



RULES OF THE CROATIAN AIRSOFT ASSOCIATION

Article 1.

The Rulebook of the Croatian Airsoft Association (hereinafter referred to as HASS) defines specific rules and actions that must be observed by all members of HASS, as well as by all Associations and individuals whose trainings/meetings use the rules of HASS.

Article 2.

All airsoft players can use the HASS regulations, and HASS can only decide among its members that an individual/team/club/team member/club member will not be invited to training sessions and/or meetings organized by a HASS member. The HASS member is not obliged to explain to the player why he is not welcome at their meeting.

HASS members are obliged to respect that decision as well as a person/team/club that is not a member of HASS.

PROTECTIVE EQUIPMENT

Article 3.

Mandatory protective equipment is safety glasses. No participant may enter the training and/or match without safety glasses.

Article 4.

HASS is not responsible for the quality of the glasses of airsoft training/meeting participants, but the individual is responsible for using glasses that match the quality and resistance to the impact of airsoft balls.

Article 5.

HASS recommends that safety glasses be worn from the moment the first individual starts handling the replica, until the moment the last individual puts the replica away.

Article 6.

Procedure in case your glasses fog up:

- squat or lie down
- face to the ground
- take off and clean the glasses and put them back on your eyes as soon as possible

The head must not be raised if protective glasses are not on the eyes.

Article 7.

At each training/meeting, the organizer is obliged to mark the area where it is allowed to try out replicas before the training/meeting, and all participants must be aware of this.

Acting with replicas, before the start of the match, in any place other than the designated and marked one is subject to punishment.

Article 8.

The misdemeanor provision of Article 6 of this Ordinance is:

- first violation: verbal warning
- second violation in the same match: automatic exclusion from the match without other sanctions

SPECIFIC RULES AND POWER OF REPLICA

Article 9.

At meetings organized by HASS members, only low cap, mid cap and/or real cap containers are used.

Article 10.

The use of AEG, GBB, NBB, replicas with the HPA system and spring replicas is allowed at the meeting.

Article 11.

The maximum allowed kinetic energy (bba) measured with the weight of the bb used by the player for the game in replica (with the adjusted hopup for the game) amounts to:

-Replicas of automatic rifles and pistols

ON **up to 1.49 J**(joule) – the permissible deviation is up to **max 1.56 J**

ON ammo limit: 600 bb

-Replicas of machine guns, light and heavy machine guns

ON **up to 1.88 J**(joule) – the permissible deviation is up to **max 1.96 J**

ON the minimum range of action is 15 meters

- Replicas of heavy machine guns (PKM, M60, M249, MK46, MG42,...)
 - ammo limit: unlimited ammunition, how many box mags the player has so much use
- Replicas of light machine guns (RPK, M60, L86 LSW, IAR, ...)
 - ammo limit: 1000 bb, replenishment rule subject to change by the training/meeting organizer

REPLICA MACHINE GUNS ARE STRICTLY PROHIBITED FROM OPERATING INSIDE THE FACILITY

-Replicas of semi-automatic sniper rifles (DMR)

ON **up to 2.32 J**(joule) – the permissible deviation is up to **max 2.42 J** the

ON minimum range of action is 20 meters on the replica it is mandatory

ON to have optics with introduction

- it is only allowed to use replicas that are actually DMR, no other conversions are allowed (eg AK, M4, ...)
- replicas of this category can only be used in semi-automatic firing mode and must be mechanically disabled to switch to automatic firing mode
- DMR replicas that are not mechanically disabled to switch to automatic fire mode may not be used in an encounter

REPLICAS OF SEMI-AUTOMATIC SNIPER RIFLES ARE STRICTLY PROHIBITED FROM OPERATING INSIDE THE FACILITY

-Replica sniper rifles (bolt action snipers)

ON **up to 3.34 J**(joule) – the permissible deviation is up to **max 3.46 J** the

ON minimum range of action is 30 meters on the replica it is mandatory

ON to have optics with introduction

ON along with sniper rifle replicas, a "sidearm" (pistol, automatic rifle, ...) is mandatory.

REPLICA SNIPERS ARE STRICTLY PROHIBITED FROM OPERATING INSIDE THE FACILITY

The organizer is allowed to change the ammo limit rule.

Article 12.

A player whose replica is stronger than prescribed hands over that replica to the organizer for safekeeping until the end of the match. The match organizer is obliged to take care of the entrusted replica for which he issues a confirmation to the player.

Article 13.

The kinetic energy of the grain (bba) is determined by measuring the mean kinetic energy of 5 consecutive grains (bba).

Article 14.

The official chronometers of HASS are:

- Xcortech X3200 MK1
- Xcortech X3200 MK2
- Xcortech X3200 MK3

Article 15.

The penalty for using a replica whose kinetic energy of the grain (bba) is lower than the prescribed limit in Article 11 of this Rulebook is a ban on participating with it in the said match.

