



NSATASOG – COMBAT OPERATION RULES

PLEASE READ PRIOR TO ATTENDING ANY EVENTS

All players are expected to know and follow the rules!

Weapons & Gear:

- **Eye protection:** Eye protection is required while on the field! (Entire face protection is optional). We ask that you stick to "Eye Protection" rather than "Paintball masks" to keep it appearing more Military style. Glasses must meet ANSI Z87.1-2003 High Velocity Impact or US MIL PRF-31013 VO Ballistic Impact ratings.
- **Assault Weapons:** AEG weapons are limited to 400FPS (tested with .25g Bbs).
- **Handguns:** Handguns are limited to 400FPS (tested with .25g Bbs).
- **Sniper Weapons:** Bolt action & Semi auto sniper rifles are limited to 500FPS (tested with .25g Bbs). Snipers have a 20ft MED (Minimum Engagement Distance).
- **Grenades & Mortars:** Grenades have a 15ft kill radius. Grenades must be a grenade "replica", which does not need to blow up or make noise. The kill zone is determined by the resting location of the grenade when it lands and stops. This includes M203 and mortar launched projectiles used as indirect fire weapons.
- **Land Mines:** Land Mines have a 15ft kill radius. (Must be "Approved types").
- **Clothing:** Please attend events in proper Military uniforms, Woodland, ACU, MarPat, etc.
- **Extra Protection & Gear:** Players are encouraged to attend with Military Vests, Helmets, Gloves, etc. Anything that portrays a soldier in combat. Players can also use mouth guards to protect their mouths if desired.

Death & On Field Rules:

- **Kill Zones:** One or more shots to the head or leg (knee cap and up) count as a "KILL". Once shot in a KILL zone you must die and fall to the ground in place, immediately place your "death rag" on top of your head or face and wait 3 minutes before walking to your re-insertion zone.
- **Wound Zone:** One or more shots to the arms or legs (knee cap and down) count as a "WOUND". Once shot in a WOUND zone, fall to the ground in place, immediately place your "death rag" on top of your head or face while calling for a medic. After 3 minutes if a medic does not reach you and heal you, have bled out and are now dead. You must now walk to your reinsertion zone.
- **Medics:** There will be one medic for every fire-team. A player may only be healed one time per insertion. Once you are shot after being healed once, you are considered dead and must then go back to their re-insertion zone. Assigned medics will carry 5-15 medic kits when deployed. Only assigned medics can heal players, if a medic is killed, the medic can be healed by another medic. Other players can not take over the medic position at any time.
- **Hits:** When shot, fake your death dramatically (scream, yell, etc). Fall to the ground in place safely and use your death rag. Call YOUR hits NOT others hits! If you shoot someone and they don't call themselves out, shoot them again assuming they did not feel the first hit. If in doubt, call yourself out!
- **Bang/Close Quarters Kills:** Anytime where players are 10ft (4 adult paces) or less a bang kill will be used. A player must say "BANG" to kill the other player, the first player to say it lives. The player doing the bang kill must have a clear shot at that person without any objects in-between the two players.
- **Time Outs:** No Time outs unless someone has been injured or Law Enforcement enter the area. If someone has been injured or Law Enforcement enter the area, yell "BLIND MAN" if you hear it, yell it so EVERYONE knows to seize fire. Do NOT move from your location, stay put! DO NOT FIRE! Sling your weapon and wait where you are! A Member from our Team will make contact with the Officers so there are no misunderstandings!
- **Dead Men:** After being shot, you can't talk to anyone other than the game master (only when necessary). If you are talking with other people, you may be considered alive by other players which may shoot you thinking that you're alive.

Conduct:

- **Violence:** No physical violence between players.
- **Language:** Don't use "foul" language out of anger.
- **Sportsmanship:** We will not tolerate bad sportsmanship! If observed, you will be warned, if observed again, you will be removed from the field. NSATASOG Officers are the only ones who can enforce rules and issue penalties.

Basic Field Rules:

- **Field:** Clean up after yourself & leave the area better than you found it!
- **Sportsmanship:** Show good sportsmanship, Be Honest and Have fun!
- **Other:** If a rule is unclear to you, ask an NSATASOG Officer about it so it can be explained further.