



# **THIRD COAST AIRSOFT & MILSIM**

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## **EVENT RULES & REGULATIONS**

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**04 OCTOBER 2022, V.001**



# STANDARD OPERATING PROCEDURES

# EVENT RULES & REGULATIONS

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## GENERAL RULES AND GUIDANCE

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### General Rules

The following rules are universal to all TCA events and venues. These are the basics that every player should know without being told but need to be spelled out.

- YOU MUST CHECK IN, ATTEND THE SAFETY BRIEFING, and CHRONO
- Water, eye pro, emergency reference card, and if required an Epi Pen.
- BIO BBS only. BIO BBs ONLY
- ALL PLAYERS MUST HAVE A RED LIGHT AND RED DEAD RAG
- Joule limits for this event are hard and non-negotiable, ZERO EXEMPTIONS
- Midcap magazines only for all replicas except those designated as a support weapon
- **Reloading magazines may be done anywhere on the field, so keep bags/speed loaders handy**
- An individual can carry as many midcaps as they choose
- There are a rare few airsoft replicas that do not have a functional mid-cap available. We know which ones.
- Please contact an admin for prior approval and present your weapon and magazines to the Chrono Master for inspection.
- All hits to the operator's body count as a kill, including web gear
- Gun hits do not count, so long as it is the weapon in the hands of the shooter
- Absolutely no shooting at anyone within the safe minimum engagement distance (MED) established for your weapon.
- When Indoors all weapons except SMG CLASS must be on semi (indoor to indoor shots in the same building)
- Don't try to "game" the event, enjoy the experience
- Third Coast Airsoft events are alcohol and drug free. DO NOT TEST THIS.
- If any operators have any disputes, they are expected to resolve them in a sportsman like manner.
- We do not yell out for others to call their hits, the correct response is "check" or "ref check" TO CALL SOMEONE OUT RESULTS IN POINT DEDUCTION FOR YOUR SIDE.
- Penalties for players not acting in accordance with the ruleset will cost their side objective points.
- Electronic Warfare (ie jamming, listening in) IS NOT ALLOWED.
- Frequent violators will be told to leave, without refund, with photo being posted on social media.
- Friendly Fire counts. Friendly Fire counts. Friendly Fire counts.
- **NO Bang Bang Rule: No "Bang! Bang!" No surrender. No safety kills. A BB strike is the only thing that will take an opponent out.**
- **Physical Contact: Zero physical contact. No rubber knife kills are allowed at TCA events. No physical searches can be performed. At no point should you touch a local, admin or enemy except to help them up.**
- Enemy Search Procedures:
  - Get within 1 foot of person of interest
  - Declare "You are being searched" to the target |
  - Searched individuals must hand over any game intel (kill cards, FRAGO elements, etc....)
- No blind firing. You must be able to see down the barrel of your weapon.
- Ricochets do not count. However, rounds that snap vegetation and continue on to hit you do.
- While in the staging area pistols must be holstered. All other weapons must have the magazine removed and the chamber cleared.



## PARTICIPANT CONDUCT AND REQUIREMENTS

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***BLUF: This sport is nothing without integrity, honor and good sportsmanship.***

### **CONDUCT**

Airsoft is a game of honor. If you don't have any – stay home. Your conduct on the field will make you famous or infamous – your choice.

- **Bad Conduct:** Players who steal, cause bodily harm or otherwise break the law will be referred to local law enforcement, ejected from the game and banned from all future TCA events.
- **Banned substances:** TCA events are drug and alcohol free. This includes players, vendors and staff. Anyone in violation of the rule will be dealt with swiftly.
- **Calling Hits:** Do not call opposing team players' hits. Calling opposing players out is poor sportsmanship and your side will be penalized.

**Chain of Command:** Players should observe and respect ranks such as Squad Leader, Platoon Leader and Commanding Officer. Ranking officers will remember that airsoft is game and rank is tool to provide structure for everyone's enjoyment.

- **There is no switching sides, period. It is not allowed and offenders will be ejected from the game and a lifetime ban from Third Coast Airsoft events. Playing for the faction your Ticket was purchased for is the only play allowed. NO SIDE JUMPING after check in.**
- ***Cheating: CHEATING WILL NOT BE TOLERATED! You will be ejected from the event with no refund for repeat offenders. Penalties will be assessed for the entire side based on the individual's actions.***
- **Feedback:** We are an organization built by players for players. There is no such thing as negative feedback. Please – if you see something we can do better... tell us immediately. We are proud of the fact that 99% of our evolution has been player driven.
- **Smack Talk:** Airsoft is a competitive sport and some smack-talk is expected. But don't call people names – especially people you don't know. There will be no bullying, physical contact, obscenities (used in malice) or any form of physical or mental intimidation. This will get you sent home, banned and your information shared with other promoters.

***Rules: However you play at your home field, you will likely find it different here. Our rules are unique to TCA and in our experience offer a balance between a safe environment, a fair game design, a reasonable staff presence, enforceability and customer service. If you have a suggestion for a rules improvement – please bring it to a staff member and we will consider it for future events. But we will not change the rules of a game once it has started.***

- **Safety Call:** - Accidents happen. It is a fast, competitive environment. If you do commit a transgression – be the bigger person: call yourself out, apologize to the victim of your transgression and take the walk to your respawn.

