

Big House Milsim:

Yellow Dog Incident Ruleset

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Event General Rules

1. All players must complete a Waiver, Registration, and Safety Brief, this includes JTF Missions (If offered for the event). It is mandatory for event participation.
2. Full Seal Eye protection that meets ANSI Z87.1 High Impact Requirements or greater are mandatory for attendance, including approved eye wear with Full Seal Kits Installed are mandatory (i.e. Oakley glasses must have a rubber seal kit installed).
3. Lower face protection mandatory for players under 18, examples are: Mesh Lower, Cloth Lower, Sports Mouth Guard
4. Safety word of the day is "Blind Man". When this safety word is called, stop any activity/movement and remain in place until "Game On "has been called. This phrase covers issues from lack of eye protection to real world emergencies.
5. Real Steal of any kind is FORBIDDEN (knives, guns, etc.).
6. Event Organizers and Admins reserve the right to make judgment calls and rulings on the field, admin word is gospel, it is the final and only ruling.
7. Taggin products are permitted.
8. Cold-Burn smoke grenades are permitted outdoors, smoke grenades are not permitted indoors.
9. Simulation sound, and pea/bb type grenades are allowed indoors.
10. Gloves and good outdoor footwear are highly recommended.
11. Dead Rag and Deadlight are mandatory.
12. Flashlight/Weapon light are also required as sections of the facility are dark, and gameplay will continue until a er dark.
13. Kill Lights, rags, and tourniquets are Mandatory
14. Event Staff will be wearing Red/Orange Shirts, please observe not shooting.

15. Player Admins/Combat Controllers: staff that are actively participating in the game, can make rulings, call on missions, resolve a game issue, etc.
16. War Crimes will be tallied, completed, and called at the admin's discretion.
17. Go Pro/Action Cameras must have any red-light source covered and or off.
18. No Riot Shields.

Indoor/Building Rules

1. Do not deploy smoke indoors.
2. Do not deploy projectile/grenade launchers indoors. Conventional Frag is allowed.
3. Do not close, lock, or modify already existing doorways, door frames, and windows.
4. No ladders are in play.
5. Areas that are off limits will be marked with tape. Do not access these areas.
6. Do not purposely damage indoor fixtures, environments, furnishings, etc.
7. Do not obstruct or block walkways, doorways, door frames, etc.
8. No roof Access period
9. Do not attempt to access already blocked off or closed areas designated by the event organizers.
10. No Full Auto Inside Buildings – This includes LMG and SMG.
11. Buildings 1. Alpha, 5, Golf Mary, and Foxtrot are off limits.

Team Camouflage/BDU Regulations

1. SovStat Pharma: Any Tan Base Military Spec Camouflage (ex: Multicam, AOR1, Coyote, MARPAT Tan).
2. Fedco Biomech: Green Military Spec Bottoms (ex: M81, AOR2, A-TACS, CADPAT, etc.).
3. Infected: Full Civilian Clothing Outfit that has been weathered look or black clothing. Infected are to look the part.
4. Camouflage/BDU Notes:
 - Helmets and hats must be specific faction colors.
 - Color of Gear (Plate Carriers, Chest Rigs, Battle Belts Etc) does not matter.

Weapon Classification and Rules of Engagement

1. Standard Rifle/Shotgun -1.55J with .32 BBs

- Semi-Automatic fire only
- 2. DMR Rifles – 2.0J with .32 BBs
 - 50 Minimum Engagement Distance
 - Semi-Automatic fire only
 - Mandatory sidearm/backup weapon
 - Cannot shoot Indoors
- 3. SAW /LMG – 1.86J with .32 BB ○ 50 Minimum Engagement Distance
 - Box Magazines only, No High Caps
 - Mandatory sidearm/backup weapon
 - LMG ROF cap: 30 RPS
 - Must be equivalent to real SAW (If you are unsure, please ask)
 - Cannot shoot Indoors
- 4. Sniper Rifle - 2.81 J with .32 BB ○ 100 Minimum Engagement Distance.
 - Cannot shoot Indoors.
 - Bolt Action only.
 - Mandatory sidearm/backup weapon.
- 150SMGs – 1J with .32bbs
 - a. No Minimum Engagement Distance
 - ROF cap: 25 RPS
 - Full Auto Always allowed outside only
 - Drum Magazines allowed
- 151Pistols/Sidearms – 1.55J with .32 BB, Semi only
 - a. No Minimum Engagement Distance
 - ROF cap: 30 RPS
 - No drum magazines or M4/other magazine taps.
 - No full auto

