



Regulations

Airsofthelden

Last updated: 01/05/26

OP Dark Emergency

Dear airsoft friends,

Please find our rules and regulations below, and we kindly ask you to read through them briefly before each event.

First and foremost, this is not only for your own safety but also for the safety of your fellow players, and it ensures that the event runs smoothly.

The rules and requirements for the events may seem 'strict' or 'excessive' for airsoft games.

These rules are based on the experience gained from previous events and are regularly refined in consultation with players, the organizer and the owner of the venue.

Furthermore, these rules have been agreed with the local authorities and, in the long term, will serve as the fundamental and authoritative set of rules for the sport of airsoft.

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1. Event Grounds

1.1 General information

- Each participant must be at least 18 years old and carry their valid identity card with them, i.e., they must be readily available at all times.
- The entire event area is enclosed private property.
- The organizer (Airsoft Helden company) has the right to control access to the premises during the event.
- All airsoft guns must comply with German weapons law.
- All airsoft guns transported on the event grounds must be fitted with barrel sock at all times. This may only be removed at the chronograph 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 grounds and playing field for the entire duration of all Airsoft Helden events. Exceptions must be approved in writing in advance.
- Glass bottles are prohibited throughout the entire event area.
- Charging electric vehicles is prohibited.

1.2 Ticket / Event Wristband

- The event wristband is included with the purchase of a ticket and will be handed out at the entrance to the event grounds. The player card will be handed out afterwards.
- The event wristband must be worn visibly on the wrist. It is non-transferable.
- The player card must be carried at all times during the event and must be presented upon request.
- Entry to and remaining on the event grounds is prohibited without a valid event wristband or player card. Airsoft Helden reserves the right to remove such individuals from the premises in accordance with its house rules.
- Warnings for violations of the rules/house rules, etc., may be marked on the player's card. This is done exclusively by officials of Airsoft Helden.

1.3 Campsite

- Open fires are prohibited. Standard gas grills are permitted.
- So-called "dry firing" (empty firing) is prohibited! The event management is authorized to confiscate the airsoft gun and issue appropriate penalties (depending on the severity of the offense, up to and including exclusion from the event).
- Shooting with fully loaded airsoft guns is only permitted on the playing field and the chronograph stand! We have also set up a shooting range that allows you to zero the weapons.
- Garbage bags will be handed out at reception. There are also garbage collection points on the campsite where garbage can be disposed of.
- Power sources are limited. There is no guarantee of a power outlet. It's first come, first served! Outlets larger than 230V are not available.
- Electrical appliances may only be used within the "normal household scope". Charging electric cars is prohibited.
- Tent pitches in the campsite will be assigned by stewards. Their instructions must be followed.
- For safety reasons, parking on the open campsite is prohibited. It may only be accessed for loading and unloading. Exceptions are made only for emergency and fire vehicles.
- Parking is only permitted in designated parking areas (zones).
- Each player must purchase a garbage bag (€5 garbage fee) and remove their trash from their campsite after the event. Garbage bags will be distributed at registration after check-in. Additional garbage bags are available at the Airsoft Helden Shop.
- Waste must be disposed of in the designated containers on the premises.
- Note: We regret having to resort to this measure, but unfortunately, in the past it was not always a given that people would not leave their rubbish lying around and would leave their campsite in the condition they themselves would like to find it.
- Caravans, trailers, motorhomes and vehicles with superstructures/extensions for overnight stays and accommodation purposes, e.g. roof and side tents, may only be parked on paid caravan and camping pitches.

1.4 Parking

- Use of the parking spaces 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 unimpeded entry and exit to and from adjacent parking spaces is possible at all times. Instructions from staff must be followed.
- The parking spaces may only be entered at walking pace.
- Overnight stays in vehicles in the parking lot are strictly prohibited!

