

EVENT RULES

BASIC RULES

- **Age Restriction:** Only individuals over 15 years old may participate. Participants aged 15 to 17 may only participate with the written consent of a legal guardian AND when accompanied by an adult. Participants aged 18 and older may participate without restrictions.
- **Registration:** Every player must state their date of birth upon registration, which will be verified before the event begins.
- **Ticket Purchase Agreement:** By purchasing a ticket, the player confirms that they have familiarized themselves with the rules, understood them, and will comply with them throughout the entire event.
- **Liability:** Every participant takes part in the event at their own risk and is responsible for damages caused by their actions.
- **Media Consent:** By participating in the event, the player consents to the taking of photographs and video recordings for event promotion purposes.
- **Organizer Disclaimers:** The organizer is not responsible for injuries caused by violating the rules, inappropriate behavior of players, negligence of participants, or damage/loss of private equipment.
- **Legal Compliance:** Every player is obliged to comply with the laws of the Slovak Republic.
- **Strictly Prohibited Substances:** Throughout the entire event, it is strictly forbidden within the game area to consume alcohol, use narcotic and psychotropic substances, or participate in the event under the influence of alcohol or other narcotic and psychotropic substances.
- **Hazardous Traps:** The use of any dangerous booby traps that can cause personal injury is prohibited, especially: stretched fishing lines, digging pits, mechanical traps, and improvised explosive devices (IEDs).
- **Weapons Restriction:** Bringing weapons other than airsoft guns to the event is prohibited.
- **Chain of Command:** Every player is obliged to follow the instructions of the faction leader, mayor, referee, and organizer.

PLAYER SAFETY

- **Eye Protection:** Every player must wear protective goggles designed for airsoft or ballistic eye protection at all times while moving in the game zone.
- **Under-18 Safety:** Players under 18 years of age are required to use full-face mask protection during the entire game.
- **Blind Firing:** Shooting without direct visual contact with the target is prohibited.
- **General Behavior:** Players are required to behave in a way that does not endanger the health of other participants.
- **Open Fire:** Lighting an open fire outside of locations designated by the organizer is prohibited.

SAFE ZONE

- **Definition:** The Safe Zone consists of the parking lot outside the game area, players' tents, and safe zones designated by the organizer marked with a "Safe Zone" sign.
- **Prohibited Actions:** In the safe zone, it is strictly forbidden to shoot, handle a weapon in a way that endangers other players, use pyrotechnics, or conduct any combat activity.
- **Weapon Safety:** Every weapon in the safe zone must be secured so that an accidental discharge cannot occur.
- **Target Immunity:** Players moving within the safe zone must not be the target of in-game actions or hits.
- **Tent Rules & In-Game Items:** In-game items, documents, props, or other game materials that a player wants to protect from in-game theft while sleeping must **not** be stored in a tent. Players going to sleep are required to leave game items outside the tent in a visible place in front of it, so they can be stolen or captured by the opposing side within the game mechanics. It is forbidden to enter players' tents without their consent.
- **Leaving the Field:** Leaving the game area counts as an elimination, and a re-spawn is required.

HITS AND PLAYER ELIMINATION

- **Acknowledgment:** A hit player is obliged to immediately acknowledge the hit.
- **What Counts as a Hit:**
 - A direct BB hit to the body.
 - A hit to any piece of gear.
 - A hit to the player's weapon (in case of a weapon hit, refer to Section 9, paragraph k; in case of a standard hit, proceed according to Section 10).
 - *Note:* Ricochets do not count as a hit.
- **Post-Hit Obligations:** After being hit, the player is required to pull out a reflective **ORANGE** vest or use a dead rag, visibly mark themselves as eliminated, and additionally use a **RED** light during night gameplay.
- **Dead Player Restrictions:** A dead player must not reveal enemy positions, inform teammates about player movements, or communicate about the current game situation. The player must not provide this information even after respawning. They may only use this information after being medically treated (healed), not after respawning.
- **Silent Elimination (Knife Kill):** If a player is next to an enemy and within arm's reach, they can eliminate them verbally and physically touch them ("You're hit", "knife kill", etc.). A player eliminated this way must immediately and quietly go to respawn or be treated according to the treatment rules in Section 10.

IN-GAME IDENTIFICATIONS

- **GREEN Reflective Vest + GREEN Light:** Organizer, photographer, cameraman, or member of the organizing team.
- **ORANGE Reflective Vest + RED Light:** Hit or eliminated player.

- **BLACK-YELLOW Tape:** Temporarily impassable zone. It is forbidden to cross through, shoot through, or use this area as a game passageway.
- **WHITE-RED Tape:** Absolute prohibition of entry.

SANCTIONS

- In case of a rule violation or unsportsmanlike conduct, a player may be warned, penalized, or expelled from the game without the right to a ticket refund.
- The organizer reserves the right to decide on the severity of the violation.
- Rule violations may also result in a penalty for the player's entire game faction.