Article 16.

The penalty for using a replica at distances shorter than those prescribed in Article 11 of this Ordinance has the following consequences:

- first violation: verbal warning
- second violation in the same match: automatic exclusion from the match without additional sanctions

If the organizer of the match caught a player on the field with a stronger response than during the chanting, the organizer must report the player to the Federation, which takes further measures in accordance with the Rules.

ACTION WITHIN THE FACILITY

Article 17

The use of automatic (burst) mode of firing with a replica in closed rooms is allowed only if **the replica does not have a grain kinetic energy (bb) greater than 0.84 J (joule)**. The player is obliged to report such a replica to the organizer, and it is marked in the manner and according to the decision of the organizer, and the mark must be different from the marks of other replicas.

Article 18

A player who is 2 meters from the outer wall of the attacking object is considered to be inside the object and may not fire automatically (burst) towards the opponent. A distance of 2 meters from the outer wall is considered as a game inside the facility.

Article 19

A player who acts with automatic fire inside the facility will be punished as follows:

- first violation: sent to the mash for 30 minutes
- second violation in the same match: automatic exclusion from the match without additional sanctions

This article does not apply to players with replicas described in Article 17 of this Rulebook.

NIGHTMARE GAME

Article 20.

In the nodal part of the game, every participant of the training/meeting organized by a member of HASS is obliged to use a tracer unit with tracer balls (bb) or muzzle flash on their replica in order to best portray the nodal part of the game. Modified tracers or muzzle flash are allowed if the light visibility from the direction of action is at least 30 meters.

Article 21

Replicas that do not have the possibility of mounting a tracer unit or muzzle flash cannot participate in the node part of the game.

Exceptions to this rule are:

- replica guns
- replica shotguns
- grenade launchers

Article 22.

The duration of the nodal part of the game is determined by the organizer.

Article 23.

Penalty for non-compliance:

- first violation: sent to the mash for 60 minutes
- second non-compliance: automatic exclusion from the meeting with mandatory reporting to HASS

If the offense is repeated over several matches, the individual will be punished by a ban on participating in trainings/meetings organized by HASS members for a period of 3 months.

COLD WEAPONS

Article 24

It is forbidden to carry cold weapons (eg boxers, daggers, daggers, sabers, bayonets, etc. - that is, weapons from Article 6, paragraph 10 of the Law on the Acquisition and Possession of Weapons by Citizens).

Article 25

The use of knives and machetes, or similar tools, is not prohibited, but its use is prohibited in a way that may result in injury to other participants in the meeting, i.e. it may be used **EXCLUSIVELY** as a tool.

Article 26

Any handling of the tools mentioned in Article 24 that results in injury to participants in the training/meeting will be reported to the competent authorities of the Republic of Croatia (Ministry of the Interior), and will be sanctioned in accordance with the Laws of the Republic of Croatia.

ADVERTISEMENT OF A MEETING FOR MEMBERS OF THE CROATIAN AIRSOFT ASSOCIATION

Article 27

Meetings are announced on the official forum of HASS (www.hass.hr/forum) under the rubric **Meeting announcement**.

The topic of the meeting announcement must be **glued** regardless of the time of the meeting.

Article 28

For members of HASS, on the basis of an open announcement, the meeting is included in *Calendar of meetings* in such a way that the name of their encounter is indicated in bold letters.

Article 29

If the HASS member's meeting announcement topic is locked, it must have an open topic for discussions *it is not stuck and is unlocked for discussion*.

In the period before the meeting, the author of already announced and pasted topics can unlock the already pasted topic and allow discussion in it. It is allowed to unlock the topic 14 days before the meeting.

Article 30.

Form meeting announcements **MUST** contain the following information:

- the name of the encounter
- date of the meeting (format *dd.mm.yyyy*)
- venue of the meeting
- meeting time (*beginning - end* in format *hh:mm - hh:mm*)
- meeting organizer
- the price of the registration fee and the invoice number for the payment (if the payment is to be indicated separately on the field) indicate if the meeting is thematic or on invitations
- special notes (rules/restrictions: mid cap, ammo limit, .../limited to 100 people, 24h, 48h, dress code, ...)

Article 31

When a member announces a meeting on the forum according to the rules specified in Article 27 to Article 30, it will also be announced on the official website of the Association (www.hass.hr) under the rubric *Encounters* with a link to the announcement of the meeting on the forum.

The meeting will also be promoted on the Association's Facebook page.

ADVERTISEMENT OF MEETINGS FOR NON-MEMBERS OF THE CROATIAN AIRSOFT ASSOCIATION

Article 32.

Meetings are announced on the official forum of HASS (www.hass.hr/forum) under the rubric *Meeting announcement*.

Article 33.

For non-members of HASS, based on an open announcement, the match is included in the *Calendar of meetings* in such a way that the name of their meeting is written without special marks.

In the event that a meeting has already been announced in the current month *members*, meeting *non-members will not be included* to the calendar.

