

OZ1 AIRSOFT – GENERAL RULES



In Case of Emergency - “NO DUFF, NO DUFF, NO DUFF”: Clear and Safe, cease all gameplay. Repeat call.
For any real life or death emergency call 111

CHC Hospital: 2 Riccarton Avenue, Christchurch Central City, Christchurch 8011 | PHONE: +64 3 364 0270
Local Police: 9/13 Tower Street, Hornby 8042 | PHONE: +64 3 344 1800

GENERAL RULES 2026

1 - Eye & Face Protection:

- EyePro: Full-seal projectile-rated goggles always required on field.
- FacePro: Mandatory (internal or external – mesh, hard plastic, or mouthguard). Cloth alone is not enough.

2 - Golden Rule: Call your hits.

Always respect Minimum Engagement Distances (MEDs).
Failure to comply will result in team point penalties or removal from the field.

3 - Don't Be a Dick:

Play with integrity. Cheating, bending the rules, or toxic behaviour will get you removed - no refunds. ***Missed briefings will result in loss of play.***

4 - Weapon Safety | Key 3

1. **Eye/Face Protection** – Always when in play or on field.
 2. **Muzzle Awareness** – be careful where you point your weapon
 3. **Trigger Discipline** – keep your finger off the trigger unless ready to shoot.
- In addition: Treat all weapons as loaded. Ensure your mag or line is out when off field.

5 - Callouts | Core 4 (repeat when heard) + the time call:

“Clear and Safe”: Mag out, clear 2-3 shots, safety on.	“Make Ready”: Mag in, safety off.
“Make Safe”: Mag in, safety on.	“Weapons Free”: Engage per ROE.

Admins may call **“READY”** followed by a number. This is a time call. Be ready in that many minutes.
Example “Ready Fifteen!” : be ready in 15 mins.

6 - No Anti-Social or Unsafe Behaviour:

Physical aggression, unsafe play, or repeated complaints = immediate removal.

7 - No Illegal Substances:

No alcohol or drugs. Medical exceptions at organiser discretion. Smoking: allowed only at HQ in fire-safe zone. Field in play is a smoke-free zone.

8 - Waivers & Insurance:

Waiver required. International guests **MUST** have travel insurance.

9 - Property Damage:

Any Intentional damage will result in an instant ban from event.

10 - No real weapons of any kind.

All melee weapons must be plastic, rubberised or soft. Tools excepted.

Final Rule: Have fun. Bring good vibes, your best loadout, and be ready to leave with stories, bruises, and glory.

GAMEPLAY RULES 2026

When Hit:

- Yell "HIT" and display dead rag, gun in air or slung.
- No communication except "Medic!"

Respawn & Revive:

- Medic can revive you during the next 5 minutes
- Bleed Out is minimum 2 minutes, maximum 5.
- Revived by Medic → Instant return to play. No delay.
- Number of revives, if finite, will be included in briefing.

Movement:

Player while down: 5m left/right only if under fire.

Medic moving player: Medic may move hit player up to 10m, revive timer starts only after player is stationary. If revive is interrupted by movement, timer starts again.

Medic Rules (2025 Updated):

- To revive a player, the Medic or SL must both:
 - a) Place both hands on the hit player's shoulders.
 - b) Maintain contact for 20 continuous seconds.
- Medic cannot use the hit player as cover.
- Squad Lead may revive if Medic is down or absent.
- 1 Medic per squad. Armband marked "M+".
- Armband can be reassigned only at FOB, out of combat, and with both players alive.

2Bang/Safety Kills (within MED):

- "Bang Bang" through your sights at 2m allowed if:
 - a) Enemy is unaware
 - b) You have clear shot through your WHITE sights.
- If mutually aware, engage as normal.

Stealth/Knife Kills:

- Enemy must be unaware.
- Tap and whisper "Stealth kill".
- Victim cannot call Medic until attacker is 20m away.

No Electronic Warfare: No jamming, eavesdropping, or frequency hijacking. Codeword for rulebook: Gordon // Code for DT detonator is 5-6-3-3-2, DT detonator timer is for 3 minutes.

Vehicles:

- Max speed **10km/h**.
- Do not shoot at or from unless instructed.
- Clear the road when vehicles approach.

Smoke, Pyro, Lasers & Grenades:

- No Smoke, No pyro, No lasers, No combustibles.
- Thunder Bs allowed, use rational decision making (no tight spaces e.g. inside tanks).
- Spring/pneumatic BB grenades allowed.
- Grenades must go off to count

WEAPON CLASSES AND LIMITS

>> SEE PAGE 3



WASTELAND: SHATTERPOINT



WEAPON CLASSIFICATION SYSTEM

PISTOL - 0M

OR CQB - 2M

1.14 JOULE HARD LIMIT
0M MED PISTOL TO 2M CQB - SEMI AUTO
SIDEARMS MUST MEET THIS CLASS
ADDITIONAL SIDEARMS OPTIONAL

CARBINE - 10M

OR LMG - 20M

1.51 JOULE HARD LIMIT
10M MED FOR CARBINE- SEMI AUTO
20M MED FOR LMG (1-2 SEC BURST ONLY)
SIDEARM MANDATORY FOR LMG

EXPERIENCED

ASSAULT - 20M

1.64 JOULE HARD LIMIT

20M MED

SEMI AUTO ONLY

SIDEARM MANDATORY

DMR - 20M

1.88 JOULE HARD LIMIT
20M + MUST BE SCOPED
ONLY 2XBB FLOATED IN-AIR MAX
SIDEARM MANDATORY

SNIPER - 30M

2.91 JOULE HARD LIMIT
30M + SCOPED, BOLT OR LEVER ACTION
ONLY 1XBB FLOATED IN-AIR MAX
SIDEARM MANDATORY

MED = MINIMUM ENGAGEMENT DISTANCE

THE MINIMUM ENGAGEMENT DISTANCE IS THE MANDATORY SAFE MINIMUM DISTANCE YOU CAN SHOOT WITH THAT CLASS OF WEAPON FOR THIS EVENT.

ALL WEAPONS WILL BE CHRONOGRAPHED AND CLASSED AT STARTEX.

PUMP SHOTGUNS (10M/1.51J) | OTHERS WILL BE CLASSED CASE-BY CASE

IN ADDITION, MAX SQUAD WEAPON IN PLAY LIMITS APPLY:

LMG - MAX 1 PER SQUAD **DMR - MAX 2 PER SQUAD** **SNIPER - MAX 1 PER SQUAD**