



 **WORLD AIRSOFT GAMES (WAG / W.A.G.)**
EQUIPMENT & STANDARDIZATION RULEBOOK

CHAPTER 1 — INTRODUCTION

1.1 Overview of the World Airsoft Games

The **World Airsoft Games (WAG / W.A.G.)** represent the highest competitive platform in global airsoft. The event brings together elite teams from around the world to compete under a **unified, professional, and internationally recognized standard of equipment and gameplay regulations.**

This rulebook establishes the **mandatory requirements** for all equipment, uniforms, weapons, accessories, safety systems, and identification markers used by players during the World Airsoft Games 2026.

It is designed to:

- Ensure **competitive fairness**
- Uphold **international safety standards**
- Maintain **broadcast clarity and visibility**
- Provide **consistent enforcement protocols** for referees
- Ensure all teams, regardless of country, adhere to a **single unified standard**

1.2 The Hybrid Professional + Tactical Standard

The WAG adopts a **hybrid rulebook structure**, combining:

✓ **Professional structure (International governing-body style)**

Used for:

- Legitimacy
- Regulatory clarity
- Legal compliance
- International adoption

✓ **Tactical clarity (Law enforcement / special operations style)**

Used for:

- Fast interpretation under stress
- Operational effectiveness
- Clear communication for referees
- Rapid team compliance

This approach ensures the WAG rulebook is both **authoritative** and **practical for real-time competition**.

1.3 Authority of This Document

This rulebook:

- Applies to **all players, coaches, substitutes, team captains, staff, and referees**
- Is legally binding for all teams registered in the WAG
- Supersedes national or regional rules used by local leagues
- Cannot be modified without approval from the **WAG Technical Directorate**

All participants are responsible for understanding these rules. Ignorance does not exempt compliance.

1.4 Enforcement

Referees, marshals, and the WAG Technical Directorate have full authority to:

- Enforce rules
- Inspect equipment
- Remove non-compliant items
- Penalize teams or individuals
- Disqualify players for safety violations

Decisions made by the **Head Marshal** are final.

1.5 Document Structure

This expanded rulebook is organized into:

- **Core Regulations (Chapters 1–17)**
- **Enforcement & Operations (Chapters 18–24)**
- **Appendices A–F (Illustrations, Scenarios, Checklists, Glossary)**

Each chapter provides detailed explanations, examples, and tactical justification for the equipment standards used in WAG 2026.

CHAPTER 2 — PURPOSE & SCOPE

2.1 Purpose of the Equipment Standards

These standards exist to:

Safety

Ensure that all participants are protected from preventable injuries through strict equipment regulation.

Fairness

Prevent teams from gaining an unfair competitive advantage through non-standardized equipment or illegal modifications.

Visibility

Provide referees and broadcast media with a clear and consistent visual profile for all players, improving judgement accuracy and viewer experience.

International Uniformity

Unify global airsoft cultures under one professionally governed system.

Operational Discipline

Establish predictable, enforceable rules to ensure organized and efficient tournament operations.

2.2 Scope of Application

This rulebook applies to:

- All competition phases
- All arenas (tactical field, Speedsoft arena, staging areas)
- All players registered on a team roster
- All coaches, substitutes, and off-field personnel
- All referee and marshal inspections
- All training sessions held inside WAG facilities

It covers:

- Uniform standards
- Patch and flag band regulations
- Player numbering
- Weapon specifications
- Identification requirements
- Accessories and attachments
- Safety equipment
- Communications gear
- Grenades and shields
- Chrono and testing
- Marshal authority and procedures

Gameplay rules are provided in a separate WAG document.

2.3 Legal & Regulatory Compliance

The WAG rulebook adheres to the following standards and requirements:

- EU EN166 and ANSI Z87+ eye protection standards
- UAE Tactical Sports and Events Safety Guidelines
- International Airsoft FPS/Joule safety benchmarks
- Venue safety compliance codes
- Broadcast media requirements for identification and visibility

National regulations from participants' home countries **do not supersede** WAG global standards.

2.4 Binding Agreement

By entering the tournament, every player and captain agrees to:

- Comply with this rulebook
- Submit to inspections
- Accept penalties for violations
- Ensure team-wide compliance

Non-compliance equals automatic removal from competition.

CHAPTER 3 — DEFINITIONS & ABBREVIATIONS

This chapter defines all terminology used throughout the WAG Equipment & Standardization Rulebook. These terms ensure clarity, prevent misinterpretation, and standardize language for referees, broadcasters, and international teams.

3.1 Official Abbreviations

WAG / W.A.G.