1.5 Security Service

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

Prohibited items include, among others:

- Gas and blank-firing weapons
- Striking and bladed weapons of any kind, especially knives, which are prohibited under German weapons law. This also includes bayonets, butterfly knives, and combat knives.
- Possession and/or consumption of illegal drugs or similar prohibited substances.
- All (programmable) amateur radio devices, such as the Baofeng GT-3, that allow the use of frequency bands outside of "general public radio". „General public radio" includes, for example, PMR, CB radio, and Freenet.
- The use and/or bringing of ladders, grappling hooks and similar equipment.
- Music, flags or symbols associated with the right-wing, left-wing, or other extremist scene.
- Fireworks, smoke and fog devices, explosive devices or Bengal lights, as well as any other type of pyrotechnic products! In particular, explosives or related products.
- Welding equipment, plasma cutters and similarly heavy equipment.
- Pets of any kind, especially dogs.

- Uniforms, badges, helmets and other equipment of any armies of the First and Second World Wars, in original, reproductions or replicas. Likewise, any insignia of effect, rank or service insignia of armies or police units involved in this war.
- Clothing/uniforms, badges, etc., that constitute impersonating a public official or similar legal provisions.
- Weapons, any attachments or accessories that contradict current German weapons law. (Lasers, lamps, night vision devices or other equipment that leaves a point of light on the target).
- Beer trucks or other sales vehicles outside the areas approved by the organizer (e.g., market square), regardless of whether they are used for sale or personal consumption. 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 will be responsible for safety and order throughout the entire event. They will be clearly marked.
- Stewards and security personnel are authorized to give instructions. These instructions must always be followed.

1.6 Transport of Airsofts and equipment to the event site

Airsoft guns must be transported in sturdy, lockable cases, boxes, or soft cases. This applies to all airsoft guns, including AEGs, which can be purchased by individuals aged 14 and older. No exceptions are permitted. Anyone transporting their airsoft gun in a cardboard box is violating weapons laws and is prohibited from entering or driving onto the premises. The keys to the locks must be readily available at all times for potential inspections.

Neither airsoft guns nor any equipment may be carried on the way to the event. Equipment and protective clothing may only be put on once at the event grounds. Tactical vests or other tactical equipment must be transported out of sight, e.g., in bags or covered with protective covers. Furthermore, airsoft guns, ammunition, magazines, and batteries must be transported separately. This means they must not be readily accessible!

In short:

- appear in civilian clothes (completely)
- All weapons must comply with German weapons law
- no illegal modifications
- All weapons must be transported in suitable and lockable cases or bags

1.7 Advertising

It is prohibited to place advertising on the event grounds, including the playing field, without the written permission of Airsoft Helden GmbH.

Furthermore, it is not permitted to distribute or sell goods/game items on the event grounds or playing field without prior written permission from Airsoft Helden GmbH.

2. Airsofts, ammunition and FPS / Joule limits

2.1 Airsoftweapons

Only the following airsoft guns are permitted:

- a. from age 18 with an energy of no more than 7.5 joules (J) which are properly marked with the “F” in a pentagon
- b. from age 14 with an energy of no more than 0.5 joules (J) and therefore not subject to the marking requirement with the “F” in a pentagon
 - which are fully compliant with the law.
 - those that use the 6mm caliber.

2.2 Ammunition regulations

- **WITHOUT EXCEPTION**, only bio BBs provided by the organizer, which can be purchased on the premises or at the Airsoft Helden stand, may be used.
- In the event of a proven violation of this rule, we reserve the right to impose a penalty of €500 and to expel the player and his team from the event.

2.3 Categories

2.3.1 By propulsion

- Spring-powered airsoft guns, S-AEG, AEG, AEP, repeating airsoft guns are airsoft guns in which either spring force directly propels a projectile (also called spring-powered guns) or a spring-loaded piston is moved in a cylinder and an air cushion created by the piston propels the projectile.
- GBB/NBB/HPA compressed air weapons are airsoft guns in which air is pre-compressed and stored in a pressure vessel and released via a valve system to propel the projectile. Weapons that use cold propellant gases to propel the projectiles include, for example, compressed gas weapons.
 - o HPA additional rule: The regulator must be able to be secured against adjustment using cable ties.

