



Desert Fox Events Ruleset

The goal of this rule set is to provide current and future participants with a collection of rules and approved best practices. This guide is based on proven tactics, techniques, and procedures. Desert Fox Events reserves the right to change any of these rules and communicate them to our participants. prior to or during the event to ensure the high quality and safety of our event is maintained.

Non-Negotiables

GOLDEN RULE:

- Whenever in doubt about how to act or behave in any situation not specifically mentioned within this rule set, always use your best judgment to keep within the spirit of the event. Don't "game" the event, go with the flow and enjoy the experience.
- Disrespect of the staff or other participants will not be tolerated. Participants found cheating or disrespecting the staff and other participants will be ejected from the event without a refund.
- Participants who attempt to steal, cause bodily harm, or break any other laws will be handed over to local law enforcement officials.

Non-Negotiables (continued)

TRASH:

Put trash in designated trash receptacles only when on the field. If camping on site bag all trash for your campsite and take to dumpsters or designated trash pick-up sites.

LOST AND FOUND:

If you come across any items that were obviously dropped by another participant, please pick it up and turn it in to event staff so it may be returned to its rightful owner. Desert Fox Events is not responsible for items left on the field after event staff clear the site.

AGE RESTRICTIONS:

We allow participants as young as 13 at our events. Participants ages 13-15 must be accompanied by a parent or legal guardian that is registered to play at our events as well. Note that while we allow minors to attend, our events are designed for a mature audience and require a level of self-control and respect not typically found in minors. Please consider this before signing up or registering minors as it can negatively affect your experience and the experience of those around you.

ALCOHOL & DRUGS:

Desert Fox Events are alcohol and drug free. We know it's fun to party, but we have minors present. Regardless of any state laws regarding drug use, all narcotic and hallucinogenic drugs are banned.

General Safety Rules

1. NEVER FORGET THIS IS A GAME!
2. KEEP YOUR EYE PROTECTION ON AT ALL TIMES
3. SAFETY IS THE RESPONSIBILITY OF EVERY PARTICIPANT. IF YOU SEE SOMETHING UNSAFE CALL FOR A CEASE FIRE AND ALERT THE NEAREST GAME STAFFER.
4. Wear proper protective equipment for your environment for example sturdy boots for sites with challenging terrain or helmets and knee pads for sites with hard urban surfaces
5. Always respond to CEASE FIRE calls on the field. Echo the command and remain in place.
6. Be accountable for yourself. If you are having a medical or personal problem that is causing a danger to you or others don't hesitate to tell Game Staff. If you need medical attention they can coordinate, be it an ambulance you need or a ride back to the parking lot to return home or get medication. If you need to leave for any reason, please tell Game Staff, your SL, or your Team Commanders before leaving so they know that you are gone and not lying somewhere on the field with a compound stress fracture and dehydration waiting for death to come to you.
7. Always observe and recover any pyro you throw. Make sure you are throwing on a nonflammable surface, if a brush fire does start you are the first one responsible for pulling a safety flag, stomping it out and dousing the source and waiting at least ten minutes to check for smoldering embers. All brush fires will be reported to

Game Staff. Remember if you need more than 9 people to smother a brush fire call a cease fire and withdraw to a safe distance.

8. Do not bring or use unauthorized pyrotechnics for a complete list see “hand grenades” “smoke grenades”.

“CEASE FIRE” is to be called under the following circumstances:

1. A Life, limb or eyesight threatening injury to any participant.
2. A brush fire that cannot be smothered by a squad (13) or less participants.
3. An environmental hazard such as flash flooding, wildfire, tornadoes, earthquakes, volcanoes, or hurricanes that threaten the safety of all participants at the event.
4. Administrative reasons as decided by Desert Fox Events Staff.

When a CEASE FIRE is called all participants must:

1. STOP PLAYING
2. ECHO THE COMMAND
3. DISPLAY SAFETY FLAG
4. REMAIN IN PLACE AND WAIT FOR INSTRUCTIONS FROM STAFF

The verbal command for CEASE FIRE is “Cease Fire”. The whistle command is a ten second blast. With a megaphone a 10 second siren.

