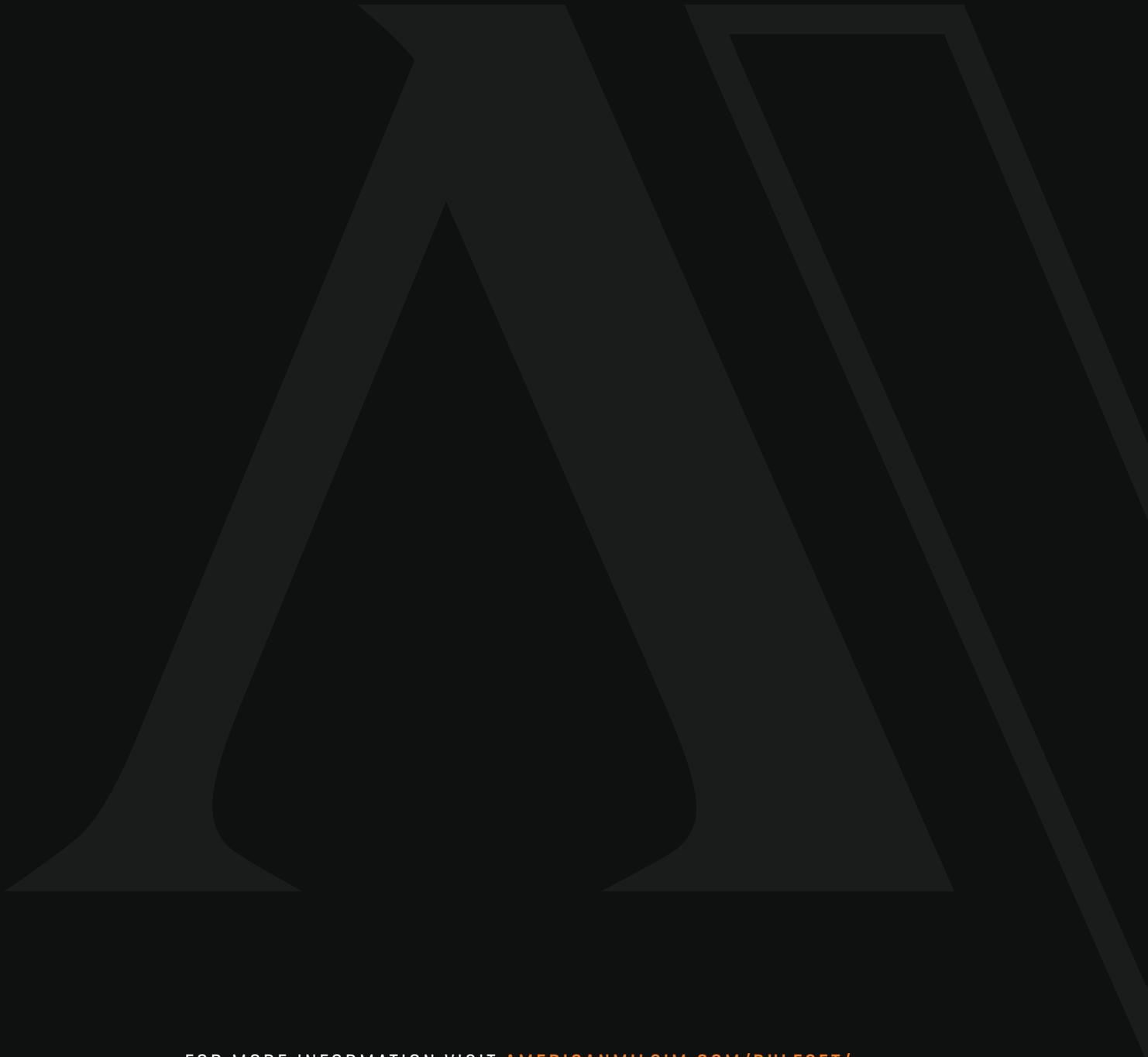




RULES AND REGULATIONS



FOR MORE INFORMATION VISIT AMERICANMILSIM.COM/RULESET/

AMS Ruleset 2021

LAST UPDATED: 2/6/2018

GENERAL RULES & SAFETY REQUIREMENTS

1. **ALL AMERICAN MILSIM EVENTS ARE BIO BBs ONLY!**
2. All players must wear full sealing ANSI Z87.1 rated goggles, glasses or paintball mask. Eye protection must be worn at all times while outside the staging area. NO safety glasses, shooting glasses, or mesh goggles. Full seal goggles/ glasses must form a seal around the lenses that fully contacts the skin and will not let a bb inside the seal.
3. All players must have a red "Dead Rag" minimum 50 square inches of material. If you don't have one, please ask. One will be provided for you.
4. All weapons must be submitted for inspection to the safety officer. Each player will be asked to fire a minimum of 3 rounds across the chrono. Note that players may be asked to chronograph at any time during the day, including during play.
5. Players will be allowed to use only airsoft specific guns. No "BB Guns" or BB guns converted to use airsoft BB's or Metal BB's will be allowed.
6. While in the staging area pistols must be holstered. All other weapons must have the magazine removed and the chamber cleared.
7. On the Active AO eye protection may only be removed after all players have mags out, chamber cleared and game control has given the okay to remove goggles.
8. While in the staging/parking lot area you may dry fire your weapon to ensure it is working properly. There is to be no live fire anywhere within the staging area other than the chronograph station.
9. All persons moving throughout the AO need to have a waiver on file; this includes observers, photographers, and any additional non-player personnel.
10. All players need to have an AMS medical card filled out and in their LEFT SIDED ARM OR LEG POCKET while on the AO. This can be found at: <http://americanmilsim.com/medical-cards/>

WAR CRIMES

1. Any rules violations will result in point deductions for your faction.
2. Event Staff may ask for your name when a War Crime is recorded, this information will not be made public, but will be used for tracking rules violations internally.