Article 34

The topic of the announcement of the non-member meeting must be *locked* and commenting and writing in the same topic is allowed only to the author of the topic. Non-members of the alliance can have a maximum of one topic for the announced meeting within which they are allowed to use a maximum of three (3) posts.

In exceptional situations, commenting and writing within the topic is allowed by moderators and/or administrators if the author asks them to do so or if the rules of the forum, the Association or the Law of the Republic of Croatia are violated in any way.

Article 35.

Form meeting announcements **MUST** contain the following information:

- the name of the encounter
- date of the meeting (format *dd.mm.yyyy*)
- venue of the meeting
- meeting time (*beginning - end* in format *hh:mm - hh:mm*)
- meeting organizer
- the price of the registration fee and the invoice number for the payment (if the payment is to be indicated separately on the field) indicate if the meeting is thematic or on invitations
- special notes (rules/restrictions: mid cap, ammo limit, .../limited to 100 people, 24h, 48h, dress code, ...)

Article 36.

If a non-member stated that she uses her own rules, and they are a copy or to a significant extent a copy of the HASS rules, she must not present them as her own, but it must be emphasized that they are HASS rules.

Article 37

A non-member who is not sure about certain segments of the announcement and believes that parts of the announcement could be in confrontation with HASS policy must consult with the Alliance's management committee before announcing the meeting.

ABSOLUTELY

Article 38

All topics from **Meeting announcements**, and all those whose last comment has been more than 2 months will be transferred to the column **Archive of meetings**.

If a meeting of a member of the Alliance and a non-member of the Alliance coincides on the same date, the meeting of the member has priority, i.e. the meeting of a non-member has no right to be published in **Announce the meeting** nor in **Calendar of meetings**.

SECURITY, TRANSPORTATION OF REPLICA AND WAY OF WEARING THE UNIFORM

Article 39

When arriving and leaving the training/meeting, the replica must be locked (safe) and the tank (and battery for AEG replicas) must be removed from the replica. The replica must be transported in a box, bag, suitcase or trunk in such a way that it cannot injure anyone or cause unwanted reactions, i.e. it is not visible to the public (Art. 29, paragraph 5 and Article 71, paragraph 6 of the Law on acquisition and possession of weapons by citizens NN 94/18, 42/20 of April 8, 2020).

Article 40.

It is forbidden to give the replica to a person who is not familiar with the weapon in question or who is not familiar with the working principles of the airsoft replica and the safety rules for using it.

Article 41

Try on and check the replicas only in the space provided by the organizer.

Article 42.

It is forbidden to arrive or leave the airsoft training/meeting/presentation in full military uniform. During arrival and departure, it is allowed to use and/or combine parts of the military uniform with civilian clothing.

ORDER OF ACTIONS UPON ARRIVAL AT THE MEETING

Article 43.

The sequence of actions upon arrival at the meeting is as follows:

- club/team/individual registration for the meeting
- resolution of administrative items and registration fee (if not resolved in another way) familiarization with the rules of the meeting (if there are additional restrictions in relation to the rules of HASS), otherwise it is considered that every individual who registered for the meeting is familiar with the rules and that they acceptance by arriving and registering for the meeting
- equipping and preparing for the
- meeting familiarization with the
- scenario holding the meeting
- unloading equipment

Article 44.

Every participant in the meeting must wear protective glasses from the moment the moderator/organizer announces the start of the meeting until the moment the moderator/organizer announces the end of the meeting. Even if you have moved away from the place of the fight, you are obliged to wear glasses until the organizer makes it clear to everyone that the match is over.

Article 45.

The penalty for not respecting the sequence of actions from Article 43 is the exclusion of the individual from the meeting, and a warning to the club/team, if the same member is someone else, in order to prevent the repetition of non-compliance with the rules!

Article 46.

All clubs/teams and individuals can participate in matches organized by members of HASS, unless participation in the match is conditioned by an invitation sent by the organizer, or he has not prohibited them from coming to the match, and if they are not banned from playing by their club or HASS- And.
The organizer is not obliged to comment on the decision that a player is not allowed to attend the match.

Such a person is considered undesirable at the meeting and will be removed from it with the help of the steward/moderator or the police.

Article 47

All clubs/teams/individuals can participate in meetings organized by HASS members, provided they are at least 18 years old.

Article 48

It is strictly forbidden before, during and/or after the match to display any signs or beliefs based on political, national, religious, fan bases or any other basis that could offend other participants of the match.

Those participants who do not comply with the above will be warned by the organizer, and if they disobey the request of the organizer, they will be immediately excluded from the meeting with a mandatory report to HASS.

ALCOHOL, NARCOTIC DRUGS OR OTHER STUNNING AGENTS

Article 49

During the meeting organized by the members of HASS, it is forbidden to consume drugs of any kind, as well as to participate in the meeting in a state of impaired judgment, which may be the result of taking drugs that after consumption prohibit driving a motor vehicle.

