



A.C.S AIRSOFT CLUB CONSTANTIA

Aleea Crinului, Eforie Nord, Constanta

www.airsoftclubconstantia.ro

www.desertstorm.ro

e-mail: crew@desertstorm.ro

1. General and Safety Regulations.

1.1 General rules

- On the airsoft game DESERT STORM-OLD BLOOD, organized by DESERT STORM CREW, are accepted only the players who at the date of the event are at least 16 years old. See Section 2.2 - Exceptional situations;
- All players participate in the event on their own responsibility, hired by signing the exemption statement at check-in;
- The DESERT STORM organizers reserve the right to select the event participants;
- Personal data will be processed according to law 190/18th June 2018;
- It is possible that the current Regulation will undergo minor changes. These will be announced in virtual environments. A printed version of the Regulation will be in the Command Centre of each faction.

1.2 Conducting the event

- The DESERT STORM airsoft sporting event takes place over 24 hours and includes night game play. The event calendar and organizational details (planning by hours, parking, camping, etc.) will be communicated at a later date by the Event Staff and will be considered annexes to this Regulation.

1.3 Special cases (accidents, special situations)

- We recommend having individual first aid kits. The organizers will also have emergency medical kits;
- If a ball hit results in severe injury (blood), the injured player is obliged to retain the shooter and replica until the referee reaches them to set out the firing power. The player in question is not allowed to work on the replica settings;
- Being a night-game event, we recommend playing it cautiously. Incidents will be announced immediately to the faction's headquarters via radio stations and to the organizers by radio on PMR1 or by phone number: Daniel Filimon +40 766 734 549 or Marcu Laurentiu +40 753 355 804.

1.4 Safety rules

- All participants / guests of the event are required to wear protective goggles at all times and have the "dead cloth" on the day and by night a red flashing light;
- The use of face masks at night and / or in areas where short-haul hiring can take place is recommended;
- Additional protective equipment is recommended: gloves, knees, armrests and other protective equipment;
- It is not mandatory to wear protective equipment in off-zone, but it is recommended.



A.C.S AIRSOFT CLUB CONSTANTA

Aleea Crinului, Eforie Nord, Constanta

www.airsoftclubconstant.ro

www.desertstorm.ro

e-mail: crew@desertstorm.ro

1.5 Field markings

-Dangerous game areas will be delimited by red and white tape. Off-game zones (catering, off-zone, neutral areas) will be marked with black and yellow tape. In the absence of these markings, players are free to access any area of the field;

-The rest of the field markings are simple and intuitive (warning boards with announcements or commonly known symbols, etc.).

1.6 Communication rules

-In all situations it is recommended to use an acoustic communication level that does not disturb other players;

-In radio communication, try using short, concrete messages. Concentrate and prepare your message before broadcasting;

-It is strictly forbidden to insult other participants in the event, for whatever reason. Show fair play and do not argue or cause verbal altercations. Disputes are solved with the help of the organizers and only in their presence. Verbal or physical aggression of another player will lead to immediate exclusion from the game;

-Refusal to comply with organizer's instructions / game-masters or the inappropriate attitude towards them is sanctioned with a temporary or permanent ban, depending on the seriousness of the facts.

1.7 Non-Game personnel

-In case of finding an uninvited person at the event, the game must immediately be stopped in that area by announcing "STOP - CIVILIAN". The game immediately stops in the area and the organizers are announced. During the interruption, players are not allowed to change their position in the field.

1.8 Promotion and advertising

-Any promotional and / or advertising material will be displayed only with the prior consent of the organizers.

2. Rules and Penalties

2.1 Applicability

- All participants in the DESERT STORM event are subject to this Regulation. NO EXCEPTIONS ALLOWED.

2.2 Exceptional situations

- Underage players (16-18 years) are admitted to the Desert Storm-Old Blood event if they meet one of the following conditions: they have a notary agreement signed by at least one parent or are accompanied throughout the event by one of the parents;

-For underage players (16-18 years) field access is only possible with full-face gear (facial mask, mouth guard and safety goggles, etc.).



