

RULES & REGULATIONS

PLAYER'S GUIDE



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****Note that the masculin pronouns are used to simplify the text and not to enounce a preference in sex.**

ABOUT US

6MM Production's mission is to create the upmost emmersive airsoft event, whether the events are Milsim, Skirmish, Zombie, Survivalist or of other types. Our goal is to get the players into stressful situations that push them to the limits of their endurance, while creating a true and totally emmersive, either for one day or an entire weekend. In order for us to get you to experience those emmersions, we are always looking for outstanding and rare fields and/or buildings. In addition, we are out looking out for players of quality and thus we will be meticulous and strict concerning the respect of rules found in this guide.

1. THE BASICS

1.2 Ocular protections: At anytime you will have to wear a type of ocular protection, such as glasses or goggles with the following accreditation : MIL-DTL-43511D, clause 3.5.10 et/ou MIL-PRF-31013, clause 3.5.1.1 et/ou ANSI Z87.1, et/ou MIL-PRF-32432.

NOTE : All glasses that do not respect these regulations will be refused. If the concerned player is incapable of getting any accredited ocular protection he will be excluded from the game and he will not be reimbursed.

NOTE: 6MM PRODUCTION WILL NOT BE RESPONSIBLE FOR ANY INCIDENTAL INJURY, IF ANY INDIVIDUAL DECIDES NOT TO WEAR OR NOT WEAR THE OCULAR PROTECTION PROPERLY AND IS INJURED.

1.3. The primary and secondary airsoft: Infantry type airsofts (M4, MP5, AK, etc.) must have an FPS not exceeding 400 with a ball weighing 0.20g. Secondary weapons (handguns) must also not exceed 400FPS with a ball weighing 0.20g. The same

applies for all LMG weapons. They must not exceed 400FPS with a ball weighing 0.20g.

1.3.1 The sniper airsoft: The sniper can not exceed 499FPS with a ball weighing 0,20g.

1.3.2 The HPA airsoft : The HPA (airsoft with an external compressed air cylinder) must not exceed 400 FPS. **If it is later modified to exceed the FPS after its verification, the player will be expelled forthwith without any refund. In addition, the player will no longer be invited to any of 6MM PRODUCTION events.**

1.4 Ammunition limit per player: Each 6MM production event will be a "REALCAP" event, meaning that an infantry player may not have more than 34 balls per mag for a primary weapon and 15 balls in his secondary weapon mags. (For LMG SEE 4.12 AND SNIPER SEE 4.13)

1.4.1 Mags/Loaders: Since the events of 6MM PRODUCTION are "REALCAP", it will only be allowed to have realcap or midcap mags filled with a maximum of 34 balls (for LMG SEE 4.12 AND SNIPER SEE 4.13). **NO HIGHCAPS WILL BE**

PERMITTED; the player who presents himself with "HIGHCAP" mags will be REFUSED without exception and his payment to the event will NOT be refunded.

1.4.2 Number of balls allowed on a player: The maximum number of balls on a player is 300 balls for the primary airsoft and 50 balls for the secondary weapon (for LMG SEE 4.12 AND SNIPER SEE 4.13). 6MM PRODUCTION WILL MAKE SPOT CHECKS. IF A PLAYER IS CAUGHT NOT COMPLYING WITH THIS REGULATION, THE PLAYER WILL HAVE TO EMPTY ALL HIS MAGS AND RELOAD THEM IN FRONT OF A 6MM PRODUCTION EMPLOYEE. IF HE IS FOUND GUILTY OF NON COMPLIANCE A SECOND TIME, HE WILL BE EXPULSED FROM THE EVENT WITHOUT ANY REFUND.

1.4.3 Grenade Launcher: Grenade launchers can also be used by anyone. Recognized as a shotgun / .12 gauge, it is considered as a secondary airsoft. Each scenario has a permitted **maximum of 6 grenades**, unless specified otherwise by the organizer. The balls must touch the player so he is considered killed or injured. **The mini grenade launchers on a secondary weapon are illegal.**

1.4.4 Bazooka : Bazookas or RPGs are of **single use only**. Limit of **1 bazooka/RPG per 8 players**.

1.4.5 Explosive Devices: Any device that has been crafted shall be inspected by a member of the organization before usage on the field.