2.3.2 By Weapon Category

- Semi-automatic: All known short and long firearms, including DMRs, that do not fall into the other categories.
- Sniper (Bolt Action): This category includes, regardless of the drive type, all single-shot bolt-action rifles with a minimum overall length of over 1 meter, with the stock retracted and without a suppressor. Real-world examples include the M24, L96, or Cheytac M200.
- Sniper (Semi): This category includes, regardless of propulsion type, all semi-automatic airsoft guns with a minimum overall length of over 1 meter, including the stock retracted and without a silencer. Real-world examples include the Barrett M82, Dragunov SVD, HK G28, and M110 SASS.
- 0.5 joules: All airsoft guns, except machine guns, with an energy of no more than 0.5 joules
- MG: All machine guns with an energy of no more than 0.5 joules whose real-world counterpart is considered an MG or LMG, e.g., M249 SAW, M240B, RPK or MG3.

Note: Full-auto firing is ONLY permitted for MGs < 0,5J.

All other airsoft guns are prohibited from using full auto mode and must be played in single-fire mode.

2.4 Chronos

- Every airsoft gun must be chronographed at the chronograph stand before the game and marked according to its type.
- If the performance of the airsoft gun is subsequently changed, re-chronographing and marking are required.
- The FPS / Joule limits are measured at the Chrono stand using the BB weight from the following table.
- The BBs for chronographing will be provided by the organizer.

2.4.1 Security at/to the chronograph stand

- Safety glasses are mandatory at the chrono booth.
- The airsoft gun is secured, without a magazine, and transported to the chronograph stand with a barrel sock.



Chrono Table Dark Emergency

Explanation of backup obligation:

If a primary weapon is used at a safety distance of 10 meters or more, a backup weapon must be carried. This is intended to "close" the gap between the Bang rule (up to 5 meters) and the safety distance of the primary weapon, ensuring that targets can be engaged at any distance.

No.:	Type	Drive	BB weight	Joule:	Safety distance	Mode	Back-Up
1	Semi-Automatic	Spring	0,25	0.5 - 1.0	5 m	Semi	No
2	Semi-Automatic	Spring	0,25	1.0 - 2.0	10 m	Semi	Yes
3	Semi-Automatic	Compressed Air	0,25	0.5 - 1.0	5 m	Semi	No
4	Semi-Automatic	Compressed Air	0,32	1.0 - 2.0	10 m	Semi	Yes
5	SNIPER (Semi)	Spring	0,25	2.0 - 2.5	20 m	Semi	Yes
6	SNIPER (Semi)	Compressed Air	0,32	2.0 - 2.5	20 m	Semi	Yes
7	SNIPER (Bolt Action)	all	0,32	2.0 - 3.0	25 m	Einzel	Yes
8	0,5	all	0,25	0.0 - 0.5	5 m	Semi	No
9	MG	all	0,25	0.0 - 0.5	5 m	Full Auto	No

3. Rules of the Game - Dark Emergency

3.1 HIT Rule

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

You are considered hit as soon as you are directly struck by a BB from an airsoft gun. Hit zones include the body, equipment, and the airsoft gun itself. Ricochets do not count!

- Firing at players who have already been hit is not allowed!
- Friendly fire counts as a hit. The same hit zones apply.
- The shooter must always ensure they have a clear line of sight to their target. So-called "blind fire" is not permitted.
- Anyone shooting must provide a target area themselves. Shooting through slots or holes (including those in warning signs) is not permitted. As a guideline, the gap should be at least the size of an A4 page.
- A hit from an airsoft grenade also occurs when there is a direct hit from a BB.
- Rubber or latex knives and LARP weapons are permitted. Contact with these items is considered a regular hit.
- Zombies are part of the event scenario and must not be shot. Touching a zombie will result in a hit.

