

Rules & Regulations

Play within the spirit of the game. In our view, bending the rules in order to squeak out a win is cheating. If your actions go against what is intended, then it probably isn't allowed. Players are asked to use common sense. Just because a rule is not written down, doesn't make it OK to circumvent the spirit of the game.

1. Conduct, Honour and Integrity

- 1.1. Airsoft is a sport founded on the principles of honour, respect and honesty.
- 1.2. Players are expected to conduct themselves in a mature, responsible and respectful manner
- 1.3. We recognize that some verbal angst and banter is to be expected during game play – please conduct yourself accordingly.
- 1.4. Players will display mutual respect and treat the gear, equipment, props and property of other players, event staff and landowners with utmost care and regard. Acts of vandalism will not be tolerated.
- 1.5. Cheating and intentional rule violations will result in disciplinary action which could include dismissal from the game.
- 1.6. Rule or safety violations should be immediately reported to a commanding officer, Field Marshal or game organizer and allow them to take the appropriate action. Under no circumstances should a player confront another player directly during a game.
- 1.7. When reporting a player, ensure you can positively identify the individual.
- 1.8. Players observed not calling their hits by an Admin Staff will have an infraction recorded against them and may be ejected from the game for multiple infractions.
- 1.9. Loyal Serpent events are **alcohol** and **drug** free events.

2. Personal Safety

2.1. Safety Overview

- 2.1.1. Ignorance of the rules is no excuse. It is expected that you have read and understand ALL the rules before playing.
- 2.1.2. The game organizers and commanding officers are NOT responsible for your safety. Although they have taken reasonable steps to provide a gameplay environment that is safe, this in no way guarantees your safety. **Ultimately the only person responsible for your safety is YOU.**
- 2.1.3. Being an honour sport, you should not only be concerned with your safety, but the safety of all other players in the game. Choose your actions accordingly.
- 2.1.4. There may be inherent danger by being in close proximity to props, traps, vehicles and equipment. It is suggested that, unless you have received proper instruction, you leave these items alone.
- 2.1.5. Violation of any of the rules contained herein will result in disciplinary action up to and including dismissal from the game without refund.

2.2. Medical Assistance/Field Emergencies

- 2.2.1. Numerous first-aid personal will be on hand at the event.

- 2.2.2. Should there be an actual real world medical or field emergency, radio the game Admins immediately or get the attention of the nearest Field Marshal. Provide your location so we can dispatch medics or the necessary personnel to deal with the situation.
- 2.2.3. **"Stand Down"** - This command is issued by the Admin team when game stoppage is required. All players "Stand Down" in their current location and await further instructions.
- 2.2.4. **"Make Safe"** - This command is issued by the Admin team for medical emergencies or other serious situations. When this command is issued, all weapons will be cleared and made safe (i.e., mag out, safety on, and muzzle cover installed). All radio traffic is to cease until further notice. All players hold in their current location and await further instructions.

2.3. Eye & Face Protection

- 2.3.1. Eye protection must be worn at all times. If you decide to rest or take a break while on the field, your eye protection must stay on. Never remove your eye protection while on the battlefield, whether a game is on or not. The only time you are permitted to remove your eye protection is when you are in a safe zone.
- 2.3.2. Eye protection must meet **ANSI Z87.1** standards and wrap around the face, such as paintball masks, glasses and goggles. Wire/mesh goggles, shop glasses or ski goggles are not allowed. Regular prescription glasses are NOT acceptable as safety eyewear.
- 2.3.3. Any questionable eye protection is subject to inspection and testing by a field admin.
- 2.3.4. We encourage players to use additional head protection, such as balaclavas, mesh masks, paintball masks or mouth guards to help minimize potential injuries.

2.3.5. No-Fire Zone

- 2.3.6. The No-Fire Zone are areas where no weapons will be fired at any time, that includes "dry firing".
- 2.3.7. All No-Fire Zones will be clearly marked.
- 2.3.8. No-Fire Zones include the parking lot and staging area. There will be designated test firing and chronograph areas outside the No-Fire Zones.
- 2.3.9. Failure or non compliance of this will result in an immediate ejection from that day's game event.

2.4. Gun Safety

- 2.4.1. Magazines will be removed from rifles before entering the Safe Zone.
- 2.4.2. Players will ensure their weapons are empty by firing a few rounds into the ground before entering the Safe Zone.
- 2.4.3. Safeties MUST be engaged.
- 2.4.4. Barrel blocking device are mandatory and must be utilized. (Gloves and socks are not suitable muzzle covers. If you need a muzzle cover, please see the Field Owner).