General Weapon Rules

1. All weapons must be Chronographed before the event, no exceptions.

2. Chronographed weapons will meet certain weapon classifications, and will follow the rules of engagement for that classification, no exceptions.
3. Only LMGs and SMGs have access to full auto.
4. Any weapon that is not an LMG or SMG must be in semi-auto.
5. No Full Auto Inside Buildings – This includes LMG and SMG classifications.
6. No Blind Firing.
7. No Binary Triggers of any form.
8. No Minimum Engagement rules for Assault weapons and Pistols indoor and outdoor. A 'Bang Bang' Rule is a courtesy, if able to safely do so, please do so. If unable, use common sense and refrain from close quarters Head or face shots that may injure a player. Please refrain from overshooting in CQB environments.
9. LMGs must use sidearm/backup for indoor engagements.
10. SMGS users must switch to semi-automatic fire for indoor engagements.
11. Mid Cap Magazines for all weapon classifications other than LMG and SMG Weapons.
12. Sound grenades have a 15-foot kill radius. If you are using a fragmentation/BB showering grenade, any frag hits count.
13. Indoor grenade detonations within enclosed rooms eliminate any players within their confines. If you are in another room and less than 30 feet away and can see the flash of the grenade you are hit.
14. HPA powered Replicas must have a functional Tournament lock for their regulators.
15. All weapons must have trigger guards.

Pyrotechnics and Grenade rules

1. **NO FIRE WORKS**. If you have to use a flame to light a wick you are an idiot for bringing it to an airsoft event.
2. All pyrotechnics use is subject to the conditions on the field. If the ground is too dry smoke and any non-green gas grenades will be prohibited from being used. This will be announced the week of the event.

3. Any launchable projectiles that explode, use chalk, or impact grenades are forbidden at Yellow Dog Village. This includes all taggin launchable products except smoke (see smoke rule.)
4. No prototype or 3D printed grenade launchables.
5. No smoke indoors. Smoke must be deployed 25 feet from a structure. If a smoke gets too close to a structure a player may take out their dead rag and move the smoke a safe distance straight back from the building. If a player is caught repeatedly deploying smoke too close to a building they will be removed from the game.
6. A frag or sound grenade has an outdoor radius of 15 feet. Indoor the grenade will eliminate all players in the room the grenade is in. Walls and doors are the only hard cover. Furniture is not hard cover. If you are indoors and less then 30 feet from a grenade and see the flash of the explosion you are eliminated.
7. If any piece of the grenade hits you, you are wounded. A BB from a grenade counts no matter how far from the grenade you are.
8. Team kills count. You can be hit by your own grenade.

Vehicle Interaction Rules

No playable vehicles for Yellow Dog Incident

1. Vehicles have a max speed of 10 MPH.
2. Lights must be on at all times.
3. Do not shoot the vehicles with small arms fire, only Anti-Armor and grenades to engage.
4. Players must remain 10 feet away from moving vehicles. Stopped vehicles may be used for cover.
5. Vehicles may not be boarded while in motion.
6. Vehicles must have a fire extinguisher
7. Drivers must be 18+ with a valid driver's license.

8. Vehicles must have a commander or crew member designated to supervise and assist with backing up, unloading personnel, loading personnel, and ensuring passengers are safely embarked and seated during any length of travel.
9. Players may not board an enemy vehicle.
10. Vehicle crews cannot modify or interact with objectives.
11. Do not engage disembarking players until they are outside 10

Vehicle Engagement Rules

No playable vehicles for Yellow Dog Incident

1. To eliminate technicals/vehicles: Anti-Armor Projectiles from M203 Launchers or similar launchers, including fragmentation grenades following standard grenade rules - 1 hit to destroy and eliminate occupants.
2. To eliminate Battle Bus/Armored Vehicles: Anti-Armor Projectiles from M203 Launchers or similar launchers, including fragmentation grenades following standard grenade rules –1st hit immobilizes vehicles, 2nd hit destroys and eliminates occupants.
3. Taggin rounds, similar launched projectiles, and thrown fragmentation count as Anti-Armor.
4. If the immobilized vehicle is totally “destroyed” it will remain stationary for 5 minutes, then return to its appropriate spawn point, the crew is also considered wounded and cannot be medic’d.
5. Do not engage any vehicles with small arms fire, they are ineffective and vehicles and crews are immune to them.

Objective’s Rules

1. Objective Scoring is dependent on mission and criteria for completion.
2. Admins make final decisions on objective scoring.
3. No tampering or destroying objectives.
4. No purposely hiding objectives.
5. Cannot interact with objectives when dead.
6. Players carrying objectives must drop them when eliminated, and where the elimination took place.
7. Objectives must be deposited at spawn to score.

8. Objectives continue to stay in play until game organizers state otherwise, modify, or have been scored. Objectives cannot score if they are not in play.
9. Factions score or possess objectives if they have a team member attending the objective.