1.4.6 Handcuffs or ziptie handcuffs: All kinds of barriers (handcuffs) are permitted, but they must be safe and easy to remove. The prisoner must always be attached in front for safety reasons.

1.4.7 Knives: Foam swords, axes and maces are excluded. It is forbidden to throw a knife towards an opponent.

1.4.8 Jungle style: The term "jungle style" refers to the practice of securing 2 mags together on the weapon using electric tape or adapted tongs. This practice is tolerated, but the number of mags fixed together must not exceed 2 mags.

2. THE PAYMENT

2.1 Payment at an event: All payments will be requested in advance by Interac transfer, PayPal or credit card payment. Payments can be made individually (per player), for a group or for an entire team. At the time of payment, you must indicate your name and/or name of each player for which you paid and the e-mail for each player mentioned in the payment form or a main e-mail (team e-mail), in order for 6MM PRODUCTION to send you and the other players the information concerning the event and the letter of consent (WAIVER) of which you will have signed beforehand. If you forget your waiver or forget to sign it beforehand, you will be taken last for registration ; thus you may lose playing time.

2.2 Absence to a paid event: **Once the payment is made, it is in no case refundable. If you can no longer show up,** you can sell or give your ticket to someone else. If you give or sell it to someone else, it is **imperative to notify us** and give us the player's name and e-mail so we can reach him and transfer the proper information.

NOTE: The ticket recipient cannot contact us to make a name change for the entry. It is imperative that the initial buyer

informs us. In addition, the ticket recipient must appear at the admissions with the name of the initial purchaser and the order number; this allows us to find the player in the registration list.

2.3 Cancellation of an event: The only reason an event would be canceled would be for a major impossibility (i.e. loss of land, impracticable field, etc). The event will not be canceled if the weather forecast predicts rain/snow. It is your responsibility to watch the temperature forecasts and prepare in consequence. If the event is canceled prior to the date of the event, 6MM PRODUCTION agrees to reimburse all players.

3. THE OPERATIONAL GUIDE

3.1 Operational guide: The operational guide will be given at each registration. This guide may differ depending on the category of the events. This guide will direct you in your role within the scenario of the particular event, as well as the list of equipment to bring for the game. All equipment in red (in this guide) will be mandatory. Equipment marked in red will be checked on every player at the event. **For your safety and for the smooth running of the day, you will need the specified equipment in order to play, otherwise you will be denied entry to the event and no refund will be made. It is YOUR RESPONSIBILITY to have all the necessary accessories to the event.**

3.2 Rules on the field: The guide will give you all the rules depending on the field we will be playing on.

4. RULES

4.1 The Hit: Any impact of a projectile is considered a "hit". If the player or any piece of equipment (excluding the airsoft in the player's hands) suffers a hit, he is injured (see 4.2.2 for injuries). Ricochets do not count, that is, if the ball ricochets on any surface and totally changes its trajectory, the "hit" does not count. However, if the impact of a ball that is slightly deflected by an obstacle while maintaining its general trajectory, it counts. Honesty is essential, in doubt, it is always better to declare yourself "hit".

4.1.1 Hit of an airsoft weapon: According to rule 4.1, if the primary or secondary airsoft in the player's hands is hit, it is no longer functional. The player can not use it and must use another airsoft. It can simulate taking the airsoft of an injured or of a dead individual by mentioning to him, the injured/dead player, and by touching the airsoft physically with his hand. The touched airsoft weapon reactivates an airsoft of the same category (primary or secondary). In the case of a heavy gunner, an LMG must be touched to replace a hit LMG. The airsoft of an injured or a dead person can only be used once in the same scenario.

4.2 Injury / Death: When a player is hit according to rule 4.1, he is injured. After being healed, if he is hit again, he is automatically dead. In the case of a first injury, if he is not treated within 5 minutes the player dies out of his blood.