If there is alcohol in the blood above 0.50 g/kg, i.e. the corresponding amount of milligrams in a liter of exhaled air, i.e. when he is in such a state that he is unable to understand the meaning of his actions, i.e. control his will (Art. 29, paragraph 3 of the Law on acquisition and possession of weapons by citizens NN 94/18, 42/20 of April 8, 2020).

You report observed irregularities to the organizer of the meeting.

Article 50.

Any player who observes a person who consumes excessive amounts of alcohol, drugs or other intoxicants is obliged to report the person to the organizer of the match immediately upon finding the same in violation.

Article 51

Any insinuation after the meeting that someone was intoxicated without reporting to the organizer during the event itself will be considered false and malicious and will result in disciplinary proceedings before the HASS Assembly and a temporary or permanent ban on the HASS forum.

Article 52.

The penalty for disobeying this rule (Article 49) is the automatic exclusion of the individual from the match permanently or until sobering up and a warning to the club/team to which he belongs (decision of the organizer). At the same time, that individual can be banned from participating in meetings organized by HASS members for a period of one to six months. If the individual repeats the offense, he will be banned for life from participating in meetings organized by members of HASS.

Article 53.

If the individual does not belong to any club/team, the individual is automatically excluded from the meeting permanently or until he sobers up (decision of the organizer) and is banned from participating in meetings organized by members of HASS, until he becomes a member of the club/team. The offense is transferred to a new club/team, and if the offense is repeated, that individual is banned for life from participating in matches organized by HASS members.

Article 54.

If the organizer believes that the individual is in an alcoholic state and that there is more than 0.50 g/kg of alcohol in the blood, i.e. the corresponding amount of milligrams in a liter of exhaled air, the organizer is allowed to breathalyze the player with a suitable device for measuring the concentration of alcohol in the blood.

The device for measuring the concentration of alcohol in the blood must be calibrated by the State Bureau of Metrology, and the calibration must not be older than six (6) months.

If the organizer does not have a device for measuring the concentration of alcohol in the blood, he can call the police to breathalyze the individual.

EXPLOSIVE AGENTS, SMOKE BOMBS

Article 55.

Explosives are prohibited!

Exceptions to this rule are made exclusively by the match organizer in agreement with the captains of the other clubs/teams participating in the match.

Article 56.

The penalty for using prohibited, unapproved means is the automatic exclusion from the match of the individual and the entire club/team to which he belongs. The entire club/team is also banned from participating in meetings organized by HASS members for a period of six (6) months.

Article 57

Smoke bombs, airsoft grenades (TAG grenades) and mines (they eject BBs using a spring, gas or pyrotechnics, powder or paint) are allowed with a certificate from the manufacturer, but no tear gas or other irritants. Smoke bombs must be presented to the meeting organizer and can be used with his approval.

Article 58

The use of mines with electronic activation signaling (light or sound activation signals) is allowed. The organizer decides whether they will be recognized as a player's goal.

Article 59.

Eavesdropping on radio communication is permitted unless otherwise specified by the organizer of the airsoft event, but the use of jamming devices is not permitted.

It is forbidden to eavesdrop on radio communication frequencies used by airsoft event organizers.

Article 60.

Violation of the provisions of Article 59 may result in the exclusion of the player from the match. The organizer of the match decides on the exclusion of the player from the match.

Article 61

The scenario is designed to simulate a war situation as accurately as possible, and any illogicality, vagueness or need for improvisation must be compensated for by adapting to the situation.

MARKING THE INJURED PLAYER, MEDIC RULES

Article 62.

The Rulebook for the treatment of affected players (Medic rulebook) applies.

Article 63.

A player who has been hit must make it clear and loud to the opposing team and his own players that he has been hit. Marking a goal is done in the following way:

- shout loud and clear **STRICKEN** or **HIT**
- the affected player draws exclusively **Red** or **orange** reflective vest (during the nodal part of the game, it turns on the flash **red** color) that he places on his head/body in such a way that it is visible to opposing players
- affected player **REQUIRED** performs the bleedout time in the time set by the organizer (5 min, 10 min, ...)
- affected player **he must sit, kneel or lie down** in the place where it was hit (except for bad weather conditions when it can remain standing if it is not in the firing line)
- the affected player calls a medica exclamation **MEDIC**

- the affected player may not communicate with other players (affected or alive), and may not influence other players and teammates or hinder them in the game in any way.
- The KIA player goes to MASH in a way that does not disrupt the game of other players
- towards affected players clearly marked with a red/orange vest or a red nodo light, it is forbidden to act
- **FORBIDDEN** is the use of affected players as cover, i.e. in this case the affected player is considered an obstacle or cover and the player's action in his direction is allowed

Article 64.

In a nod game, in the event of a goal, the player is marked in the manner described in Article 62 of this Rulebook, and must not in any way influence the other players and teammates or interfere with their actions in the game (lighting a lamp, talking...)

