



Airsofter World Games
Rules
V1.1 DRAFT!!

Changes

Version	Change	Date
V1.0	Start	28/12/2023
V1.1	Updates after Test Game 01 - Player ID - Equipment - Replica	12/08/2024

1 Intro	4
	4
About Airsofter World Games	4
2 The Game	5
3 Arena	5
Size and setup	5
Field boundaries and safety	5
4 Game Registration	5
5 Mission	5
6 Hit	6
7 Teams	6
Team leader	6
Player identification	6
	6
Players and roster	6
Spectators	7
8 Equipment	7
	7
Replicas	7
BB's and tracer units	7
Magazines	7
Firing mode	7
Goggle/Face mask	8
Clothing	8
Prohibited equipment	8
	8
9 Marshalls	8
10 Scores	9
Points	9
Penalties	9
11 Media	10
	10
	10
	10

1 Intro

- **About Airsofter World Games**

Airsofter World unites airsofters, organizers, shops, media and associations. Airsofter World Games is the completion of hard work by all parties involved. Airsofter World stands in its neutrality to organize Airsofter World games in all partnering countries with support of organizers and associations.

2 The Game

Completing the mission is key to any AWG. Each game is different and will be shared with the teams before the game.

3 Arena

- **Size and setup**

There is no standard arena for AWG. Arenas are presented in the game registration setup. An Area can be indoor, outdoor or a mix of both.

- **Field boundaries and safety**

- Only the staff and participants competing in the current mission are allowed in the arena .
- All spectators must be in the designated zones outside of the arena.
- All hosting locations are responsible to follow the safety protocols following local legislation.

4 Game Registration

Each game needs to be approved by your association. You can find your local association on XXXXXXXX. Registration is done by filling in the registration form correctly.

More information on how to register your game can be found in the 'Game Registration' document.

5 Mission

Organizers are allowed to build missions that use key features of their field.

Each mission is built around a scenario/mission to complete. Both sides have a different objective to complete. Listed below are the guidelines that need to be followed to create an accepted mission.

A mission form (**TO CREATE**) is filled in and sent to AW. AW will accept, modify (in consultation with the organizer) or deny the mission request.

Teams are allowed to have different names, depending on the mission. This can be 'Cops/Robbers' or 'attackers/defenders'.

What does a mission need?

- Starting position for each team
- Mission competition list/objective list to complete.
- Max time limit of XXX min

Mission sequence

- Each game starts with both teams on their starting location.
- With the sound of the buzzer the mission starts
- The mission ends with:
 - o Time has reached
 - o Teams have reached their objective
 - o Marshalls stops the game

6 Hit

When are you hit?

- Any contact with a BB is considered a hit, unless in cases explicitly expected. This includes all parts of the body, clothing and gear.
- Replica hits count as hits, this includes everything attached to the replica.
- Ricochets do not count as a hit
- Friendly fire counts as a hit
- No minimum engagement distance (MED)
- No bang rule
- No melee hits

How to act when hit?

- When hit, clearly sound hit and pull the deadrag
- When hit, sit or lay down on the location you were hit without obstructing any firelines, pathways or objectives
- When a player is hit with a mission objective, the mission objective is dropped on the spot.

Marshall call out

- When a player is called out by a marshall, the same rules apply as a normal hit.

7 Teams

A team is a group of people that joins up for the AWG. A team consists of different people with different roles.

Team leader

Each team selects one team leader. Team leaders are responsible for:

- Being the contact person for the team communication.
- The behavior, on and off the field, of all team members.
- Representing the team at the team leaders briefing.
- Reviewing and approving competition results after each match

Player identification

- Every player needs to have a player number, unique within their team. This needs to be clearly visible on the arms.
- When 2 teams play in the same camouflage without any specific distinction from each other, the teams can choose to add an additional color armband to their outfit. If the teams decide to wear the armband, both teams are required to wear the armband.

Players and roster

- Teams must have a minimum of 5 players and maximum of 7 players. Only 5 players can play a match at the same time.
- Player switches can only be done in between matches.

- Teams can register up to any number of team members for a year and will have to announce the player roster before each event.
- Players must be registered (*with their local airsoft Association*) and Airsofter World to be considered active on their respective team.
- Players must meet the local regulations/laws for minimum age.

Spectators

All audience members, including inactive team members, are not allowed to speak to, give directions to or encourage teams playing, in order to prevent players, teams and marshals from being influenced or distracted. All non-competing players and spectators must stay in the designated areas.