- ***Remember – it isn't the mistakes we make... it's how we make them right that sticks with people.***



## PARTICIPANT CONDUCT AND REQUIREMENTS

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### GENERAL AREA OF OPERATION RULES

- Roof access: if it doesn't have a rail or a concrete lip, you aren't supposed to be there
- Marked off areas and off limits buildings, Stay Out! FOR YOUR SAFETY
- Doors that are locked, welded, or chained shut, do not breach, IF WINDOWS are latched shut, leave them shut.
- **No smoke indoors or within 10 ft of entry way**
- Do not take your eye pro off when downrange (ie out of the ADMIN area (NO TRIMMED HELO KITS))
- Low light areas - be cautious, helmets are strongly encouraged
- No blind firing, for loop hole shooting (must be bigger than headsize), 3 feet from muzzle on loop holes, you must break the plane on the first floors IF YOU HAVE AN MED (ground level)
- Watch your lazer use (no pointing at aircraft or in players' eyes)
- PICK UP YOUR TRASH, THERE ARE TRASH BAGS AND DUMPSTERS AVAILABLE
- USE PORTABLE LATRINES (NOT THE BUILDINGS)
- DO NOT SHOOT OUT LIGHTS, CAMERAS, OTHER SENSORS
- KEEP ALL MANUEVER AND PLAY INSIDE THE BOUNDARIES
- Watch out for wild life, insects, Do not attempt to handle
- HYDRATE OR DIE, ALWAYS HAVE A WATER SOURCE ON YOU.



# STANDARD OPERATING PROCEDURES

## EVENT RULES & REGULATIONS

### - Blind Man Call & Player Actions

“Blind Man” is the recognized call to make if you or another player is in distress and is unable to exit the field safely. Some examples of an appropriate use of the “Blind Man” signal:

- Broken eye protection that leaves a player exposed
- A medical emergency requiring an ambulance
- “Blind Man” should not be used for a situation requiring staff transportation from the field. We can handle that situation without suspending gameplay.

### **PLAYER ACTIONS ON A BLIND MAN CALL;** ALL PLAYERS remain frozen in place

during a BLINDMAN CALL until further guidance from OCs (DO NOT MOVE WHEN BLIND MAN IS CALLED), This helps to locate the actual emergency quickly.

### - Eye and face protection

While on the field/AO – eye protection must be on at all times. There are no safe zones or times. The AO is hot 24/7.

- **Eye Protection: All players must wear approved eye protection with a tight seal around the face and a retention strap with no gaps**
  - **Approved eye protection is:**
    - ANZI rated lenses
    - Full seal
    - Includes a retention strap
  - **No mesh eye protection is allowed.**
  - **Malfunctions happen. Return to the staging area immediately if your eye protection needs attention.**
  - **Players found without proper, approved eye protection will be ejected from the game. No excuses.**
  - **Full Face Protection:** Players 17 years old and under must have full face protection. Players 18 and older are encouraged to wear full face protection but it is not required. A hard solid full mask or a hard or mesh lower face shield in combination with full-seal goggles is acceptable. Fabric items such as shemaghs, balaclavas and bandanas are not acceptable lower face protection for players 17 and under.

Face pro can be any color other than RED or NEON, it is considered kit.

<ul style="list-style-type: none"><li>• All players must have FULL SEALING ballistic proof eye protection (ANSI Z Rated) as a minimum at all times on the field.</li><li>• Eye protection MUST HAVE A RETENTION STRAP.</li></ul>	
<p><b>APPROVED</b></p> 	<p><b>NOT APPROVED</b></p> 
<p><b>DO NOT REMOVE YOUR HELD KITS/ DO NOT TRIM THEM!!! WE WILL KICK YOU FROM THE FIELD AND ASSESS PENALTIES</b></p>	
<ul style="list-style-type: none"><li>• Masks, mouth guards or balaclavas are highly recommended for all players due to the CQB environment.</li><li>• Lower face protection is mandatory for those under 17 years of age.</li></ul>	
	





## CHECK IN PROCEDURES & REGISTRATION

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### Registration and Check In

- All participants are required to pre-register for events. Registration information can be found on the individual event page. Our goal is to get you there. We can accommodate most payment options (message an Admin) but we do not allow players to pay-at-the-door.
- We do not offer refunds. The only refunds are for military and first responders (message an Admin).
- We do allow ticket transfers but these are the responsibility of the players (both seller and buyer of the ticket). You must notify TCA event staff of the name change. No scalping tickets. Sell it for what you paid.
- Participants at events where tickets are sold by unit and not weapon class, can choose whichever role best fits their needs, the replica must meet the TCA rules and requirements.

### On-Site:

➤ **Registration/Check In:** Upon arrival at the event – proceed to your side’s registration first. There you will receive your wrist band showing your specific unit and be issued your Emergency Contact Card.

> **Safety & Environment brief :** Next you will attend a Safety Briefing. This will give staff the opportunity to drill down AO specific objectives, obstacles, concerns and considerations. It is recommended you bring a small note pad to this for your own notes. At the completion of the Safety Briefing you will receive your event patch.

