



General Event Ruleset

GENERAL RULES, SAFETY REQUIREMENTS & AGE REQUIREMENTS

1. **All Kinetic Impact Airsoft (KIA) events use Bio BBs ONLY!**
2. All KIA players are REQUIRED to wear "**full seal to the face**" ANSI 787.1 rated eye protection while in any active area of operation (AO), and chrono area(s)
3. All players are required to have a red "**dead rag**" on their person while in the AO.
4. All replicas must be inspected and "chronosed" prior to use in the AO at each event.
5. All replicas must have magazines removed and chambers emptied/cleared while outside the AO, with the exception of pistol replicas, which must be holstered and on safe (when possible) when outside the AO.
6. All participants must have a waiver on file with KIA and (when applicable) the venue.
7. All players need to have an Emergency Medical Card (EMC), provided in your registration packet, on their person at all times.
8. All players under the age of 18 must have a **responsible party 18 years or older** on site during the event (either playing, or on the property, outside the AO).
9. Individual role limitations and exceptions apply (see Role Restrictions section).
10. Players may share magazines freely (within the limit of their roles) with other players.
11. Players may **ONLY** reload magazines at a FOB unless otherwise stated.
12. All BBs must be contained in magazines, or BB Shower style grenades, while on the field (no bags/bottles of BBs in the field)
13. A "hit" or "kill" occurs when a BB hits a player, or anything that player is wearing. Replica hits do not count, this does not include replicas on the person not currently in use.
14. All players are **allowed** to carry up to 2 ACE style bandages (min 4 ft long when unrolled). **NO TOURNIQUETS.**
15. No real steel guns are allowed in the AO. Any real steel guns need to remain secured in your POV at all times. Real steel is not allowed in the staging area OR AO.
16. No alcohol is allowed in the AO and/or Staging area(s).
17. All participants must be 14 years of age or older. **NO EXCEPTIONS.**

RULE VIOLATIONS

Any rule violations may result in "Victory Point" loss up to, and including, being asked to leave the event (without refund).

BLIND MAN

If "**BLIND MAN**" is called, all participants are to do the following:

1. Relay the "**BLIND MAN**" call both verbally and over any/all radios on your person.
2. Direct event personnel toward where you initially heard the blind man call.
3. Unload any replicas in active use by removing the magazine and clearing the chamber.

4. Stay where you are (take a knee), unless you are in a defined vehicle path (then move out of the way), until the "ALL CLEAR" is given.
5. The "ALL CLEAR" is to be relayed in the same way as the 'BLIND MAN" call and gameplay is to resume.

UNIFORM REQUIREMENTS

Uniform requirements are detailed in the event details.

Chrono Requirements / Regulations

1. AEG's will chronograph using .20g BBs (supplied at the chrono station).
2. Classic/PolarStar/High Pressure Gas/GBBRs will chronograph using .32g BBs (supplied at the chrono station).
3. HPA weapons will require a locking mechanism on their in-line regulator.

Squad Limits

1. One (1) Sniper per squad*
2. One (1) Medic per squad*
3. Two (2) SSW per squad*
4. One (1) Squad Leader per squad*

*A squad is defined as a group of 12 to 18 people

Role Restrictions and Limits

→ STANDARD RIFLEMAN

1. **400 FPS max (320 FPS max for HPA).**
2. Standard Rifleman must **ONLY operate in SEMI-AUTO** (only 1 round per trigger pull). Binary triggers and burst fire are considered "full-auto" and not allowed.
3. May only carry a max of 7 real cap OR mid cap magazines on your person. (No limits on side arm magazines).
4. No Minimum Engagement Distance.

→ MEDIC

1. Operates under the Standard Rifleman ruleset.
2. Medics are the only players that can "treat" player "wounds" in the field.
3. Medics may not medic themselves, they must receive "treatment" from another medic OR Squad Leader.
4. **Medics will receive an identifier that must be visible at all times while on the AO.**

→ SQUAD LEADER

1. Operates under both the Standard Rifleman and Medic Ruleset
2. Are **REQUIRED** to have a radio that is capable of communicating with command (8 watt Radio is recommended)
3. **Squad Leaders will receive an identifier that must be visible at all times while on the AO.**

→ SNIPER

1. **550 FPS max (435 FPS for HPA) MUST BE BOLT ACTION.**
2. Minimum Engagement Distance of 100 feet.
3. Snipers are required to carry either a zero-med side arm.
4. May carry 7 magazines on your person (this number includes any combination of AEG magazines or sniper magazines for a total of 7 magazines).

→ SQUAD SUPPORT WEAPONS (SSW)

1. **450 fps max (355 fps max for HPA).**
2. Squad Support Weapons (SSW) MAY operate in FULL-AUTO mode but NOT shoot in excess of 30 rounds per second.
3. SSWs are required to carry a zero-med side arm.
4. SSWs must break the plane of a building with the barrel when shooting out of the ground floor of a building.
5. **SSWs may use winding "Box", "Drum" or other "High-Cap" type magazines with no more than a combined total 5000 rounds in all magazines.**
6. SSWs have a Minimum Engagement Distance of 50 feet.
7. SSWs are required to be a replica of a real SSW. (I.E. M249, M60, MG36, RPK, PKM, MG42, Krytac LMG/Shrike or any "Squad Automatic Weapon" either currently or formerly adopted as a military weapon).
8. All LMGs will be marked with barrel tape to signify that the replica is an approved LMG.

Secondary / Sidearms

→ PISTOLS

1. **400 FPS max (320 FPS max for HPA).**
2. Pistols are not allowed to fire in full auto.(Semi-Auto only, which is defined as 1 BB per trigger pull).
3. All roles may carry any number of Pistol magazines.
4. Pistols are considered a zero-med side arm.
5. A pistol using a brace or carbine kit is considered a primary rifle, and limited on magazines.