A hit must be clearly indicated with a "HIT" and results in "incapacitation". An incapacitated player crouches down and remains in their position for approximately two minutes. During this time, they may not defend themselves, give directions to other players, or otherwise interfere with the game.

During this time, a player can either be "looted" (looting rule) or "trateded" (medic rule)

by another player. If the time expires without the player being treated, they are "out"

and must return to the spawn point (HQ/VP).

Players must always carry a "Death Rag" / high-visibility vest. After being hit, this vest must be held in such a way that it is clearly visible that the player is no longer participating in the game.



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3.2 Looting Rule

To loot a hit player, you must approach them within touching range. The player will then hand over the following items:

- In-game items
- In-game money

Private property is excluded from the looting process!

Looted items should be handed in at HQ/VP so that the leader can use them to complete mission items and score points for the game party.

3.3 Medic Rule

A hit player can be brought back into the game if they are bandaged by a medic within 2 minutes of being hit.

For this, the medic approaches the player and bandages them using the bandages provided by the game organizers. Once the bandage is applied, both the player and the medic can continue playing. If the medic is hit during the bandaging process, the healing attempt fails.

- Medics are designated by the team leader before the start of the game and identified by a corresponding armband. Only these players are authorized to bandage other players.
- Only first aid materials provided by the organizer may be used.
- If a player is healed by a medic within these 2 minutes, they are back in the game.
- If a player who has already been bandaged is hit again, they cannot be brought back into the game and are "out" after the 2-minute looting phase.
- A bandaged player can remove their bandage at HQ/VP and is considered fully healed.

3.4 Bang Rule

The "Bang Rule" was the subject of some debate among the game organizers. We are well aware that some players are unaffected by close-range hits. However, this cannot be generalized to all players, which is why we decided on a "Bang Rule" also for safety reasons. Specifically, it will be applied as follows:

- If a player is within the airsoft gun's safety distance, the secondary weapon / backup should be used first.
- If the safety distance of the secondary weapon / backup is also undercut (5 meters), the "bang rule" applies.
- The player aims at the opponent with his airsoft gun and shouts "Bang"
- A "bang" results in a regular "hit" for the player.
- It is not possible to "bang" more than 3 players within a single action. In this case, the shooter must first retreat.

3.5 Tactical Shields

The use of tactical shields that are modeled after operational shields used in real-world situations is permitted.

Boards, cots, doors or other improvised items do not meet the requirements for a tactical shield.

The following rules apply to the use of emergency signs:

- A BB hitting the riot shield has no effect. This is regardless of whether the hit was caused by a pistol, long gun, grenade, or launcher.
- The carrier of the tactical shield may only use one backup.
- If the carrier uses his backup, care must be taken to ensure that he has a clear view of his target despite the shield (blind-fire rule).
- The person carrying the riot shield is required to present a target area from at least one side. "Entrenching" oneself in a position that covers all sides or makes a hit (virtually) impossible is not permitted.
- If the wearer of a riot shield is hit, the owner is responsible for deciding whether to take the shield or make it available to another player. Leaving the riot shield unattended on the field is not recommended.

3.6 Spawn (Entry into the game)

Spawning is only permitted at the Headquarters (HQ) and Outposts (VP). There are no other spawn points on the playing field or mobile spawn points! The militia spawns at the Militia HQ.

Players from GOF and KGG are assigned to one of two starting points (HQ and VP) depending on their turn. These starting points serve as spawn points for those turns throughout the entire game. Each HQ and VP has its own leader. The HQ is led by the General, and the outpost by the Commander.

Generally, platoons assigned to the outpost may also spawn at HQ, and vice versa. However, platoons only receive their missions from their respective platoon leader.

