

VICTORIA MILSIM – THE NIGHTSTALKERS AIRSOFT TEAM

RULES & REGULATIONS / CODE OF CONDUCT

These basic rules are the foundation by which our activities are conducted. This is by no means a comprehensive list and may be modified, updated and altered for a specific scenario utilizing some, part, or all of this set of rules. All who participate must be familiar with these rules and regulations.

PROPER EYE PROTECTION is mandatory at every MILSIM event.

1. **Every participant** strives to participate within the prescribed Live Action Role Play, military simulation airsoft format; faithfully executing all rules. People may assume that Victoria MILSIM is a traditional Live Action Role Play MILSIM event where it is a foregone conclusion that the main players (The Nightstalkers) always win. Not so. The Nightstalkers or the opposition force, wins by using their wits, military tactics, and by overcoming the opposition. This is an honor based activity and is conducted accordingly. This kind of activity requires a high degree of awareness and respect for the safety of yourself and others. Participants should exhibit responsible conduct at all times. Always be a good sport. Win well, and lose better.

2. **Ethics** - Nightstalkers and recruits respect your team and yourself by: Exhibiting a strong team ethic; always looking sharp and be proud of your team. If you are involved in MILSIM airsoft and wear military gear then you need to dress properly in your uniform. Nightstalkers in Victoria MILSIM represent, and are in support of, different branches of the US military. Military bearing while airsofting is a show of respect to all who serve in the world's military; Maintain your uniform and equipment; Realize that Victoria MILSIM is a commitment, not a game; Follow the Code of Conduct.

3. **Cost:** Victoria MILSIM has a \$25 per year membership fee that is used for the web site maintenance, MILSIM base camp supplies and upkeep materials and reservation fees for road trips, etc.

4. **Admission** to Victoria MILSIM is invite only. One must attend a minimum of 4 events to be considered for membership with Victoria MILSIM. The Nightstalkers Airsoft Team members are expected to help recruit new members. No person shall be denied an opportunity for membership on the basis of race, sex, religion, or sexual preference.

Age Requirements: 18 yrs of age and up. Ages 14–17 yrs is considered on a case-by-case basis and must have approval and a signed waiver by the parent or legal guardian. We do not discriminate based on age; as long as you have a mature attitude we welcome you. An applicant must not be a member of any other airsoft group.

4a. **Waiver** - Every attendee must have a **signed waiver** in order to participate. Our waiver, among other things, states that a participant knows and understands the rules and regulations. (Anyone under the age of 18 must have a parent or guardians co-sign the waiver.) Download the waiver, (or copy and paste the waiver attach it to your favorite word processor, print it out) read and sign it, there are no exceptions.

5. **Recruits** (Private E1) are considered "members in training". New Recruits will be trained and evaluated for placement into Victoria MILSIM. This is to determine if the recruit is serious, and has the drive to become a member of The Nightstalkers Airsoft Team.

6. **Participation:** Team members should strive to attend AT LEAST ONE MILSIM EVENT PER MONTH. Any team member (Private E2 or above) that does not participate for 90 days will be considered "a lack of interest" and subsequently dropped to reserve status. Exceptions include: Members currently serving in the military, attending college out-of-town, residing out-of-town (at least 50 miles or more), on extended vacation, or other reasonable circumstances.

6a. **Evaluations and Promotions:** The Commander evaluates all Victoria MILSIM team members for promotion purposes. Members are evaluated after each MILSIM event. Evaluations are much like a point system. Team members' points are evaluated every 90 days and promotions are taken into consideration.

6b. **Field Maintenance Day:** It is a requirement that all members attend 5 out of 6 field maintenance work days a year. These are held during the day, every-other-month, for several hours.

7. **Uniform/Equipment:** Every member should strive to budget and buy the equipment needed. All team members must have the following when starting with Victoria MILSIM: Hydration system or plastic bottle for water, flashlight w/red lens and a simple first aid kit.

It is recommended that you obtain the following equipment by the end of the first six months of membership:

Airsoft gun - spring, electric, or gas-powered --- (Required) *all airsoft guns and equipment used by participants is subject to approval by Victoria MILSIM command.*

Uniform - the Nightstalkers preferred uniform is the U S ARMY ACU. Woodland, Desert, Tiger Stripe, ABU, MARPAT, or MultiCam uniform acceptable --- (Required)

FRS/GMRS and an earpiece w/microphone (throat, lapel or headset w/boom) for quiet communications --- (Required)

Tactical vest or variant to hold the required ammo and accessories needed. --- (Suggested/ Not Required)

Each member/or guest is personally responsible for his own safety and safety of equipment, whether owned or borrowed. Accidents do happen, but if you borrow someone's property please be careful and responsible.