HIDDEN REFEREE

- Before the game starts, the organizer will select players from each game side to act as hidden referees.
- The hidden referee will receive an ID card containing their rights and duties.
- Every player is obliged to respect the instructions of a hidden referee.
- **Rights of a Hidden Referee:** To write down player armband numbers, resolve minor conflicts, and give warnings for rule violations.
- **Duties of a Hidden Referee:** To act impartially, resolve conflicts objectively, and promptly inform the organizer of rule violations.
- The organizer reserves the right to immediately strip a player of the hidden referee role or expel them from the game in case of abuse of power.

PLAYER ID CARD

- Every player will receive an ID card at registration containing their player nickname; optionally, the player can bring a 3.5 × 4.5 cm photograph.
- The player is required to keep the ID card with them throughout the entire event and present it upon request to the organizer or game authorities.
- In case of loss, the card can be used by the opposing side for game purposes.

WEAPONS, MAGAZINES, NIGHT VISION, THERMALS, DRONES, AND PYROTECHNICS

- **Magazines:** Only mid-cap and low-cap magazines are allowed in the game. LMG-type weapons (RPK, M60, MG36, M249) may also use drum/box (high-cap) magazines. Weapons like the AK, MP5, M4, and similar, when equipped with a drum magazine, are **not** considered machine guns.
- **Grenade Launchers:** Allowed to be used; the minimum engagement distance is 10 meters. (40MIKE, Taginn, and pyro are banned).
- **HPA Systems:** Players using an HPA system are required to bring their own tournament lock (seal) for the regulator system. The gun will then be checked by the organizer and marked according to the relevant Joule limits. HPA owners must arrive with their weapon already set according to their category limits; organizers do not serve as assistants for setting up HPA systems. If a player does not bring a lock, the weapon will not be allowed into the game. It is

forbidden to tamper with or damage the seal. Tampering with the seal is allowed only in the presence of an organizer.

- **BB Weight:** All weapons except sniper rifles may use a maximum BB weight of 0.50 g.
- **Weapon Registration:** At registration, each player can list a maximum of two primary weapons and one secondary weapon. Weapons will be measured and marked according to Joule limits. In case of exchanging a weapon that is not registered as primary or secondary, the player is obliged to contact the organizer. During the game, a player may carry one primary and one secondary weapon that have been registered and measured.
- **Weapon Hits:** If a weapon is hit, it becomes non-functional. The player must continue playing without using the hit weapon and may only proceed with a secondary or another functional weapon. The weapon becomes functional again after 25 minutes.
- **Night Vision, Flashlights, and Thermals:** Used at the players' own risk. Players may use IR illuminators, IR strobes, and IR lasers. Players **must not** use standard lasers or lights stronger than 1000 LM. The organizer bears no responsibility for their loss or damage.
- **Drones and UAVs:** Players must not use drones or unmanned aerial vehicles. It is strictly forbidden to destroy or damage these devices. Only organizer drones are allowed to fly.
- **Grenades:** Only airsoft grenades of the following types are allowed: Green Gas, CO2, and mechanical grenades. A grenade hit is valid within a 6 m radius of detonation. If a player is behind hard cover, the hit does not count, but the player must remain hidden for 10 seconds after detonation. The cover must protect the player at the moment of detonation. Homemade grenades are forbidden. Taginn grenades and pyro grenades are forbidden. Smoke grenades can only be used by the organizer.

WEAPON LIMITS AND CATEGORIES

- Every player is obliged to respect the set limits throughout the entire event. Limits will be measured using the ammunition that the player will actually use during the game. If limits are not met, the weapon will not be allowed into the game.
- Each weapon will be chronoed, entered into the list, and marked with colored tape before the game starts. Using an unmarked weapon will result in the player being expelled from the game. Referees can perform random Joule limit checks during the game. If a discrepancy is found, the player will be expelled.

Weapon Categories:

- **Category SAFE – Full Auto:**
 - All weapons up to 1.6 Joules.
 - Full auto is allowed.
 - *Buffer zone:* 0 – 40 m SEMI-only within the radius of the village and base. The buffer zone will be marked on-site.
- **Category STRONG – Semi:**
 - All weapons from 1.61 to 2.1 Joules.
 - Only semi-automatic fire is allowed (no double trigger).

- Minimum engagement distance: 10 m. Under 10 m, it is mandatory to use a SAFE category weapon.
- Banned in the buffer zone.
- **Category DMR – Semi:**
 - A DMR (Designated Marksman Rifle) is considered a semi-automatic rifle designed for precise shooting at medium to long distances, which visually and structurally corresponds to real DMR platforms. Classification is judged by the organizer during chronoing.
 - Power: 1.61 to 2.4 Joules.
 - Only semi-automatic fire is allowed (no double trigger).
 - Minimum engagement distance: 15 m. Under 15 m, it is mandatory to use a SAFE category weapon.
 - Banned in the buffer zone.
- **Category LMG – Full Auto:**
 - All machine gun type weapons from 1.61 to 2.2 Joules.
 - Full auto is allowed.
 - Minimum engagement distance: 15 m. Under 15 m, it is mandatory to use a SAFE category weapon.
 - Banned in the buffer zone.
- **Category SNIPER:**
 - All sniper rifles from 1.61 to 3.5 Joules.
 - Only bolt-action systems are allowed; racking the bolt is mandatory after every shot.
 - Minimum engagement distance: 20 m. Under 20 m, it is mandatory to use a SAFE category weapon.
 - Banned in the buffer zone.
- **Category HMG – Full Auto:**
 - All machine guns mounted on a vehicle or tripod from 1.61 to 2.5 Joules.
 - Full auto is allowed.
 - Minimum engagement distance: 20 m.
 - Allowed in the buffer zone.
 - An HMG weapon type will be assigned based on the organizer's assessment.

