the replica and shoot in any direction without aiming.
- Running and shooting in the **opposite** direction to the one we are facing.
- We shoot with the replica from a hole, **without** aiming from the exact same spot (*e.g. glass, pallet, etc.*)

Draw (Parley)

The **frontal** simultaneous targeting of 2 opponents at very close range (*Smaller than 3 meters*) and / or **physical contact**. Then it is considered a **draw**, and they move out of their positions, a few meters back into a cover position, **without** being **HIT**.

Silent Kill / Knife Kill

HIT, which is done in a silent manner. Which should be either with **Plastic knife**, either by approaching the opponent and touching him with one hand on the shoulder,

One who is Silently Killed **remains** in place until his opponent is at least 5 meters away, then shouts **HIT** or move away 10 meters and then shout **HIT** (*scenario depended*).

Bang-Bang

For safety reasons we avoid "shooting" at close distances (*see pg6*) from the moment the opponent has his back or does not have visual contact with us and we have a clear target (*we can clearly see his whole body*). So, we use "Bang-Bang" by shouting it. **By shouting "Bang-Bang" loud and clear we simulate the use of the replica**, so that it can be heard by opponents. He who makes use of it **must**:

1. **See** and **Aim** the opponent, remaining in this position for at least 3 seconds, to avoid misunderstandings that the shot was not clearly intended. **If he does not comply with the above, then this does not apply.**
2. The replica **must** have ammo and be in working condition.
3. Big guns use "Bang-Bang" at distances below 5 meters.
4. Pistols use "Bang-Bang" at distances below 2 meters.
5. Sometimes accidents **happen** due to acquired speed.
6. It would be good to make an **apology**, maybe even shake hands.
7. The player who has been hit accepts **HIT** that has happened to him.

A "Bang-Bang" rule only applies to the minimum shooting limit (*e.g., 5 meters in an open field or 3 meters for CQB/CQC or depending on the limit set by the organizer*) and ONLY if:

- There is a relative comfort of time for choosing a point to hit the opponent through our sights.
- The opponent is quite exposed compared to us.
- The opponent has not noticed us.

The rule is **not valid** in the following cases:

- If we just stick our head out of a corner of a wall / tree, etc. without aiming or holding the weapon on the hip, we **must** be aiming.
- When we run out of BBSs, or our replica is down.
- In the event of a dispute, the dispute is settled by the Parlay rule.

Photographers – Observers – Visitors

In the event that someone wants to move around the game area because he wants to take videos and/or photos, he must take care of the following:

1. To **inform** the organizers in time.
2. **Have** a **fluorescent** yellow or orange vest beforehand, so that they easily stand out from the regular players.
3. If there are dark conditions **have** a fast-flashing **light** (*e.g. LED bicycle light*) of any colour placed in a **conspicuous place** (*e.g. hat, shoulder, chest, etc.*) to make him stand out **easily in the dark**.
4. **Must** wear protective glasses or a mask. Any additional protection is at his own discretion and is permissible and desirable.
5. **Not to betray** players' positions with his presence. To be **discreet** and **careful** in his movements, but also to stand out in a **conspicuous place**.
6. To **have** at least one means of telecommunication with the organizers (*phone, radio, etc.*) in case of need.
7. To **take care** of the **protection** of his **equipment** himself. Players and the organization are in no way responsible for **damage** to photographic / film equipment (*e.g., camera / video camera lens, LCD screens, etc.*) from BBs. A good solution that is **proposed** is the placement of a transparent polycarbonate sheet (*PC - Polycarbonate*) with corresponding specifications to those of airsoft glasses (*see General Rules, par. 4*) in the sensitive parts of the equipment, which will of course be implemented at one's own responsibility.
8. In case of approaching the area, people who are **not** participating in the game, any player who **notices** the visitors first, must shout "**PAUSE**" and then all the players in turn shout the same, so that the message is conveyed to everyone. Then, the organizer must **approach** the visitors to **inform** them about the game. During the entire time the game is stopped, all players are **obliged** to **remain** in their position. With the guests removed, the game continues with the organizer shouting "**GAME ON**" and the rest of the players repeating it.

Visual guide to some of the above



Suggestions for Good Game Operation

1. The scenarios are **announced** on time if they exist.
2. Argument and prolonged discussion between active players during game time to be **avoided**.
3. In case of disagreement, the referee or organizer is called to **clarify** the scenario.
4. If there is a **malfunction**, let the scenario develop as it is and at the end of the game / day discuss its improvement.
5. Players do not modify scenarios as they are in progress.
6. We **respect** the game scenarios if they have been previously agreed and accepted.
7. If the scenario is written and the space is mapped, there is a greater **understanding** from each player.

Our thanks to:

Band of Brothers

Chris (*Mandalorian*)

Echetlus

Legion Warriors

Ravens Tactical Team

Ronin

PSF

VMO

For their contribution to the achievement of this guide.

Cyprus Airsoft Community

