Next Level Airsoft

2025 Official Rules



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Created by the NLA Board of Directors

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**Table of Contents**

**Section 100 – Penalties and Discipline**

 **- Types of Penalties……………………………………………………………………………………………………….Page 3**

 **- Supplemental Discipline……………………………………………………………………………………..….…..Page 4**

**Section 200 – Playing Rules**

**- General Rules……………………………………………………………………………………………..………………..Page 5**

**- Airsoft Offenses…………………………………………………………………………………………………………...Page 6**

**- Equipment Violations…………………………………………………………………………………………………..Page 8**

**- Major Offenses…………………………………………………………………………………………………….…….Page 10**

**Section 300 – Field Marshals**

**- Field Marshals…………………………………………………………………………………………….………………Page 12**

**Appendices**

* **Appendix 1: Quick Rule Reference Guide………………………………………………………………………Page 14**
* **Appendix 2: Casebook……………………………………………………………………………………………..…..Page 15**

**Section 100 – Penalties and Discipline**

**Types of Penalties**

**Warnings (101)**

Warnings are the lowest level penalty given verbally to a player, informing the player of a rule violation that is minor and/or that they may not be aware they are violating. Warnings must be recorded and tracked by field marshals but do not require an incident form to be filled out unless an accumulation of warnings occurs or if instructed to the field marshal supervisor or the Director of Safety.

**Minors (102)**

Minors are given when a minor rule violation occurs or when the accumulation of two warnings occur, this will result in a minor penalty being assessed to the player. When a minor penalty is issued, a field marshal must notify the offending player of the rule violation. The field marshal is also required to fill out an incident form for each minor penalty they issue (one report per violating player).

**Majors (103)**

Major penalties are issued when a major rule violation occurs or when the accumulation of two minors occurs, which will result in a major penalty being assessed to the player. When a major penalty is issued, a field marshal must issue a notice of rule violation form to the offending player. The field marshal is also required to fill out an incident form for each major penalty they issue (one report per violating player). All major penalties will be automatically reviewed by the board of directors for supplemental discipline and/or further investigative actions. Players who receive majors must also sit out for the next game or round.

**Expulsions (104)**

Expulsions occur when a major violation occurs that warrants the player being ejected from the current event, or the accumulation of two majors, will result in an automatic expulsion for the current game. When an expulsion is issued, a field marshal must issue a notice of rule violation form to the offending player. The field marshal is also required to fill out an incident form for each expulsion they issue (one report per violating player). When an expulsion occurs, the field marshal supervisor must be immediately notified, and the offending player must be escorted off the field by at least two field marshals. Gameplay must be stopped and may not resume until the player has left the premises. All expulsions will be automatically reviewed by the board of directors for supplemental discipline and or further investigative action. No player that is expunged from an event can be banned for life, or banned from any future events until a board review is conducted. There are two exceptions to this provision: the board has not had sufficient time to investigate and hold a review meeting; and/or the expulsion resulted in a violation of abuse of field marshals. Under both exceptions, players may not participate in events until a board review is held, if one of these exceptions has not occurred, then players may continue to attend NLA hosted events. No matter how many expulsionable offenses a person is issued, they are only kicked out of the current event.

**Supplemental Discipline**

**Overview (106)**

Following a major penalty or expulsion, a mandatory investigation and review will be conducted regarding the incident. A disciplinary review board will be put together by the Director of Safety, which will include himself and two other NLA staff members who are assistant directors or higher for a total of a three-person board. Following the investigation and review, the board may opt to issue supplemental discipline if they deem necessary. The issued supplemental discipline must be served in person by NLA Field Marshals to the violator. Violators will be notified of their restrictions and will have 14 days to file an appeal with NLA. Appeals must be held within 30 days from the date of the request. The violator has the right to have one legal representative at their appeals hearing. If the appeal is granted, the board may either remove the supplemental discipline, reduce it, or keep it the same. If the appeal is denied, the restrictions will stand, and no further appeals may be filed.