The prescribed penalty for non-compliance with this Article is:

- 1st time in the encounter: sending to mash for 30 minutes
- 2nd time at the meeting: sent to mash for 90 minutes
- 3rd time at the meeting: exclusion from the meeting with a report to HASS

Article 65

It is forbidden to tell someone that they have been hit. It is shot until the player makes it clear that he has been hit. A hit to any part of the body, equipment or replica is considered a hit and every participant is obliged to acknowledge them!

The player is not hit until he admits the hit himself or the moderator declares him hit. If the moderator declares someone affected, it is strictly forbidden to discuss the validity of his decision at that moment. Only after the end of the mission, part of the scenario or the entire encounter, the player who was declared affected has the right to submit a complaint to the moderator and clarify the situation!

Article 66.

It is strictly forbidden to shoot BBs from the moment the individual is hit, until the moment the individual does not return to the game, either by returning from MASH or if the medic returns him to the game.

"SILENT KILL" - RULE AND PROCEDURE

Article 67

A silent kill is executed by grabbing a person with both hands by any part of the body, except for the neck and head, and with constant contact, say "silent kill-silent kill-silent kill" clearly three times in order to make the player who uses the silent method killa prevented from mass "killing".

A person who is silent-killed is "dead" immediately after the first "silent kill" is uttered, and must surrender, must not react, shout or warn other players, or even say "hit", but must immediately drop to the floor in sit or lie down and put the red/orange reflective vest on.

The player is not obliged to recognize a silent kill that was not executed according to these rules.

A person who has been silently killed must wait for the bleed out time and only then head towards MASH. If the opponent notices that a "silent kill" is being prepared, the only solution is to retreat and shoot at the opponent or use the fair play rules and verbal elimination with "bang-bang".

See Article 70 (verbal elimination of opponents).

Article 68

The use of any replica knives and weapons/tools of any other kind is strictly prohibited.

Article 69

People who do not comply with the silent kill rules will be punished as follows:

- 1st time in the encounter: sending to mash for 60 minutes
- 2nd time at the match: exclusion from the match (without additional sanctions)

VERBAL ELIMINATION

Article 70.

Verbal elimination is allowed if you are very close to a player (up to 5 meters) who cannot see you and shooting would cause him unnecessary injury. In that case, you can tell him that he is hit/out of game/dead by aiming at him or have the replica turned in the direction of the player. After you have verbally eliminated a player, you are obliged to shoot one (1) BB next to him to confirm that you actually intended to eliminate the opponent, and that you had a BB in the tank.

If that player continues to play, it is allowed to use a replica towards the player to kick him out.

Verbal elimination is not possible if you don't have a player in sight and sight, a BB in the magazine or a magazine in the replica, and on top of that it is not a Silent Kill!

Example of correct verbal elimination: Player A is on one floor of a building with a large hole in the floor and sees player B crawling 2 m below him. Player B is unaware of player A and turns his back to him, looking out the window. Because of his position, player A has only seen the upper part of player B's body and is aware that a hit to the head from that distance can have consequences and warns him that he has been hit by keeping him in the sights. After Player B concedes a hit, Player A is required to fire a BB past Player B to confirm that he has a BB in the tank.

An example of incorrect verbal elimination: Player A is behind a thick bush. Player B knows this but cannot reach him and shouts to player A that he has been hit because he is in the immediate vicinity. Player B is wrong.

It is used exclusively at short distances up to 5 meters with visual contact, and at the player's decision (if you shoot a person, DO NOT AIM AT THE HEAD)

Article 71

The procedures and procedures governing the further behavior of the player after being hit are defined depending on the match scenario.

Article 72.

Penalties for non-compliance with any article from the Verbal Elimination section are as follows:

- 1st time at the meeting: sent to mash for 60 minutes + warning
- 2nd time at the meeting: exclusion from the meeting (with report to HASS)

If the offense is repeated at several matches, the individual will be punished by banning participation in matches organized by HASS members for one (1) year, after which his exclusions will be deleted, and the club/team to which the individual belongs may be fined three (3) of the month of the ban on participating in meetings organized by HASS members.

OTHER HITS

Article 73.

Deflected BBs are not recognized as a hit regardless of the method of deflection, if the BB bounced off a tree, cover, another player. Hits through brush/snow are considered a hit.

Article 74

Friendly kill -when you are hit by your teammate, you must concede the hit and proceed according to "MARKING THE HIT PLAYER, MEDIC RULES".

If a silent kill has been performed on you by your teammate, you must act according to the "silent kill" rule.

Article 75.

It is forbidden to shoot blindly - the so-called "Blind shot", which means taking a shot at an opponent player from cover (natural or artificial) without exposing your own body to it, i.e. "without visual check and contact with the target".

