

WAR SPORT NW: Player Handbook

Ver. 9.3 / March 2025



This player handbook may be updated at any time and acts as the gold standard in terms of rules regarding our events. They are not subject to player interpretation and an admin should be consulted if needed.

Safety is our primary concern, please wear protective gear at all times and ensure others around you are acting in a safe manner as well. Thanks for playing with us!

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REGISTRATION

AGE RESTRICTION

Players cannot participate in the event under the age of 18 without event waivers co-signed by a parent or legal guardian containing emergency contact information. The minimum age requirement is 12. Children may not be dropped off and unattended - they should be part of a group or have a known adult figure to be there for them.

REGISTRATION FEE FORFEITURE

Participants will forfeit their fees if they are ejected from the event for poor conduct, breaking rules or actions deemed inappropriate by the event staff or if they decide to leave for any reason once the event has started.

REFUNDS

In the event a game is called off while in progress beyond our control due to weather/safety concerns, etc, NO REFUNDS WILL BE PROVIDED OR DISCOUNTS

WAIVERS

Every participant will be required to sign event waivers during registration. These are double-sided colored paper. If you are a minor, you will be required to have waivers with emergency contact information filled out and signed by your parent or legal guardian. We encourage you to print and fill these out prior to attending our events.

REGISTRATION / CHRONO PROCESS

Step 1 - You will turn your completed waivers in at the registration table.

Step 2 – You will then be asked to show proof of any required items and a bio ammo check.

Step 3 – You will then pay your fees and purchase any necessary items and optional ones as well. You will be given a wristband to put on. **You must remove any pre-existing zip ties from a previous event off your replica prior to going to the Chrono station.**

Step 4 - You will then proceed to the chronograph station [When available] and will only gain access to that area upon proof of admission [wristband].

YOU MUST WEAR SAFETY GLASSES AT THE CHRONOGRAPH STATION

Step 5 - You will then chronograph your replicas. Any prior zip ties will be removed before we place ours onto your replica. We will then put one colored zip tie on to show you passed the MAIN chronograph process. We do reserve the right to have random inspections throughout the event.

EVENT MARKETPLACE

Located at the registration table is an area where food consumables and airsoft-related items are available for purchase. This is also where you will pick up any PRE-PAID / RSVP'd items. Cash is the primary and preferred method of payment. Cards are accepted for an additional 3% processing fee. Event Marketplace items will only be available before gameplay and during break times, unless the admin kubota has pyro onboard and payment terminal on them for field resupply.

CAMPING (TENT/RV/TRAILER)

Camping is allowed in designated camping areas, please [review the field map](#) for reference. For Uprising, above-ground fires are okay, but not under any trees. You must clean/remove all garbage prior to leaving.

EVENT RULES

FIREARMS

Real steel firearms are not allowed to be displayed while at airsoft events. Make sure to securely stow away any firearms inside your vehicle when you arrive onsite and keep it there until after the event and you have left the property.

ALCOHOL

Is permitted for those drinking responsibly aged 21 or over.

BLIND MAN

This is called whenever a non-player or player is in the playfield without eye protection on. All players are expected to echo blind man so that everyone on the field hears it, and upon hearing it, each player is expected to sit down and wait until "Game On" is called to continue the game.

EYE PROTECTION

Eye protection needs to meet ANSI Z87.1-1989 standards and must fully cover your eye sockets from all angles of impact. Dye masks are acceptable. Steel mesh eye protection is **not** accepted.

FACE PROTECTION

Lower Metal Mesh Masks are required. Laylax face masks are also acceptable.

REAL WORLD MEDICAL

Any real-world medical emergencies should be reported immediately to ADMINS through the participant chain of command or the ADMIN channel. "Cease-Fire" should be called out. All event activities stop and participants should respond to the situation accordingly. "Game On" will only be called by EVENT STAFF MEMBERS when play can resume. Most medical situations can be avoided with proper hydration, and always bring water to the field.

FIGHTING & DISPUTES

There is a **zero-tolerance policy** toward acts or threats of violence toward any person. If needed, local authorities will be called. If you have a dispute, please refer to an admin and allow them to take care of the issue. Do not handle it yourself.

FIRING YOUR REPLICA

Firing your replica in a manner in which you are NOT visually seeing where you are shooting at is considered "blind firing" and will not be tolerated. Do not fire your replicas from or into or through regen areas (or designated "safe zones"). If you must test fire your replica, take it to the appropriate areas designated to do so. Shooting in camping areas is strictly forbidden.