**Restriction (107)**

Players that are placed on restriction may be restricted from participating in certain types of events, certain games, or certain roles. The review board will make all these determinations, including for how long a particular player will remain on restriction. The restriction period begins upon the serving the notice of supplemental discipline form.

**Probation (108)**

Players on that are placed on probation are done so for a specified period of time or specified number of events. This will be determined by the disciplinary review board. The specified amount of time or events will not begin until the notice of supplemental discipline form is served to the violator. Players on probation may not violate ANY rule during their probation period, if they do, they will be subject to automatic expulsion and a mandatory board review for further supplementary discipline.

**Special Probation (109)**

Players that are placed on special probation follow the same guidelines as regular probation EXCEPT instead of being expulged after breaking any rule, they are only expulged if they break a specific rule or rules that are specified by the disciplinary review board.

**Suspension (110)**

Players that are placed on suspension are prohibited from attending NLA sanctioned events for a specified period up to 2 years. The suspension period begins upon the serving of the supplemental discipline notice forms. If a player on suspension shows up to an event AFTER being served their supplemental discipline forms, they will receive an additional expulsion and be subject to further supplemental discipline review.

**Permanent Ban (111)**

A permanent ban is the highest level of supplemental discipline that can be issued. Players that are issued permanent ban are prohibited from attending NLA sanctioned events forever. Players that show up to events after receiving permeant ban will receive an automatic expulsion and will be trespassed from the property, they will also lose all their rights to appeal. Violators have 14 days to file an initial appeal, if the appeal is denied, they must wait 10 years before they can appeal again, this will be their final appeal.

**Section 200 – Playing Rules**

**General Rules**

**Age (201)**

1. All Players must be at least 13 years old by the day of the event to participate in any events.
2. Playing underage will result in **expulsion**.
3. Players under 16 years old must have a full-face mask (fully covering eyes and mouth). Players may not fail to wear full face protection under 16 years old, or fail to disclose that the player is under 16.
4. Violation will result in **major** penalties.
5. Players under 18 must have a parent or legal guardian sign on their waiver (Actual waiver must be signed, no “notes” with signatures will be accepted).
6. Failure to sign a waiver will result in **expulsion**.

**FPS/Minimum engagement distances (202)**

1. Rifles, Pistols, and Shotguns have a maximum allowed FPS of 400 with 20g bbs. There is no minimum engagement distance.
2. Snipers have a maximum allowed FPS of 450 with 20g bbs. The minimum engagement distance is 30 feet if the weapon exceeds 400 FPS. If it does not exceed 400, then there is no minimum engagement distance. Snipers that are over 400 FPS may be single shot/bolt action only.
3. Rubber Knives may be thrown at other players. There is no minimum engagement distance. Knives may not be thrown at players heads. The accidental throwing of knives at a player’s head will result in a **warning**. The intentional throwing of a player’s head and/or the excessive use of throwing force will result in **major** penalties. And if the player becomes injured because of a knife thrown to the head, then it will result in **expulsion**.
4. Altering the FPS of a weapon after chronograph will result in **major** penalties and removal of the weapon from the field.

**Car accidents (203)**

1. Car accidents at the event must be documented and an investigation must be conducted by the Field Marshal Supervisor.
2. Car accidents involving injury must be reported to and investigated by law enforcement.
3. Failure to report a car accident will result in **major** penalties.
4. Leaving the scene of an accident to include a hit and run will result in **expulsion**.

**National Anthem (204)**

1. The national anthem may be played before events and must be played before Milsim events.
2. Players should stand with their hand over their heart and FM’s should render a hand salute.

**Chronograph (205)**

1. All guns that are used at every event must be chronographed prior to entry.
2. Using guns that did not get chronographed or did not pass chronograph will result in a **major** penalty and removal of the weapon for the first offense, and an **expulsion** for the second offense.
3. Field Marshals have the power to re-chronograph guns at any point in the event at their discretion, and players must comply. Failure to comply will result in **major** penalties.