### > Chrono process

Chrono: You will then proceed to the chrono station. The Chrono Beach Master will inspect your wrist band, patch, eye protection and verify you have everything needed to complete chrono. You will then proceed to the Beach Master to be assigned a chrono lane. Once you have successfully completed chrono your weapon and equipment will be tagged.

- A limit of 2 primary weapons and 1 secondary per player per trip to chrono
- You cannot chrono your buddy’s weapon (we do not have the opportunity to check their wrist band, patch and eye pro)

☐ **No dry or live firing in the staging area. If you need to test your weapon – proceed to the chrono station.**

- The chrono lane is not the place to tune your gun. If your gun needs work – step to the side to repair/adjust your weapon and then return TO THE END OF THE LINE.
- If you lose or must remove either your wrist band or ANY of the items marking your weapon – it is your responsibility to contact an Admin for new tagging. Players found on the field without proper wrist band and/or weapon tagging will be escorted off of the field immediately.

**You must complete all 3 of these steps to enter the game. Failure to complete all 3 steps is a direct violation and will be considered cheating and/or theft-of-services and be dealt with according to the Conduct guidelines.**

The WARNORD for each event will include a timeline for the opening and closing of each step of the On-Site Registration process. Showing up early or late (especially late!!!) will result in penalty points for your team and public shaming to your team.

- No exceptions.
- No excuses.
- Don’t be that guy.
- Everybody hates that guy.



## TIER 1 MISSIONS & TASK ORGANIZATION

### TIER 1 MISSIONS

- TCA offers a separate experience for those ready for a truly immersive MILSIM experience. Our Tier 1 missions challenge the mental focus, physical condition and character discipline of the most competitive Milsim shooters. Designed and executed by Active Duty and Retired Military Personnel, Law Enforcement, featuring intense mission development, pyrotechnics, coordinating vehicle support, a highly trained OPFOR and much more. Tier 1 Missions are generally offered on Friday and Saturday nights and do require a separate fee. See the event page for more details and timelines. You can also refer to <https://www.thirdcoastairsoft.com/single-post/2017/11/21/third-coast-tier-1-missions>

### TASK ORGANIZATION

Each Faction is made up of 1-4 Company sized elements of 50-75 shooters, in addition each side as specialty units (requiring specific uniform camo patterns) that range in size from 24 to 40 shooters.

Additional info can be found at <https://www.thirdcoastairsoft.com/single-post/2018/02/11/third-coast-units-and-roles>

- Company
  - Lead by a Company Commander
  - Breaks into 2-3 Platoons
- Platoon
  - Lead by a Platoon Leader
  - Breaks into 2-3 Squads
- Squad
  - Lead by a Squad Leader
  - Includes approximately 8 shooters
  - 1 Support Gunner
  - 1 DMR or Sniper
- Specialized Platoon/Squad
  - Reports directly to the Force Commander
  - Lead by 1 leader (regardless of force size)
  - No restrictions on weapons







## UNIFORM REQUIREMENTS

Rules for Uniforms are to give an appearance of the different forces. This gives a better experience and feel to the event.

- A. You must attend and remain in the proper uniform for your side.
- B. Tops and Bottoms must match the base color of your side.
- C. Cold weather clothing must also be the same base color of your side.
- D. Top, Shirts are not optional, Bottoms must be pants.
- E. Headgear color will be side base color specific. Camo or Solid colors is Authorized. NO BLACK/GREY/RED HEADGEAR. Gear color does not matter. You can wear any color gear you wish

-The shirts and pants do not have to be the same pattern, but the same patterns for your side, SPECIALTY UNITS must be in the specified patterns. Patterns for DARBY/SOF, COMMANDO/AIRBORNE cannot be worn in other units. RIPPER/KBAR and ROYAL RIFLES have specific patterns, but can be worn in other units.



-Cold/wet weather clothing must also be the same base color of your side.

-Shirts are not optional for uniform tops, bottoms must be pants.

-Headgear will be side color specific. Camouflage or Solid colors authorized. NO BLACK/GREY/RED HEADGEAR. FACE PRO color cannot be red/neon colors, this includes DYE MASKS

-Kit & Gear color does not matter.

-Black, gray or blue uniforms are for staff only.

WESTERN COALITION / ALLIED FORCES						
ABLE Company	BAKER Company	EASY Company	GRIZZLY Company Weapon Company	TF DARBY	13th SOF	TF RIPPER
1PLT (25 Slots)	1PLT (25 Slots)	1PLT (25 Slots)	1 Vehicle (8 pax)	1PLT (20 Slots)	1DET (12 slots)	1PLT (20 Slots)
2PLT (25 Slots)	2PLT (25 Slots)	2PLT (25 Slots)	1 Vehicle (8 pax)	2PLT (20 Slots)	2DET (12 slots)	2PLT (20 Slots)
3PLT (25Slots)	3PLT (25Slots)	3PLT (25Slots)	1 Vehicle (8 pax)			
75 total	75 total	75 total	24 total (2-3 man crews not included)	40 total	24 Slots	40 total
				<p>For A/B/E/G Companies Any other Tan Pattern Not specified in DARBY/SOF/RIPPER</p> 		

Uniform rules identify different forces and provide a better experience.