3. Velocity Limits/MED/ROF

- 3.1. All weapons will comply with set velocity limits (FPS), Minimum Engagement Distances (MED) and Rate of Fire (ROF);
- 3.2. The maximum energy limit for full and semi-auto AEG's and GBBR/Propane/Air/C02 operated guns is 1.64 joules
- 3.3. The maximum energy limit for DMR rifles is 1.88 joules
- 3.4. The maximum energy limits for Bolt Action rifles is 2.28 joules

- 3.5. Players with rifles shooting over 1.64 joules must observe a MED of 50 feet.
- 3.6. Players with rifles shooting over 1.88 joules must observe a MED of 100 feet.
- 3.7. OLS is a semi-auto fire event, except LMG's. Refer to LMG rules for further details.
- 3.8. All LMG'S will observe a 25 RPS ROF.
- 3.9. "Rocking" an electronic trigger to exceed the ROF will be considered contravening the rules.

FPS/Joules Calculator:

http://www.asiaairsoft.com/index_topic.php?did=23&didpath=/23

FPS/Joules Chart:

<http://www.airsoftmaster.com/fps-chart-for-airsoft-guns/>

4. Gun Chronographing

- 4.1. Players must chronograph their weapons before being allowed on the field.
- 4.2. All weapons will be chronographed with a .30 gram bb
- 4.3. BB's will be provided at the Chronograph station, so bring an empty mag to the station.
- 4.4. All chronographed guns will be marked for easy identification.
- 4.5. If you have to do repairs then once repairs are complete come see admin to be chronographed again
- 4.6. Guns may be randomly chronographed, by game Admins, at any time during the game.
- 4.7. Once on the field, any player found tampering with their gun to contravene the velocity limits may be removed from the event.
- 4.8. **HPA Systems:**
 - 4.8.1. Once chronographed HPA systems will have a zip tie and tamper proof tape put on your regulator that will not be removed until the game is over.

5. CQB

- 5.1. Players are limited to semi-auto fire when entering or occupying a structure.
- 5.2. Players will not use LMG's in CQB situations.
- 5.3. Players will not use bolt action rifles in CQB situations.
- 5.4. Bolt action users, LMG users and other full-auto weapon users will transition to a secondary weapon that is capable of semi-auto fire, in CQB situations.
- 5.5. Bolt action rifles, LMG's and other full-auto weapons may shoot at targets outside of a secured building.

6. Night Ops - ROF

- 6.1. Night Ops will be limited to semi-auto fire only. No exceptions for MG/SAW/LMG.

7. Blind Firing

- 7.1. Blind firing is defined as firing without identifying what you are shooting at first.
- 7.2. Blind firing includes, but is not limited to firing around corners without aiming, or ducking under a window while firing through it.
- 7.3. Blind firing is a severe safety violation. Any player caught blind firing will be issued an infraction.

- 7.4. Shooting through a crack or hole (in a building or structure) smaller than a clenched fist is not allowed. In addition, you must be able to form a proper sight picture to shoot through a crack or hole.
- 7.5. BB's shot from a legal position, passing through a small crack or hole and striking a player will count as a "hit".

8. Elimination Rules

8.1. Dead Rag

- 8.1.1. A bright red or blaze orange "DEAD" rag is **mandatory** equipment. (recommended 12" X 12"). We recommend the use of a Blaze Orange Dead Rag instead of a red one. The use of red armbands is sometimes used to identify opposing teams and red dead rags can sometimes be confused with team colours.
- 8.1.2. The dead rag must remain prominently displayed until the player is fully reactivated.
- 8.1.3. "Dead" players should use the term, "Dead man walking", when emerging from behind cover or when the view of the dead rag could be obstructed.

8.2. Dead Light

- 8.2.1. A small red light affixed to a player's torso or helmet is **mandatory** for all night ops because a dead rag isn't visible in the dark.

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9.1. The "Dead"

- 9.1.1. Dead men don't talk! Players that are "dead" or "wounded" may not speak regarding strategic/tactical details until they have been revived.
- 9.1.2. Under no circumstances are "live" players to mingle with "dead" players while they are on the move to reactivate.
- 9.1.3. Under no circumstances are "dead" players to be used as cover by "live" players.

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10.1. Dead Walking

- 10.1.1. Players found pretending to be dead or walking with the dead, in order to gain a tactical advantage, will be considered cheating and dealt with by Admin staff.