→ SHOTGUNS / SCATTERGUNS

1. **400 FPS max (320 FPS max for HPA).**

2. If the replica has multiple "shot" modes, (i.e. single, triple, more than triple) all modes must qualify.
3. Shotguns/Scatterguns may be used as a side arm instead (or in addition to) a pistol.
4. All roles may carry any number of Shotgun/Scattergun shells **if they are carrying a shotgun/scattergun replica.**
5. Shotguns / Scatterguns are considered a zero-med side arm.
6. If a shotgun/scattergun is designed to be used with a box drum, it may use its designed box drum, but is limited to semi-fire only.

SAFETY KILLS

1. Players within a 20-foot engagement range may be offered a "safety" or "BANG" kill. These types of kills are not enforced and are optional to both players.
2. **Players DO NOT have to automatically take a "Safety" or "Bang" kill.**
3. Players can not "un-take" or "redo" a safety kill, once it is taken, it is final.

RUBBER EDGE WEAPONS & "TAP KILLS"

1. Players are allowed to "tap-out" another player with rubber-edged weapons.
2. No slashing or stabbing motions allowed. Player need only tap another player with a training knife for the "tap-ee" to be considered killed.
3. Knifed players are immediately considered dead.
4. Knifed players are not allowed to call out "HIT" or make any other indication they died other than taking a knee and pulling a dead rag.
5. Knifed players can not be searched.
6. Knifed players can not be treated by a medic, and bleed out immediately.
7. **No modified or real weapons are allowed.** Only purpose made training knives ARE allowed.
8. Rubber edged weapons must be presented to, and approved by, staff at chrono.

"EXPLOSIVES"

RED SMOKE IS RESERVED FOR EVENT STAFF ONLY

1. Sound style grenades (Thunderbees, "Bang22" Grenades, Etc.) have a 20 ft kill radius.
2. **Ricochets from player thrown BB grenades are treated as fragmentation and will count as a hit.**
3. Smoke grenades may not be used inside of buildings.
4. No flares.
5. Mines must be approved by admin prior to use, and follow the same rules as shower-style grenades.
6. "Dead Drops" are allowed. A dead drop is when a player is "hit" with a live grenade (the pin is pulled, and the grenade is "armed"). The player may drop the grenade at their feet.

APPROVED PYRO GRENADES

Please note: Pyro grenades and devices are subject to the venue discretion.

****Launchable Grenades are not allowed at this time****

1. TLSFX Pea grenades
2. TLSFX Thermobaric grenades
3. TLSFX Thunderflash grenades
4. TAG R2BS Grenades
5. TAG Archangels, Reapers
6. Enola Gaye Flash Grenade

SPORTSMANSHIP

1. **Airsoft is a game of Honor.** All players are expected to play with Honor. Any players found to not be playing in such a manner will be subject to a loss of Victory Points for their team, up to and including being asked to leave without a refund.
2. Call your own hits.
3. Do not call other players hits.
4. If you have an issue in the field, run it up the chain of command OR to a field admin.
5. **ALL PLAYERS are asked to play as if an Admin is right behind them at all times.**

PLAYER SEARCHES

1. Captured or killed players may be searched by an enemy player by moving within arms distance stating "Searching!".
2. The player being searched has to surrender any intel they may have (limit one piece).
3. If kill cards are being used, only 1 card has to be surrendered in a search.
4. Players on their way back to respawn can not be searched.
5. Wounded players may only be searched 1 time. This resets on receiving medic aid and/or respawning

MEDICS RULES

1. A player may only be mediced TWICE per "respawn".
2. **Medics CANNOT reuse bandages from "dead" players.**
3. A medic may not treat themselves, only another medic can render aid to a medic.
4. Wounded players are NON-AMBULATORY. **Wounded players must be physically dragged, carried, lifted, etc.**, to a medic by any means that is **NOT UNDER THE "WOUNDED PLAYERS" OWN POWER.** If a player does not wish to be carried or dragged, they need to communicate that with their squadmates.(use common sense, do not drag up/down stairs or across dangerous areas)
5. Medics must WRAP the bandages around the player's arm, or leg ONLY!
6. **If a "healed" players wrap becomes loose, the player is considered to be "re-wounded" and must act as if wounded until a medic or squad leader arrives to fix the wrap. This does not cause the**

loss of a medic life.

7. Bandages may not be removed unless at a mobile respawn or FOB.

PLAYER RESPAWNS

1. When a player is hit, they may vocally or via radio, call for a medic that will attempt to revive them.
2. Players that are "wounded" or "bleeding out" may not decimate tactical information to other active players. "Dead men tell no tales".
3. Once a player is hit, they must sit or kneel down. A medic has five minutes to reach them in order to treat a wounded player before they "bleed out".
4. Once a player has "bled out", they must then re-spawn at a Mobile Spawn Point or FOB.
5. Players spawning at their FOB do not need to wait to re-enter the game.
6. Once a player has been hit a 3rd time, they must wait in the location they were at for **a minimum of 5 minutes** before they return to respawn or FOB.

DRONES

1. Drones are allowed.
2. Drones are not allowed to be armed and are for Media purposes only.
3. No one is allowed to shoot at drones, anyone found to be shooting at a drone will be asked to leave immediately without a refund.
4. FOB areas are considered restricted airspace, you are not allowed to fly a drone in, on, or around any FOB.
5. Drones are not allowed to be flown inside any structures, or low enough to be "grabbed" by other players.
6. All drones, and drone pilots, are required to check in with the head of event staff prior to takeoff from the designated launching area.

SPECIAL RULES

1. Special rules may vary at each KIA game and are specific to that game.
2. Special rules will be reviewed with participants by KIA Staff at the required safety briefing.