REPLICA HANDLING

When replicas are outside a play area, they must have the magazine out, safety on, and *muzzle cap fixed (*if available). Side arms must be holstered and safe.

SCHEDULE

We will be adhering to the schedules posted on the event web page the best we can. We will not babysit you or wait for you. Please respect your fellow players and be on time.

TRASH

You pack out of the play areas, what you packed in unless another option is announced and provided.

QUIET TIME

Midnight is designated as our quiet time; we need to bring the noise down to a reasonable level to accommodate those that are trying to sleep or relax.

SPEED LIMIT

The speed limit is 5 MPH while on the property where the event is being held.

PARKING

You will make your best effort to park in a uniform and orderly manner to avoid unnecessary space usage. If traffic guides are out, follow their instructions.

DRONES

Aerial drones are allowed at host discretion. However, event hosts and property owners are not responsible for any damage to the device.

BIO AMMO REQUIREMENT

Sniperzden is a BIO Ammo only facility and because of their strict policy enforcing this, all players must now purchase their ammo from the Event Host onsite or show proof of their bio ammo when checking in.

VELOCITY LIMITS

Any replica that shoots over the FPS limits posted will be subject to a 3-shot average. If the average is over the FPS limit, that replica will not be allowed. We use .20g for AEG/ spring replicas and .32 for GBB, HPA, and CO2

UNIFORMS

Are defined within the event listing on the host's website. Accepted camo patterns must have matching top and bottom and a matching hat/headgear if the player utilizes a camo pattern hat.

Tactical gear on a player's body is the only exception to the rule, as it's not required to match.

DEATH RAG

Each player is required to carry on them a "death rag" that acts as an easily identifiable measure to ensure you are not engaged while moving back to the dead pool, or while bleeding out. If you do not have one they can be purchased at the registration table.

ACE BANDAGES

- ACE Bandages that are 4-foot in length are required for revival.
 - If you do not have ACE Bandages, you are ineligible for respawn and are dead.
 - A limited supply is available for purchase at the check-in area.
- You may only carry up to two (2) maximum ACE Bandages as a non-medic.
- Medics may carry an unlimited amount of bandages.
- Once a bandage is applied, it may not be removed until you're at respawn.
- Once you're dead and at respawn, you must fully wind up and pack your ACE Bandages again.

Instructions: To revive a player, medics must wrap the bandage (in its entirety) safely around an extremity, they may not be tied off shorter than the 4-foot length of the bandage. In other words, use the entire bandage. For more information check out the medical heal / bleed-out section.

SPECIALIZED ROLES

Specialized Roles are limited to a squad size element to maintain the mil-sim aspect of our games and for good balance. Assignments should be coordinated directly with your team commander.

COMMANDER

- A. Prepare a plan of action PRIOR to the event date. (Operations Order to his team)
- B. Organize units down to the single asset level to better achieve victory.
- C. Develop an INTRA-FACTION communication plan.
- D. Prepare FRAGMENTARY ORDERS for specialized roles within the faction to better facilitate victory.
- E. Execute and maintain a plan of execution during the event.
- F. Actively work with event coordinators towards the betterment of the event for all.
- G. Commanders are an extension of the admin team, and may use discretion if they observe an unsafe activity to cease the unsafe activity

MEDIC – ASSAULT WEAPONS

- A. May operate in semi automatic only
- B. No Highcap / Drum magazines
- C. 400 FPS max @ 6mm x .20g
- D. 320 FPS max @ 6mm x .32g [HPA]
- E. NO MED

- F. External gas sources [HPA] must have a tournament lock to prevent field adjustment.
- G. Medic: These players are responsible for reviving players who are currently bleeding out. Can move Mobile Casualty Collection Point
- H. There may be only 1 medic per squad (a squad being at least 8-10 players).
- I. Uses Rifleman magazine loadout

RIFLEMAN – ASSAULT WEAPONS

- A. SEMI-AUTO ONLY [unless otherwise stated]
- B. No Highcap / Drum magazines
- C. 400 FPS max @ 6mm x .20g
- D. 320 FPS max @ 6mm x .32g [HPA]
- E. NO MED
- F. Gas sources [HPA] must have a tournament lock to prevent field adjustment.
- G. May carry 7 mid cap magazines totalling 1000 rounds or less

DMR - DESIGNATED MARKSMAN RIFLE

- A. SEMI-AUTO ONLY and must be physically incapable of firing in full-auto.
- B. No Highcap / Drum magazines
- C. 450 FPS max @ 6mm x .20g [Electric]
- D. 355 FPS max @ 6mm x .32g [HPA]
- E. Minimum engagement distance of 50 feet.
- F. Gas sources [HPA] must have a tournament lock to prevent field adjustment.
- G. DMR operators are required to carry a sidearm to engage targets within the minimum engagement distances.
- G. NOT ALLOWED DURING NIGHT GAMES
- H. There may be only 1 DMR per squad (a squad being at least 8-10 players).
- I. May carry 5 magazines totalling 600 rounds or less

RECON - BOLT ACTION RIFLES

Uniform: Faction color Ghillie/Viper Hoods acceptable (RECON ONLY).