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11.1. Hits

- 11.1.1. The definition of being "Hit" is when the Airsoft BB hits any part of the player's clothing, body, or weapon. Once a player is hit, He or she will shout "Hit" and display their Dead Rag.
- 11.1.2. If you are hit, you are wounded and must fall in place and call for medic. You will have a 2 minute bleed out time before you are dead. The Medic must reach you within that 2 minutes.
- 11.1.3. Gun hits count. If the weapon is struck with a BB then the player must transition to a secondary weapon, such as a pistol or knife. (this reflects real-world scenarios).
- 11.1.4. Once a player is revived by a medic or revives at a reactivation point, the hit weapon will be considered back in play.

11.2. Reactivation Base(s)

- 11.2.1. Reactivation Bases are designated, permanent or temporary, structures or areas, where players can reactivate and reload.
- 11.2.2. Reactivation Bases are touch'n go. KIA players do not need to observe a 2 minute wait in order to re-enter the game. This is different than the rule for a CCP.

- 11.2.3. Reactivation Bases are different from a Casualty Collection Point (CCP), in that they are not mobile, nor can they be captured, destroyed, contested, "rolled" or camped.
- 11.2.4. The physical differences between a **Reactivation Base** and a **CCP** are obvious and the differences will be discussed during the mission brief.

11.3. Casualty Collection Point (CCP)

- 11.3.1. A CCP acts as a mobile reactivation point that can be captured, camped, contested, "rolled" or destroyed by the enemy.
- 11.3.2. Attackers cannot physically damage, move, relocate or hide a captured enemy CCP.
- 11.3.3. Each team will be issued CCPs. Teams are free to use and deploy them as they see fit within scenario parameters.
- 11.3.4. A CCP consists of 8 orange pylons, a flag and a large ammo tube. To activate a CCP, you must place the pylons in a square, allowing for two meter distancing between players, and erect the flag.
- 11.3.5. An active CCP is a mobile reactivation point.
- 11.3.6. An active CCP is a reload point.
- 11.3.7. While reactivating at a CCP, you must be sitting/kneeling and have a Dead Rag on.
- 11.3.8. The reactivation period is 2 minutes. At the end of the designated reactivation time the player may get up, remove their Dead Rag and leave the CCP.
- 11.3.9. There should be absolutely NO SHOOTING into or out of a CCP by anyone on any team.
- 11.3.10. To capture an active CCP, the attacking force simply pulls the flag from the ground and lays it next to the ammo tube.
- 11.3.11. "Dead" players cannot inhibit or interfere with the attackers while they are attempting to destroy a CCP.
- 11.3.12. "Dead" players must move away from a CCP that is under attack.
- 11.3.13. If your CCP is captured, the CCP must be packed up and carried back to your main base and wait 15 minutes before it can be put back into service.

11.4. Safe Zones

- 11.4.1. Safe Zones are designated areas where players may rest, store gear and Team Commanders may conduct operations.
- 11.4.2. Safe Zones are generally an area where it is safe to remove Eyepro.
- 11.4.3. No dry firing in the Safe Zones.
- 11.4.4. No firing from the Safe Zone. No firing into the Safe Zone.
- 11.4.5. No reactivation from the Safe Zone! Players utilizing the Safe Zone have taken themselves out of active play and must reactivate by making their way to a Reactivation Base or an active CCP, before entering the game.

11.5. Medic

- 11.5.1. Every live player is a medic
- 11.5.2. You may drag a wounded player to cover, to a maximum of 10 feet. Wounded players may assist being dragged but may not walk or crawl to cover.
- 11.5.3. To revive a player before the bleed out time, the medic must untie 3 knots on the paracord. At that point you are considered revived.
- 11.5.4. The carabiner, along with paracord must be affixed to your chest. (see youtube video)
- 11.5.5. You may not assist the medic in untying the knots.
- 11.5.6. If you are wounded a second time you are KIA. You must call hit, display your Dead Rag, stay in place for the 2 minute bleed out and then go to the nearest CCP.

11.6. Bleed Out.

- 11.6.1. The bleed-out time is 2 minutes. Bleed-out time is mandatory. Players found not abiding by the 2 minute bleed-out will be issued a 15 minute sit-out penalty.

11.7. Reactivation

- 11.7.1. After a 2 minute bleed-out, KIA players can reactivate by returning to a CCP or their Reactivation Base. You must keep your Dead Rag on until you are revived. Make sure you are either kneeling or sitting at all times while reactivating. When you are done reactivating, remove your Dead Rag and return to the game. Reloading is allowed while reactivating.