**Airsoft Offenses**

**Unsportsmanlike conduct (206)**

1. No player shall act in any way toward any staff member, field marshal, or other player in any manner that is not sportsmanlike. The first violation will result in a **minor** or **major** penalty, the second violation will result in **expulsion**.

**Dead man talking (207)**

1. Players who are either hit or are marked as dead may only talk to other dead players and event staff. Dead players may not talk to alive players, first violation will result in a **warning**, second will result in a **minor**, third and subsequent violations will result in **majors**.

**Medic/respawn violations (208)**

1. Medic and respawn violations are gameplay dependent rules. Violations of these rules will result in **warnings** for first offense, and **minor** penalties for second and subsequent offenses.
2. Spawn killing is killing players close to their spawn without letting them get into a reasonable position outside of their spawn. Violations of spawn killing will result in **warnings** for the first offense and **minors** for the second and subsequent offenses.

**Shooting/dangerous actions in staging area (209)**

1. While in the staging area pistols must be holstered. All other weapons must have the magazine removed and the chamber cleared. While in the staging/parking lot area you may dry fire your weapon to ensure it is working properly. First offense will result in a **warning**, second and subsequent offenses will result in **minor** penalties.
2. There is to be no live fire anywhere within the staging area except in designated gun testing zone. Violations involving dangerous actions and shooting in the staging area will result in **minor** or **major** penalties. A second violation will result in **an expulsion**.

**Boundary violations (210)**

1. Players must always stay within marked boundaries.
2. Violations will result in **warning** for first offense and **minor** for seconds and subsequent offenses.

**Blind firing (211)**

1. Players cannot blind fire weapons by shooting and not being able to see where bb’s are hitting.
2. First offense will result in a **warning**. A second offense will result in a **minor**, and third and subsequent offenses will result in **majors** penalties.

**Shooting players marked as dead (212)**

1. Players cannot be shot when they are clearly identifiable as a dead player.
2. First offense will result in a **warning** or **minor** penalty. A second violation or if the Field Marshal deems the action was done on purpose, will result in a **major** penalty.

**Overshooting (213)**

1. Players may not be shot more than what is necessary for them to call hit. Players must use restraint and limit the amount of bb’s that hit a player to a minimum. Once a player calls hit, players may not purposefully continue to shoot that player.
2. Overshooting a player will result in **minor** or **major** penalties. If a player is hurt or if subsequent violations occur, then an **expulsion** may be issued.
3. Overshooting players is permitted if the player is not calling their hits, but not to the extent that the player is injured.

**Illegal use of full auto (214)**

1. In games where full auto use is restricted, players may not use full auto or burst modes. Illegally using full auto will result in a **warning**. Second and subsequent violations will result in **minor** penalties.

**Safety Kills (215)**

1. When a player is killed by a rubber edged weapon, they may not yell hit
2. Players who are tapped out must comply with the kill and call it.
3. All violations will result in a **warning** or **minor** penalty.

**Player Hits (216)**

1. A BB that strikes a player is counted as a hit. This includes anything worn by the player including backpacks, helmets, and tactical vests.
2. Gun hits DO NOT count as a player hit.
3. Friendly fire COUNTS as a hit.
4. Once a player calls hit; they are dead no matter what, even if they did not get hit. They cannot call hit and get back up and continue gameplay.
5. Players must yell hit clearly and loudly so that the shooter can confirm the kill. Players must also signal physically by putting hands up and putting on a kill rag.
6. Violations will result in a **warning** or a **minor** penalty for first offense. A second violation will result in a **minor** or **major**. A third offense will result in **expulsion**.
7. Players may not call other players hits. Players cannot yell at someone and tell them that they are hit in a disrespectful manner. Violations will result in **warnings** or **minor** penalties. Second and subsequent violations will result in **majors**.