A.C.S AIRSOFT CLUB CONSTANTA

Aleea Crinului, Eforie Nord, Constanta

www.airsoftclubconstanta.ro

www.desertstorm.ro

e-mail: crew@desertstorm.ro

2.3 Penalties.

-The violation of the provisions of this Regulation will be sanctioned with a warning / time-out / ban / permanent ban - depending on the seriousness of the facts and their consequences;

-In the case of a player's exclusion decision (game ban), he will be forced to leave the venue without reimbursement of the cost of the participation;

- "Time-out" is the exclusion of a player from the playing field / command service for a time decided by the organizers / game master;

-The team (the club, by case) takes full responsibility for participant members in the event. Independent players taken on a team's list will be treated the same way as the rest of the team. If sanctions are applied, they will be addressed to both the players and the team they belong to;

-The extent of the penalties for each case will be decided by the organizers / game masters and will be communicated transparently to the sanctioned players and other players in the game. DESERT STORM organizers also reserve the right to publish the list of sanctions on the web page, event forum and also COD Facebook page.

-We introduce the "Sanctions Registry" of the event where all the deviations from the Rules and sanctions applied on the field, during or after the game (MED, ROF injuries, injuries of any kind other verbal or physical conflicts, etc.) Records in the Registry will be taken into account at the following events so that a player / group / Club can be denied on the basis of previous records.

2.4 Trustees

-On the field, trustees will also operate throughout the whole event. Their identities will not be published. For identification, the players selected as trustees will have on them identification items. Trustees are entitled to request the identification of any player on the field, to photograph for identification any participant, issue a warning that he also communicates to the organizers, informs organizers about any situation with game-ban potential, to arbitrate conflicting situations on the field if it is accepted by the players involved;

-Trustees do not have the right to impose their authority by physical means, they are not allowed to give sanctions from the time-out / ban / permanent ban type, they are not allowed to interfere with the game unless they mediate certain conflicts;

- The event organizers reserve the right to verify absolutely at any time of game if the provisions of this Rule are respected (chronograph during game play, check of the use of magazines, testing with alcohol test, etc.).

3. LANGUAGE USED IN THE GAME.



A.C.S AIRSOFT CLUB CONSTANTA

Aleea Crinului, Eforie Nord, Constanta

www.airsoftclubconstant.ro

www.desertstorm.ro

e-mail: crew@desertstorm.ro

-The main languages in the game are Romanian / English. We strongly recommend using English for communicating if your structure is composed of members who do not speak Romanian.

4. THE GAME FIELD.

4.1 Field and Props.

-The playground is located in an area with decommissioned buildings, a lot of vegetation, and airsoft game constructions.

- There will be props that will mark major objectives or special items of interest. Modifying, destroying or moving them without the organizers consent is FORBIDDEN.

4.2 Areas with special condition

-The parking and camping areas are considered off-game.

-Camping will be done in specially arranged areas, marked by the organizers. Wearing glasses in the camping area is mandatory. Access to tents is prohibited without the owner's prior consent.

-In the off-game areas will only be entered after the magazines are removed from the guns and they are secured.

-The organizers are not responsible for damages of any kind produced to the camping equipment.

-For details on markings and delimitations see section 1.5

4.3 Bases and barricades

-It is allowed to use string and fishing wire as barbed wire, to place tents and camouflage nets. It is strictly FORBIDDEN to cut trenches or individual dwellings, raise barricades and cut existing vegetation.

5. TEAMS. DRESSCODE. SIGNS.

5.1 Teams

The 3 present teams on field will be:

-KYLIAN SPECIAL FORCES-K.S.F

-ZARHYAN ARMY FORCES-Z.A.F



A.C.S AIRSOFT CLUB CONSTANTA

Aleea Crinului, Eforie Nord, Constanta

www.airsoftclubconstanta.ro

www.desertstorm.ro

e-mail: crew@desertstorm.ro

-HUNTERS

Registration to KSF si ZAF teams would be done online, through google forms. Number of player will be limited to 150 for every team. If it will be some exceptions the number will be modified. Number of players for Hunters is maximum 30 and the ones who will be part of it will be assigned by event organizers.

5.2 Teams Dresscode

KYLIAN SPECIAL FORCES-K.S.F

- Any kind of uniform will be accepted. Mandatory helmet or bonnie-hat. No baseball cap, shemagh or bandana allowed.