-Remain in the proper uniform for your side/unit.

-Uniforms must match the base color of your side.

-Cold weather clothing must also be the same base color of your side.

-Shirts are not optional for uniform tops, bottoms must be pants.

-Headgear will be side color specific(West = TAN, East = GREEN). Camouflage or Solid colors authorized. NO BLACK/RED/GREY HEADGEAR.

-Gear color does not matter. (I.e. plate carrier, pouches, etc.)

-Helmets can be striped with tan/green duct tape or plasti dip, depending on side.

A note about uniforms: Milsim airsoft is about team play and team work. Asking for an exception to the uniform requirements or showing up in a uniform no one else is wearing immediately tells everyone you are not a team player.

However, if you and your squad want to show up in a bizarre glamoflage (that has the same base color as your side) you are certainly welcome. But make sure everyone in your squad is on the same page.

What are specialty units and why the specific patterns?

<https://www.thirdcoastairsoft.com/single-post/2018/02/11/third-coast-units-and-roles>



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-Kit & Gear color does not matter.

-Black, gray or blue uniforms are for staff only.

EASTERN EMPIRE / KARANKAWA FORCES						
CHAOS Company	DAGGER Company	FIGHT Company	HATE Company Weapon Company	Airborne Regt	Commando Group	Royal Rifle Regt
1PLT (25 Slots)	1PLT (25 Slots)	1PLT (25 Slots)	1 Vehicle (8 pax)	1PLT (20 Slots)	1DET (12 slots)	1PLT (20 Slots)
2PLT (25 Slots)	2PLT (25 Slots)	2PLT (25 Slots)	1 Vehicle (8 pax)	2PLT (20 Slots)	2DET (12 slots)	2PLT (20 Slots)
3PLT (25Slots)	3PLT (25Slots)	3PLT (25Slots)	1 Vehicle (8 pax)			
75 total	75 total	75 total	24 total (2-3 man crews not included)	40 total	24 Slots	40 total
			<p>For C/D/F/H Companies Any other Green Pattern Not specified in Airborne/Commando/Royal Rifles</p>			

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What are specialty units and why the specific patterns?

<https://www.thirdcoastairsoft.com/single-post/2018/02/11/third-coast-units-and-roles>





## STANDARD OPERATING PROCEDURES

# MEDIA & PHOTOGRAPHER UNIFORM REQUIREMENTS

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## PHOTOGRAPHERS

TCA recognizes that we all like to look at the photos of the events. We all hope someone caught us doing something cool. But photographers cannot take away from the game itself and damage, in any way, the fabric of the game. Photographers are allowed on the field but must be registered for the event and in proper uniform.

### •Registration

- o Photographers must pre-register for events
- o There is a fee
- o No walk-on or pay-at-the-door photographers
- o Photographers must complete the Onsite Registration and attend a Safety Briefing
- o Photographers must have on proper eye protection at all times.

### o Theme of a UN Photographer

- Perfect for a professional photographer
- Must be in proper uniform
- Blue helmet (UN markings are encouraged but not required), or a blue or white cap
- Plate carrier encouraged
- PRESS patches on front and back are encouraged
- Light blue or white shirt (no red)
- Blue or black pants (jeans are acceptable)
- Can wander the field at will, you are the eyes of the press and the world
- No medic rules
- UN Photographers should be considered civilians and should not be shot.
- Factions can be assessed penalty points for shooting a UN Photographer
- UN Photographers have the most access throughout the field. No short-cutting the uniform. Any piece missing will not be allowed on the field.



**No permanent dead rags. No safety vests. No brightly colored clothing. Anyone uncomfortable being shot will a BIO BB has no place on the field.**



## WEAPON ROLES, JOULE LIMITS

### Weapon roles, joule limits

The weapon and your weapon class must match. You cannot stick a scope on an M4 and call it a sniper nor can you stick a box mag on a MP5 and call it a support weapon. TCA uses joules to chrono all weapons.

#### Rifle:

Standard AEG or HPA replica weapon. Includes any service rifle replicas such as an M4, AR, AK, AUG, SCAR, HK416, Galil, L85, etc.

Semi-auto only at all times.

Mid-cap only.

1.55 joules

.32-gram BB – HPA / GAS and AEG

0ft MED

#### Submachine Gun:

A magazine fed, fully automatic replica carbine designed to fire pistol cartridges.

Includes the MP40, M1A1, M3, Uzi, MP5, MAC 10, P90, MP7, etc.

Full auto always allowed, indoors and outdoors

Mid-cap only. <https://www.youtube.com/watch?v=wstUia4sFsg>

**The AS Val is an integrally suppressed assault rifle, not considered a SMG.**

1.00 joules

.32-gram BB – HPA / GAS and AEG

0ft MED

#### Support Weapon:

A replica weapon used to give infantry squads or sections a portable source of fully automatic firepower. Includes the M60, Stoner, M27, RPK, L86, HK417, G&G LMG, M27, Minimi, Krytac LMG, etc. Full auto allowed outdoors (must be select fire on semi to shoot indoors to indoors respecting your MED, same building)

Box or winding mags allowed.

