

# HUMBOLDT AIRSOFT LEAGUE RULES



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## **PURPOSE**

- THE HUMBOLDT AIRSOFT LEAGUE, OR HAL, HAS BEEN FORMED AS A NONPROFIT ORGANIZATION OF AIRSOFT ENTHUSIASTS. THE PURPOSE OF THIS ORGANIZATION IS TO PROVIDE A FUN AND SAFE ENVIRONMENT FOR PLAYERS OF ALL SKILL LEVELS.

## **GOALS**

- TO PROVIDE A SAFE AND ENJOYABLE ENVIRONMENT FOR AIRSOFT AND MILSIM ENTHUSIASTS.
- TO IMPROVE PERSONAL DEVELOPMENT THROUGH TEAM BUILDING ACTIVITIES.
- TO OFFER A HOSPITABLE ENVIRONMENT FOR PEOPLE NEW TO THE SPORT TO LEARN AND TRY OUT THE GAME.
- TO DEVELOP LONG LASTING RELATIONSHIPS BETWEEN PEOPLE OF SIMILAR INTERESTS IN THE LOCAL AREA AND BEYOND.
- TO ENCOURAGE THE GROWTH OF THE SPORT OF AIRSOFT BY ACTING AS A BEACON OF SAFETY, HONOR AND INTEGRITY.

## **MEMBERSHIP STRUCTURE**

ALTHOUGH HAL DOES NOT DISCRIMINATE AGAINST ANY PERSON BASED ON SEX, RELIGION, ETHNIC ORIGIN, LIFESTYLE OR POLITICAL BELIEF, HAL DOES MAINTAIN A CLOSED MEMBERSHIP. MEMBERSHIP IN HAL WILL BE BASED ON THE DISCRETION OF THE GOVERNING COUNCIL MEMBERS. RECRUITS WILL BE ISSUED A HAL PATCH AND BE NOTIFIED OF MEMBER STATUS BY A COUNCIL MEMBER. A PLAYERS MEMBERSHIP MAY BE REVOKED BY A COUNCIL MEMBER AT ANY TIME. THE MEMBERSHIP STRUCTURE OF HAL IS DIVIDED INTO FOUR LEVELS OF MEMBERSHIP:

## **COUNCIL MEMBERS**

A BOARD OF GOVERNING OFFICERS RESPONSIBLE FOR THE STRUCTURE, GOALS, MEMBERSHIP, ADMINISTRATION AND GROWTH OF THE LEAGUE. THESE ARE THE ACTING ADMINS OF THE GROUP AND WILL ACT AS REFEREES AND LEADERS. ALL DECISIONS REGARDING LEAGUE STRUCTURE, RULES, MEMBERSHIP STATUSES AND FIELD USAGE WILL BE MADE BY THE COUNCIL MEMBERS.

## **SERGEANTS**

HAL SERGEANTS ARE MEMBERS WHO HAVE BEEN RECOGNIZED FOR CONSISTENTLY DEMONSTRATING OUTSTANDING LEADERSHIP AND SUPPORT WITHIN HAL AND HAS THEREFORE BEEN NOMINATED AND ELECTED BY THE COUNCIL TO ACT AS A REFEREE AND MEDIATOR IN THE CASE OF GAME DISPUTES OR QUESTIONS, AS WELL AS TO FACILITATE GAMES.

## **GENERAL MEMBERS**

GENERAL MEMBERS ARE HAL MEMBERS WHO HAVE ATTENDED AT LEAST THREE (3) GAMES AND HAVE BEEN GIVEN THE TITLE OF MEMBER.

## **RECRUITS**

HAL RECRUITS ARE PLAYERS WHO ARE NEW TO THE LEAGUE AND HAVE NOT YET MET THE REQUIREMENTS TO BE A FULL MEMBER.