World Airsoft Games — the governing body and the event.

MW

Main Weapon — primary rifle-class airsoft gun meeting WAG specifications.

AW

Additional Weapon — pistol-class secondary weapon meeting WAG specifications.

MED

Minimum Engagement Distance — the mandatory minimum distance from which a weapon may be fired based on its Joule rating.

FPS

Feet Per Second — velocity of a BB. Not used as a safety standard at WAG; Joule measurement is used instead.

HPA

High-Pressure Air system — must be tournament locked at WAG.

AEG

Automatic Electric Gun — electric airsoft gun using a gearbox.

GBB

Gas Blowback weapon — gas-powered airsoft system.

CO2

Carbon dioxide-powered weapon system.

Tracer Unit

Device attached to barrel to illuminate BBs using UV light.

BB

6mm plastic projectile used in airsoft firearms.

Marshal / Referee

WAG-approved official responsible for rules enforcement.

DQ

Disqualification — removal from match (temporary) or tournament (permanent).

Lock-Wire / Tournament Lock

Physical security system preventing adjustment of HPA or gas output after chrono testing.

Flag Band

WAG-issued right-arm country identification band.

Team Captain (TC)

Registered team leader responsible for ensuring compliance.

3.2 Definitions of Core Terms**3.2.1 Player**

Any individual listed on the official WAG roster for a given team.

3.2.2 Equipment

All items worn, carried, or used by the player during competition.

3.2.3 Illegal Equipment

Any item that:

- exceeds Joule limits
- provides unfair tactical advantage
- violates WAG safety rules
- is not explicitly permitted

3.2.4 Inspection

The formal evaluation of equipment by WAG marshals before, during, or after gameplay.

3.2.5 Ready Line

Designated area where players must be fully equipped and ready for inspection prior to entering the arena.

3.3 Interpretations

If any terminology is ambiguous, the **Head Marshal** has final interpretation authority.

CHAPTER 4 — UNIFORM & PLAYER APPEARANCE REQUIREMENTS

4.1 Purpose of Uniform Regulation

Uniform regulation ensures:

- **Equality:** No tactical clothing advantage.
- **Identification:** Referees must instantly identify team affiliation.
- **Consistency:** All nations follow the same standard.
- **Safety:** Clothing prevents abrasions, cuts, and impacts.
- **Broadcast Visibility:** Clear colour uniformity improves camera tracking.

Uniform consistency is mandatory across all team members.

4.2 Team Colour Consistency Requirements

All players on a team must use **matching colours** for:

- Tops (shirts, long sleeves, jerseys)
- Bottoms (pants)
- Load-bearing gear (vests, rigs, belts)
- Helmets or headgear
- Plate carriers / chest rigs

✓ **Allowed variation:**

Different brands and models are allowed **as long as the colour tone is identical.**

✗ **Not allowed:**

- Mixed colours (e.g., one player OD, another tan)
- Mixed patterns (e.g., Multicam vs. Tiger stripe)

WAG referees may request players to adjust or replace gear to maintain visual uniformity.

4.3 Approved Colour Sets

Only the following colour sets are allowed:

4.3.1 Tactical Camouflage Patterns

- Multicam (any standard variant)
- Woodland
- Desert
- Tiger stripe
- AOR1 / AOR2

All team members must use the same pattern.

4.3.2 Solid Colours

- Ranger Green
- Olive Drab (OD)
- Coyote Brown / Tan
- Black (requires full-team black uniformity)

Solid colours may not be mixed.

4.4 Upper Body Requirements

Players must wear:

- Long sleeves recommended
- Jerseys, tactical shirts, or BDU/ACU tops
- Sleeves must not obstruct arm numbers or flag bands
- No tank tops, short sleeves without approval, or exposed skin permitted in tactical arenas

4.5 Lower Body Requirements

- Tactical pants, BDU/ACU trousers, or sports-compliant pants
- No shorts
- Pants must not interfere with knee pads
- Pants must not contain metal parts that may damage arena structures

4.6 Load-Bearing Equipment

All load-bearing systems must:

- Match the team colour
- Be securely fitted
- Not obstructing player numbers or flag bands
- Have no loose dangling straps (safety hazard)

Allowed:

- Chest rigs
- Plate carriers
- Battle belts
- Lightweight tactical harnesses

Not allowed:

- Weighted vests
- Real armor plates

4.7 Gloves, Pads & Protective Apparel

Recommendation:

- Hard knuckle gloves
- Full-finger gloves
- Knee pads
- Elbow pads

Fingerless gloves are permitted but **not recommended**.