(BRUNO, BREN, BAR are grandfathered in)

Must have a bipod if a non BELT FED REPLICAS (RPK, M27)

<https://www.youtube.com/watch?v=M9x2XIRK-Xw>

1.86 joules

.32-gram BB – HPA / GAS and AEG

50ft MED -Regardless if it meets the Joule





## WEAPON ROLES, JOULE LIMITS

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### **DMR:**

Unlike sniper rifles, DMRs are always semi-automatic replica rifles. Preferable to have a replica that holds a 7.62 sized magazine. Includes the HK417, M27, SR-25, G3, M14 EBR, Mk 12 SPR, M16A4, SVD, etc.

Semi-auto only.

Mid-cap only.

Must have a magnified optic and a bipod.

<https://www.youtube.com/watch?v=mY3KzX1j86A>

2.1 joules

.32-gram BB – HPA / GAS and AEG

75ft MED

### **Bolt Action Sniper:**

A long range, precision replica rifle with a bolt action

Includes the M40, M24, Barrett, CheyTac, etc.

Bolt-action

Mid-cap only.

Must have a magnified optic and a bipod

3.6 joules

.32-gram BB – HPA / GAS and SPRING

100ft MED

### **Pistol:**

Any standard semi-auto and / or revolver replica can be used as a secondary side arm.

Full-auto pistol can only be used in semi-auto. (Unless you are in Specialty unit)

All Pistols are subject to be chrono-ed. Non blowback pistols will be crono-ed

1.55 joules

.32-gram BB – HPA / GAS and AEG

0ft MED

TCA uses joules for all weapons, limits for events are hard and non-negotiable, ZERO EXEMPTIONS.

\*Although TCA chronos with .32-gram BBs, the weapon must maintain joule limit regardless of the BB weight used by the player



## WEAPON ROLES, JOULE LIMITS

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**Grenade Launcher:** A replica weapon that fires a 40mm or similar rounds. Can either be a standalone weapon (either single-shot or repeating) or attaching to a parent replica. GP, M320, M203, M79, RG-6, MGL-140s and other commercially available grenade launchers to not require chrono. However, homemade launchers must be a faithful replica of an actual weapon and must be inspected by the chrono staff.

20ft MED (do not shoot individual players, it is an indirect fire system, not a direct fire one)

No indoor to indoor (same building) Exception is buckshot rounds, can be used indoors to indoors

Can fire BBs or (nerf) rockets

Refer to AO specific restrictions on the type of rounds allowed

**Airsoft innovations “Master Mike” and “40 Mike” have 30ft MED**

**Heavy Weapons:** A replica mortar or anti-armor weapon used to incapacitate enemy vehicles. Must be a faithful replica of an actual weapon and must be inspected by the chrono staff.

20ft MED

Outdoor only

Can fire (nerf) rockets or taginn style rounds

Refer to AO specific restrictions on the type of rounds allowed

**Grenades:** A small hand-thrown or launched replica expelling BBs (or peas) or detonating with a visible and/or audible charge. No homemade devices are allowed.

0ft MED

Hand-thrown – indoor or outdoor

Launched - outdoor only (can be fired from indoors to outdoors)

Must be tossed (not thrown like a baseball)

Refer to AO specific restrictions on the type of rounds allowed

10 ft kill radius (from where the grenade stopped moving)

This applies to TAG rounds as well. (MUST DETONATE)

If shrapnel flies outside the 10 ft kill radius and strikes a player it is considered a kill

When thrown in a single Room all players in room are dead

Do not load material into a device not designed to expel material (i.e.: BBs or glitter into a Thunder B is unsafe).

**Smoke Grenades:** Cold burning sport or marine grade smoke grenades of any color. No homemade devices are allowed.

AO specific – refer to event page for restrictions beyond these rules

Must be deployed outside only

If it rolls into a building – pull your dead rag, go get it out of the building and return to your AA or CCP

Do not throw directly at another player

No smoke indoors

**Shields:** No riot or ballistic shields are allowed.





## WEAPON ROLES, JOULE LIMITS

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**Blank Fire Weapons:** Player fielded blank fire weapons are not allowed (this does not include blank firing grenades). Only staff deployed blank fire weapons are allowed.

**Rubber Knives:** Rubber knives, rubber machetes and rubber tomahawks are allowed on gear for aesthetics only. They should not be brandished and have no effectiveness on the TCA battlefield. No rubber knife kills. And for God's sake leave the lightsaber at home.