## **MEMBERSHIP REQUIREMENTS**

- DUE TO CONCERNS OF LIABILITY AND RESTRICTIONS OF SOME PROPERTY OWNERS, ALL MEMBERS MUST BE 18 YEARS OF AGE OR OLDER. (EXCEPTIONS FOR MINORS ARE ONLY ALLOWED FOR THE FAMILY OF EXISTING AND ACTIVE MEMBERS WHEN PRE-AUTHORIZED BY THE HAL COUNCIL)
- BEFORE ANY RECRUIT CAN BECOME A FULL MEMBER, THEY MUST ATTEND 3 GAMES TO ENSURE THAT THEIR BEHAVIOR IS IN LINE WITH THE LEAGUES EXPECTATIONS OF PERSONAL CONDUCT.

## **PERSONAL CONDUCT**

HAL IS A VOLUNTARY ORGANIZATION AND AS SUCH ALL MEMBERS ARE REQUIRED TO ABIDE BY THE CODE OF CONDUCT AGREED TO BY JOINING. ALL PLAYERS ON THE FIELD ARE REQUIRED TO BE RESPECTFUL OF EACH OTHER AND THE HAL COMMAND STRUCTURE. IF THE ORGANIZATION BECOMES AWARE OF ACTIONS BY A RECRUIT OR MEMBER THAT VIOLATE THE CODE OF CONDUCT,

GO AGAINST THE GOALS OF HAL, OR MAY CAUSE A NEGATIVE PUBLIC OPINION ABOUT HAL, THE INDIVIDUAL MAY BE DISMISSED FROM THE LEAGUE. THE DECISION TO DISMISS A MEMBER WILL BE THE RESPONSIBILITY OF THE GOVERNING COUNCIL MEMBERS.

THE FOLLOWING ACTIONS ARE CONSIDERED CONTRARY TO THE GOALS OF HAL AND WILL LEAD TO DISMISSAL:

- BRINGING **REAL** FIREARMS TO ANY ACTIVITIES
- FIGHTING
- CHEATING
- LYING
- DEROGATORY STATEMENTS
- DRINKING ALCOHOL ON A HAL FIELD OR BEING INTOXICATED AT A HAL EVENT
- MISREPRESENTING THE LEAGUE AND ITS INTERESTS
- DIVULGING HAL INFORMATION WHICH IS DEEMED CLASSIFIED

CLASSIFIED INFORMATION INCLUDES BUT IS NOT LIMITED TO: THE LOCATIONS OF PRIVATE LAND PLAYING FIELDS, DATES OF PRIVATE ACTIVITIES.

- PLAYING ON A PRIVATE LAND HAL FIELD WITHOUT THE PRESENCE OR CONSENT OF COUNCIL MEMBERS
- OTHER ACTIONS IDENTIFIED BY THE COUNCIL MEMBERS TO BE CONTRARY TO THE PERSONAL CODE OF CONDUCT
- REMOVING HAL PROPERTY (PROPS, ARMBANDS, FLAGS, STRUCTURES, ETC.) FROM THE FIELD WITHOUT COUNCIL AUTHORIZATION

## **EQUIPMENT**

### **PROHIBITED ITEMS**

- NO REAL FIREARMS OF ANY KIND WILL BE ALLOWED AT ANY HAL EVENT. NO EXCEPTIONS.
- NO FIXED BLADE KNIVES ARE ALLOWED ON THE FIELD, (FOLDING POCKET KNIVES ARE OK, RECOMMENDED TO LEAVE AT STAGING AREA)
- NO ALCOHOLIC BEVERAGES ARE ALLOWED AT HAL EVENTS OR ON HAL FIELDS

## **PROTECTIVE GEAR**

- GOGGLES OR GLASSES RATED TO [ANSI Z87.1](#)
- PAINTBALL STYLE LENS BASED MASK RATED TO [ANSI Z87.1](#)
- WIRE MESH “BUG EYES’ STYLE AIRSOFT MASK RATED TO [ANSI Z87.1](#)
- MOUTH GUARD REQUIRED FOR PLAYERS ONLY WEARING EYE PROTECTION
- EYEBROW TO JAWLINE COVERAGE IS STRONGLY RECOMMENDED
- BOOTS ARE STRONGLY RECOMMENDED

## **RADIO**

- FRS/GMRS TYPE RADIOS ARE RECOMMENDED TO ENHANCE TEAMWORK DURING SCENARIO BASED GAMES. MOTOROLLA “TALKABOUT” RADIOS ARE RECOMMENDED.

