

## DDMS Rules of Engagement and Game Play

Updated: 3/7/2015

**Please Note:** DDMS Rule 14 will only be strictly enforced at some DDMS events such as Strict Mil-Sim or Immersion events. Enforcement of these rules should be stipulated per each event announcement, and each event briefing. Enforcement or leniency on these rules is subject to DDMS discretion on an event by event basis.

**Please Note:** All DDMS Rules are subject to modification, especially those regarding player safety, by DDMS officers present, on an event by event basis. Reasons for rule modifications may include but are not limited to, limited visibility, inclement field conditions, and known or unknown field hazards. Any and all rule modifications will be stipulated prior to event start in the pregame briefing, and if known ahead of time, in the event announcement.

1. All airsoft guns will be Chronographed prior to use at a DDMS event. No rifle/pistol firing in excess of 400fps with .25g bbs (~2 Joules) will be allowed. All guns firing harder than 2 joules will be classified as sniper rifles and must be limited to single shot capability and are limited to 500fps with .25g bbs (~3 Joules) and have a fixed minimum engagement distance of 100 ft.
2. ANSI rated safety glasses "or equivalent" are to be worn from the time the first weapon is activated (able to cycle ie: has a battery attached to it) or a bolt action or GBB gun is out of its case, until the last of these is safely disarmed and put away. If at any time a member has a eye protection malfunction (in need of adjustment / defog) they shall yell "BLIND MAN". If these words are heard on the playing field by any member they are to be repeated (echoed) by that member. If these words are heard on the playing field by any member play is immediately suspended until the member in distress is has resolved his issue. Upon replacement of the eye protection the player shall yell "GAME ON" and play shall resume.
3. If any member should witness a "noncombatant" / innocent bystander walk onto the playing field they shall yell "BLIND MAN" ". If these words are heard on the playing field by any member they are to be repeated (echoed) by that member. If these words are heard on the playing field by any member play is immediately suspended until the person is removed from the field of play by an officer. Once the field is safe they shall yell "GAME ON" and play shall resume.
4. If at any time a Law Enforcement Official should arrive on the scene of the game, the witnessing member shall call "BLIND MAN" and place their weapon on the ground. That player should then seek to find the nearest DDMS officer and alert them to the presence of the Law Enforcement Official. **DO NOT**, approach the official with your weapon, even if you have stated it is not real.
5. No Aggressive Physical Contact. The only time Physical contact is permitted is amongst teams for purpose of medic revives, dragging a wounded team mate, or if a Scenario explicitly requires holding onto a specific individual for purpose of game play.
6. DDMS operates on the Honor System, there will not be a monitor enforcing kills. **It is the responsibility of the individual to call their own hits.** Kill zones are subject to change based on the game type. Most arguments on the field start with the perception that someone is not calling their hits. There are two ways to look at this situation – in the heat of battle and all geared up the player did not notice the hit or you are not as good a shot as you think you are. The DDMS policy is shoot them until they call their hits. Don't argue about it; call an OC for blatant hit calling problems. Failure to comply with kill rules could result in exclusion in future events.
7. Dead men don't talk( if your are dead, do not talk)

8. Don't be a 'Jerk' . This is an all encompassing rule thus, play nice, play fair, do not do to others that you would not like done to yourself.
9. No person shall carry on them any deadly weapon (including a real fire arm or blade) while in play at DDMS event unless authorized by the DDMS officer board to do so. (This excludes pocket knives, multitool, shovel or entrenching tool.)  
To qualify for this authorization, you must possess legitimate and verifiable official training with such weapon, including but not limited to US Military training or Federal, State, or County Law Enforcement training. You must also be verifiably licensed to carry it. If a player should threaten another player's life or wellbeing with any of the listed, or unlisted tools or weapons they face permanent expulsion from the team and our events pending a DDMS Officer Board review, and or report to Law Enforcement authorities.
10. Red Rag/ kill flags are required to be carried by each player. RED RAGS are the universal signal that you've been hit. This is another area that causes consistent problems on the field – player's get upset when they continue to be shot at. DDMS often operates immersion events and the fog of war is ever present. Assume your opponent will not hear your verbal signal when you yell "HIT". Wave your red rag to visually signal you've been hit – wave it out the window, over the wall or from behind the tree and wave it where you got hit – that's the part of your body your opponent can see. If you continue to get hit, it means your opponent can't see your RED RAG!
11. NO Area kills, you must be hit by a bb. (Unless scenario specifically calls for use of mortars or flour bombs)
12. Smoke is authorized as long as it is cold burn, If there is any risk of it starting a fire do not use it.
13. Unmanned Aerial Vehicles (UAV) are authorized for use during the game. Operators must maintain a safe altitude - low altitude operations near players or buildings is NOT authorized. DO NOT shoot at UAVs - this could cause loss of control and a significant danger to those on the ground. Any use of UAV's must be approved by DDMS after demonstration of flight and safety measures.
14. Mid-Cap Mags only. No High Capacity magazines will be permitted in play with the exception of drum mag's for SAR's.