ZARHYAN ARMY FORCES-Z.A.F

- Any kind of uniform will be accepted. Mandatory baseball cap or without anything to cover the head. No helmet, bonnie-hat, bandana or shemagh allowed.

- Optional face-paint.

HUNTERS

- Any kind of uniform will be accepted. Mandatory bandana or shemagh. No helmet or bonnie-hat allowed.

5.3 Signs during game

- It is mandatory that all players will during the whole event (from check-in until check-out) will wear a bracelet with a unique participation number. The bracelet will be shown at request to event organizers, COD representatives or trustees.

- Reflective vests will be supplied by the event organizers, will have the colors yellow/green and will have the unique participation number on them.

- All players caught without the bracelet will be considered as „off-game” and sent to off-zone. Getting back to game will be done only with the proof of wearing the bracelet.

- Absence of bracelet in dispute situations will be considered aggravating circumstance (serious violation of rules)

- “The wounded” (persons who have been hit once and healed) will wear a white banderole until arriving to base or until they will be hit second time. „Wounded” banderole must be visible.

- Medics will wear on the left arm a white banderole with a specific sign: red cross on it.

- Off-game participants (“dead”/visitors/photographers/videographers etc.) are obliged to wear reflective vests yellow/green during the day and during the night intermitent red lights.

- Organizers will wear orange reflective vests, inscripted and organizer bagdes and during the night will have blue intermitent lights.

6. VEHICLES INGAME/OFFGAME.

6.1 Vehicles participation

- The use of vehicles in game it will be done only with the accord of organizers. The requests and pictures of vehicles will be sent to email address crew@desertstorm.ro

- The organizer will have 2 vehicles in game at disposal of teams, one for transport and the other is participant in game.



A.C.S AIRSOFT CLUB CONSTANTA

Aleea Crinului, Eforie Nord, Constanta

www.airsoftclubconstantar.ro

www.desertstorm.ro

e-mail: crew@desertstorm.ro

6.2 Destroying of vehicles

- In-game vehicles can be destroyed only with the devices received from organizer or by abandon (ex. all passengers are hit). The use of devices it will be done only according the instructions received from organizer at the briefing.
- Destruction of the vehicle means that all passengers are „dead” without the possibility of any medical treatment. Everybody goes directly to respawn. The players near the vehicle are not affected by its destruction.
- Destroyed vehicle will be marked with at least 2 reflective vests, one on each side. During night, emergency lights will be used.

6.2 Use of vehicles

- Any vehicle can be stopped with a barricade wich can be built only with materials supplied by organizer. Barricade can be built in such a way so the vehicle cannot go any further.
- Only the driver is responsible for driving the vehicle.
- It is forbidden to hit artificial builds, tents and special built barricades.
- It is strictly forbidden to leave the road marked by organizer. On sides of the road can be players who can get injured.

7. GUN REPLICAS/ENGAGEMENT RULES AND RESPAWN.

7.1 Regulations on the choreographing process

Attention! Pre-event choreography and firing power determination is in the sole responsibility of the participant in the game.

- Organizers provide a chronograph stand standardized for common ball weights and assistance in establishing replica power;
- All replicas (including pistols) will be subjected to the chronograph process;
- The chronograph process is done with in game configuration (hop-up set, fixed ball weight);
- The player has the obligation to note the obtained value in Joule on the exemption statement, which he submits at check-in;
- The organizer will check on the field the correspondence between the values marked on the statement and the values of the replicas.

7.2 In game Classes

“CQB” class:

- MED (Minimum engagement distance) – 0 meters;
- Any replica;
- Firing mode: semi/burst/full auto;



A.C.S AIRSOFT CLUB CONSTANTANTA

Aleea Crinului, Eforie Nord, Constanta

www.airsoftclubconstantanta.ro

www.desertstorm.ro

e-mail: crew@desertstorm.ro

- Maximum 140 BB's/mag

"ASSAULT" class:

- MED – 7 meters
- replicas with a minimum barrel length of 20 cm;
- firing mode: semi/burst/full auto;
- Maximum 140 BB's/mag;
- Side weapon recommended

"DMR" class:

- MED – 15 meters;
- replicas with a minimum barrel length of 45.7 cm (18 inch);
- firing mode: semi only (mosfet or physical limited);
- Maximum 70 BB's/mag;
- side weapon recommended;
- scope

"SNIPER" class:

- MED – 25 meters;
- only bolt action replicas;
- firing mode: semi only
- maximum 35 BB's/mag;
- side weapon recommended;
- scope

"LMG" class (ex: M1918BAR; M249; M249PARA; RPK-74; NEGEV; ULTIMAX100; etc.)