## **CLOTHING**

- MILITARY BDU’S OR OTHER CAMOUFLAGE CLOTHING IS RECOMMENDED

## **AMMUNITION**

ALL AMMUNITION MUST BE APPROVED FULLY BIODEGRADABLE BB’S

## **ACCEPTED AIRSOFT WEAPONS**

ALL AIRSOFT WEAPONS ARE SUBJECT TO DISAPPROVAL BY COUNCIL MEMBER IF DEEMED UNSAFE OR UNFAIR IN ANY WAY.

## **ASSAULT RIFLES AND FULLY AUTOMATIC HANDGUNS**

- MUST HAVE VELOCITY NO GREATER THAN 425FPS WITH .20G OR 380FPS WITH .25G BB'S. NO EXCEPTIONS.
- ANY WEAPON SET TO FULLY AUTOMATIC FIRE HAS A MINIMUM ENGAGEMENT DISTANCE OF **25FT**. DO NOT FIRE AT OTHER PLAYERS WITHIN 25FT ON FULL AUTO. NO EXCEPTIONS.

## **SEMI-AUTO RIFLES, HANDGUNS, SHOTGUNS AND LAUNCHERS**

- MUST HAVE VELOCITY NO GREATER THAN 425FPS WITH .20G OR 380FPS WITH .25G BB'S. NO EXCEPTIONS.
- SEMI-AUTOMATIC RIFLES, SEMI-AUTOMATIC HANDGUN, FULLY AUTOMATIC HANDGUN SET TO SEMI-AUTOMATIC AND SHOTGUNS, NO ENGAGEMENT DISTANCE.

## **20, 28 AND 40MM LAUNCHERS AND FIRED ORDNANCE**

- TAGGIN PROJECTILES ARE STRICTLY PROHIBITED.
- SHOWER SHELLS (LOW POWER, 80+ ROUND CAPACITY) HAVE NO ENGAGEMENT DISTANCE.
- SHOWER SHELLS (HIGH POWER, LESS THAN 80 ROUND CAPACITY) HAS A 25FT ENGAGEMENT DISTANCE.
- MASTER MIKE BRAND AND 40 MIKE MIKE BRAND SHELLS HAVE A 25FT ENGAGEMENT DISTANCE.
- ANY PLAYER WHO DOES NOT RESPECT THE LAUNCHER ROE WILL BE PROHIBITED FROM USING THIS ROLE.

## **SNIPER RIFLES**

- ONLY HAL MEMBERS MAY USE A SNIPER RIFLE. GUESTS AND RECRUITS MUST BECOME MEMBER PRIOR TO SNIPER RIFLE USE ON FIELD.
- SNIPER RIFLES MUST BE A SINGLE ACTION, BOLT OPERATED RIFLE AND HAVE A VELOCITY LESS THAN 550 FPS WITH .20G OR 490FPS WITH .25G BB'S. NO EXCEPTIONS.
- SNIPER RIFLE MINIMUM ENGAGEMENT DISTANCE IS 50FT. NO EXCEPTIONS.
- ANY PLAYER USING A SNIPER RIFLE MUST ALSO BE CARRYING A SECONDARY WEAPON FOR CLOSE ENGAGEMENTS.
- ANY PLAYER WHO DOES NOT RESPECT THE SNIPER ROE WILL BE PROHIBITED FROM USING THIS ROLE.