- A. Single Action Only
- B. 550 FPS max @ 6mm x .20g
- C. 435 FPS max @ 6mm x .32g [HPA]
- D. Minimum Engagement Distance of 100 feet
- E. Gas sources [HPA] must have a tournament lock to prevent field adjustment.
- F. Operators of a Bolt Action Rifle are required to carry a sidearm to engage targets within the minimum engagement distances.
- G. NOT ALLOWED DURING NIGHT GAMES
- H. There may be only 1 sniper per squad (a squad being at least 8-10 players).
- I. May carry 5 magazines totalling 300 rounds or less

SUPPORT - SUPPORT WEAPONS

- A. May operate in FULL-AUTO but CANNOT shoot more than 25 rounds per second.
- B. Can carry [Highcap / Box magazines]
- C. 450 FPS max @ 6mm x .20g [Electric]
- D. 355 FPS max @ 6mm x .32g [HPA]
- E. Minimum engagement distance of 25 feet
- F. External gas sources [HPA] must have a tournament lock to prevent field adjustment.
- G. Acceptable Models to use are: M249 / M240 / M60 / MG42 / MG36 / Trident MK II / ETC G. NOT ALLOWED DURING NIGHT OPEN PLAY
- H. There may be 1 support gunner per 8-man squad, squads over 8 players may have 2 support gunners
- I. May carry up to 1 drum and rifle magazines when applicable, totalling 3000 rounds or less

GAS PISTOLS / SHOTGUNS

Pistols and Shotguns fall under the RIFLEMAN ruleset. You may not use an HPA M4 Adapter or anything other than a realistic milsim-appropriate magazine (incl. shells). Extended mags which are true to the replica are acceptable. Sidearms have no magazine limit.

REQUIRED PACK LIST

Below are the minimum required items a player "MUST" bring to participate at an event / You should bring enough to sustain yourself 24hrs straight in the field without resupply.

- Correct Camo for the team you are playing on
- Primary / Secondary Replicas
- Extra Batteries
- Wristwatch / Timepiece
- Death Rag / Red Color
- Ace Bandage / White Color
- Eye Pro
- Lower Metal Mesh Face Protection
- Cash for Incidentals (Food, Ammo, Glow Sticks, etc)
- Food / 2 Gallons of Water (MRE's, Snacks, Protein & Carbohydrate Edibles, etc)

NOT ALLOWED LIST

- No FIREWORKS [Retail or Homemade]
- CroNade rounds or other chalk-based launched weaponry
- No tripwire devices
- Vehicles for gameplay (without authorization from the event host)

GAMEPLAY MECHANICS

STARTING POSITIONS

All teams will start in their respective areas designated by Command or Event Host.

OBJECTIVES

These will be posted before the event or passed down from your chain of command during the course of gameplay.

HOW KILL CONFIRMED WORKS:

- Each player will receive tokens to carry on their person at each half.
- If you die, during bleed out, if an enemy soldier runs up to you and asks for your death coin, you **MUST** give 1 to them (1 per death).
- Each of these tokens should be returned to your team commander for collection.
- Each of these tokens will be counted at each half, and be worth +5 points per token.
- These points will be added onto the overall score, which means every single player will be able to individually contribute to their sides score.
- If any token is lost or unaccounted for at the time of counting, they will not be considered.

HIT CALLING

Airsoft is a sport of honor and integrity. Always call your own hits, do not call other players' hits. "When in doubt, call yourself out". Any player struck by a BB while in-game (including Friendly Fire) is considered a hit. GUN HITS & RICOCHETS - DO NOT COUNT. When you are hit, take a knee to show you are out of action, and place your death rag on your head or hold it in your hand while calling for a medic.

If someone is not calling their hits, DO NOT CREATE AN ARGUMENT. Shoot them again. If it continues contact an admin, or your team commander if an admin is not available. Players not calling their hits will be given an opportunity to fix themselves and risk being ejected for repeat offenses.