11.8. Mercy Rules

- 11.8.1. There is no standing mercy rule in effect at Operation: Loyal Serpent. However, any player that gains a significant advantage over an enemy player may elect to call out "Mercy!" Please be advised that compliance is completely optional.
- 11.8.2. Mercy is only to be invoked when you are within 2 meters, or less, from the enemy.

11.9. Spawn Camping

- 11.9.1. Spawn camping is defined as a player or players who take up shooting positions outside reactivation points for the sole purpose of shooting players as they return to the game.
- 11.9.2. Spawn camping is prohibited and any player found spawn camping may be issued a sit-out penalty and/or ejected from the game for repeat offences.

11.10. Knife Kills

- 11.10.1. Rubber training knives are allowed on the field.(leave your Nerf swords at home)
- 11.10.2. Rubber training knives may be thrown softly at an opposing player up to 3 meters away.
- 11.10.3. Anyone killed by a knife should not call hit, and may not scream . . . you've just been silently dispatched and your killer is probably moving on to his/her next victim.
- 11.10.4. Anyone killed by a knife are immediately KIA and cannot be revived by a Medic
- 11.10.5. Anyone killed by a knife MUST SIT DOWN, where they were killed, and wait for 2 minutes
- 11.10.6. After your 2 minute bleed out, proceed to your reactivation point to re-enter the game

11.11. Prisoners of War

- 11.11.1. There will be no taking prisoners by any team unless it is part of the scenario. Details will be released for each game prior to game start.
- 11.11.2. If the scenario dictates, some players will be carrying critical information. The intel must be in either the left or right leg pocket.
- 11.11.3. Player weapons and ammo will remain with the prisoner but the prisoner will not be allowed to escape or use their weapon until they are either rescued or the game has ended and the prisoner is returned to their team.

12. Reloading

- 12.1. Players may reload at their team base, or an active CCP.
- 12.2. Players may carry loose ammo but are prohibited from reloading in the field.

13. Ammo Limits

- 13.1. Operation: Loyal Serpent is a limited ammo event.
- 13.2. The use of mid-cap or real-cap (low-cap) magazines are preferred. The use of Hi-cap magazines is discouraged. The use of C-mag or drum magazines, in a battle rifle is prohibited.
- 13.3. **Hi-caps** - 2 magazines maximum (any winding magazine with a capacity no greater than 500 rds.). The use of hi-caps by riflemen is strongly discouraged.
- 13.4. **Drum Mags** - Drum Mags, Box Mags or C-Mags are limited to LMG's.
- 13.5. **Mid-caps** - 6 magazines maximum (non-winding magazines with a capacity between approx 90 and 180.)
- 13.6. **Lo-caps/real caps** - unlimited magazines
- 13.7. PTS EPM1 250 round mid-cap. Limit of 4 magazines max.

14. Rifleman

- 14.1. Players may use battle rifles, SMG's and pistols anywhere on the field.
- 14.2. Any player found using a C-mag or drum magazine in a battle rifle will have an infraction recorded against them. They will be required to utilize a high-cap, mid-cap or low-camp magazine.
- 14.3. Any player found using a box mag or drum magazine in a pistol will be required to discontinue it's use.

15. Bolt Action

- 15.1. Bolt Action users must adhere to a 100 foot MED (minimum engagement distance).
- 15.2. Bolt action users must use secondary weapons to engage targets closer than 100 feet.
- 15.3. A secondary weapon may only be a pistol or sub-machine gun.
- 15.4. Players will not use bolt action rifles in CQB situations. Upon entering a building, the sniper must transition to a pistol or backup weapon while clearing the structure.
- 15.5. Bolt action users may engage targets outside of a secured building.
- 15.6. Bolt action users are encouraged to refrain from taking head-shots whenever possible.

16. Designated Marksman Rifle (DMR)

- 16.1. A Designated Marksman Rifle is an infantry rifle that has been enhanced for longer range and accuracy.
- 16.2. The DMR is to be mechanically locked to semi-auto only.
- 16.3. The DMR is to have a minimum barrel length 16"
- 16.4. It is recommended that a DMR have an Airsoft magazine size of a real world calibre of 7.62x51 (.308) or larger.
- 16.5. The minimum engagement distance is 50 feet
- 16.6. Operators of a DMR are required to carry either a sub-machine gun or pistol to engage targets within the minimum engagement distances.