**Because LMG's use box mags it is difficult for the player to use our BBs. When an LMG chronographed the player must have an empty box mag.**

**Additional Notes on Weapons:**

**Novritsch Full Thrust kit permitted. The chronograph must be changed to 6.44mm and .58g.**

**8mm biodegradable BBs are permitted. The chronograph must be changed to 8mm and the corresponding weight of the BB.**

**All staff and sponsored players must chrono. They are not exempt from any chrono rule.**

**The Tippmann M4 and Systema PTW (and clones) will have seal tape on the receivers.**

### **Mortars/Grenades/Artillery/Close Air Support (NO PINK MIST)**

**Close Air Support/JDAM strikes:** Precise close air support with a 50 ft kill radius (Players wounded in these strikes can be healed if it is their 1st or 2d hit)

**Mortars/Artillery strikes:** 20ft kill radius (Players wounded in these strikes can be healed if it is their 1st or 2d hit)

**Grenades/40mm/RPGs/Rockets. TAGINN MORTAR ROUNDS have a 10 Foot kill radius, from where the round comes to rest. (TAG ROUNDS/Blank Firing Frags/Co2 Frags detonation)**



# STANDARD OPERATING PROCEDURES

## VEHICLE ROLES AND RULES

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- o Must be a faithful representation of an actual military vehicle or technical (no Hobo-tanks).
- o Must be approved by Senior TCA Staff prior to the event (include photos)
- o 15mph limit on all roads, must be in first gear only, 10mph when players are near
- o **Vehicle speed around troops and off road, 5 MPH**
- o Running Lights must be on for night/low-light maneuvers, or chem lights on all corners and brake lights must be operational
- o All drivers must be 18 years of age, all drivers must also possess a valid drivers license
- o Vehicles must have proof of liability insurance (PLUPs are acceptable but require proof) sent to staff along with vehicle photos for inspection
- o All vehicles must have a vehicle commander that will ground-guide the vehicle when backing up (even under fire) and supervise the loading and unloading of passengers (even under fire)
- o **All vehicles must have a fire extinguisher**
- o All vehicles with a cab entry higher than 4 feet off the ground will require the vehicle driver and VC to wear hard head protection (a helmet) as they will enter and exit the vehicle without assistance.
- o All vehicles must be equipped with a faction flag and a 2ft X 2 ft red flag on a pole or antenna to designate a hit.
- o 3 violations and you are parked for the remainder of the event.
  - First strike – parked for 1 hour.
  - Second strike – parked for an evolution.
  - Third strike – parked for the weekend. Grab your rifle – you are walking.

### o Types of vehicles as guntrucks are allowed:

- Typically a HUMVEE or modified Jeep, pickup or ATV with an enclosed cab
- 1 mounted gun allowed or gunner position, 1 security shooter
- Vehicle must have a 3 man crew: Driver, VC and Gunner (exceptions made for photographers and staff)
- Crew cannot dismount the vehicle to capture objectives**
- Only the Gunner and VC (security shooter) can fire their weapons**
- o Vehicle-Mounted Weapons: A replica weapon typically mounted on a vehicle to provide a portable source of fully automatic firepower. Includes the M240, MK 19, M2, M3, Minigun, M60, RPK, Minimi, etc....
  - 1.86 joules .32 gram BB
  - 50ft MED
  - Full auto allowed
  - Box mags allowed
  - All regulators will be zip tied and sealed with tamper tape. (Which we provide)
  - If hit, all occupants are dead. Vehicle and occupants must bleed out for 5 minutes and return to CCP/AA at the speed limit
- o Can be destroyed with a grenade detonating (it must detonate) within 10 ft of vehicle or a direct hit by a rocket. All troops outside the vehicle and within 10 ft, when hit are also dead (but can be medic-ed).
- o Vehicles cannot move if troops are within 10 ft. This includes does not include returning to CCP/AA. Bled out time means the vehicle burned to the ground. Troops near it must move away.
- o BBs cannot kill a vehicle nor its occupants (DO NOT FIRE BBS AT VEHICLES)
- o Staff vehicles are used for game mechanics and cannot be killed. "DO NOT SHOOT BBS OR ANY OTHER ORDNANCE AT STAFF VEHICLES"
- o LIVE vehicles can transport "Dead" players back to their CCPs (ENCOURAGED TO DO SO)

### TRANSPORTS (UTVs with open cabs)

Side by Side with open cabs (ie no cover for driver and TC) are unarmed transports, DO NOT ENGAGE, wait for the troops to dismount



# STANDARD OPERATING PROCEDURES

## HELICOPTER & DRONE RULES

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**ZERO AIMING OR SHOOTING AT HELICOPTER** , ZERO, the helicopter has optics and can ID exactly when and who is shooting at them.

Purchased a flight, you must attend safety briefing, otherwise, no flight

*CALL YOUR HITS IF HIT FROM ABOVE! And smile you are on Social Media*

No launched mortars (Taginn or any other airsoft type) Friday or Saturday  
(Restricted Airspace)

Concerning drone use at TCA events that have helicopter operations, **YOU MUST REQUEST CLEARANCE FROM ADMIN PRIOR TO LAUNCH**, then notify when you are landing it. Clearance to launch is not open ended, you will be given a flight window.

With a no helo event, you have automatic clearance to launch.

*Again, no shooting at the Little Bird, don't even point your weapon at it.*

*No approaching an on the ground Helicopter without ground crew permission, never approach from the rear of the helicopter, NEVER ASSUME pilot sees you, wait for ground crew.*





# STANDARD OPERATING PROCEDURES

## OBJECTIVES & VICTORY CONDITION SETTING

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**Intent:** Intent of forces to seize and defend OBJs in order to defeat the Enemy through coordinated actions, making use of the platoons and squads to mass on the enemy and our objectives, while remaining flexible to react to time sensitive targets and FRAGO missions in order to conduct raids to deny enemy of critical assets.

