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1 Basic rules

1.1 Event area

- Every participant **must be at least 18 years old** and carry a valid identity card with them, i.e. they must be available at all times.
- The entire event area is enclosed private property.
- Entering and driving on the entire event site is at your own risk.
- The organizer (Airsoft Helden) has the domiciliary rights during the event.
- All paintball markers must comply with German weapons legislation.
- All paintball markers transported on the event site must be fitted with a barrelsock at all times. This may only be removed at the chrono stand, on the shooting range and on the playing field.
- The use of radio-controlled devices such as RC cars, helicopters and drones is prohibited on the event site and playing field for the entire duration of the event. Exceptions must be approved in writing in advance.
- Glass bottles are **prohibited on the entire event site**.
- Charging electric vehicles is prohibited.
- Bringing your own Dixi toilets is prohibited.

1.2 Event wristband / player card

- The event wristband is included with the purchase of a ticket and will be handed out at the entrance to the event site. The player card will also be handed out afterwards.
- The event wristband must be worn visibly on the wrist. It is not transferable.
- The player card must be carried during the entire event and must be presented upon request.
- Without a valid event wristband or a valid player card, it is forbidden to enter and stay on the event grounds. Airsoft Helden is entitled to expel such persons from the premises within the scope of its domiciliary rights.
- Warnings due to violations of the rules / house rules, etc. can be marked on the player card. This is done exclusively by Airsoft Helden officials.

1.3 Camping area

- **Open fires are prohibited.** Commercially available gas barbecues are permitted.
- So-called “dry triggering” (empty shots) is prohibited! The event management is entitled to confiscate the paintball markers and impose appropriate penalties (depending on the severity of the offense, up to and including exclusion from the event).
- Shooting with fully loaded paintball markers is only permitted on the playing field and the chrony stand!
- Garbage bags will be handed out at the registration desk. There are also garbage collection points on the campsite where garbage can be handed in.
- Only limited power sources are available. There is no entitlement to a power connection. The following applies: First come, first served! Sockets larger than 230V are not provided.
- Electrical appliances may only be used within “normal household limits”. Charging electric cars is prohibited.
- The camping sites in the camping area are assigned by supervisors. Their instructions must be followed.
- For safety reasons, parking on the open campsite is prohibited. It may only be used for loading and unloading. Exceptions only apply to rescue and fire-fighting vehicles.
- Parking is only permitted in designated parking areas (zones).
- Each player must purchase a garbage bag (5,- € garbage fee) and remove his garbage from his campsite after the end of the event. Garbage bags will be handed out at the registration desk after registration. Additional garbage bags are available at the registration desk or at the information desk.
- Waste must be disposed of on the premises in the bins provided.
- *Note: We regret having to resort to this measure ourselves, but unfortunately in the past it was not always a matter of course not to leave garbage everywhere and to leave your campsite in the condition you would like to find it in.*
- Caravans, trailers, motorhomes and vehicles with superstructures/attachments for overnight stays and recreational purposes, e.g. roof and side tents, may only be parked on paid camping plots.

1.4 Parking lots

- Use of the parking lots is at your own risk.
- Airsoft Helden is not liable for damage caused by third parties to parked vehicles, trailers, caravans, etc.
- The user must park the vehicle in the parking lot in such a way that unhindered entry and exit to and from the adjacent parking spaces is possible at all times. The instructions of the staff must be followed.
- The parking lots may only be driven on at walking pace.
- It is strictly forbidden to spend the night in the vehicle in the parking lot!

1.5 Security service

Our security service has been instructed to confiscate prohibited items without exception. We ask for your understanding that we cannot keep any items for you and will dispose of them immediately. Accordingly, we accept no liability for items left behind, handed over or confiscated.

Prohibited items include, among others:

- Gas and alarm guns
- Striking and stabbing weapons of any kind, especially knives, which are prohibited under German weapons law. This also includes bayonets, butterflies and combat knives.
- Possession and/or consumption of illegal drugs or similar prohibited substances.
- All (programmable) amateur radio devices, e.g. Baofeng GT-3, with which it is possible to use frequency ranges outside the "Everyman radio". Everyman radio" includes, for example, PMR, CB radio or Freenet.
- The use and/or bringing of ladders, throwing hooks and similar equipment.
- Music, flags or symbols that can be attributed to the right, left or other extremist scene.
- Fireworks, smoke and fog devices (which have not been purchased on site and thus approved by the organizer), explosive devices or Bengal fire as well as any other type of pyrotechnic products! In particular explosives or similar products.
- Welding equipment, plasma cutters and similar heavy equipment.
- Pets of any kind, especially dogs.