17. Light Machine Gun (LMG)

- 17.1. LMG users must use squad weapons that have a real-world equivalent (e.g., M249, RPK, MG36, M60, etc.).
- 17.2. LMG must have a box or drum magazine.
- 17.3. LMG must have a bipod affixed
- 17.4. Maximum 3000 rounds
- 17.5. Players will not use an LMG in CQB situations. Upon entering a building, the LMG user must transition to a SMG or pistol.
- 17.6. LMG users may engage targets outside of a secured building, as long as the gunner is positioned so that the barrel passes the threshold of the window, door, or opening.

18. Pistol

- 18.1. All pistols must be choreographed.
- 18.2. HPA magazine adaptors are not allowed

19. Grenade Rules

- 19.1. Use of commercially produced Airsoft fragmentation grenades, flash-bang grenades, smoke grenades and TAG Grenades are authorized for use based on fire hazard conditions at the venue on the day of the event.
- 19.2. Homemade pyrotechnics are not authorized.
- 19.3. Players must yell "**FRAG OUT**" prior to throwing the grenade
- 19.4. Heavy grenades must be thrown underhand
- 19.5. Grenades that expel BB's have a kill radius of 10 feet from point of detonation.
- 19.6. know the difference between 'hard' and 'soft' cover.
- 19.7. Players positioned behind hard cover (rocks, walls, hills, vehicles etc.) and not in the line of fire when the grenade detonates, are considered live.
- 19.8. Grenades kill everyone in the room.
- 19.9. If the grenade fails to detonate, it is considered a dud and has no effect on opposing players.
- 19.10. Players may not use discharged grenades to create diversions to gain a tactical advantage.
- 19.11. Players may not capture other player's spent grenades.

19.12. Flash-Bang Grenade

- 19.12.1. Flash-Bang grenades are considered to have the same effect as a BB fragmentation grenade and have a kill radius of 10 feet from point of detonation.

19.13. Smoke Grenades

- 19.13.1. Cold smoke grenades only (e.g. Enola Gaye).
- 19.13.2. Be mindful, cold smoke still produces some heat and must be watched in heavily wooded areas to prevent fires.
- 19.13.3. Orange smoke is limited to Admin use only.

19.14. Reloading Grenades

- 19.14.1. Grenades may be used only once. Any grenade that detonates must be reloaded at a spawn point before it can be used again.

19.15. Dummy and Replica Grenades

19.15.1. Foam, plastic replica or other similar dummy grenades are not permitted.

19.16. M203 Grenades

19.16.1. M203 grenades may be used anywhere on the field.

19.16.2. BB's that ricochet or bounce and strike a player will count as a "hit".

19.16.3. Grenadiers must not engage targets at ranges less than 5 feet and must make a concerted effort to avoid head shots.

19.17. Rocket launcher / LAW / RPG usage

19.17.1. We are not permitting their use at this time, but may have future scenarios that utilize rocket launchers.

19.18. Claymore / Landmine usage

19.18.1. Spring or CO2 powered Claymores and Landmines are permitted.

19.18.2. Claymores or landmines that have an explosive source are not permitted

20. Vehicles

20.1. Game organizers may use multiple vehicles (Technicals) to help create an immersive and dynamic game environment.

20.2. **Tanks** may be utilized during game play but are governed by a completely different set of rules. *(see Tank Rules)

20.3. Vehicles will be limited in speed to ensure the safety of the players riding in the vehicles and those players on foot.

20.4. Players on foot must stay at least 20 feet from the front and 6 feet from the sides of a moving or stationary vehicle, unless the scenario dictates otherwise.

20.5. Only trained and authorized personnel are permitted to operate the vehicles.

20.6. Vehicles involved in game play will be marked by a team coloured flag to establish which team it is operating for.

20.7. Disabled or Out-of-Service vehicles will display a **WHITE FLAG**. Shooting at an Out-of-Service vehicle is prohibited. Penalties may be incurred for shooting at a vehicle displaying a White Flag

20.8. A vehicle will not be considered Back-in-Service until the White Flag is down and has been replaced by a team coloured flag

20.9. Disabling Vehicles

20.9.1. Vehicles and modified technicals will be rendered inoperable from multiple direct hits from BB's, to a specific target affixed to the vehicle. After being destroyed the vehicle will return to the Admin area to be "repaired".

20.9.2. Vehicles can be repaired on site, if the scenario dictates.

20.9.3. Vehicle objectives and repair rules will be provided prior to game start.

21. Drones

21.1. Loyal Serpent will allow the use of private UAV/UAG during events until such a time that their use becomes detrimental to the enjoyment, fair play and safety of the event.