- MED – 10 meters;
- bipod only replicas;
- firing mode: full auto;
- only drum mags;
- side weapon recommended

"HMG" class (needs approval from event organizers, ex: PKM; M60D; etc.):

- MED -25 meters
- bipod only replicas;



A.C.S AIRSOFT CLUB CONSTANTA

Aleea Crinului, Eforie Nord, Constanta

www.airsoftclubconstant.ro

www.desertstorm.ro

e-mail: crew@desertstorm.ro

-firing mode: full auto; mandatory for fixed position on the bipod

-only drum mags;

-side weapon recommended

-The procedure for measuring the length of the replica is as follows: the replica is measured from the front of the magazine to the end of the one piece barrel. "One piece barrel" means the outer pipe of the replica that cannot be in any form detached on the playing court;

-The organizers reserve the right to test ANY replica at the chronograph in ANY moment of the game!

-Long barrel AK's or M4's are not considered DMR's.

7.3 Reglementations on the power of replicas

Attention!! Pre-event choreographing of replicas and firing power is in the sole responsibility of the participant in the game. The organizers provide a Chrono stand standardized for normal ball weights and assistance in the measurement process.

„COB"

- Recommended power - 1.00 Joule / max accepted 1.10 Joule
- Marking: GREEN
- Maximum BB weight accepted: 0.30 grams

„ASSAULT"

- Recommended power - 1.50 Joule / max accepted 1.65 Joule
- Marking: BLUE
- Maximum BB weight accepted: 0.30 grams

„DMR"

- Recommended power - 2.00 Joule / max accepted 2.20 Joule
- Marking: YELLOW
- Maximum BB weight accepted: 0.40 grams

„SNIPER"

- Recommended power - 3.00 Joule / max accepted 3.30 Joule
- Marking: RED
- Maximum BB weight accepted: 0.50 grams

„LMG"

- Recommended power - 1.50 Joule / max accepted 1.65 Joule
- Marking: BLUE



A.C.S AIRSOFT CLUB CONSTANTA

Aleea Crinului, Eforie Nord, Constanta

www.airsoftclubconstanta.ro

www.desertstorm.ro

e-mail: crew@desertstorm.ro

- Maximum BB weight accepted: 0.30 grams

„HMG”

- Recommended power -2.00 Joule / max accepted 2.20 Joule
- Marking: RED
- Maximum BB weight accepted: 0.30 grams

Where the difference between recommended power and maximum power is the "HOT" part of the classes and cannot be exceeded in any form.

7.4 Rules for using replicas

- During the night game, when you open the fire, it is recommended to light the flashlight and / or use tracers;
- In distance less than 5 m, semi-only / burst is recommended;
- ROF (rate of fire) accepted – maximum recommended 25 Bbs/sec.

7.5 HPA regulations

- The tournament lock pressure protection system will be brought by the participant. The organizer will seal the tournament lock by at least one of the following: seal, customized zip tie, secure sticker. Warning: The player who does not have a proper tournament lock will NOT be able to participate in the event;
- The tournament lock must not allow access to the adjustment screw by mechanical or elastic deformation without destroying its integrity;
- Admitted propulsion gases are: compressed air (HPA), nitrogen or CO2 12 g capsules. Rechargeable CO2 bottles, oxygen cylinders or other improvisations are not allowed. The cylinders must correspond to external integrity, they must not present cracks, deformations, or damage to the outer shell in any form, worn out threads, must not show any interventions or repairs / modifications in the containers as well as regulators, valves and so on;
- The HPA system will be accompanied by a commercial regulator from established Airsoft manufacturers with intact and functional constituents. Excluded are the craft controllers or those on which any kind of intervention has been carried out;
- It is forbidden to supply the bottles at less than 100 meters from the place / perimeter of the event and less than 50 meters from any movable or immobile thing that does not belong to the beneficiary. In this event we will have a space for these uploads;
- If the system allows wireless modification, the lock software will be put at the organizer disposal;
- Changes to HPA systems in any form (ROF, power, shooting mode, air/ammunition feed) are not accepted after system inspection and chronograph.