**Riot Shields (217)**

1. Riot shields are not permitted at events unless granted permission by the board of Directors for specific game modes. Using riot shields without permission will result in **warnings** or **minor** penalties.

**Using Staff as Cover intentionally (218)**

1. Players may not intentionally, knowing, or recklessly use staff and/or Field Marshals as cover or concealment.
2. First violation will be a **warning**, second and subsequent violations will be **minors**.

**Equipment Violations**

**Kill rags (219)**

1. All players must have a kill rag on their person during any game, the rag must be a minimum of 12 square inches, and be either red, orange, or florescent yellow. The rag must be properly displayed on the head of the player in a manner that is visible for 360 degrees.
2. Violations will result in **warning** for first offense and **minors** for subsequent offenses.
3. The illegal use of kill rags to crease enemy fire or gain some type of advantage will result in a **minor** or **major** penalty. Subsequent offenses will result in **major** penalties.

**Illegal weapons (220)**

1. Players will be allowed to use only airsoft specific guns. "BB Guns" or BB guns converted to use airsoft BB's or Metal BB's will not be allowed.
2. Violations will result in removal of the weapon from the field and a **major** penalty.
3. If the illegal weapon resulted in someone getting injured, then it will result in **expulsion**.

**Illegal use of weapons (221)**

1. All players must always exercise control over their weapon. No player shall use their airsoft gun in any manner that is reckless, dangerous, or unsafe. This includes shooting players during non-gameplay, out of anger, or after you already called your or their hit.
2. Violations will result in **major** penalties or **expulsion**.

**Eye protection (222)**

1. All players must properly wear approved protective eyewear during gameplay and anytime outside of the staging area or in the gun test range. Approved eye protection includes safety glasses, paintball masks, or goggles. No sunglasses or mesh goggles.
2. Violations will result in **warning** or **minor** for first offense. The second offense will be a **major** and third will be an **expulsion**.
3. The intentional removal of eye protection during a firefight to prevent the enemy from engaging you will result in **expulsion**.

**Illegal equipment (223)**

1. There is to be no fire, firecrackers, sparklers, or anything else that can cause live flames without expressed written permission from the safety director.
2. No heaters or machines that use propane, gas, or electricity to power them will be allowed, unless given expressed written permission from the safety director.
3. Violation will result in the removal of the item from the field and **major** penalties.
4. Firearms, knives, batons, mace, tasers, and any other “weapons” are not to be possessed by any players on the Field. On-duty Field Marshals who have completed the required training are the only people who may carry these weapons.
5. Violations will result in **expulsion**.
6. Tactical knives and multitools with a blade smaller than 4 inches are allowed but may not be used for killing players.
7. Violations will result in **major** penalties and if injury occurs **expulsion**.

**Use of NOD (224)**

1. NOD including night vision and thermal imaging is prohibited unless given prior approval from the Director of Events.
2. Violations of this will result in **minor** penalties and the removal of the illegal equipment from the field for first offense. Subsequent offenses will result in **major** penalties.

**Illegal use of laser systems (225)**

1. Laser systems may be used on players weapons. Laser systems must be eye safe. Players may never aim a laser at a player’s eyes, at any staff member, or at any aircraft.
2. Violations will result in **major** penalties or **expulsion**.

**Grenades/Explosive Devices (226)**

1. Players may use any “name brand” airsoft grenade (Escort, AI, etc...). No modified or homemade grenades are allowed unless approved by the Safety Director.
2. All simulated explosives used I.E. Tornado grenade must detonate and cause a BB strike to eliminate a player.
3. Ricochets from player thrown grenades is treated as fragmentation and will count as a hit.
4. Thunder B's will be counted as a "grenade" with a lethal kill radius of 15 feet (must detonate).
5. Suicide vests have a lethal radius of 12 feet and are triggered by the player simply displaying the device. Any suicide device must be TRIGGERED prior to being shot or captured for search.
6. No explosives, open flame or hot burning smoke will be allowed for fire hazard/safety reasons.
7. No blank firing devices.
8. Smoke grenades are allowed, but they may not be black, grey, or white for safety reasons.
9. Mines, tripwires, or any other type of “traps” must be approved by the Safety Director prior to start of the event. Claymores are allowed, but they must have a manual trigger function. No automatic function allowed.
10. Violations will result in **minor** or **major** penalties and the removal of the illegal equipment.