EYE PROTECTION/FACE PROTECTION

- Eye protection must be always worn. No exceptions!
- Desert Fox Events will not be responsible for injuries caused by participants who take their eye protection off during the event.
- Eye protection needs to meet ANSI Z87.1-1989 standards and must fully cover your eye sockets from all angles of impact.
- Desert Fox Events will inspect all eye-protection at check-in for adherence to this standard. If your eye-protection is “on the border” of this standard, then we will err on the side of caution and disapprove them. Ensure you have a backup that you know will 100% pass inspection. Steel mesh lenses are permitted. While not required, a mesh or other type lower face mask, a balaclava, bandana, or mouth guard is suggested for protecting against dental injuries.



Uniform Requirements

THE SOUTHERN SYNDICATE:

TAN BASED UNIFORMS AND CAMOUFLAGE WITH BLUE AND GREY ACCENT COLORS

EASTERN ROYAL TRADING:

GREEN BASED UNIFORMS AND CAMOUFLAGE WITH BLACK AND RED ACCENT COLORS

UNIFORM REQUIREMENTS

THE SOUTHERN SYNDICATE
TAN BASED UNIFORMS AND CAMOUFLAGE
WITH BLUE AND GREY ACCENT COLORS



EASTERN ROYAL TRADING:
GREEN BASED UNIFORMS AND CAMOUFLAGE
WITH BLACK AND RED ACCENT COLORS



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Uniform Examples



Camouflage Examples:



CAMOUFLAGE EXAMPLES



THE SOUTHERN SYNDICATE:

ANY TAN, BROWN OR GREY BASED UNIFORM.

TO INCLUDE: KRYPTOK NOMAD, MULTICAM ARID, MULTICAM, LBX

WOLF GREY, 5.11 STORM GREY, ATACS AU, ATACS AU-X,

GEAR: PLAYERS ON SOUTHERN SYNDICATE ARE ENCOURAGED TO

WEAR EITHER TAN OR GREY GEAR. ABSOLUTELY NO BLACK GEAR.

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AIRSOFT SAFETY: CLEARING PROCEDURES

AEG:

1. Point the replica in a safe direction
2. Place the safety lever in SAFE position.
3. Remove the magazine from the replica.
4. Place the replica on FIRE.
5. With the replica pointing in a safe direction pull the trigger five times to clear any remaining BB's out of the hop-up unit.
6. Place the replica on SAFE.
7. Disconnect the battery.

Gas Blow Back Airsoft Guns:

1. Point the replica in a safe direction.
2. Place the safety lever in SAFE position.
3. Remove the magazine from the replica.
4. With the replica pointing in a safe direction, pull the bolt to the rear, remove any chambered BB.
5. Ride the bolt forward.
6. Place the replica on FIRE.
7. Pull the trigger.
8. Pull the bolt to the rear and lock it into place.
9. Look into the chamber to ensure that it is empty.
10. Ride the bolt forward.
11. Re-cock the replica and place it on SAFE.



VELOCITY LIMITS FOR AEG, PISTOL, Pump Action SHOTGUN AND Gas Blow Back Rifles

Pistols, Pump action shotguns, GBBR and AEGs: 1.5 Joules Maximum.

Rifleman Class:

All Riflemen must fire in SEMI-Automatic ONLY.

SEMI-Automatic is defined as one trigger pull per one round fired.

- 320 FPS max (1.52 joules) 6mm x .32g for gas guns (PolarStar, and GBBRs)
- 310 FPS max for 8mm airsoft guns measured with .34-gram BBs
- Airsoft guns using an external gas source must have a locked regulator to prevent field adjustment.
- May carry a maximum of 7 magazines on them.
- All magazines must be spring powered ONLY. NO winding, electric or pull cord magazines allowed.
- Riflemen have No Minimum Engagement Distance



VELOCITY LIMITS FOR LMG/MMG/SUPPORT

LMGs/MMGs (Note this is for M240B, M60 variants, MK48, M249, M60, MG36, RPK, PKM, MG42, Krytac LMG/Shrike only): 2.08 Joules.

(Minimum engagement distance 50 feet or 15.24 meters)

LMG, MMG, Support Class Rules:

- LMG is classified as an M249, M60, MG36 (must have bipod), RPK, PKM, MG42, G&G CM16 LMG, Krytac LMG/Shrike or any "Squad Automatic Weapon" either currently or formerly adopted as a military weapon. (M27 / IAR are NOT ALLOWED to be fielded as an LMG at this time.)
- LMGs may NOT shoot more than 30 round per second.
- Limit TWO (2) LMGs per squad of 13 players.
- LMG users are required to carry either a standard AEG or sidearm only to engage targets within the minimum engagement distances. (Support class players may NOT carry any other specialty class airsoft gun.)
- LMGs and MMGs must break the plane of a building on ground floors when shooting out of a building. You do not have to break the plane when shooting from second story and/or higher floors. This means your muzzle must extend past the door/window.
- LMGs have a Minimum Engagement Distance of 50 feet.
- LMGs and MMGs may NOT be used in engagements from inside to inside in a building.
- LMG/MMGs - 2 box or drum magazines. Box or drum magazines may only be reloaded/refilled at a designated respawn point.