## **DESIGNATED MARKSMAN RIFLES (DMR)**

- ONLY HAL MEMBERS MAY USE A DMR. GUESTS AND RECRUITS MUST BECOME MEMBER PRIOR TO DMR USE ON FIELD.
- DMR'S MUST HAVE AN 18 INCH OR GREATER BARREL (REMOVABLE ACCESSORIES ARE NOT INCLUDED IN MEASUREMENT) AND BE LIMITED TO SEMI AUTOMATIC (MECHANICALLY OR BY MICROPROCESSOR). FULLY AUTOMATIC AND BURST FIRE ARE STRICTLY PROHIBITED.
- DMR RATE OF FIRE MUST BE NO MORE THAN 4 ROUNDS PER SECOND (240 ROUNDS PER MINUTE)
- PLAYERS MAY NOT CARRY HI-CAP MAGAZINES WITH A DMR.
- DMR'S MUST HAVE A VELOCITY LESS THAN 490FPS WITH .2G OR 440FPS WITH .25G BB'S. NO EXCEPTIONS.
- DMR MINIMUM ENGAGEMENT DISTANCE IS 50FT. NO EXCEPTIONS.
- ANY PLAYER USING A DMR MUST ALSO BE CARRYING A SECONDARY WEAPON FOR CLOSE ENGAGEMENTS.
- ANY PLAYER WHO DOES NOT RESPECT THE DMR ROE WILL BE PROHIBITED FROM USING THIS ROLE.

## **HAND DEPLOYED ORDINANCE**

- IF BB FIRING MUST HAVE VELOCITY NO GREATER THAN 425FPS WITH .20G OR 380FPS WITH .25G BB'S. NO EXCEPTIONS.
- ALL HAND GRENADES MUST BE APPROVED BY HAL COUNCIL PRIOR TO USE. NO EXCEPTIONS.
- 15FT LINE OF SIGHT AREA OF EFFECT KILL RADIUS FOR NOISE BASED GRENADES.
- 15FT LINE OF SIGHT AREA OF EFFECT KILL RADIUS FOR DIGITAL OR LIGHT FLASHING/BUZZING GRENADES
- 15FT LINE OF SIGHT AREA OF EFFECT KILL RADIUS FOR SPRING TYPE GRENADES
- TWO HAND GRENADES PER PLAYER PER SCENARIO ARE ALLOWED.
- NEVER OVERHAND THROW A GRENADE AT ANOTHER PLAYER. ONLY UNDERHAND TOSS GRENADES.

## **RUBBER TRAINING KNIVES AND CONTACT KILL DEVICES**

- RUBBER TRAINING KNIVES (EG: COLD STEEL TRAINING WEAPONS) WITH A ROUNDED TIP AND NO EDGE ARE ALLOWED AS A CONTACT KILL DEVICE. NO EXCEPTIONS.
- THE THROWING OF TRAINING KNIVES OR OTHER CONTACT KILL DEVICES OF ANY KIND AT OTHER PLAYERS IS STRICTLY PROHIBITED AT ALL TIMES. NO EXCEPTIONS.
- PLACING THE FLAT SIDE OF A RUBBER TRAINING KNIFE ON THE BODY OF AN OPPOSING PLAYER ESTABLISHES THE HIT. THE POINT OR EDGE OF THE TRAINING WEAPON MAY NOT BE USED FOR FIRST CONTACT OF AN OPPOSING PLAYER AT ANY TIME. STABBING MOTIONS ARE STRICTLY PROHIBITED.

## **OTHER WEAPONS AND MUNITIONS**

- ALL CUSTOM OR SPECIALTY WEAPONS MUST BE TESTED AND APPROVED BY GOVERNING COUNCIL PRIOR TO USE DURING AN EVENT. THIS MUST BE COMPLETED BEFORE THE EVENT SAFETY MEETING SO THAT ALL PLAYERS CAN BE MADE AWARE OF ALL ALTERNATIVE OR NON-STANDARD WEAPONS AND MUNITIONS IN PLAY