**Illegal use of drones/cameras/mirrors (227)**

1. Drones or vehicles with mounted cameras or weapons are not permitted without written approval from the Director of Safety.
2. Weapon mounted and player mounted cameras are permitted, however players may not insist that footage from their device be used to debate an incident. Footage may only be used when ordered to do so by a Field Marshal.
3. Cameras may not provide an advantage for players such as seeing around corners.
4. Mirrors may not be used.
5. Violations will result in **minor** or **major** penalties and removal of the device(s) from the field.

**Major Offenses**

**Prohibited Contraband and Impairment (228)**

1. There is to be no marijuana or marijuana consumption anywhere on NLA property.
2. There is to be no alcohol or alcohol consumption anywhere on NLA property
3. There is to be no drugs or drug consumption of any kind anywhere on NLA property.
4. Players and staff are also prohibited from being under the influence of intoxicating beverages, drugs, or marijuana while at event. Impairment violations may only be issued by a Field Marshal who is certified in impairment recognition through the MCJA. Players need only be impaired to the slightest degree to be charged under this section.
5. Distribution of such products is also prohibited.
6. Violations will result in **expulsion** for all sections.

**Vaping and Smoking (229)**

1. A designated vaping/smoking area shall be set up in the woods. Smoking and vaping will only be allowed to be done in this area and no other areas on NLA property.
2. First offense will be a **warning**, subsequent offenses will result in **majors**.

**Theft (230)**

1. Theft from private persons or NLA is strictly forbidden. This includes picking up weapons from dead players without permission.
2. Theft of any kind will result in **expulsion**.

**Harassment (231)**

1. Players are prohibited from harassing other players and event staff, whether that be a continuation of unwanted conduct or in a sexual nature.
2. Violations will result in **major** penalties or **expulsion**.

**Fighting/Assault (232)**

1. Fighting and assault are prohibited, assault includes any unwanted contact. Airsoft gameplay contact is allowed for game mode purposes, so long as the contact is mutual in nature.
2. Unwanted contact will result in **major** penalties.
3. Fighting/assault will result in **expulsion**.

**Waivers/Fraud (233)**

1. All persons moving throughout the AO need to have a waiver on file; this includes players, staff, observers, photographers, and any additional non-player personnel. Not signing a waiver will result in a **warning**, any player who refuses to sign a waiver will be issued an **expulsion**.
2. Fraud or falsified signatures on waivers or entry payment will result in **expulsion**.

**Disorderly Conduct/Delaying the Game (234)**

1. No player may act in any manner which is reckless or disorderly. No player may intentionally cause the event or gameplay to be delayed by any action or manner.
2. Violations will result in **minor** or **major** penalties.

**Intimidation/Bullying (235)**

1. Bullying other players by using offensive or degrading terms, gestures, using racial slurs, intimidating other players in any way, or using foul language in malice is prohibited.
2. Violations will result in **major** penalties or **expulsion**.

**Destruction of Equipment/Property (236)**

1. The intentional or reckless treatment of property or equipment either owned by NLA or individual players that results in damage or destruction is prohibited.
2. Violations will result in **major** penalties or **expulsion**.

**Blind man rule (237)**

1. Players and/or staff must call out ”blind man” any time they or another player loses their eye protection or becomes injured during gameplay. When a blind man call is made, players must stop what they are doing and stay in their current location and not move until ‘all clear’ is given. Players must remove their magazine and clear their chamber. Players and/or staff must radio the location of the incident and any important details.
2. Violations will face **warnings** or **minor** penalties.
3. Players may not abuse the blind man call by calling out blind man to prevent enemy players from engaging them. They also cannot call out blind man when there is no emergency.
4. Violations will result in **expulsion**.