Forces will need to activate the Key Terrain beacons using the proper SIDE CODE (1111 FOR WEST, 2222 FOR EAST) and defend them in the event of a UN imposed ceasefire, those beacons will credit each side with territory along with enemy nodes destroyed and which side defended key points. Force and Company Commanders will coordinate amongst themselves to determine the best strategy to achieve the overall victory. Crucial to this is the maintenance of OBJECTIVE FOCUS.

### OBJECTIVE FOCUS

Force and Company Commanders will coordinate amongst themselves to determine the best strategy to achieve the overall victory. Crucial to this is the maintenance of OBJECTIVE FOCUS.

- Platoons down to the individual rifleman must know the victory conditions necessary for winning. Before the start of each Evolution, orders are communicated to each side.
- Force commanders will direct troops at either Platoon or Squad strength to achieve objectives.
- Objectives, once met will result in victory points.
- Victory points will total over the course of the event determining the winner.
- **This isn't death match; no one will care how many of the enemy a shooter has taken out, if it achieves nothing in the way of victory points.**

### VICTORY CONDITIONS

TCA uses a combination of Battlefield Nodes, Digital Control Points and FRAGOS to determine the winning side at each event. Strategic Leaders will designate which of the digital objectives are considered HIGH VALUE or MAIN EFFORT/DECISIVE OBJs, all Digital Control Points earn victory points, but the HV/ME/DO objectives earn double points.

**WHAT IS NOT AN OBJECTIVE: AA (Alpha Alpha/Assembly Area), OFF FIELD TOC (Tactical Operations Center) and Casualty Collection Points (CCPs)**

- o Starting point
- o Permanent respawn location
- o Cannot be fired from
- o Cannot be fired into
- o Cannot be captured
- o Has no value to the enemy

### OBJECTIVES: Digital Control Points:

Key points on the battlefield will be designated by a digital control box

If you find a Digital Control Point:

- • Open the box
- • In the bottom corners on the screen are colored buttons (bottom left Western/ bottom Right Eastern)
- • Touch the appropriate color button, enter numeral code , 1111 for West, 2222 for East, press verify, take note of pop up message, press the dismiss button, close lid.
- • DO NOT MOVE THE BOX, again DO NOT MOVE THE BOX, do not ziptie or seal the box



## OBJECTIVES & VICTORY CONDITION SETTING

---

### **OBJECTIVES: Digital Control Points:**

Key points on the battlefield will be designated by a digital control box

If you find a Digital Control Point:

- Open the box
- In the bottom corners on the screen are colored buttons (bottom left Western/ bottom Right Eastern)
- Touch the appropriate color button, enter numeral code , 1111 for West, 2222 for East, press verify, take note of pop up message, press the dismiss button, close lid.
- **DO NOT MOVE THE BOX**, again **DO NOT MOVE THE BOX**, do not zip tie or seal the box, or booby trap

Boxes may change sides several times during the battle

Each second is a Victory Point for your side, main effort OBJs earn double

Report any malfunctioning digital control boxes to an admin immediately

Moving a digital control box, tampering with, booby trapping, will result in a point deduction for your faction

### **Other Battlefield Nodes**

**Capturing the Forward Command Post (TAC), it will have a Black Flag with a side specific color square in the center of it, this is the forward command post of the enemy, seizure of this flag (and its return to your MAIN TOC) will award 5,000 victory points to your side if returned before that phase is over. The flag must be displayed from a window or doorway if deployed in a building, or if outdoors, laid on the ground (and it cannot be deployed within 100 meters of the AAs), no deployment, no CAS**

**Mortar Firing Points, there will be a mortar prop pre rigged with a demo charge/detonater, ensure it is your enemy's and not yours, flip the arm switch, and press the red button, loss of their mortars, denies their ability to use artillery strikes, the enemy can retake their mortars and put back into action with bringing ammo.**

### **FRAGOS:**

- Admins will assign missions to Commanders, Platoon Leaders or Squad Leaders in influence the flow of the battle. Points will vary.

### **Penalty Points:**

Just as Victory Points can be awarded, they can be taken away for rules violations. The seriousness of the infraction, number of people involved and frequency call all impact the penalty

Examples of things the will get you dinged:

- Arguing with an admin (will get you every time)
- Any direct rules violation
- Bad sportsmanship
- Improper eye protection

Improperly tagged weapon

Showing up late to chrono



## HIT AND MEDIC RULES

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### HITs

Hit anywhere on the body, kit counts (even your helmet)

Gun hits (defined as the weapon in your hands) do not count

When hit, CRY OUT HIT! PULL DEAD RAG, LAY DOWN, SIT DOWN, DO NOT REMAIN STANDING!!!

ONLY THING YOU CAN SAY IS "MOM, MEDIC, CORPSMAN, HEAL ME" No other information

Never start drama by accusing people of not calling hits, and when it doubt call yourself out

Friendly fire is on.