3.7 Safe Zones

All HQs, VPs, and points controlled by the organization (enclave) are safe zones and may not be conquered.

Before entering a safe zone, each airsoft gun must be secured and the magazine removed (dry firing in a safe direction). Within the safe zone, no player can be hit.

3.8 Capture the Flag

Each headquarters (HQ) and outpost (OP) of the GOF and KGG factions has flag points. These are NOT spawn points. These flags can be captured during the CTF (Capture the Flag). A captured flag earns the respective faction points, which contribute to the overall score.

- Enemy flags can be captured and brought to one's own HQ or VP.
- Own flags can be recaptured and brought back to one's own flag point.
- Militia players may not capture flags unless they have been recruited by a game party and marked accordingly.
- Flags may only be moved on foot.
- Recaptured flags must be returned immediately and directly to the flag point.
- Only a complete flag (with pole) scores points.
- Dismantling the flag is not permitted.

- The flag must always be displayed/transported openly. Concealing the flag is not permitted.
- If the flag bearer is hit, the flag must be put down immediately.
- The game management reserves the right to penalize violations with point deductions.

Note:

Since these are HQs, VPs, and safe zones, an attack on the area behind the flag is neither relevant nor intended for game scoring. A captured flag will only be reset by the game master once the flag point is secured. Therefore, it is advisable to retreat after a capture in order to launch a new attack after the flag has been reset.

3.9 Checkpoints

The playing field contains control points. These control points can be captured by the two main playing sides: GOF or KGG. While a control point is held, it generates game points for the respective side. A timer placed there for this purpose must be activated.

3.10 Resource Points

Resource points are located on the game board. Similar to control points, these can be captured by activating a timer. While a resource point is held, it generates resources for the respective faction. These resources grant advantages that can be activated through the leaders.

3.11 Militia Game Party

The militia is an independent player and is neutral towards the GOF and the KGG.

The militia pursues its own goals and objectives. Interaction with other players (LARP) is paramount. Negotiations, in keeping with the role-playing nature of the game, are necessary to complete (story) missions or recruit players. The militia spawns exclusively at the Militia HQ.

3.12 Recruitment of the militia

The militia is generally neutral. However, the game factions GOF and KGG have the option of recruiting mercenaries from the militia. This takes place within the context of the role-playing game.

- A recruited militia mercenary wears, in addition to the blue armband, one in the color of the respective game faction (GOF – yellow, KGG – red).
- The wristbands will be issued at HQ/VP and may only be removed at HQ/VP or in the event of a hit.
- During this period, the militia mercenary is part of the GOF or the KGG. Intentional friendly fire constitutes a rule violation.

3.13 In-Game Vehicles

Vehicles must be registered with and approved by the game management before they can be used on the playing field. The application for an in-game vehicle must include pictures and information about its crew.

During game times, in-game vehicles are equipped by the game management with a system that enables hit detection.

- The organizer accepts no liability for any damage to the vehicles.
- The hit rules apply to the crew at all times.
- The maximum speed of 7-10 km/h (walking speed) must not be exceeded!

More information on this can be found in a separate set of rules.

3.14 In-Game Money

The in-game currency is issued by the game administrators and made known to the players in an appropriate manner. Using one's own or someone else's in-game currency is prohibited.

4. Playing Field Rules

4.1 Airsoft Weapons

Only the following airsoft guns are permitted:

- whose acquisition and possession is permitted without a permit for adults,
- those that are properly marked with the “F” in a pentagon and the other
- markings required for such firearms (caliber stamp, designation, importer (for German markers),
- which are in a flawless, legally compliant condition.

AEGs (under 0.5 J) are also permitted. No distinction is made between rifles (AEG) and pistols (AEP). The use of full-auto mode is prohibited and violations will be penalized. Machine guns (<0.5 J) are exempt from this rule.