# **RULES OF ENGAGEMENT**

## **HITS AND HIT CALLING**

- HIT TO THE BODY, INCLUDING HEAD, ARMS, LEGS, FINGERS, TOES, ETC. DO COUNT.
- HIT TO THE GUN DOES NOT COUNT. IT IS RECOMMEND THAT PLAYER CALLS "GUN" TO LET OTHERS KNOW THAT IS WAS A GUN HIT
- HIT TO ANY GEAR OTHER THAN THE WEAPON IN HAND, SUCH AS PROTECTIVE GOGGLES, VESTS, PACKS, BOOTS, ETC. DO COUNT.
- HIT FROM RICOCHETS WHILE OUTDOORS DO NOT COUNT.
- ANY EXPOSED BODY PART WITHIN 15FT DIRECT LINE OF SIGHT TO A GRENADE OR MINE EXPLOSION DOES COUNT.
- PLACING THE FLAT SIDE OF A RUBBER TRAINING KNIFE ON A BODY PART OF AN OPPOSING PLAYER DOES COUNT.
- WHEN HIT, RAISE YOUR GUN UP AND YELL, "HIT!" THIS WILL REDUCE THE RISK OF BEING HIT AGAIN. PLACE A RED RAG ON YOUR HEAD. IF CARRYING ANY OBJECTIVE ITEMS THEN DROP ANY FLAGS, BOMBS OR ANY OBJECTIVE-COMPLETING EQUIPMENT, AND CALL 'OBJECTIVE DOWN' – E.G. "FLAG DOWN" OR "BALL DOWN."
- IN SITUATIONS WHERE YOU ARE UNSURE IF YOU WERE HIT, ERR ON THE SIDE OF HONOR AND CALL YOURSELF HIT.
- DEAD MEN DON'T TALK EXCEPT TO CALL " MEDIC".

## **STANDARD MEDIC RULES**

- A DEAD PLAYER MAY BE REVIVED USING THE RUBBER MEDIC BANDS (OR OTHER COUNCIL APPROVED PROXY).
- TO REVIVE A PLAYER, YOU MUST TAKE A MEDIC BAND FROM THE DEAD PLAYER AND PLACE IT ON THEIR WRIST. THIS COUNTS AS REVIVING THE PLAYER.
- ONCE REVIVED, THE PLAYER MAY KEEP THEIR DEAD RAG ON FOR UP TO 30 SECONDS PROVIDED AN ENEMY PLAYER IS WATCHING THEIR LOCATION. ONCE THE PLAYER LOOKS AWAY, THE REVIVED PLAYER MUST REMOVE THEIR DEAD RAG **BEFORE** MOVING, SHOOTING OR TALKING, AND MOVE TO COVER.
- FAILURE TO REMOVE THE DEAD RAG BEFORE MOVING, SHOOTING OR TALKING WILL RESULT IN THE PLAYER RETURNING TO A DEAD STATUS.
- ONCE A PLAYER HAS BEEN REVIVED TWICE (ONE MEDIC BAND ON EACH WRIST), THEY MAY NOT BE REVIVED AGAIN.

- UPON A THIRD DEATH, THE PLAYER WILL REMAIN DEAD FOR A COUNT OF 3 MINUTES (TIMED) AT WHICH TIME THEY MAY CALL “DEAD MAN WALKING” AND RETURN TO THEIR SPAWN POINT. WHEN RETURNED TO THE SPAWN POINT THE PLAYER MAY REMOVE THE MEDIC BANDS FROM THEIR WRIST, RESETTING THEIR REVIVAL COUNTER.
- ALL MEDIC RULES ARE SUBJECT TO ALTERATION DURING DIFFERENT GAME MODES AND EVENTS. ALL ALTERATIONS TO MEDIC RULES MUST BE APPROVED BY A HAL COUNCIL MEMBER.
- **DRAGGING** MAY BE DONE WHEN A LIVE PLAYER GRABS A DEAD PLAYERS HAND, CALLS “I’M DRAGGING YOU” AND ASSISTS THE DEAD PLAYER (THEY MOVE OF THEIR OWN ACCORD) UP TO 10 FEET INTO COVER SO THEY MAY REVIVE THE DEAD PLAYER.

## **CONFLICTS**

ANY CONFLICT NOT RESOLVABLE BY THE PARTICIPATING PLAYERS WILL BE BROUGHT TO THE ATTENDING COUNCIL OR SERGEANTS AND DEALT WITH ACCORDINGLY.

