

United Task Force

Safety and Gameplay Rules

The United Task Force offers an open participation policy that allows everyone to attend hosted events regardless of their affiliation or degree of involvement within airsoft.

It should be noted that all participants play at their own risk and are to follow all lawful rules of the airsoft field and that of the event host regardless of whether or not the player is participating with the UTF. Participants are encouraged to plan accordingly and read the rules before they arrive to any airsoft event.

Observed Safety Rules

Zones Of Play

The field boundaries and the following colored zones must be established prior to play. All players are to be informed upon their arrival.

- **Green** = Setup and safety area.
This zone typically includes any initial gathering or parking areas and away from any potential hazards
Eye protection is not required. No shooting under any circumstances. No ammo clips in guns, barrel chambers must be cleared.
- **Yellow** = Staging, testing, and rest area.
Eye protection not required, but emphasized. Guns in safety mode is emphasized. You may test your weapons provided you shoot away from green and red zones.
- **Red** = Live Play area.
Eye protection required. If you are in a red zone, expect to be shot under any and all circumstances.

Discontinues

A 'discontinue' is called when an emergency situation arises. This can include potentially dangerous circumstances that can lead to loss of life, personal injury, or damage to equipment.

- When you hear "DISCONTINUE!" or a horn/whistle you must attempt to stop gameplay completely. Stay in place and do not move. No tactical maneuvering or in-game communication is allowed during a 'discontinue'.
- Simply yell "DISCONTINUE" when appropriate. If you hear the word "DISCONTINUE", repeat it so everyone else on the playing field can hear it.
- Gameplay will resume when an official determines that the situation has been resolved.

Do not use a 'discontinue' to dispute shots or call checks.

Do not use a 'discontinue' to your advantage or get yourself out of combat.

Protective Equipment

Eye protection should meet or exceed ANSI Z87.1-2003 or ASTM F1776 standards. Goggles/Glasses are mandatory for participation in any UTF hosted event.

- Face protection, ear protection, knee pads, elbow pads, etc are not mandatory, but highly encouraged.

Weapon Handling

Handling Airsoft equipment will be similar to that of real firearms during UTF hosted events. Some examples include:

- Store and transporting the weapon in a sealed container or gun bag. Keep the weapon hidden from public view as much as possible and bring it out only on the playing field or for display purposes.
- Treat all weapons as if they are loaded and ready to fire.
- Do not leave a weapon, loaded or unloaded, within access range of unauthorized people.
- Do not touch or manipulate another person's weapon without permission, knowhow, or proper intent.
- Have a precise idea of the effect on a target of your weapon's ammunition, especially with regards to projectile penetration, ricochets, damage effects, and areas behind or surrounding the target.

United Task Force Safety and Gameplay Rules

Equipment

Armaments

- Standard armaments include fantasy or replica guns that use spring, electric, or compressed gas to fire projectiles. Standard armaments may not use any form of combustion.
- Some aspects of airsoft games may include other non-standard forms of armaments such as rocket launchers, grenades, and mines, which may require approval from the field host on a game-to-game basis.

Under no circumstances should real weapons or live ammunition be in use or near areas of airsoft participation.

Projectiles

Size and Material

- Standard projectiles sizes are 6.00mm airsoft pellets.
- Standard airsoft pellets consist of non-metallic materials, typically plastic or biodegradable material. Please note that some playing locations may restrict projectiles to be biodegradable only.
- Launcher Projectiles should be similar to the Nerf® Vortex Football Rocket product, or may consist of soft and spongy open-cell or closed-cell foam with no solid core.
- Grenade, mortar, mine, and other non-standard projectile fill shall consist of non-toxic, non-caustic, and water-soluble materials in liquid or powder form.

Velocities

The de-facto standard for all weapon velocities is in feet-per-second (FPS) when measured with a 0.20-gram airsoft pellet. When hit, the round impact should not exceed 1.4 joules of energy.

Point-blank shooting is prohibited. A 10-foot minimum is to be maintained for all weapons up to 350FPS.

A participant may not shoot a target within a specified distance based on the velocity of their weapon. To determine your minimum engagement distance, use the following formula.

$$\frac{(\text{Your_FPS} - 350)}{2}$$

Reference Chart
350 FPS – 10 feet minimum
400 FPS – 25 feet minimum
450 FPS – 50 feet minimum
500 FPS – 75 feet minimum

*Any participant who is unable to determine their minimum engagement distances accurately will be asked to sit out of the game or, if difficulties arise, leave the playing field.
Any weapon shooting over 500FPS requires approval from an UTF official.*

Be aware of the many playstyles that differ from game to game. Sometimes the following schemes can be used during UTF hosted events, typically restricted by weapon type or playstyle. These rules are as an example only, and not typically used unless otherwise specified.