- You may never self-heal. An individual's Ace Bandage is considered that player's property and cannot be shared among teammates. Only ONE Ace Bandage per person.
- Wounded / Dead players do not talk.
- Acting out deaths is purely optional however makes it more identifiable that you have been shot.

MEDIC HEAL / BLEED-OUT

Anytime you are shot while in play, you will raise and place a Red Death Rag on top of your head to symbolize you are currently wounded and considered out of play. **You MUST wait a mandatory 5 minutes for a bleed-out** while yelling for a "TEAM MEDIC" to revive you. A medic (only) will wrap an ACE bandage around an extremity to revive you. This can happen twice. After your 3rd and final death, immediately head back to your respawn point.

There are no more unlimited heals. There are no buddy (non-medic) heals.

To do a quick recap regarding medical heals:

- Death 1: Start 5 minute bleed-out, you may be revived by a medic ONLY.
- Death 2: Start 5 minute bleed-out, you may be revived by a medic ONLY.
- Death 3: You are dead. Return to respawn immediately.

MOBILE CASUALTY COLLECTION POINT [MCCP] **If being utilized*

Is an 8' tall plastic pole with a medic symbol on the flag of the color of the faction it belongs to.

- Only LIVE TEAM C.O. can MOVE their Mobile CCP.
 - Mobile CCP must be 3 grid squares (or 375 feet) **away** from any given objective.
- Only LIVE TEAM C.O. can DISABLE a Mobile CCP. This is done by placing the pole on the ground on its side.
 - Mobile CCP will be disabled if being moved for that period of time.
- Only LIVE TEAM C.O. can ENABLE a disabled Mobile CCP. This is done by placing the pole upright on its base.
- Players can choose to respawn at their Mobile CCP (if active) or their main respawn point - your choice.

IN-FIELD RELOADING

You are welcome to bring one-speed loader on your person. You may also bring additional ammo (bottles, bags, etc) to leave at your SIDE respawn area (not Mobile CCP). This will allow you to refill both during action, and when your speed loader runs out, fill up at your respawn area. Speed loaders may not be improvised and must be a manufactured speed loader. EXCEPTION: Support Gunners are eligible to bring 1 bottle with them into the field for THEIR refill only.

LOG FORT

Will be in play. Do not climb the walls. Do not throw smoke inside. Throwing frags and flashbangs over or inside is acceptable. Do not shoot through the cracks of the log fort (in or out).

REGENERATION

This is the term used when players are allowed back into the game from a timed-release via clock from Mobile CCP's or their Team Base [Fall back area]. This occurs every 10 minutes.

Example (Clock): You are shot at 12:03pm and begin the bleed-out process and/or Double Tapped. You then arrive at your Mobile CCP at 12:12. You can regen at 12:20pm. Respawns would be: 1200, 1210, 1220, 1230, and so on.

Each faction will also have Mobile CCP under its control. It is approximately an 8' tall plastic pole with a Medic symbol on the flag of the color of the faction it belongs to. This is the area where dead players go to regen after they have bled out or been healed and then bled out.

Only TEAM COMMANDER's can move their Teams Mobile CCP.

Only TEAM COMMANDER's can disable/enable a Mobile CCP.

MEDICS can heal friendly MEDICS in accordance with the rules above.

SAFETY KILLS

Anytime you engage a player in a close distance in your line of sight, you may use the "Safety kill" or "Bang Bang" call out loud per player you are trying to engage. DMR, sniper, and LMG MUST use this when utilizing their primary platform. This is mandatory not an individual's choice to accept or not if it is DMR, sniper or LMG calling the safety kill. For rifleman and medic rulesets, players do not have to accept the safety kill

PARLAY

When combat becomes too close for a reasonably safe engagement, either player may request for a parlay. If both players accept the request, each will reset back a safe distance of 50 feet and resume the engagement.

PLAYER SEARCHES

Bleeding-out players may be searched. To initiate a search, the opposing player puts his hand on the shoulder of the player and will say "SEARCHING". At that moment, the bleeding-out player must relinquish any items they have in their possession at the time of the search (intel, kill coins, etc...) Players must relinquish all items when searched. Players cannot be searched once they have bled out and are returning to a respawn area.