3. Safety violations will be assessed higher point penalties.
4. Violations involving POVs will incur the highest point penalties.

BLIND MAN

1. On the call of “blind man” players need to immediately remove the magazine for their weapon, clear the chamber and set the weapon on safe. Stand in your location and do not move until the “all clear” and “game on” is given. Only at that time may you reload your weapon and continue play.
2. Use the “blind man” if you or another player is injured and requires immediate Admin/Medical attention. You will need to both vocally and via Comms make the “blind man” call with the approximate location of the incident.
3. If a player loses their eye protection during a firefight a “blind man” call is made. The player needs to cover their face with their hands and keep their head down until eye protection can be provided for them.

UNIFORMS

Uniform regulations exist to give an appearance of a cohesive unit and not give the appearance of a group of individuals. It is hoped that this will give a better overall experience to all players.

1. Authorized camo patterns vary from event to event and will be posted with event details prior to registration
2. Tops should be a BDU/Combat Shirt type uniform top.
3. Bottoms must be pants.
4. Headgear color will be faction specific. Camo or Solid colors is Authorized. Black is not authorized
5. In the event of inclement weather uniformity regulations are relaxed but all worn items must still be faction specific in regards to color. OD Green for CoST and Tan/Brown for UFS.
6. Special uniforms may be authorized for specific role-playing groups outside of the typical uniforms but not for those playing under the conventional CoST/UFS Forces.
7. Gear color does not matter. You can wear any color gear you wish.
8. Ghillie suit colors must match faction base colors. Tan and Green.
9. Red shirts may only be worn by AMS Staff. Photographers or observers may wear any high visibility color other than red.
10. Photographers/Observers must not look like combatants. They may wear any type of clothing other than military type uniforms.

