

Rules

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It is our ultimate goal to assure everybody a great experience at our airsoft event. For this reason we put great importance on fair play. Our set of rules is designed to give everyone equal chances and a good game flow. Disputes, racist, antisemitist or other hateful comments have no place at Standbuy-events. Furthermore it is forbidden to bring fotos, videos, flags, patches, slogans or symbols of nations or groups participating in current political conflicts or war.

The wilful destruction or unauthorized changes on the event area, walls, doors, windows, flags, objectives or other event props are forbidden.

Disregarding the guidelines lead to a ban from the playarea and in cases all coming Standbuy events.

All guidelines ensure the safety of all participants as good as possible.

General rules

Code of conduct

All rules from the event staff must be followed. Violations or misconduct may result in a warning or exclusion from the event.

Proof of age

Each participant must be 18 years of age.

Registration

Online registration in advance is mandatory. On-site registration will not be accepted.

Alcohol policy

The consumption of alcoholic beverages on play day is forbidden.

Arrival and departure

Participants can arrive as early as Friday 09 June 2023 5pm. Departure must be completed on Monday 12 June 2023 by 09am.

Camping/ Parking

Camping and parking is allowed only in the designated areas off the OFFzone.

Trash

The careless disposal of trash on the site is prohibited. Garbage bags are placed all around in the offzone for disposal. When more bags are needed contact the event staff.

Liability

The organizer is not liable for injuries, damage or loss. Each participant is responsible for himself.

Weapons and ordnance

Only biodegradable BB's are allowed. The use of non- biodegradable BB's will result in a disqualification from the event.

Joulelimits

Weapon types	Joulelimits	Minimum distance	Backup necessary
Pistols Shotguns	Max. 1.64 Joule	full- auto > 25	
SMGs LMGs Assault rifles	Max. 1.8 Joule	full- auto > 25	
DMRs (SEMI-LOCK obligatory)	Max. 2.3 Joule	min. distance > 25m	Backup necessary
Snipers	Max. 2.8 Joule	min. distance > 30m	Backup necessary

All weapons are measured at their own BB weight, regardless of power type.

Chrono

All weapons used in the game must be croned by the event staff. Depending on the weapon type authorized weapons get marked. HPA's must get sealed. Wearing safty goggles or a facemask is mandatory during chronoing.

Special waeponary

Guns which don't shoot BB's are not allowed at the event. The usage of under-barrel granadelaunchers and non-BB amunitions are forbidden.

Shields

The usage of shields is allowed. Shields can be destroyed by eliminating the shield carrier or with a grenade.

Knives | melee weapons

Using real knives, axes, swords or other melee or self defence weapons is forbidden. Dummy weapons are allowed. When a melee kill is archived only the affected player is „HIT“.

Grenades

Use your brain when deploying grenades. Boobytraps at head height and throwing of smoke grenades in crowds is prohibited. The usage of hearing protection when handling with grenades or staying in buildings is recommended.

All acoustic loud grenades as ThunderB`s or grenades from TAGinn or other brands are forbidden. Only refillable BB- grenades with no acoustic noise are permitted.

Only from the promotor sold pyrotechnic grenades are allowed. Violations of the safety guidelines and usage regulations as well as the use of unauthorized grenades and pyrotechnic means will result in a suspension of the game and further events.

Only cold-burning smoke grenades are admitted. Usage in buildings is prohibited.

Pyrotechnics

Booby traps and explosive devices assigned by the organizer which are used for the story may only be placed at the designated areas. Within a radius of 10 meters, handling with these props is only permitted with hearing protection.

Gamerules

Event staff

The instructions of the organizer and event staff must be followed.

Vehicles

Self- brought vehicles must be approved by the organizer in advance of the event. Further informations can be found on the website. The maximum speed on the field is 30 km/h. For safety reasons only roads and paths may be used. Vehicles can be disabled with grenades or by hitting the HIT-system of the vehicle. All ingame-vehicles are marked with a green flag. Disabled vehicles are marked with a red flag.

Objectives

Objectives or game props may not be hidden or destroyed.

Protective clothing

Each participant is required to wear eye protection such as goggles or a face mask when crouching and throughout the game. All other situation- dependent security measures of the organizer must also be followed. Long pants, sturdy shoes and hearing protection are recommended.

Hit rule

If a player is hit by a BB or a grenade explodes in the same room or within 10m the hit must be announced with a loud „HIT“. In addition the player is obligated to mark himself with a death rag or

another yellow, orange or red colored object that is clearly visible to everyone. Furthermore the „HIT“ is displayed with a raised hand. Players who are hit are not allowed to talk or move by themselves.

Grenade hit

Grenades are deadly within a 10m radius. If a grenade is thrown in a room, everyone in it is HIT. Wearing hearing protection is recommended.

Melee weapons and shields

When attacking with a melee weapon only the killed player is Hit. Shields can be destroyed with a grenade or by killing the carrier.

Medic & respawn

Each squad has a designated medic. He can heal all team members (including members of other squads). If a medic is „HIT“ he and his squad can be healed by another medic. If you are hit, the „HIT“ rule apply (see sub-point „HIT rule“). The wounded can pick a random number from the medic. The medic calls out the injury and bandages the affected body part. In the event of a severe injury the wounded can „die“ despite of the medic trying to revive. If a medic has used up all numbers on his list he or she must return to his or her headquarter and pick up a new list.

Bleed out time is 25 minutes. During this time it is possible to be revived by a medic. Only after this time has elapsed it is possible to return to the respawn. Each player can be revived once. After a second Hit it is required to return to the respawn point.

At the night game different rules apply. Please read everything about it in the section „night game“.

Weaponshandling

During the nightgame snipers are not allowed.

Each player must use a tracer unit or a flashlight. When using a flashlight you have to flash the light every 3-5 shots.

Medic and respawn

If a player is shot he has to call a „HIT“. Additionally it is mandatory to flash a red light. Each player can be revived by a medic once. After getting hit a second time the player has to respawn at the designated points.