Punishment for the above behavior:

- 1st time at the meeting – sent to the mash for 60 minutes + warning
- 2nd time at the match - exclusion from the match

If the offense is repeated over several matches, the individual will be punished with a ban on participating in matches organized by HASS members for one (1) year, after which the exclusions will be deleted, and the club/team to which the individual belongs may be fined three (3) of the month of the ban on participating in meetings organized by HASS members.

GATHERING OF AFFECTED PLAYERS

Article 76.

On small fields where the game is dynamic (fields 500x500 meters and similar dimensions) gathering of affected players is prohibited.

In MIL-SIM matches where the base is far away or the players are caught by a nod, it is allowed to gather the affected players at a distance of more than 50 meters from the current action for an easier return to the base, to avoid losing players and injuries.

STOP RULE

Article 77

The player can stop the game by shouting "STOP" or "BREAK THE GAME".

There are only a few justified situations when a player is allowed to do this, otherwise he will be punished by being removed from the match/training. In the event that civilians enter the field (a civilian is considered any person who does not participate in the meeting as a civilian in the scenario) or animals, it is strictly forbidden to act on them, intimidation, or any form of physical or psychological harassment, and you are immediately obliged to the moderators / let the organizers and other participants of the meeting know that there are civilians or animals on the ground, i.e. the area where the meeting is taking place.

STOP: CIVILIANS!

If civilians are in the immediate vicinity and there is a danger that they will be hit. The player who noticed them shouts **STOP CIVILIANS** and goes to them to warn them that airsoft is being played.

STOP : HELP or INJURY

A player fell and injured himself and called for help or saw another player/teammate injured. In this case, it is necessary to jump in to help the injured player and stop the game.

STOP : rule violation / danger

If the player sees a violation of the rules that puts the player or other players in danger and judges that it is an extremely illegal situation, he can stop the game by yelling STOP.

Also, if the player sees any danger during the game such as fire, game, electrical danger, collapse or any sudden and potential danger to the encounter, he is authorized to stop the game.

NO ONE MAY OPERATE DURING THE STOP TIME.

If the player stops the game for invalid reasons such as "he didn't admit it", "he went to respawn, but immediately came back", "he was doing a blind shot" etc., he will be sanctioned depending on the severity of the offense.

Stopping the game is a serious matter because it destroys the pace and quality of the match and wastes everyone's time, and the use of "stop" must be really valid and necessary. Any unjustified use will be treated as a serious offense and will be reported to HASS, which will sanction the offense.

IN GAME MODERATORS

Article 78

In-game moderators are persons who are authorized by HASS, and have a valid card issued by HASS, they can only participate in moderating the match (control of compliance with the rules of the game) at the request of the organizer, they can warn and, if necessary, exclude the player from the game if they are sure of an irregularity, and report the irregularity to the organizer immediately or after the end of the game. If they notice a violation, they are obliged to report it to the organizer.

In-game moderator must have highlighted at the time of action **blue reflective vest** and must present itself to the player it is acting upon. The in-game moderator can act, i.e. monitor the game of live players if he is "dead". When an active player notices a violation of the rules of which he must be 100% sure, he must stop the game, display a yellow reflective vest and introduce himself, shout "In Game moderator" approaches the player who committed the offense and establishes the facts, the name and surname of the player, which team he belongs to, etc.

At the end of the procedure, he can continue with the game in such a way that he returns at least 100 meters from the action of the current action, waits for five (5) minutes and then prepares the yellow reflective vest and continues with the game.

END OF THE MEETING

Article 79

The match ends when all the tasks of a team are fulfilled and the organizer declares the end of the match. The end of the match can also be declared in an unforeseen situation that may result in injury or material damage to an individual or a group of persons, regardless of whether they participate in the match or not.

Article 80.

In case of any injury to a player, the match is interrupted, and the organizer/moderator must be informed. The continuation of the meeting is decided solely by the organizer.

Article 81

The end of the meeting can be declared EXCLUSIVELY by the organizer/moderator of the meeting.

Article 82.

It is strictly forbidden to swear and insult on any basis, as well as verbal or physical conflict between the participants of the meeting!

The punishment for the said behavior will be drawn up by the moderator on the spot, and it can be a warning or exclusion from the meeting. An individual may subsequently be banned from participating in meetings organized by any HASS member for a certain period (eg three months, six months or life), depending on the severity of the offense. Depending on the severity of the offense and the conditions under which the said offense took place, the penalty may also be imposed on the club to which the member belongs.

The penalty for physical or psychological harassment of civilians (any person who does not participate in the meeting) or animals is a lifetime ban from participating in meetings organized by HASS members.

CHAIN OF COMMAND

Article 83.

The chain of command determined before the start of the meeting by the organizer/moderator and must be respected. The determination of the chain of command can be left to the participants themselves, and when it is determined, it must be respected.

Article 84

The penalty for disobeying the chain of command is:

- 1st time at the meeting – caution and stay in MASH (outside the game) for 60 minutes.
- 2nd time at the match - exclusion from the match.