### **“RAIDERS LAW”**

ANY PLAYER THAT IS ASKED TO CHRONOGRAPH THEIR AIRSOFT DEVICE BY ANY OTHER PLAYER MUST CHRONOGRAPH THEIR DEVICE BEFORE THE NEXT ROUND OF PLAY. ANY PLAYER THAT IS BRINGING A BRAND-NEW AIRSOFT GUN TO BE IN USE ON THE FIELD MUST CHRONOGRAPH THEIR DEVICE BEFORE THE NEXT ROUND OF PLAY. ANY PLAYER THAT IS BRINGING A NEWLY MODIFIED AIRSOFT GUN TO BE IN USE ON THE FIELD MUST CHRONOGRAPH THEIR DEVICE BEFORE THE NEXT ROUND OF PLAY. ALL PLAYERS SHOULD CHRONOGRAPH THEIR GUN TO BE IN USE ON THE FIELD QUARTERLY AND RECORD THE FPS ON THE SIGN IN SHEET.

## **SAFETY CALLS**

IT IS EVERY PERSON'S RESPONSIBILITY TO ECHO SAFETY CALLS WHEN THEY HEAR ONE.

### **GAME ON**

- ALL SCENARIOS SHALL BEGIN BASED UPON COMMUNICATION VIA RADIO WITH A COUNTDOWN AND A “GAME ON!” CALL.

## **BLIND MAN**

- THIS IS CALLED WHENEVER A NON-PLAYER OR PLAYER WITHOUT EYE PROTECTION ENTERS THE BATTLEFIELD. ACTION WILL CEASE UNTIL “GAME ON” IS CALLED. ALL PLAYERS ARE EXPECTED TO ECHO “BLIND MAN” SO THAT EVERYONE ON THE FIELD CAN HEAR IT.

## **RED CROSS**

- THIS IS CALLED IF A PLAYER IS INJURED AND REQUIRES ASSISTANCE. ALL PLAYERS ARE TO CEASEFIRE AND DIRECT ANY ADMINISTRATIVE MEMBERS AS WELL AS ON FIELD MEDICALLY TRAINED PERSONNEL TO THE INJURED PARTY. ONCE THE INJURED PLAYER IS MOVED TO A SAFE LOCATION AN ADMINISTRATIVE MEMBER MAY CALL GAME ON AND PLAY WILL RESUME.