FPS LIMITS AND WEAPON SYSTEMS

1. AEG's will chronograph using .20g BBs. Hopup to be turned off, Elite Force BIO .20G BBs will be supplied for chrono purposes. Players may use any weight BBs during the game.
2. Classic / PolarStar / High Pressure Gas / GBBRs will chronograph using .32g BBs . Hopup to be turned off, Elite Force BIO .32G BBs will be supplied for chrono purposes. Players may use any weight BBs during the game.

3. All Weapons systems that use an external air source (i.e. PolarStars / Classics) will be required to use a “tournament” lock on their in-line regulator(s).

ROLE RESTRICTIONS

SQLs leaders are responsible to ensure their squad follows the event rules, roles, ammo and reloading restrictions. A squad is defined as a team of 12 people.

1. Four (4) Sniper/Spotter teams allowed per main factions. One (1) per Squad Max limit.
2. Six (6) EOD specialist per main factions, these are the only players that can disarm/demo explosives.
3. One (1) Medic, HWS, DMR per main faction squad. (Some special teams will be exempt from this rule)
4. Two (2) SSW per squad.
5. Players may serve dual roles i.e. DMR/HWS but the limit must be observed.
6. Game staff may assume any of these roles while embedded with a squad.

ASSAULT WEAPONS/RIFLEMAN

1. Assault Weapons / Rifleman role may ONLY operate in SEMI-AUTO Mode.
2. SEMI-AUTO is defined as one trigger pull per one round fired.
3. 400 FPS max for 6mm x .20 AEG weapons
4. 320 FPS max (1.52 J) 6mm x .32g for Gas weapons (Classics, PolarStars, GBBRs)
5. 310 FPS max for 8mm weapons measured with .34 gram BBs
6. Weapons using an external gas source must have a locked regulator to prevent field adjustment.
7. May carry 7 magazines on your person.
8. Mid or Real Cap Magazines only.
9. No Minimum Engagement Distance.

Note the following weapons classes are speciality weapons, and as such are bound by a slightly more defined set of rules.

DESIGNATED MARKSMAN RIFLE (DMR)

Designated Marksman Rifle is a special purpose weapon; it is a standard infantry rifle equipped with optics that have been enhanced for longer range and accuracy. Some examples of a DMR are – M16, SR-25, PSG-1, M14/M21, G36, AUG, G3-SG3, Dragunov (SVD) etc... Bolt action rifles may also function as a DMR as long as they adhere to the Max FPS.

1. Designated Marksman Rifle (DMR) may ONLY operate SEMI-AUTO mode and must be physically incapable of firing in full-auto.
2. 450 fps max @ 6mm x .20g, 345 fps max @ 8mm x .34g for AEG

3. 355 FPS max (1.88 J) for 6mm x .32g for Gas Weapons (Classics, PolarStars, GBBRs).
4. Limit ONE (1) DMR per squad (or otherwise stated).
5. Weapons using an external gas source must have a locked regulator to prevent field adjustment.
6. Operators of a DMR are required to carry either a standard AEG or sidearm to engage targets within the minimum engagement distances.
7. Mid or Real Cap Magazines only.
8. Minimum engagement distance of 60 feet.
9. Carbine rifles do not qualify for DMR
10. May not engage targets within the same building.
11. May carry 7 magazines on your person.

BOLT/SINGLE ACTION RIFLES

1. 550 FPS max @ 6mm x .20g, 420 fps max @ 8mm x .34g. MUST BE BOLT ACTION ONLY
2. 435 FPS max (2.81 J) for 6mm x .32g for Gas Weapons (Classics, PolarStars, GBBRs).
3. Limit ONE (1) Sniper per squad.
4. Minimum Engagement Distance of 100 feet
5. Weapons using an external gas source must have a locked regulator to prevent field adjustment.
6. Operators of a BA/SA rifle are required to carry either a standard AEG or sidearm to engage targets within the minimum engagement distances.
7. May carry 7 magazines on your person.
8. No Highcap/winding magazines

SQUAD SUPPORT WEAPONS

A squad support weapon is classified as an M249, M60, MG36, RPK, PKM, MG42, 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 a SSW at this time.)*