SNIPERS/SNIPER RIFLES:

Sniper Rifles: Maximum 2.8 Joules

Class Rules for Snipers:

- Sniper rifles must either be bolt action or permanently fixed semi-automatic guns (unable to fire automatic at any time without complete disassembly).
- Sniper rifles can use any type of propellant (spring, electric or gas), but they must shoot at or under the specified joule limits for Snipers.
- All snipers must adhere to a 100 foot or 30.48-meter minimum engagement distance.
- Snipers must carry a secondary airsoft gun with them to engage targets closer than 100 feet. The secondary may ONLY be a pistol. (Sniper class players may NOT carry any other specialty class airsoft gun.)
- Snipers may carry a maximum of 7 magazines. Magazines must be spring powered only. Bolt action sniper rifles may NOT use any type of magazine adapter in their gun.
- Sniper rifle users may NOT engage opposing players in the same building.
- We ask anyone playing the sniper role to please refrain from taking headshots whenever possible.



VELOCITY LIMITS DMR AND SNIPER RIFLES

DMR/Sniper Rifles: Maximum 2.8 Joules

CLASS RULES FOR SNIPERS and DESIGNATED MARKSMAN RIFLES (DMR)

SR25, M110, MK12 mod 0., Scar-H, M14 Variants, and SVD variants may be modified for DMR use if:

- They are capable of firing semi-only. Full Auto must be permanently or mechanically disabled.
- The minimum engagement distance is 100 feet or 30.48 meters
- Bolt action rifles are not authorized for use as DMR platforms. Therefore bolt-action guns are considered sniper rifles and must follow the sniper rules.
- DMR users are required to carry sidearm to engage targets within the minimum engagement distances. The secondary may ONLY be a pistol (DMR class players may NOT carry any other specialty class airsoft gun.).
- Carbine style rifles DO NOT qualify for DMR. Example: Novritsch SSX303, and VSS Vintorez.
- DMR users may NOT engage opposing players within the same building.
- May carry a maximum of 7 magazines on them. Magazines must be spring powered ONLY. Absolutely NO winding, electric or pull cord magazines.



VELOCITY LIMITS SUBMACHINEGUNS AND AUTO SHOTGUNS

SMG's: MP5, MP7, UMP, KRISS Vector, Thompson, Uzi, any replica that notionally shoots a pistol caliber round. Auto shotguns: AA-12, TM SGR-12: 0.99 Joules Maximum.

CLASS RULES SUBMACHINEGUNS AND AUTO SHOTGUNS

- SMG class airsoft guns **MUST** chrono below 1.0 joule.
- SMG's have No Minimum Engagement Distance
- Sub Machine Gunners/Auto shotgun users may carry a maximum of 10 spring powered magazines or 1 drum magazine not to exceed 1500 BB's.
- SMG may fire on Full-Automatic.
- SMG's may **NOT** shoot more than 50 rounds per second.
- SMG's using an external gas source must have a locked regulator to prevent field adjustment.
- Pistols may also qualify for SMG class. Pistol SMG users may **NOT** use M4/AK/etc. magazine adapters with their handguns. Magazine adapters may be used, but the magazine must also be of a pistol caliber.



ROCKET AND GRENADE PROJECTILE RULES

- Rockets & 40mm Grenades must be lobbed and should never be fired straight at other participants.
- Rockets & 40mm Grenades have a “kill” radius of 10 feet (3 meters) from the point of impact. If detonated in a room or hallway every participant in that room or hallway is considered hit.
- Participants behind no cover or soft cover (Bushes, Shrubs, Grass, and Small Trees) are hit and must follow “healing” procedures.
- Participants behind solid cover (rocks, hills, bunkers, vehicles, and trees much larger than their body with the cover between them and the point of impact of the rocket are considered alive.
- Vehicles may be taken out by rockets or 40mm grenades (excluding BB showers) only. 1 rocket or 40mm grenade equals a kill on the vehicle, the driver, and the TC. All passengers are considered wounded and must follow “wounded” rules. (Chalk rounds work the same as pyro rounds on vehicles)



Rockets or Grenade Projectiles

Rockets:

- Acceptable rockets are TAGINN rounds, chalk, or pyro detonating.
- Rockets must be fired from RPG, LAW, and AT4 type replicas.
- Home-made rocket launchers are usually permissible with approval of the Desert Fox Events Staff.
- Bring your homemade launchers to the AO the day of the event to demonstrate your launcher for approval.