- Pistols – may not exceed 350 FPS, players may engage at close or point-blank range.
- AEG – may not exceed 400 FPS, players may engage no closer than 25 feet.
- Bolt-Action – may not exceed 500 FPS, players may engage no closer than 75 feet.
- CQB – weapons may not exceed 300FPS, players may engage no closer than 10 feet.

Ammunition & Rate of Fire

Some game scenarios may restrict the use of ammunition you can carry or the rate of fire based on weapon type. Unless otherwise specified, you may carry as much ammo as you can hold, and may fire as fast as your weapon allows.

United Task Force

Safety and Gameplay Rules

Rules Of Engagement

Physical Contact

Physical Contact is limited within UTF hosted events. Grappling and excessive body-to-body contact is strictly prohibited.

Close Engagement

Close engagement encounters may differ from game to game. Typically, close engagement rules take into effect for distances 25ft and under.

- **BANG!**
The BANG! Rule is to be used if the opponent is unaware of the shooter's presence, does not have full cover, and has no means of escape. The shooter may yell bang "BANG" (or "surrender", or "you're dead", etc) to eliminate his/her opponent.
- **Parlay**
If two players approach one another within their minimum engagement distance, they must immediately disengage, turn around, and travel in opposite directions until there is up to 100 feet (or 10 seconds) between them.
Note that both players are still considered 'in game' during a parlay and may still be engaged other by opponents.

Elimination

Because of the fast-paced gameplay and point system for hits, players may have some difficulty determining whether or not they have been eliminated. If in doubt, remove yourself from play, even if temporarily, and consult a referee if available.

- When you know you have been eliminated, give an audible cue by yelling "HIT!" and a visible cue by raising your hand(s) above your head AS SOON AS YOU CAN.
Failure to give the proper audio and visual cues in a timely manner can result in unwanted hits – you have been warned.
- If available, put your death rag on an openly-visible portion on your body (head or shoulder) and continue to your base or respawn point, remembering to avoid walking into firefights along the way. If a death rag is not available, keep your hand(s) raised above your head with your weapon shouldered/holstered instead.
Improper notification of your elimination status may result in unwanted hits – you have been warned.

Under no circumstances should you stop or interrupt gameplay to determine your (or anyone else's) elimination. If necessary, please step out of bounds for discussion and come back into the game when the situation is resolved.

Legitimate hits

A legitimate hit consists of any Airsoft round stopping or deflecting from your body or worn equipment.

- Fragmentary grenades and mines must have an audible or visual cue and will eliminate anyone within 15ft when activated. This range should not be confused with devices that project standard airsoft rounds.
- **Area-of-Effect Weapons**
These weapons are typically classified as RPGs, Mortars, or RPGs that are shoot a projectile. Anyone within 15ft of the projectile's first impact location will be eliminated.
Note that eliminations by non-standard weapons may not be limited to the shooter's line-of-sight or type of cover. A hit to a roof or wall of a building may still affect you if you are still in range of its impact location.
- Ricochets off of terrain, ground, cover, or other participants are not valid hits.
- A hit to a weapon in your hand is considered a ricochet, and is not considered a valid hit.
Note that some game scenarios may disable your weapon if it is hit.

Some game scenarios allow wounds or medics, but typically, you are eliminated when you are hit on any location on your body.

United Task Force

Safety and Gameplay Rules

Lives & Respawns

Most game scenarios usually allow only one life - others may allow extra lives. If you are in a game that allows additional lives, be sure to verify:

- (1) the number of lives you get
- (2) respawn time
- (3) and where you must respawn from

Typically, respawn time starts only when you arrive at the elimination waiting area, base, or designated respawn point.

Unless otherwise specified, assume that you only have one life.

Honor & Game Etiquette

The United Task Force strives in its attempts to establish a friendly game environment with balanced teams and an atmosphere where referees aren't always necessary.

Just remember, it's just a game and you are playing to have fun.

The UTF has members that are assigned during games to follow conflict resolution policies in a fair and impartial manner should a negative situation arise. You can always talk to a UTF official to resolve an issue or note your concerns, questions, comments, or suggestions.

Player Integrity, Unsportsmanlike Conduct, and Cheating

- Under no circumstances should participants tolerate abusive loud-mouths and hotheads.
- Don't rely on a referee to call you out, take your hits and remove yourself from the game when you are eliminated.
- Faking an injury, surrender, or elimination to gain a strategic or tactical advantage is not tolerated, unless game scenarios permit.
- "Bending" or using "Grey Areas" of rules is not to be tolerated or justified in any manner.
- Communication between sideliners / spectators and players (whether live or eliminated) that compromises game information. (i.e. location of enemy bases) is not tolerated.
- Communication between eliminated players and live players is not tolerated - though eliminated players may speak to each other).
- Switching out equipment with eliminated players is not tolerated, unless game scenarios permit. Eliminated players may switch equipment with each other.
- Give eliminated players time to get up and always be cautious of those moving to respawn points or off the field towards yellow zones.