- Uniforms, badges, helmets and other equipment of any army of the 1st & 2nd World War in original, reproductions or replicas. Also any effect, rank or rank insignia of armies or police units involved in this war.
- Original uniforms, insignia, helmets and equipment of current German armies or police units.
- Original national insignia, rank insignia and effects of current existing armies or military units may not be worn.
- National insignia (national flags on uniforms) must be removed or covered.
- Weapons, any attachments or accessories which are contrary to current German firearms legislation. (Lasers, lamps, night vision devices or other equipment that leave a light spot on the target)
- Beer trolleys or other sales trolleys outside the areas approved by the organizer (e.g. marketplace), regardless of whether they are used for sales or for personal use. This also applies to corresponding trailers and refrigerated trailers.

The organizer reserves the right to punish violations with exclusion from the event!

- Professional security personnel are responsible for security and order throughout the entire duration of the event. They are marked accordingly.
- Stewards and security personnel are authorized to issue instructions. Instructions must be followed at all times.

1.6 Transport of paintball markers to the event site

The paintball markers must be transported in solid weapon cases, boxes or soft cases secured with a lock. No exceptions are permitted. Anyone transporting their paintball marker in a box is in breach of the Weapons Act and may not drive on or enter the grounds. The keys to the locks must be kept within reach at all times for possible inspections.

Neither paintball markers nor equipment may be worn on arrival. Equipment and protective clothing may only be put on at the event site. Tactical vests or other tactical equipment must not be transported visibly, e.g. in pockets or covered by protective covers. Furthermore, paintball markers, paintballs and magazines must be transported separately. That means not ready to hand!

In a nutshell:

- appear in civilian clothes (complete)
- All paintball markers must comply with the German Weapons Act
- No illegal cultivation
- all paintball markers must be transported in suitable and lockable cases or bags

2 Field Rules

2.1 Safety and game rules

In principle, each player is responsible for knowing the safety and game rules. The organizer will provide various ways to obtain information (e.g. via this homepage, YouTube videos, event booklet, etc.) If you have any questions, please contact the organizer.

A map of the playing field will be published before the event, showing the boundaries of the playing field. This is a former military area. It is therefore strictly forbidden to pass through or climb over the security fences and/or field boundaries without authorization. In particular, it is forbidden to enter the field outside of playing times! Violations of the applicable safety regulations and instructions of the game management, marshalls, the site owner and the Airsoft Helden team can lead to immediate exclusion from the game, a ban from the premises and criminal prosecution.

- The instructions of the organizers / marshalls must always be followed!
- Playing field and safe zone boundaries must be observed and adhered to at all times. Leaving the playing field is only permitted via the marked paths. If a player leaves the playing field, re-entry into the game is only permitted in the spawn area.
- smoking is only permitted on the field in designated areas. The consumption of cannabis or alcoholic beverages is prohibited on the playing field during the entire match. Bringing cannabis, beer, liqueur, schnapps or other alcoholic beverages is strictly prohibited.
- It is mandatory to wear a full face mask suitable and approved for paintball on the playing field!
- The player is responsible for using suitable clothing and equipment.
- Any form of physical or psychological violence is prohibited. Care must be taken not to harm people, animals, buildings, nature or existing equipment. Smoking is only permitted in the safe zone and in designated areas.

2.2 Paintball-markers

Only these paintball markers are permitted,

- the acquisition and possession of which is not subject to authorization for adults,
- which are properly marked with the “F” in the pentagon and the other marks required for such firearms (caliber stamp, designation, importer (for German markers),
- which are in a legally compliant and perfect condition.

The use of full auto mode is prohibited and will be penalized in case of violation.

- The player undertakes to immediately check paintball markers received from third parties to ensure that they comply with the aforementioned legal requirements. In particular, self-constructed and/or self-converted paintball markers are not permitted. In case of doubt, these weapons must be presented to the event management for inspection.
- Paintball markers must have a caliber of 0.68, 0.50 or 0.43.

2.3 Paint / Ammunition regulations

- Only paintballs provided by the organizer or purchased at the current event may be used WITHOUT EXCEPTION.
- Bringing your own paintballs is not permitted. In the event of a proven violation of this rule, we will charge a penalty of €500 and expel the player and the entire team from the event.