GRENADES / ROCKETS

The following items listed below are permitted as acceptable to use as grenades/rockets. There is no limit to the amount a player can carry at this time. Smoke grenades cannot be thrown inside buildings or structures

APPROVED LIST – NO HOMEMADE PYRO

- Thunder B Grenades
- Nerf Vortex Pocket Rockets
- Airsoft Innovations Gas Grenade
- Enola Gaye Smoke
- Specialty Pyro
 - Enola Gaye Flash 3.0 & Mil-X3 Grenades (Eligible only for LEO/MIL/FD/PYRO/FEL holders - Must prove at registration.
 - TAGinn products

EXPLOSIVE KILL RANGES

FRAG & FLASH GRENADES (Thunder B / EG67s / TAGinn / Flash 3.0/Mil-X3)

Has a kill radius of 10 feet from where it lands, or room of building it lands in. If a wall separates you from grenade, that is considered Hard Cover and you will still be considered alive. Soft cover such as brush, trees or bushes and you will be considered wounded/hit.

Explosive grenades for anti-vehicles:

- Two (2) grenades disable vehicle movement/turret(s).
- Two additional (4 total) will kill all occupants on/in vehicles.

M203 GRENADE (Nerf Rockets) (Vehicles Only)

- One rocket per vehicle to disable vehicle movement/turret(s).
- Second rocket kills all occupants on/in vehicles.
- *All rockets must be a direct hit to count.*

M203 GRENADE (BB Shell)

These can be shot through windows or doorways or fall from above and open play areas.

CLAYMORE / LANDMINE

BB's must hit a player's body to count as a hit.

MORTAR

Has a kill radius of 40 feet from where it hits/lands.

RULES OF ENGAGEMENT [BUILDINGS]

DMR / Recon / Support weapons must use their secondary (pistol) when entering and engaging hostile forces inside of buildings / Structures. Once a building has been issued an "all clear", they can transition back to their primary weapon to shoot only from fixed positions from window / Door Opening openings with front of barrel exiting the building. Any acts of hostile forces being engaged "inside" a building must only use their secondary (pistol). If DMR / Recon / Support players DO NOT have a secondary (pistol) they are not allowed inside of buildings.

AIRSTRIKES

If available for gameplay, Commanders may be issued admin-controlled "airstrikes" on marked objectives which has a 100ft kill radius against all players (friendly and foe).

INTERMISSION BREAK

This is designed to let players recover and rearm for the second half. A cease-fire will be called and all gameplay will be paused. The admin team will have conducted a count of the current objectives to assess which team is leading. Handicap: The team who is behind in points in the first half, will be able to deploy 10% of their forces at their respawn point. All other players (on each team) will deploy at the designated starting point like the original launch of the event.

NIGHT GAME REQUIREMENTS

CHEM-LIGHTS / E-LIGHTS

Chem-Lights or LED Light Sticks [E-Lights] are MANDATORY for the Night Game participation. If you are using a LED Light, they must be RED in color. All chem-lights must be purchased from the Event Host to ensure uniformity.

FLASHLIGHT / WEAPON LIGHT

A light source is MANDATORY for every player for Night Game participation unless otherwise stated. You will not be allowed to play if you cannot provide one.

TRACER UNIT

Tracer Units are strongly encouraged at our night games however you must use BIO Tracer Ammo which is available to purchase at the Marketplace. Tracer units may also be available for purchase, see host in advance about this. Night vision users must use a tracer unit.

NIGHT VISION

If you have night vision you're welcome to use them. There is no longer a requirement to have a tracer unit as of November 2024.

SEMI-AUTO

All replicas must be capable of semi-auto fire to be used in the night portion of the event. Bolt Action, DMR or Support replicas ARE NOT ALLOWED.

LASERS

Green, Blue and Red lasers are authorized for use. Shining them in player's eyes will get you ejected from the event.

COMMUNICATIONS

RADIO RULES

Due to the limited nature of radio channels that can be used. We do not allow players to monitor, disrupt or manipulate the opposing team's radio channels. If caught, you will be asked to leave the event without a refund.

CHANNELS PLAN

WASHINGTON

FRS1 462.5625 WA(Command Net)

FRS2	462.5875	WA
FRS3	462.6125	WA
FRS4	462.6375	WA
FRS5	462.6625	WA
FRS6	462.6875	WA
FRS7	462.7125	WA
FRS8	467.5625	WA
FRS9	467.5875	WA
FRS10	467.6125	WA

OREGON

FRS11	467.6375	OR (Command Net)
FRS12	467.6625	OR
FRS13	467.6875	OR
FRS14	467.7125	OR
FRS15	462.550	OR
FRS16	462.575	OR
FRS17	462.600	OR
FRS18	462.625	OR
FRS19	462.650	OR

ADMIN

FRS20	462.675	Admin (Tertiary)
FRS21	462.700	Admin (Primary)
FRS22	462.725	Admin (Secondary)