Players are obligated to immediately inspect any airsoft guns received from third parties to ensure they comply with the aforementioned legal requirements. In particular, homemade and/or modified airsoft guns are not permitted. In case of doubt, these guns must be presented to the event organizers for inspection.

All airsoft guns must have a caliber of 6mm.

Only low- or mid-cap magazines are permitted for use in the game. This excludes machine guns and models that do not have low- or mid-cap versions. Only in this exceptional case is the use of a high-cap magazine tolerated. In this case, after winding the spring, a magazine change must first be "simulated" before the spring may be re-tensioned. Machine guns are exempt from this rule.

4.2 Teambands

Team affiliations are indicated by colored team armbands. Team armbands must be visibly worn on both **upper arms**. There are no exceptions for snipers, etc.

- GOF - yellow
- KGG - red
- Militia - blue
- Enclave - green

Due to significant soiling caused by adhesive tape team markings in the past, only the following markings are permitted:

- Teambands in party colors available from the organizer
- Comparable single-color, at least 5 cm wide, (Velcro) teambands.
- Party patches for leaders, platoon leaders and Airsoft Helden staff

Incorrect team identification constitutes a rule violation and can be penalized by the game management.

4.3 Player ID Cards

Each player receives a player ID card. This card indicates the player's team affiliation and their turn. This player ID card must be carried at all times.

4.4 Safety and Game Rules

Ultimately, each player is responsible for knowing the safety and game rules. The organizers provide various ways to obtain this information (e.g., via this website, YouTube videos, the event booklet, the Airsoft Helden app, etc.). The organizers are happy to answer any questions.

A map of the playing field, including field boundaries and tactical positions, will be published before the event. This is a former military training area. Therefore, unauthorized entry or climbing over security fences and/or field boundaries is strictly prohibited. In particular, entering the playing field outside of game hours is forbidden! Violations of the applicable safety regulations and instructions from the game management, marshals, the landowner, and the Airsoft Helden team may result in immediate exclusion from the game, a ban from the premises, and legal action.

- The instructions of the organizers/marshal must always be followed!
- Playing field and safe zone boundaries must be observed and respected 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.
- Every weapon used must be chronographed before the start of the game. No modifications to the weapon's power are permitted after chronographing. If a player is found with an unchronographed airsoft weapon or with a modified airsoft weapon, that individual and their entire team will be expelled from the game.

Smoking is only permitted in designated areas on the playing field. The consumption of cannabis or alcoholic beverages is prohibited on the playing grounds at all times during play. Bringing cannabis, beer, liqueur, spirits, or other alcoholic beverages onto the playing field is strictly forbidden.

- Wearing protective eyewear suitable for playing AIRSOFT on the playing field is mandatory!
- The player is responsible for using appropriate clothing and equipment.
- Any form of physical or psychological violence is prohibited. Care must be taken to ensure that no people, animals, buildings, nature, or equipment are harmed. Smoking is only permitted in the safe zone and designated areas.

4.5 Emergency Behavior

In the event of an accident or fire, the organizers or the nearest marshal must be notified immediately, first aid must be given if necessary, or an attempt should be made to extinguish the fire.

Depending on the severity of the accident, the game will be immediately stopped by the senior marshals. The marshal will then decide, based on the situation, what appropriate measures (e.g., informing the head marshal/organizer, calling for backup, administering first aid, etc.) will be taken to help the injured person.

The danger zone must be secured/cordoned off and vacated by the players. If all play is suspended, the players must immediately leave the field. All marshals are responsible for ensuring the smooth evacuation of the field. Space must be made for emergency vehicles, and instructions from the organizers, rescue services, or fire department must be followed.

4.6 Start of the Game

A game only begins when the game master gives the appropriate command (whistle signal, radio, etc.). With the start of the game, permission to fire is granted within the playing area. This permission automatically ends when the game time expires. A game ends when the allotted time has elapsed (see schedule), a goal has been achieved, or the game master has given a corresponding signal. Exceptions include, for example, accidents or the entry of uninvolved persons onto 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 master.