1. Squad Support Weapons (SSW) MAY operate in FULL -AUTO Mode but NOT shoot in excess of 30 round per second.
2. 450 fps max @ 6mm x .20g for AEG/GBBR
3. 355 FPS max(1.88 J) w/ .32g for 6mm High Pressure Gas Weapons (Classics, PolarStars).
4. Limit TWO (2) SSW per squad.
5. Weapons using an external gas source must have a locked regulator to prevent field adjustment.
6. Operators of a SSW are required to carry either a standard AEG or sidearm to engage targets within the minimum engagement distances.

7. SSWs must break the plane of a building on lower floors when shooting out of a building. You do not have to break the plane when shooting from upper floors.
8. SSWs may use winding "High Cap" type magazines with no more than 3000 rounds in magazines.
9. SSWs have a Minimum Engagement Distance of 60 feet.
10. SSW's may not be used in engagements from inside to inside(within a building)

HEAVY WEAPONS SPECIALIST

A Heavy Weapon Specialist (HWS) is any Grenadier or Rocket (Simulated) carrying player. They may carry M-203 GL, M-320 GL, M-79 GL, GP-25 GL, M-136 AT4, M-72 LAW, RPG-7, Mortar or Arty Piece.

1. May carry 12 Nerf/Foam Rockets on their person.
2. May carry 12 Propellant/Bee Hive rounds on their person.
3. HWS is the only player class who can carry Grenade Rounds and Rockets.
4. Limit one per squad.
5. Bee Hive rounds may only be re-loaded at Spawn Point.
6. Additional Rounds/Rockets may be left at FOB.
7. Any soft tipped rockets are allowed.
8. Please see Explosive Devices/IED/Smoke section for approved pyro grenades.

SUBMACHINE GUNS

Gas and Electric Submachine guns such as the MP7, KRISS, KMP9 etc fall under the same restrictions as the Rifleman Role.

PISTOLS

Pistols must be within the same requirements as the Rifleman Role regarding FPS and Minimum Engagement Distance.

SAFETY KILLS / RUBBER ``EDGED`` WEAPONS

Credit Spook

Safety Kills are a courtesy, play with honor.

1. Safety Kills with a Pistol or Rifle
2. Players within a 20-foot engagement range may be "Safety killed".
3. The player must yell out loudly "Safety" at the target and can only "safety" kill one player at a time.
4. Players DO NOT have to automatically "take a safety kill".
5. Rubber edge weapons and "Tap" Kills.
6. Players are allowed to "safety" or "Tap out" another player with rubber-edged weapons.

7. When a player is touched/tapped with the rubber-edged weapon they are considered "hit".
8. The player that has been "killed" by a rubber-edged weapon cannot yell "hit" or "medic" they are mortally wounded.
9. AMS only allow approved purpose made rubber training edged weapons.
10. No modified "real edged" weapons are allowed.

AMMO RESTRICTIONS

1. All players classified as a "Rifleman/DMR/Sniper" may carry a maximum of 7 midcap (non winding) magazines.
2. All Players classified as a "SSW" (Support Gunner) may have a maximum of 3000 rounds loaded in their drum mag at any given time. They may carry one extra drum Magazine, not to total more than 3000 carried in all magazines.
3. All Players classified as an "HWS" may have a maximum of 12 rockets and 12 203 Shells
4. Players may carry as many secondary magazines as they wish (i.e. Pistol)
5. Players may carry up to 6 in Total Frags (Thunder B / Impact / Misc. Frag Grenades)
6. Players may carry on them any amount of BBs they chose.
7. Players may ONLY RELOAD at a MRP or FOB. Players CANNOT reload in the field during play.

MAGAZINES

1. High capacity magazines (HICAP), AKA Clockwork Magazines are only authorized to be used in SSWs.
2. Drum/Box/C-Mags are only authorized to be used in SSWs.
3. Rifleman/DMR/Sniper are allowed 7 midcap (non winding) magazines.