7.6 Magazine/ammo regulations

- Mid-Cap magazines – no restrictions;
- Hi-Cap – forbidden;



A.C.S AIRSOFT CLUB CONSTANTIA

Aleea Crinului, Eforie Nord, Constanta

www.airsoftclubconstantia.ro

www.desertstorm.ro

e-mail: crew@desertstorm.ro

-DRUM magazines – accepted only on SAW replicas – maximum 2pcs/replica;

-Only plastic (Teflon) BB's are allowed. Steel, glass, ceramic or unauthorized BB's are strictly forbidden.

7.7 Night game

-The 22-06 interval is considered night game;

-In this period will be used replicas whose power MUST NOT exceed 1.65 Joules (blue marking);

-The use of night-vision and/or sighting equipment is permitted.

7.8 CQB game

– Inside buildings (CQB) and at a distance of less than 2 meters around them it's compulsory to use semi-fire (when firing inside to outside and outside to inside).

7.9 "Knife Kill " procedure

- "Knife kill" is given only with a knife replica in hand. A hit won't be considered if the knife replica was thrown towards the opponent;

- A valid "knife kill" is considered when the knife replica touches any part of the opponents gear, including the rifle replica;

-The duty of the one who took "knife kill" is to stand still for about 90 seconds, without verbally announcing that he is "dead". After the 90 seconds have passed, he puts his "dead rag" on and goes to respawn.

7.10 "Blind fire" rule

-During game time, it is not allowed to do "blind fire". This is a specific situation of the airsoft game in which the player engages "blind" without seeing where he shoots and without giving the opponent the opportunity to fight back. It is considered "blind-fire" engaging opponents on spaces smaller than the size of an A4 sheet;

-Shooting blindly through vegetation is NOT recommended on the field.

7.11 Use of grenades, mortars and explosives

-If the scenario accepts, buildings and vehicles can be destroyed with special explosive charge replicas provided by the organizers. It is not considered valid action using own explosives;

-Any equipment dedicated to the airsoft game is accepted. Hand grenades, grenades with/for noise and grenade launchers;

- Hand grenades: All grenades throwing BBs, either by hand or by launcher, force all players in the room where the projectile was released to declare "dead" whether the balls launched by the projectile have touched or not. Surface action is 5/5 m;

- If the equipment (grenade) does not even throw a BB it is considered either: it was defective or has another destination (flashbang, noise, smoke, etc.) and does not oblige any player to exit the game;

- Not allowed to use special equipment for mass destruction (mortars).

7.12 Additional protection



A.C.S AIRSOFT CLUB CONSTANTIA

Aleea Crinului, Eforie Nord, Constanta

www.airsoftclubconstantia.ro

www.desertstorm.ro

e-mail: crew@desertstorm.ro

-Bulletproof equipment (helmets, body vests, etc.) doesn't have any effect in game.

7.13 Mines and minefields

-We only allow Non-Pyrotechnic Mine release types, with airsoft BB as ammo. All devices will have to be approved by the Commandment;

-If the scenarios allows it, minefields will be marked accordingly with the indicators fixed at eye level, 10-15 meters between them. Walking through the minefield leads to instant K.I.A. so you have to report to your respawn area. We are counting on you for a fair-play game;

-It is against the rules to improvise or set up an unauthorized minefield.