TREATMENT, CAPTURE, AND RESPAWN

- **Bleed-out Time:** A hit player who is not treated within 10 minutes of being hit must move to respawn.

- **Respawn Locations:** Respawn can be a base, a forward operating base, or a local hospital. The player's return to the game is determined by the organizer.

Medical Treatment:

- A hit player can be treated by a medic or by any living player.
- Treatment must be voluntary and agreed upon by both sides.
- Treatment can only be performed using an in-game issued bandage. The bandage is applied to the hit body part. It is necessary to immobilize the affected limb: in the case of an arm (secure it to the body), a leg (use a splint). In the case of the head, wrap the head. In the case of the torso, wrap the torso.
- The duration of the treatment lasts for the duration of the bandaging process.
- Every player who wants to use bandages must have a medical pouch on their gear (a pouch that is properly marked as a first aid kit).
- Every player can have only one bandage.
- The bandage can only be removed at respawn and must be handed over to the faction commander at the designated location.
- Following a subsequent hit (after being treated), the player must move to respawn.

Capture:

- Capturing a player must be voluntary. In case of capture, a player can terminate the LARP at any time with the command: "KONČÍM STOP" ("I'M OUT STOP").
- Players must first agree on the style of searching: **LARP-style** or **Physical-style**, based on mutual agreement.
 - *LARP search/capture:* If chosen, it is forbidden to physically search the player. If they have weapons or items on them, they can no longer use them and they are considered confiscated; game items must be voluntarily handed over to the opponent.
 - *Physical search/capture:* If chosen, it is allowed to physically search or capture the player. All items can be confiscated for the duration of the task or game action. Items and weapons that the opponent does not find during the search may still be used or kept by the player.

RULES FOR VEHICLE USE

- An assigned game vehicle is used exclusively on the orders of the faction leader or the organizer.

Vehicle Categories:

- **Combat Vehicle – HMG:**
 - A vehicle marked with an HMG sign (A4 size according to faction color – red, blue, or yellow) is considered a combat vehicle. Such a vehicle contains a permanently mounted HMG category weapon, or the owner requests an HMG designation and the organizer approves it.

- The vehicle owner is hereby aware that the vehicle becomes an in-game object and shooting at it is permitted.
- Shooting at an HMG category vehicle is allowed during its active involvement in the game.
- Shooting from a vehicle is only allowed for HMG category vehicles.
- **Civilian Vehicle – CIVIL:**
 - A vehicle marked with a CIVIL sign (A4 size according to faction color – red, blue, or yellow).
 - It must not contain a mounted HMG weapon.
 - Shooting at a CIVIL vehicle is prohibited, and shooting from a CIVIL vehicle is also prohibited.
- **Deployment Vehicle – DMT:**
 - A vehicle marked with a DMT sign (A4 size according to faction color – red, blue, or yellow).
 - It must not contain a mounted HMG weapon.
 - Shooting at a DMT vehicle is prohibited, and shooting from a DMT vehicle is also prohibited.

Disabling a Vehicle:

- Every vehicle can only be disabled by a specially designated game device (AT4 or 40mm laser grenade).
- The disabling hit applies to: all players inside the vehicle, and all players within a 5-meter radius of the vehicle, regardless of the type of cover.
- A disabled vehicle must be visibly marked with a reflective vest and have its hazard warning lights flashing.

Dismounting from Vehicles (CIVIL, DMT):

- Firing after dismounting can only be conducted after leaving the vehicle's zone. The vehicle's zone is defined as a 1-meter space around the vehicle.
- Shooting at players dismounting is allowed only if the player leaving the vehicle is outside this zone and is able to safely conduct fire.
- Players must not intentionally use a vehicle as bulletproof cover in a way that damages the vehicle or endangers the safety of other players.

Dismounting from an HMG Vehicle:

- When dismounting from an HMG vehicle, firing is permitted during the dismount by all sides.

Vehicle Safety:

- It is forbidden to jump onto a vehicle while it is moving, jump off a vehicle while it is moving, or hang onto a vehicle during movement.

- Players must not use the vehicle in a manner that endangers the health of other players.
- The maximum speed of vehicles in the game area is 20 km/h.
- The driver bears full responsibility for the safe operation of the vehicle.
- Vehicles must not drive through minefields, barricades, contaminated areas, or forbidden areas marked by the organizer.