Must have a dead light and dead rag

You can be medic-ed twice (By anyone friend or foe), no self healing, 5 minute bleed out before you can head off to CCP

### MEDIC RULES

In actual combat – a buddy getting hit is a chaotic period on the battlefield. TCA's medic rules are designed to emulate some of that chaos while getting players back into the game in a reasonable timeframe.

- All participants must have 2 mock bandages on their person at all times. Approved bandages including ACE bandages (cut down to 2-3 ft), TCA Tourniquets or modified tourniquets suitable for airsoft use. No red bandages.
- Everyone is a medic.
- When you are hit you must die in-place, LAY DOWN. call out a loud "HIT" and display a RED DEAD RAG (or a RED LIGHT in dark areas/night).
- Act as if you have been shot (good acting can result in a "God Respawn" if an admin witnesses a worthy performance).
- ***Remain motionless. DO NOT STAND, you must sit or lay down.***
- Call out for a Medic/Corpsman/Mommy.
- If a buddy/medic can get to you:
  - The medic can drag/walk you to cover
  - Present your bandage to the medic
  - The medic must attach/tie to bandage to your arm or leg
  - No self-medicating
  - Repeat for a second hit
  - Third hit – bleed out for 5 minutes, place your dead rag on your head, raise your rifle over your head and return to your AA or CCP or head to where your side's BLUE MEDIC BAG is.
- If a medic cannot get to you:
  - Bleed out for 5 minutes, place your dead rag on your head, raise your rifle over your head and return to your AA or CCP, or head to where your side's BLUE MEDIC BAG is.
- Bleeding-out or dead men do not talk to live operators (not even about the weather).
- Bleeding-out or dead men do not talk on the radio, not even to say "I'm dead."
- Ambulance rides (via team or staff transport) are allowed.

**AIDE BAG, for Dead players, get to the bag, drink marked water bottle, reset your bandages, crush bottle, put back into bag. A TCA BLUE Aide Bag with no unused full bottles means no medical supplies for you, take the walk of shame to AA.**





## COMMUNICATIONS & FREQUENCIES

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This is the base Signal Operating Instructions, your side will provide additional guidance as to what units are using what specific channels

Communications will be by UHF/FRS radio. The following Signals Operating Instructions are in effect:

### STAFF:

FRS 1	462.5625
FRS 2	462.5875

### WESTERN COALITION (Platoon/Squad assignments at commander's discretion)

FRS 3	462.6125
FRS 4	462.6375
FRS 5	462.6625
FRS 6	462.6875
FRS 7	462.7125
FRS 8	467.5625
FRS 9	467.5875
FRS 10	467.6125
FRS 11	467.6375
FRS 12	467.6625

### EASTERN EMPIRE (Platoon/Squad assignments at commander's discretion)

FRS 13	467.6875
FRS 14	467.7125
GMRS 15	462.5500
GMRS 16	462.5750
GMRS 17	462.6000
GMRS 18	462.6250
GMRS 19	462.6500
GMRS 20	462.6750
GMRS 21	462.7000
GMRS 22	462.7250



## SAFETY & SUSTAINMENT

### SAFETY

Airsoft is a sport and, like any other sport, requires safety equipment.

Required safety equipment:

- **Dead Rags:** Red dead rags are required for daylight operations outdoors. Red lights are required for indoor or nighttime operations.
- **Ear Protection:** Although not required – it is recommended. You will be in tight spaces with plenty of pyro going off all around you. If you have sensitive hearing, are concerned about hearing loss or have a pre-existing hearing condition – ear plugs or sound dampening headphones are recommended.
- **Emergency Contact Card:** A 3X5 ECC (available at registration) must be on all players at all times. Your ECC should include: (HAVING YOUR OWN and LAMINATING IT, is awesome, we don't collect them), keep it on the left side of your body (sleeve, or pocket)
  - Your Name
  - On the field contact (name and phone number)
  - Emergency contact (name and phone number)
  - Medical conditions and/or known allergies

FIRST AND LAST NAME:
TELEPHONE NUMBER:
STREET ADDRESS:
EMERGENCY CONTACT NAME:
EMERGENCY CONTACT NUMBER:
ANY KNOWN MEDICAL CONDITIONS:
ANY KNOWN DRUG ALLERGIES:

- **Footwear:** Closed toed shoes or boots are required and ankle supporting footwear is highly recommended.
- **Hydration:** All players are expected to provide their own water and are required to have a water source on them during the game. Staff will provide water in emergency situations (if staff is giving you water – you are being carted off the field).
- **Real Weapons:** Real steel weapons are not allowed at TCA events. This is nothing against our 2<sup>nd</sup> Amendment rights: The risk of confusion is too great. If you travel with a personal carry – please lock it away at your hotel or in your vehicle where it is absolutely inaccessible.

Concerning recommended a packing list for a TCA Event, see

<https://www.thirdcoastairsoft.com/single-post/recommended-milsim-kit-for-third-coast-airsoft>

[https://www.youtube.com/watch?v=Elgb\\_B73syk](https://www.youtube.com/watch?v=Elgb_B73syk)



# **THIRD COAST AIRSOFT & MILSIM**

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## **EVENT RULES & REGULATIONS**

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**04 OCTOBER 2022, V.001**