7.14 Hit and respawn.

-You are considered Hit / Killed when a BB hits any part of your body or body armor you will be wearing. If your gun is hit it is considered disabled, and you are allowed to use a sidearm;

-When you are hit / killed you need to shout Killed / Dead, raise your arms and hoist your vest, dead-man rag, or flashing lights and you will wait for the medic or head back to your respawn area;

-When your Main Gun is hit you will have to shout Rifle Kill / Rifle disabled and immediately switch to your sidearm;

-Dead Men Don't Talk!!! It is forbidden to reveal any kind of information while you are dead / killed, to any team members who are considered alive. To arrive at your respawn area you need to follow the shortest route and you are to avoid conflict areas as much as possible. While you are dead, you must always wear your vest, dead-man rag or flashing lights until you reach the respawn area;

-Respawn will be made at the base or at the mobile respawn points announced during the game, if the scenario will provide this. After respawn, you are to respect the orders of the group / platoon / company / faction commander will;

-Respawn times will be agreed upon during the main briefing.

7.15 Special game rules

-Ricochet's will not be considered valid Kills. BB's that pass through vegetation are not considered ricochets.

7.16 Medic

-The "medic" rule brings additional realism to the conflict. Those who consider these rules too difficult to understand can go to the respawn area when they are hit/killed;

How the medic works:

-The player is hit;

-The player calls HIT and hoists the dead-man rag/vest/lights his blinker;

-The player yells for MEDIC one or more times, depending on the case;



A.C.S AIRSOFT CLUB CONSTANTA

Aleea Crinului, Eforie Nord, Constanta

www.airsoftclubconstant.ro

www.desertstorm.ro

e-mail: crew@desertstorm.ro

-The injured player can be transported by another team member to a safer area. The player will have to be carried or lifted out of danger;

-Whoever is transporting the injured player is not allowed to use his main weapon during the transportation. Only sidearm are allowed;

-The injured player can survive up to 5 minutes without medical treatment. After this time has passed, the injured player has to report to respawn area if the medic does not reach him.

After the Medic arrives:

- The Medic cannot heal more than one player at a time;

-To mark medical treatment, each player will have to own a white bandage, provided by the organizer. If the player does not have the white bandage on him, he can't call the doctor. The bandage must be worn in a visible spot, on one arm, marking the treatment of a first wound (hit);

- A player can be saved only 1 time, at the next hit you receive you will be considered "dead" and you have to report to the respawn area;

- The Medic cannot treat himself, only by another Medic;

- The white bandage can be removed only in the respawn area;

- There will be 1 Medic for every 10 player;

- Each command center will have 1 Medic;

- The Red Cross armband will be worn by the Medics in a visible area, otherwise you will not be considered Medic.

8. RADIO COMMUNICATION.

-Radio communications and frequencies are:

PMR 1-ORGANIZERS

PMR 2, 3, 4-K.S.F

PMR 5-HUNTERS

PMR 6, 7, 8-Z.A.F

-Jamming the enemy radio communication's its strict forbidden. Listening to the other faction communications it's allowed.

-Only the organizers can use the emergency frequency.

9. OTHER RESTRICTIONS

The logo for Desert Storm, featuring the words "DESERT" and "STORM" in a bold, black, sans-serif font. "DESERT" is on the left and "STORM" is on the right, both in white text on a black background.

A.C.S AIRSOFT CLUB CONSTANTA

Aleea Crinului, Eforie Nord, Constanta

www.airsoftclubconstantar.ro

www.desertstorm.ro

e-mail: crew@desertstorm.ro

-Any belligerent physical contact except Knife-Kill it's strict forbidden. Breaking the rule excludes the player from the game. The participant tax will not be refund.

-During the game, the consumption of alcohol, narcotics, hallucinogenic substances or other psychotropic substances are strictly forbidden.

-The organizers reserve the right to refuse the participation to the game of the people who, before entering the field are obviously under the influence of substances above listed.

-The organizers reserve the right to eliminate from the game the people who are under the influence of the substances above listed.

-It's STRICT FORBIDDEN to open fire outside the specially designed areas.

-During the airsoft game it's STRICT FORBIDDEN trees climbing, building climbing or any other construction/structure that involves height and put in danger the person who climbed or people around.

-During the event, lasers using it's strict forbidden.

-The use of pyrotechnic materials is exclusively done by the organizers or people designated by them.

-WE TRUST IN EVERY PARTICIPANT FAIR-PLAY AND IN PEOPLE'S COMMON WISH TO CREATE A SUCCESSFUL EVENT.

-THANK YOU AND WE ARE WAITING FOR YOU.