## **BLUE ROOSTER**

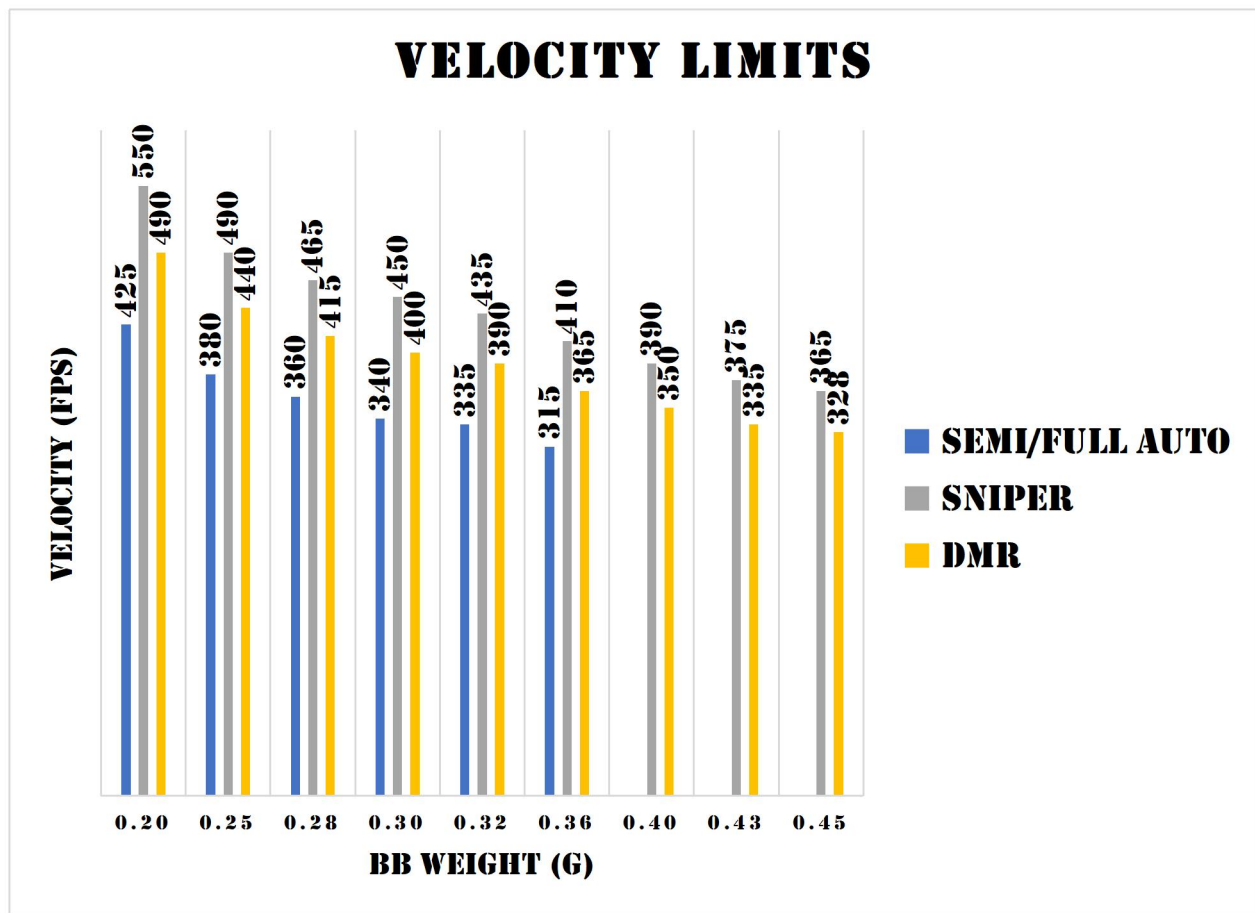
- THIS IS CALLED WHENEVER LAW ENFORCEMENT ENTERS THE BATTLEFIELD. THIS IS A POTENTIALLY DANGEROUS SITUATION, AND MUST BE TREATED AS IF THEY DO NOT KNOW WE ARE PLAYING A GAME! ALL PLAYERS ARE EXPECTED TO REMOVE THEIR MASK AND WALK TO THE SAFE ZONE, IN PLAIN SIGHT, LEAVING ANY GUNS IN THE FIELD. NEVER APPROACH LAW ENFORCEMENT WITH AN AIRSOFT GUN OF ANY KIND. UPON REACHING THE SAFE ZONE EACH PLAYER IS TO GATHER IN A GROUP. THIS IS TO PROVIDE SAFETY FOR US AND TO COMFORT THE OFFICERS BY REMOVING ANY EQUIPMENT THAT APPEARS THREATENING TO THEM.

## **GAME OR GAME OVER**

- THIS SIGNIFIES THAT THE GAMES HAS ENDED AND THAT ALL PLAYERS MUST CEASEFIRE. ALL WEAPONS ARE TO BE SET TO SAFE AND MAGAZINES REMOVED. EYE PROTECTION MAY BE REMOVED AT THIS TIME.

# ENGAGEMENT DISTANCES AND LIMITS

WEAPON TYPE	ENGAGEMENT DISTANCE
FULL AUTO RIFLE/ AUTO PISTOL	25 FT
SEMI AUTO/ PISTOL/ SHOTGUN	0 FT
DMR (SEMI AUTO ONLY)	50 FT
SNIPER RIFLE (BOLT ACTION ONLY)	50 FT



## **DISCIPLINARY ACTION**

IF A PLAYER CONTINUES TO SHOW DISREGARD FOR THE RULES, THEY WILL BE IMMEDIATELY EJECTED FROM THE EVENT.

- A PLAYER MAY BE PERMANENTLY BANNED FROM HAL EVENTS FOR CONTINUED DISREGARD FOR THE RULES.
- ANY PLAYER WHO BRINGS A REAL FIREARM TO AN EVENT WILL BE PERMANENTLY BANNED FROM ALL EVENTS.
- ADDITIONAL RULES MAY BE SPECIFIED FOR AN EVENT. ALL PARTICIPANTS ARE RESPONSIBLE FOR HAVING READ AND UNDERSTOOD THESE RULES PRIOR TO ARRIVING TO A HAL EVENT.