EXPLOSIVE DEVICES, IED, ROCKETS AND SMOKE

**** RED SMOKE IS RESERVED FOR AMS STAFF ONLY ****

1. Grenades must simply detonate within 20 feet to eliminate a player. Grenade BB strikes are no longer required.
2. All player grenades must be thrown underarm, this is to prevent injury.
3. Any Pneumatic/Gas grenades that require CO2 or Green Gas/Propane are allowed.
4. Foam / Nerf rockets are only effective on vehicles.
5. Rockets fired by a HWS will have a 20ft kill radius from where they detonate.
6. Rockets fired by a HWS are only effective on structures if they hit INSIDE the structure itself.
7. Rockets fired by a HWS effectively disable all Vehicles but does not kill its occupants unless impacted inside the cab.

8. Players may use any “name brand” airsoft grenade (Escort, AI, etc...). No modified grenades are allowed.
9. Ricochets from player thrown grenades is treated as fragmentation and will count as a hit.
10. Thunder B’s will be counted as a “grenade” with a lethal kill radius of 20 feet (must detonate).
11. Suicide vests have a lethal radius of 20 feet and are triggered by the player simply displaying the device.
12. Any suicide device must be TRIGGERED prior to being shot or captured for search.
13. No explosives, open flame or hot burning smoke will be allowed for fire hazard/safety reasons.
14. Smoke may not be used inside of buildings.
15. Flares may only be used by staff.
16. No blank firing devices.

APPROVED PYRO GRENADES

This section is based on our experiences with pyro devices. If you have a device that you would like approved, AMS staff needs to physically see the device perform in order to approve it. Please contact AMS to arrange this.

1. TLSFX Pea grenades
2. TLSFX Thermobaric grenades
3. TLSFX Thunderflash grenades
4. TAG R2BS Grenades
5. TAG Archangles, Reapers
6. Enola Gaye EG67
7. Enola Gaye Flash Grenade 1.0
8. Enola Gaye Flash Grenade 3.0
9. Enola Gaye MK5 Thunderflash

LOW LIGHT / NO LIGHT OPERATIONS

1. Players will need Eye Pro with “CLEAR” lenses for all Low/No Light operations, Full sealing ANSI rated still applies.
2. Players will need to have a flashlight on their person for safety.
3. Players must have a Red stick or Chem light to single they have been hit.
4. Use of Night Vision, Thermal or other types of NOD is allowed (dummy cord that gear!).
5. All players are encouraged to operate in “pairs” during Low/No light operations.
6. Any laser system must be “Eye-Safe.”
7. Players are never to aim any laser system directly at the eyes of another player.
8. Players are never to aim any laser system at any flying aircraft.

RIOT/BALLISTIC SHIELDS

1. Ballistic shields are not allowed
2. Riot shields are not allowed.

SPORTSMANSHIP, HONOR AND FAIR PLAY

1. Sportsmanship is expected! Please call YOUR OWN hits! DO NOT BOTHER TO CALL ANOTHER PLAYERS HITS – MIND YOUR OWN HITS!
2. Not calling your hits is cheating, and will not be tolerated, period. If you suspect a player is not calling their hits, do not take matters into your own hands. Please bring this to the attention of your SQL and the event staff, use the chain of command.
3. Dead players do not talk! Dead players may only talk quietly to other dead players. Dead players do not shoot their guns, doing so immediately makes you a live target. Dead players do not improve their position or indicate other players position while dead.
4. Electronic warfare: jamming or listening in the opposition's radio frequency is strictly prohibited (unless cleared by the administration).
5. Covertly monitoring, through espionage or misrepresentation, of opposition force planning to include briefings and electronic mediums is not in the spirit of the game, and is prohibited.
6. Blind fire: Shooting around corners and not being able to see where your BBs are going is not allowed. Devices that allow you to shoot around corners, such as weapon mounted cameras and mirrors are not permitted.
7. Airsoft is about HONOR, failure to play in an honorable manner will result in expulsion from the event. There will be no bullying, roughhousing, foul language (used in malice), or physical/mental intimidation anywhere at anytime at an American Milsim event. Failure to follow these rules will result in expulsion from the event and AO no refunds will be given.