2.4 Compressed air

- Both 3000psi (200bar) and 4500psi (300bar) compressed air (HP) are available.
- Special “fill panels” are available for filling HP. The instructions of the event staff must be followed.
- Only HP systems approved for paintball sport may be filled.
- In the case of an external operator of the HP filling system (external company), its own terms of use are binding.
- Air systems may only be filled or permitted in undamaged and tested condition (current test date) under the organizer's own responsibility. This will be randomly checked by the organizer during the event.

2.5 Team armbands

The affiliation of the respective playing party is marked with colored team arm markings.

Team markings must be visible on both upper arms. There are no exceptions for snipers, etc.

As there has been considerable soiling caused by adhesive tape team markings in the past, only the following markings are permitted:

- Team wristbands in party color available from the organizer
- Comparable single-colored, at least 5 cm wide, (Velcro) team wristbands.

Incorrect team identification is a breach of the rules and may be penalized by the match management.

2.6 Player ID cards

Each player receives a player card. The affiliation of the playing party is indicated on this card. This player ID card must always be carried.

2.7 Chrono

- Before entering the playing field, the markers must be chroed.
- At least 3 balls must be shot in slow succession for the first shot.
- All values must be below the permitted upper limit.
- marshalls may carry out spot checks on the field at any time.
- Deliberately adjusting the strength of the shot on the field is prohibited.
- The use of barrel plugs is prohibited! The use of a barrel condom (barrel sock) is mandatory.
- Barrel condoms (barrel sacks) must always be attached to the barrel of the marker as soon as a pressure system is attached to it.

2.8 Emergency behavior

In the event of an accident or fire, the organizer or the nearest marshall must be informed immediately and, if necessary, first aid provided or an attempt made to extinguish the fire.

Depending on the severity of the accident, the game will be interrupted immediately by the head marshall. Depending on the situation, the marshall decides which appropriate

measures (e.g. informing the head marshall / organization, calling for assistance, providing first aid, etc.) are taken to help the injured person.

The danger zone must be secured / cordoned off and vacated by the players. If the entire match is stopped, the players must leave the field immediately. All marshalls must ensure the smooth evacuation of the field.

Rescue vehicles must be given space and the instructions of the organization, rescue services or fire department must be followed.

2.9 „Freeze“ rule

In an emergency, the “freeze” rule comes into force.

If the marshall or platoon leader calls the command “Freeze”, all playing activities in the area must be stopped immediately. The markers must be secured and the barrel sock attached. The barrel of the marker must be pointed at the ground. Every player must comply with this rule immediately, as an emergency has occurred in their immediate vicinity.

A “freeze” is always lifted by the marshall if the situation allows play to continue without danger.

To ensure a smooth resumption of the game, players are requested to immediately restore the initial situation before the freeze. The marshall is also authorized to adjust the game situation, e.g. players may be asked to retreat to a certain area. Furthermore, the marshall is authorized to punish violations of the freeze rule in an appropriate manner. These instructions must always be followed.

2.10 Start of the game

A match only begins when the match director gives the appropriate command (whistle signal, by radio, etc.). Permission to fire within the playing area is granted at the start of the game. This ends automatically at the end of the playing time. A game ends when the corresponding time slot has expired (see timetable), a goal has been reached or the game master has given a corresponding signal. Exceptions are e.g. accidents or uninvolved persons entering the playing field (“freeze rule”).

At the start of the game, each player must go to the designated starting point. Proven violations will be penalized by the game management.

2.11 Playing field

Any movable objects on the scenario field may not be moved. This applies in particular to doors or similar building components. Objects that may be used as part of the scenario (mission objects) are an exception to this rule. These must be clearly recognizable as such.

Auf dem Spielfeld befindliche Deckungen, (stationäre und tragbare) dürfen weder verändert noch bewegt werden.

Upholstery, mattresses, blankets or similar movable protective devices, in particular doors or similar furniture parts, may not be used as portable cover.

- Any sources of danger that the players notice must be reported immediately to the nearest marshall so that they can be secured or removed.
- It is forbidden to enter the field outside the regulated playing times.
- Games under "own" organization (night games etc.) are prohibited.
- At the end of the official match day, players must leave the field immediately.

2.12 Buildings / parts of buildings

- For safety reasons, it is forbidden to enter or remain in closed buildings, eaves, roofs, balconies, terraces or similar areas.
- Closed buildings are identified as such or specially marked with red/white barrier tape and/or danger signs and/or on the tactics map.
- Basements and underground parts of buildings may generally be played in. However, there may be an increased risk of injury in these parts of the building due to limited visibility and cables, pipes or other sources of danger that cannot be seen. Increased caution is therefore requested.
- Underground parts of the building may only be used in the presence of marshalls.
- Due to the special lighting conditions, it is necessary to carry flashlights and glow sticks in these areas.
- In the event of accidents, violations or endangerment of a player, the perpetrator is liable for all damages. The event insurance cover does not apply here!