21.2. Players MAY NOT shoot down, knock down, or otherwise damage, disable, capture, move, hide or interfere in any way with the operation of a UAV/UAG.

21.3. See separate complete Drone Ruleset.

22. Low Light/No Light Operations

- 22.1. The use of a red Chem-light, red beacon, in place of a Dead Rag, is **mandatory** for all night ops.
 - 22.2. Tracer units and/or weapon lights **are not mandatory** but are highly recommended.
 - 22.3. Players will need a flashlight for their safety.
 - 22.4. The use of Night Vision, Thermal or other type of NOD is allowed
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23. Laser Devices

- 23.1. Lasers Class IIIb and Class IV are prohibited on the field.
 - 23.2. Lasers Class I, Class II and Class IIIA (under 5mW) are permitted.
 - 23.3. Players wishing to use laser devices on the field will have to prove the laser is of the permitted class and power. If the player cannot prove the class and/or power of the laser device, it will not be allowed on the field, operational or not.
 - 23.4. Players will not intentionally shine lasers in the face or eyes of other players.
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24. Knives

- 24.1. Real Steel Knives are not to be carried onto the field.
 - 24.2. Multi-tools and Swiss Army knives, are permitted if properly stored.
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25. Radio

- 25.1. OLS uses UHF/VHF radio bands exclusively. Players choosing to use FRS radios do so with the knowledge that OLS Organizers will not address concerns of players broadcasting on the wrong channel or listening to FRS radios.
 - 25.2. No listening to Admin frequencies.
 - 25.3. No listening to the enemy radio frequencies.
 - 25.4. No "jamming" the other teams radio calls.
 - 25.5. Dead men do not talk, including over the radio.
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26. Watch

- 26.1. Each player requires a watch in order to time bleed-outs as well as mark times at certain objectives.
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27. Ballistic Shields

- 27.1. Ballistic shields are not permitted at Operation:Loyal Serpent.
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28. Load-out/Kit

- 28.1. There are no restrictions on load-outs, kit or camouflage colours. However furry costumes, superhero costumes, Cosplay costumes and fantasy costumes are not permitted.

29. Role Players

- 29.1. Role Players may be embedded within each team, depending on the scenario. Role Players will act as agents of the Organizer to aid in the flow of the scenario and assist in the game running smoothly.
- 29.2. Role Players will be clearly identified.

30. Embedded Admins

- 30.1. Admins will be embedded into the game. These are players who have the additional responsibility of maintaining fair game play and safety. The Embedded Admins will address routine concerns and take significant issues to Admin Staff. Embedded Admins do not have the authority to eject players from the game.
- 30.2. Embedded Admins will be clearly identified.

31. Personal Effects

- 31.1. Damaged, lost or stolen personal effects are the sole responsibility of the player; the game organizers and field owners are not liable for compensation.
- 31.2. Any person found stealing or vandalizing property will be prosecuted to the full extent of the law.
- 31.3. All found items must be turned in to the game organizer.
- 31.4. Opposing forces are not be allowed to capture, hide or touch the other team's personal effects
- 31.5. Opposing forces are not allowed to enter the other team's Safe Zone.

32. Field Modification

- 32.1. Smoking is permitted only in designated areas. Players must be respectful of the property.
- 32.2. Players will not move or alter any of the buildings or structures to suit their needs.
- 32.3. Never barricade windows or doors.
- 32.4. Do not leave any garbage on the field.
- 32.5. No pets of any kind are allowed at Loyal Serpent events

33. Physical Contact

- 33.1. Physically or verbally abusive or threatening behaviour of any nature is strictly prohibited and is grounds for immediate dismissal from the field and property, and/or a ban from all future events.
- 33.2. Players are not permitted to make physical contact with another player. If the scenario requires physical contact, an admin will approve the action.

34. Substance Abuse

- 34.1. OLS events are alcohol and drug free events.
- 34.2. Regardless of Canadian/Provincial laws regarding cannabis use, all drugs are banned.
- 34.3. The use of mind altering substances (of any kind) before or during the game will not be tolerated. This includes, but is not limited to alcohol, drugs and the abuse of prescription medication.

34.4. Players showing signs of intoxication or impairment may be asked to sit out for an extended period of time at the discretion of the game admins.

35. Transporting

35.1. When transporting Airsoft weapons to and from the playing field, it is recommended all weapons will be transported in either a gun case, or the original factory box.

These rules are subject to change

Rules updated: 2023-Mar-13