If the offense is repeated over several matches, the individual will be fined with a ban on participating in matches organized by HASS members for a period of 1 to 12 months (after which the suspensions are deleted), and the club/team to which the individual belongs may be fined up to three months ban on participating in meetings organized by HASS members.

Article 85.

Commanders have the right to ask the moderators to exclude from the meeting a person who they think is disobeying orders or otherwise working against the welfare of the team. The moderator may or may not exclude the specified person.

Article 86

It is strictly forbidden to shoot participants of the meeting or any other person outside the meeting, as well as animals with the intention of injuring them!

Article 87

You are obliged to respect the rules of Fair play!

Article 87

Each member of HASS, as the organizer of the meeting, has the right to refuse an application for participation in the meeting to an individual or club/team as a punitive measure, due to frequent violations at meetings organized by members of HASS or other clubs/teams/freelancers who are not members of HASS- And.

The organizer is not obliged to explain the reasons for rejecting the application for the meeting.

Article 88

The rules are subject to changes during the duration of the meeting as needed by the organizers.

Article 89

Each member of HASS is obliged to conduct meetings according to the rules specified in this Ordinance, except in the case of Article 82 of this Ordinance.

Article 90

It is forbidden to throw any kind of waste into nature during the meeting. If one participant sees another participant throwing waste in a place that is not intended for that, he is obliged to warn him and report it to the moderator.

Article 91

The club organizing the meeting is obliged to set up bins or waste bins in the base/mash or on the field where it is deemed necessary so that the participants have a place to dispose of waste.

Article 92

If a situation arises that is not provided for in this Ordinance, the meeting organizer is obliged to resolve the situation in accordance with the Laws of the Republic of Croatia.

LASERS

Article 93

Only factory lasers are allowed to be used by players at meetings organized by HASS members. Lasers are allowed as a scripted part of the encounter.

VEHICLES

Article 94

It is allowed to use vehicles at meetings organized by HASS members. Vehicles can be provided by the organizer of the meeting or they can be owned by the club/team/individual.

Article 95

The organizer of the meeting, as well as HASS, are not responsible for possible damage to the vehicles used in the game.

Any intentional damage to vehicles will result in automatic expulsion from the meeting and initiation of disciplinary proceedings before the Association.

Article 96

The maximum permitted vehicle speed on the terrain is 25 km/h.

Article 97

Under no circumstances can vehicles be stolen from rivals.

Article 98

Elimination of the vehicle is carried out by hitting the vehicle with an RPG or ball-throwing mortar, a 40mm grenade, a TAG explosive grenade ("tag") or by eliminating the driver.

At all times, the driver's and passenger's side windows must be down so that they can be hit, while the other windows on the vehicle can be up.

If the vehicle is eliminated in the manner referred to in Article 98, paragraph 1 of this Ordinance, then all players in the vehicle are eliminated except when the driver is eliminated, then the other players are eliminated upon exiting the vehicle.

A vehicle hit in this way is out of the game for one hour and an orange reflective vest or red flash is placed on it.

TACTICAL SHIELD

Article 99

The tactical shield is a means of protection that may be used at meetings organized by HASS members.

Article 100.

The tactical shield must have the following parameters (dimensions and mass):

- **large shield**
 - ON width: 55-65 cm
 - ON height: 110-130 cm
 - ON weight: 10 kg or heavier
 - ON allowed deviation: 10 cm in height and width and 1 kg in weight
- **middle shield**
 - ON width: 50-55 cm
 - ON height: 95-105 cm
 - ON weight: 7 kg or heavier
 - ON allowed deviation: 10 cm in height and width and 1 kg in weight
- **small shield**
 - ON width: 45-50 cm
 - ON height: 85-90 cm
 - ON weight: 5 kg or heavier
 - ON allowed deviation: 10 cm in height and width and 1 kg in weight

Article 101.

The tactical shield must be a faithful copy of the real tactical shield in appearance. Each tactical shield replica must have a "window" so that the person wearing the shield can see the opponent and so that there is no violation of the "blind shoot" rule.

Smart shield destroyed if hit by a 40mm shell (all versions) or a pellet-firing salvo.

When the shield is destroyed, it is considered that the person wearing the shield is also hit, he has the right to medical, but the shield must not be used until the next exit from the MASH.

Given that the shield does not cover the whole body, if a person wearing a tactical shield receives a hit in an unprotected part of the body, equipment or replica, it is considered that the person has been hit, puts the shield on the floor and acts according to the procedure of the hit player. Another person may take the shield and continue playing with it in this case.

SEMINARS, ANNIVERSARY PARTIES, COURSES

Article 102.

Any inappropriate behavior in front of sponsors, donors or other important (VIP) persons for the Association will be punished in accordance with the provisions of this Ordinance.

DISCIPLINARY COMMISSION

Article 103.