**Jamming/listening to an opponent’s radio frequency (238)**

1. Players cannot listening to opponent’s radio frequency without authorization.
2. Violations will result in **minor** penalties for the first violation and **major** penalties for subsequent violations.
3. Players cannot listen to or jam a Field Marshal only restricted frequency.
4. Violations will result in **expulsion** and removal of the jamming device from the premises if applicable.
5. Players cannot jam opponents radio frequencies without authorization.
6. Violations will result in **major** penalties and removal of the jamming device from the premises.

**Firing Squad/Forms of Punishment/Restraint (239)**

1. Using any form of punishment by staff or players including the firing squad is strictly prohibited.
2. Violations will result in **expulsion**.
3. Players may not be restrained in any way except for the following two exceptions: Field Marshals detaining a player in accordance with NLA policy and handcuffing protocol, or a game which requires a prisoner to be restrained AND the restraining device has been preapproved by event staff.
4. Violations will result in **major** penalties or **expulsion**.
5. Misusing radios or situational codes by either staff or players is prohibited.
6. Violations will result in **expulsion**.

**Pregame espionage (240)**

1. Pregame espionage of enemy forces planning or base locations is prohibited unless granted authorization by event staff.
2. Violations will result in **major** penalties.

**Section 300 - Field Marshals**

**Authority (300)**

1. All players must sign a waiver, as part of that waiver, players agree to follow all rules. Field Marshals are tasked with enforcing those rules. A violation of any rule may result in penalization which can ONLY be issued by fully certified on-duty Field Marshals. Field Marshals have the legal authority to enforce these rules and expunge players from the event, if necessary, in accordance with these rules, NLA policies, and protocols.

**Impersonating a Field Marshal (301)**

1. Pretending to be a Field Marshal, whether that be on or off duty is strictly forbidden.
2. Violations will result in **expulsion** and loss of ability to ever serve as a field marshal.

**Abuse of Field Marshals (302)**

1. Players may not intimidate, verbally or physically, threatens, attacks, resists, touches, or otherwise abuses field marshals in any way.
2. Violations will result in an **expulsion**.
3. Field Marshals who are accidentally shot by players will **warn** the players for a first offense and a **major** or **expulsion** for a second offense.
4. The intentional shooting of a Field Marshal will result in **expulsion**.

**Disputing a call/arguing the rules (303)**

1. Players may not argues with, dispute a Field Marshals call, or argue the rules.
2. Violations will result in a **major** penalty for first offense. If a second instance or a continuation of arguing occurs it will result in an **expulsion**.

**Failure to disperse/follow Field Marshals instructions (304)**

1. Failure to disperse from an incident scene or from an interaction situation between a field marshal and a player is prohibited.
2. Players must follow a field marshal or event staff members instructions, so long as they are in accordance with NLA policy and rules.
3. Violations will result in **major** penalties or **expulsion**.

**Eluding/Not stopping for Field Marshals (305)**

1. Players must stop for a Field Marshal when ordered to do so.
2. Players must yield to Field Marshals responding to emergency calls by moving out of their way.
3. Violations will result in **minor** or **major** penalties.
4. Players may not commit any action that eludes Field Marshals by creating a pursuit or manhunt.
5. Violations will result in **expulsion**.

**Barricaded Subjects/Standoffs/Hostage Situations (306)**

1. No player shall barricade themselves in any building when being ordered to exit by Field Marshals or create a standoff between themselves and Field Marshals.
2. No player will take hostages for the purposes of creating a hostage situation between themselves and Field Marshals. Hostage situations as permitted by appropriate game modes will not be penalized under this rule.
3. Violations will result in **expulsion**.

