

DDMS Rules of Engagement and Game Play

Updated: 1/31/2019



Please Note: DDMS rules are subject to change

1. All airsoft guns will be Chronographed by a DDMS member prior to use at a DDMS event. No rifle/pistol firing in excess of 400 fps with .25g BBs (~2 Joules) will be allowed. The only exceptions to this rule are sniper rifles/DMRs. To be classified as a sniper rifle/DMR, the airsoft gun must be limited to single shot capability, limited to 500 fps with .25g BBs (~3 Joules), and users must comply with a fixed minimum engagement distance of 100 ft.
2. All HPA guns must have a tournament lock installed.
3. ANSI rated safety glasses or equivalent are to be worn on the play field at all times. Full seal is strongly recommended.
4. If any member should witness a "non-combatant" enter the playing field they will 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 has exited the field of play. Once the field is safe they will yell "GAME ON" and play will resume.
5. If at any time a Law Enforcement Official, such as a Police Officer, Deputy Sheriff, or Forest Ranger, should arrive on location, the witnessing player will call "BLIND MAN." Comply with any commands given by the Law Enforcement Official and inform them that there is an airsoft event in progress. **DO NOT** approach the Official with your weapon, even if you have stated it is not real. **DO NOT** make any sudden or aggressive movements.
6. No aggressive physical contact. The only time physical contact is permitted is amongst teams for purpose of medic revives, dragging a wounded teammate, or if a scenario explicitly requires contact for purpose of game play. Ensure you have permission prior to touching another player.
7. If you are hit anywhere on your body or equipment by a BB, other than your airsoft gun, you are HIT. Friendly fire does count. Call yourself "HIT," pull out and wave your red dead rag, and follow the scenario specific rules for revive/respawn.
8. DDMS operates on the Honor System, there will not be a referee on the field. **It is the responsibility of the individual to call their own hits.** Do not call other players out. The DDMS policy is shoot them until they call their hits. Do not argue with other players; speak with a DDMS member about blatant hit calling issues.

9. Dead men do not talk. (If you are dead, do not talk)
10. Don't be a jerk . This is an all encompassing rule; play nice, play fair, Treat others as you would like to be treated.
11. No person in shall carry on them any deadly weapon (including a real firearm or blade) while in play at DDMS event. (This excludes pocket knives, multi-tools, or entrenching tools.)
12. A red rag is required to be carried by each player. RED RAGS are the universal signal that you've been hit. Assume your opponent will not hear you when you yell "HIT." Wave your red rag to visually signal you've been hit. If you continue to get hit, it means your opponent can't see your RED RAG!
13. NO Area kills, you must be hit by a BB. (Unless the scenario specifically calls for the use of mortars)
14. Authorization of Pyrotechnics will be assessed prior to the start of the event based on field conditions. If you are not sure, ask a DDMS member. Authorized Pyro includes cold burn smoke and commercially produced airsoft grenades.
15. All weapons must only be used in semi-auto mode. This is defined as one BB fired per trigger pull. The only exceptions are support weapons such as a light machine gun. A drum or box magazine on an M4 or similar platform does not qualify as a Light machine gun. To qualify as a light machine gun, the airsoft gun must be a faithful replica of well known light machine gun such as an M249 or an RPK and have a rate of fire similar to its real-world counterpart.