7a. **Cell phones** must be kept on silent and concealed. During MILSIM use of cell phones, including texting, is not permitted unless for emergencies.

8. **Airsoft Weapons:** Airsoft weapons carried by team members and some other participants are exact replicas of real assault weapons used by the United States military, firing a non-lethal 6mm plastic biodegradable BB. These weapons are incredibly realistic looking and ARE NOT to be displayed anywhere other than the Victoria MILSIM site. Although airsoft weapons are not lethal, measures should be taken to ensure safety of the players at all times.

8a. **Safety Rules - Regarding Airsoft Weapons:**

Do not use an airsoft gun until you have been trained on its use and understand such use.

Treat all firearms as if they are loaded and ready to fire.

Keep weapon on safe until you intend to fire.

Keep fingers away from the trigger and OUTSIDE the trigger guard until ready to shoot.

Weapons will be kept in the low ready/alert position (muzzle down almost at the ground) at all times.

Always point the gun away from anything and everything that is not intended to be shot.

No blind firing. Never shoot until you see your target. Aim below the head and neck.

Do not shoot at anyone that is not wearing goggles/eye protection at any time. Always wear eye protection in the form of goggles, masks, or shooting glasses, or safety glasses. NEVER remove your eye protection while on the MILSIM battle area. Regular prescription glasses should never be used as safety eyewear.

Do not shoot at any player who appears neutral or any non-player. No player may shoot at any person, object or animal outside the perimeter of the active MILSIM area of operation.

Never shoot across neutral or staging areas.

All replica weapons in transit are kept in cases or appropriate bag and shall remain there upon entering and leaving the MILSIM site. Do not remove your replica from its case off field; carry your gear in its case to the designated MILSIM staging area. Real firearms ARE NOT ALLOWED.

8b. Safety Rules – Regarding Fireworks

Fireworks, pyrotechnics and similar devices are only allowed to produce safe effects, such as smoke, light and sound. Make certain there is not a burn ban in effect before using any device listed above.

9. We are a group: MILSIM members are required to notify team commander by Thursday evening, at the latest, to confirm attendance for the coming Saturday night activities. Plans for MILSIM activities are based on the number of members attending and preparations need a few days, therefore proper notification is necessary.

The Nightstalkers Airsoft Team members are encouraged to arrive at the MILSIM site together to assemble as a GROUP on any given night. Those participating as the opposition team and others playing various roles such as hostages, civilians, etc., may arrive before or after the Nightstalkers for scenario preparation purposes.

10. Transportation: Try to ride together! Have as few parked vehicles as possible. The greater number of vehicles heightens the chance for curiosity of law enforcement officials who may feel a need to investigate the area.

11. Training: If no scenario is scheduled, the Nightstalkers conduct Field Training Exercises. Training is conducted in all environments and during all seasons of weather. Members are required to participate as much as possible both in MILSIM events and training sessions. A team is a team because of participation.

The Nightstalkers team typically conducts one or two road trips each year, some of which include one day trips, and possibly multiple day excursions (trips are not mandatory). Some road trips are used for training purposes.

12. Guests: Victoria MILSIM events are "invite only". Guests are allowed during MILSIM **only with prior approval** and must sign the required waiver. We frequently look at guests as future recruits. Members who bring guests shall assume responsibility for that guest.

NOTE: On-lookers; mommy, daddy, girlfriends, wives, etc. are a distraction to the military simulations, and the AO (area of operation) is not suitable for observers, for that reason we have a no visitors policy.

13. Hits and Detainees:

Hits: Hits anywhere on the body or gear attached to the body is considered a HIT. Hits on an AEG and ricochets do not count as a hit.

Confrontation and Detaining: Always identify target. Take cover and notify teammates. Proceed with Confrontation/Detaining SOP.

Handling Detainees: As part of the simulation, the Nightstalkers are required to detain any member apprehended from the opposition force for questioning, incarceration and intelligence value. This is part of the Nightstalkers SOP. The detainee should not be roughly handled or pushed around, remember this is a military SIMULATION!

13a.) **Medic System:** If a team member is shot, he shall declare loudly that he is hit, then fall to the ground immediately. A teammate then drags the wounded out of the line of fire if necessary, while another member suppresses enemy fire. MEDSIM is then given. (Treat by rolling out field dressing gauze covering the simulated wound.)

The Nightstalkers have a team medic; however all Nightstalkers are trained as a combat medic and can administer treatment to a team member who has been wounded or self aid may be used. As part of the LARP, anyone shot (or wounded by some other means) should be treated for such injury. Team members that are "hit" receive medical attention in the form of a random or semi-random wound, which is simulated in a way that actually causes a handicap to the team member.)