The disciplinary commission consists of all members of HASS, and members participating in the dispute are excluded from the disciplinary commission.

Article 104.

Depending on the severity of the individual's offense, the Disciplinary Commission will also punish the club of which the individual is a member.

DISCIPLINARY COMMISSION - GENERAL OFFENSE PROVISIONS

Article 105.

Illegal actions for which sanctions will be applied to the member/participant:

- violation of HASS rules or rules issued by the match organizers
- endangering the safety of other players
- handling the replica contrary to safety regulations testing the replica outside the marked part of the field intended for that multiple
- endangering the safety of other players or other persons using the replica towards civilians
- shooting at animals without self-defense showing
- or using a replica outside the field of play
- coming to a training, seminar or meeting contrary to the rule on wearing a uniform
- false representation and representation as a representative of the Association/club/team bringing firearms or gas weapons to a training, meeting or seminar etc. using firearms or gas weapons at activities of the Association/club/team participation
- proven non-recognition of hits at airsoft events under the visible influence of alcohol or drugs
- insulting on any basis (national, religious, social, etc.)
- negligent care of entrusted equipment
- intentional destruction or damage to equipment
- theft - immediate exclusion from the Alliance with a report to the police and compensation for damages
- insulting, slandering on the forum or other types of media, telling untruths verbal
- confrontation with other players
- attempt to physically deal with other players
- physical deal with other players
- verbal threat to another person/team/club
- failure to use protective equipment
- disobeying the moderator's decision and engaging in discussions and arguments with the moderator, acting contrary to the moderator's orders
- non-compliance with the rules of medic, MASH and other special rules of the match
- following affected players ("dead")
- not having protective equipment or any other piece of equipment necessary for participating in the match

Article 106.

The exception to Article 105, paragraph 11 and paragraph 12 of this Rulebook is the use of gas weapons for the purpose of a scenario, and the same can be used exclusively by the moderator of the meeting without the use of it resulting in injury to an individual.

In order to use gas weapons at a meeting, the organizer of the meeting must have approval from the Ministry of Internal Affairs and the fire station or fire brigade that operates in the area where the meeting is organized.

It is also mandatory to have a minimum of 1 (one) fire extinguisher of a minimum of 3 (three) kilograms - if gas weapons are used that can cause a fire.

If the moderator uses a gas weapon in such a way as to put people or things in danger, he is immediately removed from the meeting and reported to HASS, for which a ban on participating in meetings organized by HASS for a period of 5 (five) years or a lifetime ban (depending on the severity of the offense).

VIOLATION SANCTIONS

Article 107.

Offense sanctions are as follows:

- Referral to MASH by the decision of the moderator, exclusion
- from the meeting by the decision of the organizer, public
- warning - published in the HASS newsletter
- ban on participation in events organized by the Association (1-24 months) ban on participation in
- events organized by the Association - permanent reporting of violations to the competent
- authorities of the Republic of Croatia
- ban on the forum permanent/temporary

DISCIPLINARY PROCEDURE

Article 108.

Disciplinary proceedings may be initiated at the request of one person/team/club against another person/team/club.

Article 109.

After the disciplinary commission holds a discussion, voting is started, and the decision is valid when at least 50% + 1 member votes FOR or AGAINST.

Article 110.

The written application must contain the following:

- Name of the meeting:
- Date and time of the violation:
- Who reports the violation:
- Information about the violator:
- Description of the offense:
- List of witnesses:
- Witness statements:
- Statements of those involved in the event:
 - on Offender
 - ON Damaged
- Statement of the club/team:
- Identification of the violator:

The written application is sent through the official newsletter of the Association (forum), and it must also be sent by post with all the specified documentation to the address of the Association.

Article 111.

Decision - which will contain the decision of the disciplinary commission on the above, with the following highlighted:

- the date of the commission session, the
- date and time of the violation, the article
- and paragraph of the violation, the decision
- of the disciplinary commission
- instructions on legal remedy - that the violator has the right to appeal within 15 days from the date of publication of the decision in the official gazette of HASS
- Signature of the President/Secretary/Vice President of the
- Association, date of adoption of the decision
- seal of the Alliance

Article 112.

The submitted appeal will be considered by the Board of Directors of HASS.

The Board of Directors can decide on an appeal that it is UNBASED or BASED.

Article 113.

Unfounded complaint is rejected and the decision is implemented according to the commission's decision. An unfounded appeal is an appeal in which no new facts are stated that would affect the earlier decision of the disciplinary commission.

Article 114.

Grounded appeal - the Assembly of the Alliance is convened, a discussion is started, voting is started, and a valid vote is at least 50% + 1 member of those present FOR or AGAINST.

TRANSITIONAL AND FINAL PROVISIONS

Article 115.

This Rulebook enters into force on January 1, 2021. and replaces the previous Ordinance.

In Bjelovar, 02.01.2021.

MP

Juraj Markovid
(President of HASS)