4.2.1 The injured: If a player is injured, he **FALLS TO THE GROUND and must move, only by crawling, to cover. There is no maximum distance he can crawl. He may receive help from another player in order to move, but the latter must keep physical contact with both hands to help him move and the injured person must not help or lighten the work of the one whom wants to move the injured. If a wounded person is hit again by a ball, he is considered dead. The injured person has the right to defend himself only when the "medic" cares for him and can only do it with a pistol (only one charger allowed) and it goes without saying that he can not use his injured arm. An injured person has the right to speak.**

4.2.2 Death: A player who is hit a second time after being cured automatically dies. The dead falls to the ground where he was shot. He remains on the ground for 5 minutes or until the action moves far enough; you must not take any "killrag" out at this time. Only once you are moving as a dead man, you must move throughout the playing area with a "killrag" and/or with your airsoft over your head. A player on the ground can still be useful by his airsoft. A dead man must not speak, under any pretext, nor give any information to other players (excluding the organizers). If a player takes your pulse and you are dead, you must not answer. That means you do not have a pulse. A dead man can be moved the same way as a wounded man.

Note: A player can not simulate death, i.e. he cannot pretend to be dead or wounded to give himself a tactical advantage.

Note: Taking ammo on a dead man that is not on your team is prohibited. You cannot take ammo from a dead person who is not on your team.

4.3 The search of a dead person or a prisoner: The deceased or the hostage/prisoner has the choice to allow to be searched or to mention if he refuses. In this case, he will have to answer verbally when the enemy player touches his pockets. If he has something important, such as a document, a card or any other important document for the event, he **MUST** state it. In the case in which a player accepts the search, he has the right to say nothing and to allow himself to be searched by emptying all his pockets, if necessary. If the player allows the search, he is aware that objects may be accidentally lost and/or broken. The player performing this type of search must, however, do so in a responsible and respectful manner in relation to the material and equipment of the other players.

4.3.1 The disarmament of a prisoner: The first rule of disarming a prisoner is to treat the equipment and the weapons with respect. It is forbidden to throw it or carry it out of sight of the prisoner. You can remove the mags from the primary and secondary airsofts. The mags must be given back to the prisoner in one of his pockets (mag pouch, drop pouch or trouser pocket). The secondary airsoft must be returned in their cases after the prisoner has been handcuffed. The primary airsoft must be placed near the prisoner or left

attached to the prisoner's gun strap. When moving, you are responsible for any equipment removed from the prisoner, which means that you must transport the equipment safely at the same time and at the same place as the prisoner.

4.3.2 Tying up of a hostage/prisoner: A prisoner must be tied up with his hands in front of him in order for him to be able to remove the handcuffs easily in case of a real problem. He has to pretend to be well attached and he can not detach his hands himself. If he is free to walk, he can escape if ever the chance occurs. If the player who captures a prisoner does not clearly state that his hands are tied behind its back, the prisoner can try all possible actions with his hands tied in front (e.g. taking someone's retort). If he is told that his hands are tied behind his back, the prisoner cannot do anything, but try to escape. He must simulate any action taken by his abductors and he has the right not to be cooperative. For example: a hostile hostage may be muzzled or stunned to pacify (do not perform it physically, but just verbally affirm it the action of). Your acting skills are a must for this role.

4.4 Real Injury: In the case of a real injury, the player or witness must shout "NoDuff" as loudly as possible. The scenario will be stopped immediately to rescue the wounded.

[The wear of safety glasses should be maintained until further notice.]

4.5 "Freeze": The freeze does not remove players whom are the victims. It serves as a summon before the shooting and is part of the scenario.

4.6 Blindshooting: This practice is **PROHIBITED**. A blind shooting is a shot in a small hole, a wall or when one shoots without looking. One must see its target perfectly by giving it the chance to reach one in return. For example: a window of 1m x 1m is not blindshooting; a small hole of 5cm x 5cm is considered "blindshooting".

4.7 Attack with a knife - Death by a knife: any touch with a knife is an automatic death. All knives used must be made for training purposes and must not have a cutting blade or be pointed and must be made of plastic or rubber.

4.8 Grenade explosion: An exploding grenade will cause the death of any player in the same room or within a radius of 10 feet (3 meters) if it explodes outside. A wall or a vehicle will protect from a grenade explosion. On the other hand, a pallet, furniture or net will not protect. The grenade will destroy a shield for the rest of the current scenario.