Medic/Wounded Rules

1. A single hit from a BB means you're dead. If a BB hits your persons, your gear, (canteens, pouches, bags, etc.) or you are caught in a grenade blast, you are wounded and must display a red kill rag to indicate you have been wounded.
2. Players must have two bandages to be revived. (Ace Bandages, Tourniquets, MSW Bandages, etc.).
3. All players are "Medics" for reviving purposes for the event.
4. A wounded player can be revived by a non-wounded player by fully wrapping an Ace Bandage around the arm of the wounded player, once complete the player is no longer wounded and can resume play. Maximum of two medic revives, once they are hit a third time they have been killed and must return to respawn.
5. Hit = Wounded! Kneel or sit, do not continue to stand for gameplay purposes. Display your red kill rag, ideally on your head, or wave prominently.
6. When a player is hit, they must loudly repeat "hit", "dead", or "out" 3 times to let opponents know they are no longer in play.
7. Wounded players have a 5 minute "Bleed Out". Once 5 minutes have passed, the wounded player has died and must return to their designated spawn to return to the fight. Players must wait 5 minutes, no automatic walk to respawn.
8. Each team will be issued 5 medic bags filled with bottles of water, if a player is wounded a 3rd time, they may drink an entire bottle of event water from the medic bag, they are then allowed a 3rd revive.
9. Weapon hits do not count if the weapon is held/equipped by the player.
However, it does count if the weapon is not in use, and will be treated as gear.
10. When wounded, no talking period, unless yelling for a medic.
11. "Drag Rule" in effect, you may move a wounded player by grabbing the player, stating they are "dragging" the wounded player, and moving them to another location. This does not mean grab part of a player's gear or equipment and pull, to respect everyone's gear and equipment, please refer to the drag rule by grabbing the person, and having them assist the move under their own means as well.
12. Friendly Fire counts!

13. All wounded players have the "5-foot rule". If a wounded player is in crossfire, door frames with heavy foot traffic, path of a vehicle, etc., they may move up to 5 feet out of the way. This doesn't mean wounded players can use this to get medic'd easier, this is only to move you out of gameplay and for safety purposes.
14. Players can be revived at Admin Discretion.

Infected Ruleset

For Yellow Dog Incident we are bringing out a new ruleset, The infected. As part of this game you are being sent in by a biotech company to find clues to what is causing the residents of Yellow Dog Village to have these new abilities. Your goal is to find the source of the infection, gather up as much information as you can on the infected, and if possible, locate Patient Zero.

Infected are extremely dangerous, a simple touch from them can prove fatal or worse, cause for you to become infected. Do not touch an infected unless it has been downed.

9. All infected are admins for this event. An infected word is law. If you feel an infected is breaking the infected rules, you are wrong.
10. Infected have to be hit 3 times before they go down for 30 seconds. You cannot permanently kill an infected.
11. For the majority of the game the infected will be limited to the buildings they are put in. However infected will be moved between buildings by admin as the day progresses.
12. When infected are fully healed they can run. Hit once they have to move slower and limp. Hit twice they have to drag a leg and move slowly. Hit a third time and the infected will be downed for 30 seconds. Once they stand up they are reset. (Staying in a building with infected is a guaranteed death.)
13. If a player is touched by an infected they are to stay with the infected and bleed out for 5 minutes. They cannot be medic'd. After 5 minutes they must return to their AA and enter the clean room. (This is an active infection zone, get touched you better get clean.)

14. The clean room for each AA will be a pop up tent you must enter for 10 seconds to get clean.

15. In the last 20 minutes of each day a horn will sound and the infected will come out of hiding in force. If a player is touched by an infected, they are considered eliminated and cannot respawn. At this point the player can either leave the AO for the day or join the infected. If a player decides to join the infected they must follow the law of three when playing.

16. Grenade hits will count as all three hits to an infected.

Command Positions (AA's) and Field Hospitals

1. AAs are not to be attacked there will be a 100ft barrier around the AA's to show the no fire zones.
2. Each side will have a field hospital designated to them at the top of the hill near 00. Field Hospitals cannot be captured and there is a 50 ft no fire zone around them.
3. Infected can take out the field hospitals.
4. Infected cannot enter the AA's unless specifically told to by admins.
5. Each command will have their own access to the map of the site and will have real time information on site.

Camping/Overnight Information

1. Overnight stay and Campers must Check-In, Register, and complete Waiver, it is free.
2. Police your trash, and clean campsites before departure from the event.
3. Be mindful of neighbors with noise volume, especially at night time.

4. No Alcohol on site.
5. No Drugs on site, unless prescribed by a medical professional.

Event Timeline

Friday

- 12:00pm: Gates open/Camping Accommodations Open
- 2:00pm: Check-In and Registration is open
- 3:00pm: Chrono is open
- 6:00pm: JTF Safety brief begins, JTF missions Startex immediately after Safety Brief (If there is a JTF mission)
- 11:00pm: JTF Mission Endex (If there is a JTF mission)

Saturday

- 7:00am - 9:15am: Check-In & Chrono
- 9:20am: Safety Brief begins
- 9:50am: Deployment from Staging Area
- 10:030 am: Startex
- 7:30pm - Endex

Sunday

- 9:00am: Safety Brief and immediate deployment to Staging Areas
- 9:30am: Startex
- 3:00pm: Evo1 Endex/Game Endex
- 3:30pm: Raffle and Announcements