**OFFICIAL APPROVAL:**

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Appendix 1 – Quick Rule Reference Guide

Appendix 2 – Casebook

**Appendix 2 – Casebook**

**Situation 1**

A player that is currently playing at an event is found to have been 12 years old in the previous event that they played in. The player is now 13 and playing at the current event. Is the player kicked out of the current event? And is there a penalty issued?

The player is not kicked out of the current event. In order for the expulsion to be served, the violation must occur at the event in question. In this case, the violation happened at a previous event. The player would not be kicked out of the current event (unless they were still underage), but would be issued an expulsion penalty (not served) and the board would have to review the offense.

Reference Rule: 201(a)

**Situation 2**

A player runs behind a Field Marshal enroute to advance to cover. While in the open, another player shoots the Field Marshal while the player is behind him, and the player never gets hit. The player who shot the Field Marshal argues that the player should have been hit and would have been if the field Marshal wasn’t in the way, and argues the player was using the Marshal as cover. Should the player be considered a hit? What penalties, if any, should be issued?

In this situation, the Field Marshal would have to determine if the player ‘intentionally’ used him as cover. It could be argued that the player was using the Field Marshal as temporary cover to advance but proving that this was intentional would be difficult. In this case, the player could be warned for using staff as cover. Regarding the player being hit, if a bb did not strike them, they are not considered hit, even if they should or would have been. Additionally, the player who shot the Field Marshal should be warned for accidentally shooting a Field Marshal.

Reference Rules: 205(a), 216(a), 302(b)

**Situation 3**

A player is hit and walking back to respawn, they have they kill rag on, but it is facing behind them and not clearly visible for 360 degrees. An enemy player does not see the kill rag and shoots and hits them. The player who shot argued that they did not see the players kill rag. Should the player be assessed a penalty for shooting players marked as dead?

No, the player who shot did not see the kill rag from their angle. The onus is on the player that is dead to properly display their kill rag, failure to do so makes them a valid target. The player who shot was within his right to shoot because he reasonably believed that the player he shot was in play. Additionally, the dead player should be issued a warning for not wearing his kill rag correctly.

Reference Rule: 212(a), 217(b)

**Situation 4**

A player that was sentenced to probation by the disciplinary review board shows up to an event. The notice of supplemental discipline form has not been served to the player, and the player commits an infraction a few minutes into an event. A Field Marshal who knows the player was issued supplemental discipline tries to issue an expulsion to the player as the probation protocol indicates. The player was very confused and said he was never informed about any supplemental discipline. Is the player issued an expulsion even though the supplemental discipline was never served to him?

No, according to the rules, the supplemental discipline form must be issued prior to taking any enforcement action on it. This case would be a Field Marshal mistake for not issuing it. The penalty should still be issued and then the supplemental discipline should be served, but the player is not kicked out of the event because they were never served and were not aware of the conditions of their supplemental discipline.

Refence Rule: 106

**Situation 5**

A player stumbles upon the enemy spawn and begins to shoot players. The players yell at the player to stop shooting, saying that this was their respawn, and call for Field Marshals. The player argues that they didn’t know it was their respawn and stopped shooting when they heard the players yelling. Should the player be issued a penalty for spawn killing?

Yes, even if the player didn’t know they were spawn killing, they should still be issued a penalty. Additionally, it was reasonable for them to have known that the area was the players respawn due to the large number of players standing around, the distance out of the normal playing area, and the signs that say respawn. Ignorance is not an excuse in this case, and the penalty should be issued.

Reference Rule 208(b)

**Situation 6**

A player steals another player’s rifle during the event and refuses to give it back. An off-duty Field Marshal observes this and radios to on duty Field Marshals to respond. While enroute, the player begins to flee. The off-duty Field Marshal identifies himself as a Field Marshal and orders the player to stop, the player refuses and continues to run. The off-duty Field Marshal begins to chase the player

Reference Rules 305(b), 302(a), 228