PLAYER SEARCHES

1. Captured or killed players may be searched by an enemy player.
2. To initiate a search, the enemy player puts his hand on the dead or captured player and will say "I am searching you". At that moment the dead or captured player must relinquish any intel items they have in their possession at the time of the search (intel, kill card, etc...)
3. Players in possession of more than one "kill card" only have to relinquish one card per search/per death.
4. Players cannot be searched after they have bled out and moving to re-spawn.

TROPHY KILLS

1. To earn another player's "Kill Trophy" they have to be searched within their bleed out time period.
2. You can't take a Trophy kill bracelet from a player heading back to re-spawn or at a MRP.
3. Players only have to relinquish one Trophy kill per death.

PLAYER HITS

1. A BB that strikes a player is counted as a hit. This includes anything worn by the player including backpacks.
2. Gun hits do not count as a player hit.

MEDIC RULES

1. Each squad will be assigned only one medic. (Subject to change with various Teams and Squads)
2. A medic will treat a fellow player by going up to that player and bandaging the area where the player was hit
3. A player may only be bandaged TWICE.
4. Medic CAN NOT re-use bandages from "dead" players.
5. A medic may not treat himself; only another medic can give them aid.
6. Wounded players may be physically "dragged, carried, lifted, etc.." to a medic by any means that is NOT UNDER THEIR OWN POWER.
7. Wounded players are NON AMBULATORY.
8. All Players must have an IFAK on their person that contains TWO (2) ace-type bandages for the medic to treat them with.(CAT or SOFT-T tourniquets are not acceptable)
9. Medics must WRAP the bandages around the player's arm, they are NOT allowed to TIE or have pre-made loops in which to tie the bandage onto a player.
10. Bandages must be a MINIMUM of 4 ft (48in) in length each.
11. Medics may be changed within the squad while at the FOB or between evolutions, but not while active on the AO.
12. Squad Leaders may also treat wounded players in the same way that a Medic would.
13. By sitting a player is consenting to be dragged if you do not wish to not be dragged you need to verbally communicate that to your squadmate.

MOBILE RESPAWN POINTS

Mobile Respawn Points (MRP)/Medic Barrels may be used in game.

1. MRP may only be moved in transport configuration
2. MRP may only be spawned at when completely setup/deployed. (If unable to set up due to missing parts players may not respawn at MPR).
3. May be captured by the enemy.

4. If captured, MRP must be broken down into transport configuration to move.
5. Captured MRP must be returned to FOB for points.
6. If a MRP is being transported by Ground Troops and Troops are killed, the MRP will be left in place.
7. Captured MRP may not be used by opposing team. Tan MRPs can only spawn UFS troops and Green MRPs can only spawn CoST troops.
8. MRPs may be transported in vehicles.
9. Troops must wait five (5) minutes at MRP before returning to gameplay.
10. If a MRP is taking accurate fire, and troops waiting to respawn must leave and go to nearest alternate respawn point. (If all the casualties at an Aid-Station or Casualty Collection Point are shot, then they are dead)
11. MRP's may not be deployed any closer than 50ft to a building.

PLAYER RE-SPAWNS

1. When a player is hit they may vocally or via radio call for a medic that will attempt to revive them.
2. Once a player is hit they must sit or kneel down, a medic has five minutes to reach them in order to treat a wounded player before they "bleed out".
3. Once a player has "bled out" they must then re-spawn at their nearest MRP or FOB.
4. Players spawning at their FOB do not need to wait to re-enter the game.
5. Players spawning at a MRP must wait 5 minutes before re-entering the game.