40mm Grenades:

- Acceptable 40mm grenades are TAGINN 40mm grenade's pyro or chalk or any 40mm airsoft BB shower grenade.
- 40mm grenades may be fired from M79, M203, GP30, MGL and M320 type grenade launchers.

MAGAZINE RESTRICTIONS

- Box/drum magazines are authorized for use by LMG/MMG Gunners and SMG class players ONLY.
- Spring powered magazines are the only magazines allowed for riflemen, snipers and DMR's. Winding, electric, and/or pull cord magazines are strictly PROHIBITED for use by Riflemen, Snipers, and DMR class players.
- M4/AK/etc. magazine adapters may NOT be used with pistols/handguns, shotguns, and sniper rifles.





HIGH PRESSURE AIR SYSTEMS

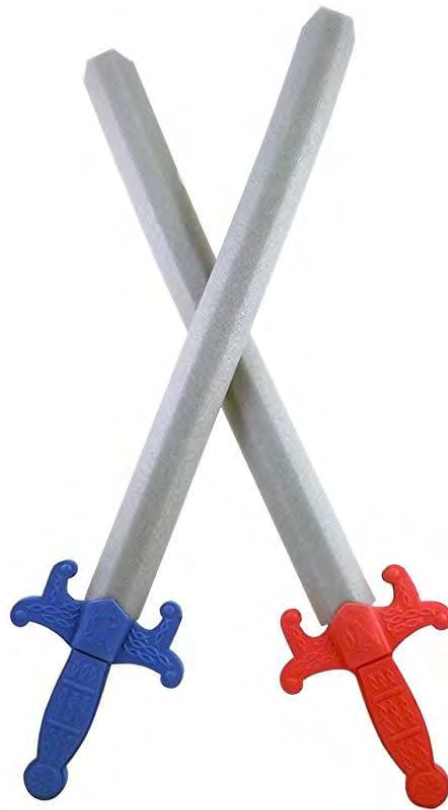
Velocity Limits for HPA Airsoft Gun Users

**ALL HPA powered airsoft guns will be chronographed with
.32g Elite Force Bio BBs.**

- **Riflemen: Maximum 1.52 Joules with 6mm .32g**
- **SMG/Auto-Shotgun: Maximum 0.9 Joules with 6mm .32g**
- **DMR: Maximum 1.88 Joules with 6mm .32g**
- **Sniper: Maximum 2.08 Joules with 6mm .32g**
- **LMG/MMG: Maximum 1.88 Joules with 6mm .32g**

FOAM MELEE WEAPONS

- No Rubber or hard foam weapons allowed.
- Absolutely NO head or groin strikes allowed.
- Players can "melee" "kill" another player with foam edged weapons.
- When a player is touched/tapped with the foam weapon they are considered "hit".
- Players that have been "killed" by a foam weapon cannot yell "hit" or "medic" they are mortally wounded.
- No modified "real edged" weapons are allowed.





HAND GRENADES

- Hand Grenades for Desert Fox Events are restricted to “live action” type grenades like Tornado™ TAGINN hand grenades, TLSFX or Enola Gaye hand grenades that create fragments when they detonate. Inert replica grenades (like those made of rubber) are not permitted. Tennis balls are a definite no-go!
- When throwing a hand grenade yell “FRAG OUT” so participants can keep a look out for incoming grenades.
- Hand grenades have a “kill” radius of 10’ from where the grenade detonates. Everyone within 10 feet (3 meters) of the point of impact not protected by hard cover is hit. If a grenade detonates in a room, hallway, or rooftop everyone in that room, hallway or rooftop is considered hit. This rule does not apply to rooms, hallways or roofs more than 1000’ square feet.
- If you are using one of these types of grenades, you must arm it according to manufacturers' instructions and then toss it. If the grenade fails to detonate, it is considered a “dud” and has no effect on opposing participants.