2.13 Smoke grenades and scenario effects

- Smoke and smoke grenades, in particular home-made and home-made modifications, are prohibited. Smoke grenades purchased from the organizer on site are the sole exception:
Enola Gaye: WP03, BWP03, EG18, EG18X, WP40
- The named smoke grenades must have the BAM certificate valid for use in Germany.
- The use of black smoke is not permitted due to the risk of confusion with a real fire.
- Exceptions to this apply exclusively to the event management! (Scenario effects).

2.14 Marshalls

Paintball is a game based on fairness and honesty. In principle, the players themselves are responsible for complying with the rules.

However, should any ambiguities arise, the marshalls (referees) on the field are responsible for compliance with the rules and safety. They are authorized to issue instructions to all players.

Marshalls are authorized to impose warnings and match penalties.

In case of unclear rules, players can obtain information from all marshalls.

The organizer's representative on the field is the head marshall.

- The person affected by an event ban must leave the event site within 2 hours. In the event of injury/endorsement to themselves and/or other persons and/or damage/destruction of material, buildings, vehicles and/or similar items, the player or perpetrator is solely liable.
- In the event of expulsion as a result of an event ban, any accident insurance cover provided by the event insurance expires immediately. The event wristband of the person concerned will be confiscated and invalidated.
- In the event of an event ban, the organizer reserves the right to exclude the person concerned from future events of Airsoft Helden or other events of the organizer and/or to prohibit him/her from participating.

No liability is accepted for personal injury or damage to property! Any participation in paintball games on the playground is on a voluntary basis! The participating player must be aware of this and accept it!

2.15 Commands

- "HIT" For any regular hit
- "Freeze" To be called OUT LOUD in dangerous situations (accident, uninvolved persons, etc.)
- "GO GO GO" Shouted by a responsible person to continue the game

3 Rules of the game

3.1 Hit – Rule

Paintball is a game based on fairness and honesty. Players are responsible for adhering to the hit rule at all times.

- Any color spot larger than a 50-cent coin is considered a hit.
- Firing at players who have already been hit is not permitted!
- Friendly Fire counts as a hit.
- A “dead man's walk” (giving the impression that the player is marked in order to gain an advantage in the game) is not permitted.
- Shooters must provide their own target area. Shooting through slits or holes is not permitted. As a guideline, the gap should be at least one A4 page in size.

In the event of a hit, the barrel of the marker must be secured with the barrel sock, raised vertically and one hand placed flat on the head to indicate the mark to other players or the marshall. In addition, “HIT” must be shouted clearly and audibly.

- The same applies if the marshall indicates that a player is marked. This is the case when the marshall points to the player in question and calls out “HIT” or “OUT”.
- In unclear cases, the player can ask the marshall to check for hits by shouting “PAINTCHECK” or “CHECK ME”. The same applies to checking an opponent. In this case, “CHECK HIM” is called out.
- Wiping (wiping off a hit) or playing on (continuing to play despite being marked) is prohibited.
- Deliberately firing at a marshall is prohibited.

3.2 Spawn (Game entry)

In principle, spawning is allowed at the starting point of the respective team and at respawn points on the playing field (if available).

3.3 Safe Zones

- So-called safety zones are set up in the entry area of the starting points.
- The safety zones are demarcated by yellow/black marking tape.
- The safety zone is intended as a rally and retreat zone. Players from the opposing team may not shoot into the safety zone. Players who are hit are considered unmarked in their own safety zone. Players may shoot out of their own safety zone and can mark players from the opposing team.
- Players who are hit and return to their own safety zone can wipe themselves clean in the re-entry tent and return to the game without leaving the field.

3.4 Tactical signs / emergency signs

The use of tactical signs, which are modeled on operational signs used in reality, is permitted.

Boards, camp beds, doors or other improvised objects do not meet the requirements for an emergency sign.

The following rules apply to the use of inset signs:

- Hitting the deployment shield with paintballs has no effect.
- The wearer of the deployment shield may only use a backup marker.
- The wearer of the deployment shield is obliged to offer a hit area from at least one side. An "entrenchment" in a position that covers all sides or makes a hit (almost) impossible is not permitted.
- If the wearer of a riot shield is hit, the owner is responsible for taking the shield with them or giving it to another player for further use. It is not recommended to leave the shield unattended on the field.