8 Equipment

Replicas

- Each replica needs to have a real steel counterpart **or be accepted by AWG. A list with accepted replicas is available on our infopage.**
- **A main rifle or shotgun is mandatory for each match**
- **Minimum length of the main rifle/shotgun is 50cm**
- **A pistol is not mandatory**
- There are different weapon classes:
 - Rifle, stock required
 - Pistol
 - Shotgun, stock required
 - **MG ??**
 - **Sniper ??**
- Replicas cannot switch players during a match.
- FPS/Joules, standard max joule is 1.2 joule. (limits may be different due to local legislation or location policies)
- Players are responsible for their own replicas and will randomly be checked.

Firing mode

Semi-auto only: one trigger pull = one shot

Blind fire (firing without looking where you're aiming) is not allowed. Players have to be able to see their opponent while firing. The barrel must be under eye level at all times.

BB's and tracer units

- All BB's a player brings to the arena must comply with the local legislation, where applicable.
- **Tracers??**
- **Max weight??**

Magazines

- Rifles: Real, Low or Mid Caps Only (max 40 round per mag).
- Pistols: No Extended Mags and Mag Adapters (max 25 round per mag, max 2 mags).
- Shotguns: Shell Fed or
- Max BB limit per player: 300 BBs

Reload magazines

- Reloading magazines with bbs is only allowed during certain reload moments. Those come after each block of matches.
- Speedloaders are not allowed on the field

Eye Protection/Face mask

- All players must be equipped with full frontal face protection, using a goggle system or face mask manufactured for airsoft or paintball.
- Goggles must be worn at all times in the arena, chrono area, and test firing ranges.
- Masks must be worn by all people in the arena, no exceptions.

Clothing

- All teams must be wearing the same theme/camouflage/uniform
- A player cannot have padding
- A player is allowed to have elbow and/or knee protection.

Plate carrier/chestrig

A plate carrier or chestrig is mandatory. The minimum load is

- Minimum of 4 mags for the main rifle

All other forms of equipment are allowed but are not required.

There is an exemption for full impression kits. These need to be approved by AWG before the game.

Prohibited equipment

- No burst or binary trigger
- No grenade launchers/attachments.
- No riot shields.
- No melee weapons.
- No grenades.

9 Marshalls

Marshalls are there to keep the AWG going in an orderly manner, listen to your marshall.

There are two head marshalls, having the final call in every matter concerning the game.

The head marshalls are responsible for:

- controlling the general flow of game
- team ready warnings
- watching the flag
- recording scores
- managing the game clock
- making any final on-field decisions

Players are to follow all marshalls calls. A marshal may call a player out at all times. Discussions about or refusals towards the marshalls will result in a penalty and can cause disqualification as it disrupts the game.

Marshalls have the final call on any disagreement or decision in the arena. They have full power to call hits upon players and pull them from the mission. A decision made by a marshal is not up for debate.

Marshalls need to clearly call out penalties to the team or player.

Marshalls need to be clearly recognizable for all players **by wearing a yellow hi vis jacket**

10 Scores

At the end of a mission, 3 outcomes are possible for a team.

- Win = 3 points
- Loss = 0 points
- Draw = 1 point

Points

Points scored during a mission are stated in the mission file. Some examples are:

- Collecting all mission objectives
- ...

Penalties

Penalties do not have an influence on the score. Depending on the type of penalty the team can lose a player or lose the mission. There are 2 types of penalties, player and team penalty. Warnings can be issued by the marshal at all times.

Player penalties (IMPORTANT TO CHECK!!)

Small player penalty

- Player is not allowed to finish the match and is removed from the field. The team can continue.

Medium player penalty

- Player is not allowed to finish the match and is removed from the field. The mission stops and the team loses the mission.

Big player penalty

- Player is not allowed to finish the match and is removed from the field. The mission stops and the team loses the mission. The team is removed from the ranking and is not allowed to compete in this year's/day's competition.

Penalties

Small player penalty

- Obstructing when hit, when a player is not leaving the field in a proper manner and deliberately obstructing firelines.
- Leaving the mission, leaving the mission after the start signal is given.
- ...

Medium player penalty

- Not calling hit, at any time when a player is not calling a hit, determined by the marshal.
- Equipment violation, using larger magazines, not using proper uniform or markings
- Off field communication, receiving communication from off game individuals
- Dead player communication, receiving or giving information from a downed player.
- False start, leaving the starting area before the start signal
- Hot gun, playing with a hot gun
- **Reloading magazines outside the reload time**
- ...

Big player penalty

- unsportsmanlike behavior, aggressive behavior or attitude towards marshals, players or spectators

Team penalties

Small team penalty

- Team is removed from the mission but is allowed to continue the next mission.

Medium team penalty

- Team is removed from the mission and is not allowed to continue in this day's competition.

Big team penalty

- Team is removed from the mission, ranking and is not allowed to compete in this year's competition.

Penalties

Small team penalty

- ?

Medium team penalty

- ?

Big team penalty

- ?

How to handle ingame/off game filming?

To be determined.