- Players behind no cover when a hand grenade goes off within the kill radius are considered hit and must follow “healing” procedures.
- Participants behind soft cover (Bushes, Shrubs, Grass, and Small Trees) are hit and must follow “healing” procedures.
- Participants behind solid cover (rocks, hills, bunkers, vehicles, and trees much larger than their body) with the cover between them and the hand grenade detonation place are considered alive.
- If a hand grenade is thrown, hits an object, bounces back, lands, and detonates near the thrower, they along with everyone in the 10-foot (30.48-meter) radius are hit.
- You may kick a grenade out of the way before it goes off or pick it up and throw it back.



HITS AND CALLING HITS

- All BB hits to any part of your body and/or gear/equipment secured to your person counts as a hit. Airsoft gun hits do not count.
- Players may not and should not try to purposely ricochet BB's off objects to eliminate opposing players.
- Blind fire is not authorized and strictly prohibited at Desert Fox events.
- Friendly fire counts! Check your targets!
- If two participants fire simultaneously and both are hit, BOTH participants are hit.

CALLING YOUR HITS:

- Airsoft is a sport of integrity. Call you own hits. Never call opposing participants hits.
- When you are hit immediately Yell "Hit!", it is optional to fall to the ground and simulate being shot for real. Often it is difficult to hear participants over the noise of firing AEG's and/or through brush even at short distances, so do your best to let opposing participants know you have been hit otherwise they may continue to inadvertently fire at you. **BE AS LOUD AS YOU CAN.**
- Don't forget to call your hit on the Blue Fox Tracker.

- While waiting in place, please DO NOT reload magazines and/or grenade shells, test-fire your airsoft gun or anything else other than calling for a buddy aid*. Reloading sounds and “test firing” may cause a distraction for live participants in the area who may inadvertently believe you are still in play and therefore shoot at you.



Buddy-Aid

- When you are hit either by an enemy player or friendly fire, you are now “wounded” and must wait for a teammate to give you “buddy aid.”
- “Buddy aid” may only be rendered once to a player.
- Any teammate may render “buddy aid” to a “wounded” teammate on their first hit.
- “Buddy aid” may be rendered by applying a Milsim West tourniquet or ACE wrap bandage to any arm or leg of the “wounded” player.
- Players MAY NOT re-use tourniquets or ACE wrap bandages from “dead” or “wounded” players.
- When a player is hit for a second time, they must return to a designated respawn point.
- Players CANNOT give themselves “Buddy aid.” “Buddy aid” can ONLY be rendered by another player.

- Players using the Blue Fox Tracker may find mobile or forward respawn points on their map.
- If a teammate DOES NOT render “buddy aid” within 5 minutes after you are hit, you will “bleed out” and are now considered “dead”. At this point you must return to a respawn point.

CARRYING WOUNDED

The following methods for moving “wounded” players are acceptable:

- Drag or shoulder carry the “wounded” participant with their consent.
- Simulate a two person carry with two “healthy” participants placing one hand each on the “wounded” participants shoulders and walking (not running).
- Simulate a one person carry with a single “healthy” participant putting both hand on both shoulders of the “wounded” participant and walking (not running) with them.
- “Live” participants may hold and fire an airsoft gun and “carry” a person at the same time – 1 participant will need to shoot “lefty” while the other shoots “righty.”
- If one of the participants carrying another participant is hit, the other participant must “drop” the “wounded” participant and wait for another participant to resume the “two man” carry.
- If contact between the participants is broken the “wounded” participant is dropped and must remain in position until other participants carry them away.
- Wounded participants must act as dead weight and may not assist in their own rescue by reaching out, getting up to a knee or similar methods.



DEAD RAGS/ OUT OF PLAY MARKINGS

Red colored "dead rags" are NOT approved for Desert Fox Events.

"Dead" players must wear a neon-colored high visibility belt or vest when walking back to respawn or walking out of play.

VEHICLE RULES

- Participant and Team vehicles are not authorized for use at Desert Fox events unless cleared by the staff prior to arrival at the event. Desert Fox Events is primarily interested in military vehicles only however special exceptions may be made. PM the staff on the Desert Fox Events Facebook page for requests. Ensure you are willing to follow these rules:
- You must be willing to transport all passengers as directed by your Task Force Commander, Ground Force Commander and Desert Fox Events Staff. Your vehicle is not for the sole use of your personal airsoft team. Teamwork is the key to success at Desert Fox Events.
- You must follow the orders of Team Commanders and Desert Fox Events staff. This means returning to base when directed or moving to an area of tactical importance to ensure the initiative is seized and exploited. There is zero tolerance for rogue vehicle crews. Poor communication is not an excuse for failing to maintain communication with your leadership. If you have the money to bring a vehicle for airsoft use, then you have the money to invest in a high-quality high wattage radio.
- All vehicle crews must follow the eye protection rules.
- Vehicle kill dead times are 15 minutes. 15 minutes starts once your vehicle is parked at your factions respawn.
- All vehicle Drivers and Truck Commanders (TCs) must be at least 21 years of age. No exceptions.
- All vehicles must observe the posted or event directed speed limit.
- All vehicles must always have a driver and TC.