***Squad leaders should be knowledgeable enough to understand when their squad is combat ineffective and re-spawn his/her entire squad – 70% casualty rate is magic number.**

VEHICLES (POVs)

Approval Process

1. Submit POV Application, Proof of insurance and photos of your POV.
2. Your photos and application will be passed on to you commander for Command Approval. Be advised this is not a first come first serve and is up to your CO. There will be limited POV per event so a commander is likely to explore his options before approving.
3. Upon approval from your CO, AMS will be notified and a promo code will be issued so you may register your POV.
4. On site your POV will be inspected and must meet Rule Set requirements for final approval.

POV REQUIREMENTS

Failure to follow these rules and regulations may result in a 10PT war crime and your POV pass being revoked without refund.

1. Each POV will be given a POV number by staff. This number must be VISIBLE at all time during the event. It is the POV owner's responsibility to place the POV number on their vehicle.
2. POV pass and Agreement must be signed by the POV operator and/or owner.
3. POV pass and agreement must be kept on the dash and visible at all times.
4. All windows must be down on a vehicle, including the driver's window.
5. The driver must wear full face protection. Full seal eye pro and a lower face mask are acceptable.
6. Players riding in an open Cab, Bed or Side rails of POV must wear a helmet that offers bump protection.
7. 4 Wheelers are not allowed as a POV. (Player command staff are authorized (1) 4 wheeler for each faction are authorized at events where POVs are being utilized.) These are for command transportation only and are not to be used as combat vehicles or gun trucks.
8. ALL POVs MUST STAY within TEN feet of defined roads. (POVs may pull off roads and around other vehicles, but no trailblazing).
9. POV Issued Number: You will be issued (4) 8.5x11 pieces of paper with your POV number printed on them. These will be attached to all sides of your POV. You may also stencil your assigned number to each side of your POV in 8.5x11 inches in size and easily seen.
10. All POVs are required to have CB radio with an antenna to have direct contact with other POV and AMS Command throughout the event, channels will be assigned prior. (An actual CB Radio on CB frequencies). If your CB goes out, then your vehicle is off of the field.
11. All POVs are required to have a ground guide when driving in reverse. This means a passenger must exit the stopped vehicle with his dead rag on and guide the vehicles going in reverse. Upon entering the POV the ground guide will then take his dead rag off and resume play. A ground guide cannot be killed so no need to shoot at him. A backup camera is acceptable in place of a ground guide but must have the appropriate field of view.
12. All Player POVs are considered "Light Armor" regardless of aesthetic modifications.
13. All POVs must have a First Aid Kit capable of stopping moderate bleeding. Kit will be inspected on site.
14. All POV must have at least 4 Liters of drinking water.
15. All POVs must have a fire extinguisher.
16. POVs are limited to two mounted machine guns.
17. POV machine guns are limited to twice the ammo of dismounted troops. (This may vary from event to event)
18. Forward facing gun shields are acceptable, but 360 degree coverage around the gunner is not authorized.
19. Forward facing gun shields may not be seen through. If it is made of Plexiglas, then it needs to be painted.

20. All players firing from gun trucks must be able to see down the sights of their weapons. Anything less is blind firing.
21. If a gun truck wishes to have any windows closed, they must be covered with add-on armor. (This is to prevent windows from being rolled up and down throughout the weekend.
22. Any added gun ports must be minimum 18"x12" and remain open at all times.
23. Vehicles will be inspected on Friday.

The spirit of these requirements is to provide a useful vehicle that can transport and be fought out of, but that is also vulnerable and not a tank.