4.8.1 Explosion of an "airbomb": Reserved to the organizers only unless of a contrary specification.

4.9 The " MEDICS "

4.9.1 "Medic": In addition to the basic equipment, the "medic" can carry with him an unlimited number of medical kits in his bag. **A medical technician must be identified by following the Geneva convention (red cross or diamond, etc.); no RED tape. If there is no regulatory identification, the team does not have a "medic". The medic can treat any injured person by administering the necessary care with one or more medical kits.**

Note: There can only be one "medic" per 8 players, a second "medic" at 16 players. If a team has 15 players, it can only have 1 "medic".

4.9.2 Medical kit: The kit should contain the following items: bandages, blood bag, sugar pack and needleless syringe.

IMPORTANT: An injured "medic" can only be cured by another "medic".

4.9.3 STANDARD medical procedure:

- 1. Ask on what part of the body the player has been hit.**
- 2. The medic must then empty a sugar pack on the wound to make an anticoagulant.**
- 3. If he has been touched in the chest or head, the bandage should be on the right arm. If he is touched on another limb, the bandage should be placed on the affected limb.**
- 4. Give an injection of morphine with the needleless syringe.**
- 5. Then the medic will have to transfer blood with the blood bag from one pouch to the other, which will take him 1 minute.**

When a burst of shoots have been received on a part of the anatomy, the player only needs care once. For example: several impacts on the left arm require only one bandage.

4.10 THE SHIELD\SHIELD MAN

4.10.1 There can only be one shield per team, eventhough the team is consisted of 2 or 30 players.

4.10.2 A shield can have a maximum dimension of 3'x5 '. The operator can only use fist (side arms) airsoft when he wears the shield on his arm. A shield does not protect its holder against a grenade. In addition, the shield is considered destroyed for the rest of the day if the grenade explodes near it.

4.11 THE ENGINEER / EOD

In addition to the basic equipment, the combat engineer may carry 4 explosives of different types other than from standard grenades. It is also the only operator able to defuse complex explosives, bombs, mines or claymores. He must wear a good size backpack, a water pocket is not enough (Camelback) to contain his equipment and to be identified as an engineer. Types of devices used by the engineer: C4 loads, claymore, antipersonnel mine, tripwire or any other explosive device. These must have the possibility of being defused by an engineer. Ex .: motion detection or espionage system, etc.

Note: Any artisanal explosive device must be approved by the organizing team beforehand under risks of expulsion.

4.12 Supporting infantry/machine gun: The support infantry has as its main airsoft an LMG (light machine gun). No assault replies are accepted. The airsoft must be realistic. The ammo limit is pushed to 1000 balls per scenario for a supporting infantry. Each drum must contain a maximum of 200 balls, depending on the actual drum capacity of the weapon. It is not compulsory for the operator to have 4 drums (drum mag). This is the only role where the operator is allowed to carry ziplock bags to reload his weapon.

4.13 Sniper: The sniper has as a precision airsoft with bolt action mechanism (499 fps maximum) and will have to be recognized and accepted by the organizer. The sniper is not allowed to use its primary airsoft at a distance less than 100 feet. The operator must be able to evaluate its distances. The sniper has the right to 60 balls for his primary airsoft plus 30 balls for his secondary (side arms) airsoft. The M4 or other can be a secondary weapon, but will only have a mag of 30 bullets. If the sniper has an M4 as a secondary weapon he may not

have a handgun. The two types of weapons must be loaded with respect to the real capacity of the weapon.

4.14 Section/Platoon: To have the privilege of using each element of a platoon or section, you must have a minimum of eight players.

- 1 to 7, you only have standard infantrymen.

- 8 to 15, you have your standard infantrymen, a medic, an engineer, a machine gunner, a sniper and a shield man.

- 16 to 23, you have your standard infantrymen, two medics, two engineers, two machine gunners, two snipers and a shieldman, and so on.

5. OTHER SPECIFICATIONS

5.1 General rules, expulsion or penalty if breach of the regulation:

5.1.1 Chargers: The organizer is entitled at all times to check the actual capacity of your mags. If you refuse, you will be prohibited from playing. If you do not have the "real" capacity in one of your loaders, you will then miss the scenario until you correct the situation.

5.1.2 Cheating: This is an automatic expulsion without any refund. In addition, your name will be shared with other organizers who may exclude you and your team from their events eventhough you may not have ever participated to any of their events. We all know that a ball may not be felt or heard. If we see you clearly cheating or if your name often comes out during the game or other events, you will not be welcome in further events and the actions mentioned above will be taken into action.