4.7 Playing Field

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

Covers located on the playing field (stationary and portable) may neither be altered nor moved.

Cushions, mattresses, blankets or similar movable protective devices, especially doors or similar furniture parts, must not be used as portable coverings.

- Any hazards noticed by the players must be reported immediately to the nearest marshal so that they can be secured or eliminated.
- Entering the playing field outside of the regulated playing times is prohibited.
- Games organized by the organizers themselves (night games, etc.) are prohibited.
- The playing field must be vacated immediately after the official match day has ended.

4.8 Buildings / CQB Sections

- For safety reasons, entering and remaining in locked buildings, eaves, roofs, balconies, terraces or similar areas is prohibited.
- Restricted buildings are marked or specially indicated with red/white barrier tape and/or warning signs and/or on the tactical map.
- Basements and underground parts of buildings may generally be used for play. However, due to limited visibility, as well as overlooked cables, pipes, or other hazards, there may be an increased risk of injury in these areas. Extra caution is therefore advised.
- 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 responsible party is liable for all damages. Event insurance does not apply in these cases!

4.9 Airsoft-/Smoke-Grenades and Scenario Effects

- Smoke and fog devices, especially homemade and modified ones, are prohibited. The only exceptions are the smoke grenades listed here: Enola Gaye: WP03, BWP03, EG18, EG18X, WP40
- The named smoke grenades must have a valid BAM certificate for use in Germany.
- The use of black or white smoke is not permitted due to the risk of confusion with a real fire.
- The use of smoke grenades inside buildings is prohibited.
- Approval for additional smoke grenades will be obtained by contacting technik@airsofthelden.de. This email address must be contacted no later than 6 weeks before the event to arrange for a smoke grenade inspection.
- The use of airsoft grenades is permitted. Grenades that propel ONLY BBs using gas or spring pressure are allowed, e.g., Tornado grenades from Airsoft Innovations. Kimera JR2 gas grenades are also permitted, but only if they are filled with BBs.
- The following sound or interference grenades are permitted: NEXTORCH ND30B - Irritation device
- Grenades that make a loud bang when they „detonate“ i.e. WASP grenades, Thunder Stun, Taginn etc. are prohibited.
- Of course, homemade smoke and explosive devices of any kind are strictly prohibited.
- In unclear cases, the relevant scenario effects must be submitted to the event management for review, or made available in advance to technik@airsofthelden.de.
- Exceptions to this apply exclusively to the event management! (Scenario effects)

4.10 Commands

- “HIT” On any regular hit
- “Freeze” In dangerous situations, shout LOUDLY (accident, uninvolved persons, etc.) for a local interruption.
- “GO GO GO” is called by an official to continue the game.

4.11 Marshals

Airsoft is a game based on fairness and honesty. Players are ultimately responsible for adhering to the rules.

Should any ambiguities arise, the marshals (referees) on the field are responsible for ensuring the rules are followed and for safety. They have the authority to give instructions to all players.

Marshals are authorized to issue warnings and penalties. Players can ask any marshal for clarification regarding the rules.

- The representative of the organizer on the scenario field is the Head Marshal.
- The person affected by the event ban must leave the event premises within 2 hours. In the event of injury/endangerment of their own and/or other persons and/or damage/destruction of equipment, buildings, vehicles and/or similar items, the player or perpetrator is solely liable.
- If a participant is expelled from the event due to a ban, all accident insurance coverage under the event insurance policy is immediately void. The affected participant's event wristband must be confiscated and invalidated. Club membership is therefore terminated immediately.
- In the event of an event ban, the organizer reserves the right to exclude the person concerned from future Airsoft Helden events or other events of the organizer and/or to prohibit their participation.

No liability is accepted for personal injury or property damage! Participation in any AIRSOFTSPORT games on the playing field is entirely voluntary! Participating players must be aware of and accept this!