- The TC is accountable for the actions and safety of the driver, the gunner, and the passengers. It is the TC's responsibility to ensure all rules are followed by both the vehicle crew and its passengers.
- Troop transports must have a reliable communication method between the cab and the troop bay for safety purposes.
- All drivers must be 21 years of age or older with valid driver's license and proof of insurance.
- All vehicles must have on board 1 large sized fire extinguisher (10A:80B:C – 20 lbs.).
- All vehicles must carry at minimum 1 gallon of emergency drinking water.
- All vehicles must have on board a working radio set to channel 1 (FRS/GMRS frequency 462.5625).

DESTROYING VEHICLES

- A vehicle may be destroyed by shooting a rocket or 40mm TAGINN grenade at it from an approved device. 1 hit = 1 kill. If hit the vehicle is considered destroyed, the driver and truck commander (TC) are considered "killed", and all passengers are considered hit. When hit, all passengers must exit the vehicle and follow the "wounded" rules in place. The vehicle along with the driver and TC must be driven back to their respective faction respawn.
- Vehicle down time is 15 minutes, starting when they arrive back at their teams respawn.

- Participants may fire BBs at vehicles to wound the driver, TC, or passengers. If the driver is “wounded” the vehicle must stop in place and participants must follow the “wounded” rules to get the driver back in play and therefore making the vehicle usable again.
- An alternative can be for another vehicle crewman, 21 years or older, to remove the driver and take over as the driver. This must be cleared with the vehicle owner prior to doing so.

In-Game Leadership

ROLES AND RESPONSIBILITIES: Task Force Commander (TFC) (Airsoft Community Leader)

- Responsible for everything the company does and fails to do.
- Commands and controls through his subordinate leaders.
- Resources teams and other elements.
- Ensures the company command post effectively battle tracks the situation and status.
- Develops the leadership and tactical skill of his platoon leaders.

ROLES AND RESPONSIBILITIES: Ground Force Commander (GFC) (Military Veteran)

- Second in command and is prepared to assume the duties of the commander if needed.
- Plans and supervises company sustainment operations.
- Manages the QRF.
- Performs duties as directed by the TFC.

ROLES AND RESPONSIBILITIES: SQUAD LEADERS

- Leads 13-person squad sized element.
- Maintains accountability of all participants in their squad.
- Receives and issues orders from TFC or GFC.
-

Electronic Communication Rules

The following channel frequencies are in use for Desert Fox Events:

ADMIN/event Control:

- Primary - Private Alternate – Channel 1 flat
- Contingency – Cell
- Emergency - Runner
- Southern Syndicate Forces (Tan/Blue team): Channels 2-7 (Specific channel assignments will be briefed by TFC or GFC)
- Eastern Royal Trading Forces (Green/Red team): Channels 8-13 (Specific channel assignments will be briefed TFC or GFC)
- Specialty Forces: Channels 14-16 (Specific channel assignments will be briefed by unit commanders)
- A team chat is available in the Blue Fox Tracker. Messages can be sent and received by all teammates using the Blue Fox Tracker.
- Monitoring enemy communications is NOT permitted at our events.
- Participants are permitted to use whatever type of radios are legally available to them.
- All participants authorized to carry or use radios, however, please keep in mind that the more radios on your team's channels will result in more radio traffic. Try to transmit only pertinent information.



COORDINATING REGULATIONS

- Pets must remain in the camping area. Absolutely no pets allowed on the playing field.
- Participant use of drones is not authorized.
- Players must police their own trash. Please do not leave trash around the playing field.
- For those interested in attending as media contact DesertFoxTactical@gmail.com with links to your portfolio.
- In MOUT sites always leave all doors and windows as they were when you found them. If they are locked, blocked or taped, leave them as is.
- Never barricade doors.
- Never barricade windows.
- Never manipulate doors or windows as cover.