IMPORTANT: The injured member shall then "act out" his incapacitation throughout the remainder of the scenario. No one in Victoria MILSIM dies. Time down is based on how quickly the medic can get to the downed team member and complete the above steps.

14. **All members are required to know:** Simple first aid; Voice commands over the radio; Hand signals - used to communicate with your team members when absolute silence is required; Movement techniques - knowing how to walk and/or crawl quietly and undetected. All will be taught by the Nightstalkers team instructors.

15. **Smokers:** Smoking is allowed at Camp Onion ONLY. Discard cigarettes in the provided can.

16. **Hazards:** In our AO's there are definitely snakes. Snakes seen there include cottonmouth and copperheads, two VERY dangerous and poisonous snakes. Be careful where you step! Watch where you are walking! While near water be aware of alligators. Poison Ivy is extensive, know how to identify it and avoid it as much as possible.

17. **Restroom Facilities:** The MILSIM area is in a primitive location and restroom facilities are not available. At any time, if anyone feels the need, they are welcome to find a tree.

18. **No alcoholic beverages or illegal drugs, No "I'm better than you" attitudes** will be allowed at MILSIM activities.

19. Anyone who participates in Victoria MILSIM as the **opposition force, hostage, or any non-combatant**, must adhere to the following above rules; 1, 8, 8a, 12, 13(hits), 15, 16, 17, 18, and should follow the Code of Conduct.

20. **Hydration Safety:** Make sure you drink plenty of water for the environment. Watch yourself and your fellow teammates for signs of dehydration.

21. **Rules Of Engagement:** ROE vary by scenario and can be altered to fit changing circumstances. Basic Rule - Engage persons who commit hostile intent. (*Minimum Engagement Distance (Participant MAY NOT shoot if closer than 12ft) use the "Bang Rule"*).

22. **Alarm Conditions:** The Team Commander will designate what alarm condition the Nightstalkers will operate under for the evening event and brief the team. Alarm conditions can change depending on new intelligence.

VICTORIA MILSIM CODE OF CONDUCT

The hobby of MILSIM airsoft is a hobby of Honor and Integrity. All members of Victoria MILSIM are required to follow the Victoria MILSIM Code of Conduct, both on and off the field. If we have no honor, we have nothing. All members will always make an effort to behave in a reasonable and responsible manner. Public opinion is essential to our continued ability to enjoy the hobby of MILSIM airsoft without undue governmental or legal restrictions and regulations.

All members will conduct themselves at all times in a fair and honorable manner that is consistent with the ideals of

Victoria MILSIM. Aggressive behavior of any kind is not allowed. There are no exceptions to this rule. Physical contact, the threat of physical contact, intimidation or coercion of any type, verbal abuse, sexual abuse, damage or threats of damage to any person or their property are not allowed. Violation of this rule is grounds for immediate dismissal from Victoria MILSIM.

The firing of any airsoft weapon at any non-combatant, or at any person not directly involved in a scenario, or at any person without proper eye protection in place, is not allowed and will be cause for the offender to be removed from Victoria MILSIM.

You are responsible for calling your own hits. MILSIM Airsoft is an event where honesty, integrity and honor play a very important role. This is not paintball; there are no markers or any verifiable way to insure that a participant has actually been hit other than the honesty and integrity of the players themselves. Because of this, any and all incidences of participants intentionally not calling themselves HIT when hit will be defined as cheating. Any participants that witness events of cheating, whether by their teammates or by their opponents, should bring it to the attention of the Victoria MILSIM team command.

If you find yourself in a situation where you have been hit, and you call yourself hit, but are still getting shot at, remember that in the heat of battle, it is often difficult to hear someone call them self hit over the distance and over the noise on a battlefield. Call out louder, but protect yourself as quickly as possible.

Most local area law enforcement are aware of our presence, however if law enforcement does enter the MILSIM Area it could be a potentially dangerous situation, and is treated as if they don't know we are in a simulation event. All participants are expected to place his/her replica weapon onto the ground and slowly step away from it. This is to provide safety by comforting the law enforcement official by removing any equipment that appears threatening to them. Make sure AT ALL TIMES that you completely comply with all commands issued by any law enforcement official. MILSIM is not commenced until we explain the situation and are allowed to continue.

The use of drugs or alcohol is not permitted prior to or during any Victoria MILSIM event. Any member who shows signs of intoxication will not be allowed to participate in future events.

DEFINITION OF VICTORIA MILSIM

MILSIM Airsoft team; It is a team devoted to creating and acting-out realistic military simulations by means of various airsoft guns. It is NOT an airsoft team playing games with elimination matches and competitions.

Contact Team Commander: victoriamilsim@gmail.com

The Nightstalkers Ph: (361) 652-0914

Last updated on 09/13/2009