POV RULES

1. Unauthorized vehicles are not allowed on the field of play, and are never to be used in a game (unless cleared by the administration).
2. Player POVs are limited to 15 MPH.
3. All POVs must prove they are insured and show proof at POV meeting.
4. POV drivers must be at least 18 years of age.
5. All players being transported in an open bed, on running boards or otherwise outside the cab area must wear helmets. THIS INCLUDES IN THE STAGING AREA
6. Players in ghillie suits WILL NEVER lie near vehicle roads, trails or in the driving path of any vehicle (USE COMMON SENSE).
7. Vehicle must be at a complete stop for ingress/egress. Players are not allowed to exit or enter ANY moving Vehicle.
8. Players are never to stand, lay prone or supine next to a moving APC(s)/Tanks/ POVs because of the turn radius blind spots.
9. Players should exercise EXTREME caution around APC(s)/Tank doors and hatches. They are heavy and will easily "remove" fingers.
10. Only HWS launched rockets disable vehicles. Must be a frontal hit (for the driver to see) this does not kill the crew, but only disables the vehicle and forces the crew to exit or concede being killed and ride back to your FOB for re-spawn.
11. If a HWS fired rocket should land inside the crew compartment (front or back) the vehicle and all occupants are considered destroyed and killed.
12. If a HWS fired rocket strikes a vehicle, it is disabled for 5 minutes, and must serve a 5 minute "burn out" time. After this time, the vehicle and any occupants are dead.
13. If a vehicle receives a second rocket hit, all occupants of the vehicle are considered dead.
14. Destroyed POVs must return to their primary FOB and check in with their leadership and serve a 10 minute "repair time".
15. Players shot inside a vehicle must exit the vehicle to receive medical attention (Medic'd)
16. Vehicles cannot be TOUCHED killed by a player because of safety issues.
17. Players must stay a minimum of 10FT from all moving POV. If you are too close, move away.

18. POVs will signal being destroyed by flashing their Hazard lights and / or Hoisting / Attaching a Dead Rag or Red Flag to the vehicle that is visible from all sides (i.e. Vehicle Radio antenna).
19. POVs may not drive through smoke screens.

HELICOPTER(S)

1. All players that will operate in a helicopter must be AT LEAST 18 years of age.
2. All players that will operate in a helicopter must fill out a liability release form (will be given during briefing).
3. All players that will operate in a helicopter must keep their body and legs inside the cab of the helicopter.
4. All players that will operate in a helicopter must stay seated until the helicopter crew chief gives the all clear.
5. All player that will operate in a helicopter must wear their seat belt until instructed by the crew chief to remove it.
6. All players that will operate in a helicopter must wear a helmet with chin strap (replicas allowed)
7. All players that will operate in the helicopter must be at least 18 years of age.
8. Players will never point their weapons or fire their weapon at any Helicopter in the air or on the ground.

(Staff may use "props" to simulate anti-aircraft weapon systems)

POV RULE VIOLATIONS

1. 10PT deduction per POV violation plus 1 hour parked
2. 3rd violation of same POV is parked for weekend with no refund
3. After 5th POV violation per faction will result in additional 20PT deduction

EVENT AND PRIVATE UNMANNED AERIAL VEHICLES and UNMANNED GROUND VEHICLES - UAV / UAG(s)

Certain American Milsim events will employ UAVs / UAG(s) by staff. All AMS events allow the use of private UAV / UAG(s).

1. UAV / UAG(s) can be used as a means for "forces" to recon the battlefield gathering enemy troop movement and strength.
2. UAV / UAG(s) will be used by the American Milsim staff to gather footage for promotion.
3. All private UAV / UAG(s) MUST be approved by American Milsim staff PRIOR TO DEPLOYMENT.
4. American Milsim does not allow gas powered Arial UAVs.
5. Players may at no time, shoot at or around UAV / UAG(s) while in flight or on the ground.

REAL STEEL

1. No real steel firearms are ever to be present at any American MilSim operation.

ALCOHOL

1. Alcohol is prohibited during all American MilSim operations within the AO.

FUN

At the end of the day MilSim/Airsoft is just a game! We are all here to have fun in a competitive manner. So while the day might get hectic as you adjust to changing situations keep in mind that we are not real world operators and that our main goal is to have fun, enjoy the company of friends and sling BBs at them!

These rules are subject to change during game play to adjust for any unseen circumstances