4.8 Footwear

Footwear must:

- Be secure
- Provide ankle support
- Provide grip suitable for fast sprinting, sliding, and close-quarters maneuvers
- Not mark or damage floors

Allowed:

- Tactical boots
- Athletic boots
- Hiking boots
- Trail running shoes

Not allowed:

- Sandals
- Flip-flops
- Barefoot
- Indoor socks

4.9 Prohibited Clothing

- Ghillie suits
- Camouflage cloaks that may snag
- Excessive or flowing fabric
- Clothing with political slogans
- Clothing with offensive content
- Any apparel designed to obscure identity

4.10 Uniform Violations

Uniform violations fall under:

- **Minor Penalty:** Non-matching colour, obstructed number
- **Major Penalty:** Wearing prohibited items
- **Safety Violation:** Apparel that risks injury

Referees may order players to replace clothing immediately.

CHAPTER 5 — PLAYER NUMBERING SYSTEM

5.1 Purpose of the Numbering System

The numbering system exists to:

- Provide fast referee identification
- Enable accurate match review through video replay
- Improve broadcast clarity
- Maintain professional international standardization

5.2 WAG-Issued Numbers Only

Numbers:

- Are assigned **only** by the World Airsoft Games
- Cannot be self-selected
- Are fixed for the entire duration of the event
- Cannot be transferred between players

5.3 Number Placement (Mandatory)

Numbers **must be worn on the LEFT UPPER ARM** only.

Placement rules:

- Centered on the bicep
- Fully visible from side and rear
- Not covered by plate carrier straps
- Not covered by hydration tubes
- Not covered by rolled sleeves

5.4 Visual Requirements

Numbers must be:

- High contrast colour
- Printed or attached cleanly
- Legible from 6+ meters (referee standard)
- Free of folds, wrinkles, or damage

Correct Example:

[3] on left upper arm, fully visible.

Incorrect Examples:

- Number hidden under sling
- Number on forearm
- Number on chest
- Number on right arm

5.5 Material & Application

Numbers may be:

- WAG-provided fabric patches
- Heat-pressed prints
- Sewn patches

May *not* be:

- Drawn with marker
- Printed on sticker paper
- Tape-based numbers

5.6 Violations

- **Minor Penalty:** Number partially obstructed
- **Major Penalty:** Number missing or incorrectly placed
- **Match DQ:** Intentional concealment of number

CHAPTER 6 — FLAG BAND & PATCH RULES

6.1 Purpose of Flag Identification

Flags ensure:

- National identity
- Team pride
- Clear broadcast representation
- Rapid referee identification
- International competitive recognition

6.2 Mandatory WAG Country Flag Band

- WAG will issue a **standardized right-arm flag band** for every player
- Must be worn on **RIGHT upper arm**
- Cannot be replaced, altered, recolored, or resized
- Must always remain visible
- Cannot be covered by gear, sling, or straps

Failure to display flag band: **Major Penalty**

6.3 Optional Left Shoulder Country Patch

Players may add:

- One **country flag patch (8 × 5 cm)**
- Optional team name included inside the patch size limits

Placement:

- **Left shoulder only**
- Only one patch allowed

6.4 Chest Patch Area

Allowed:

- Player name
- Sponsor logos
- Team logos
- Motivational text (non-political, non-religious)

6.5 Back Patch Area

Allowed:

- Up to **two** sponsor logos (max 30 × 10 cm each)
- Optional large player number

6.6 Helmet Patch Areas

- Left: Country flag (optional)
- Right: WAG logo (optional)
- Top/Rear: Player number (optional)

6.7 Prohibited Patches

No patches featuring:

- Political messages
- Religious messages
- Offensive symbols
- Copyrighted material (unless officially licensed)
- Real military unit patches (active duty only)

6.8 Patch Violation Penalties

- **Minor Penalty:** Patch misplacement
- **Major Penalty:** Missing or altered flag band
- **Tournament DQ:** Offensive or extremist patch

CHAPTER 7 — HEAD & FACE PROTECTION

7.1 Purpose

Head and face protection rules prevent:

- Eye injuries
- Facial fractures
- Tooth damage
- Skin tearing
- Head trauma

This chapter enforces the **strictest industry standards**.

7.2 Eye Protection Standards

Eye protection must meet:

- **EN166** (Europe) OR
- **ANSI Z87+** (USA)

Goggles must:

- Fully seal against the face
- Use durable lenses
- Be impact rated
- Not fog excessively

Mesh goggles are **not allowed**.

7.3 Lower Face Protection

Mandatory if player does NOT wear a mask:

- Gum guard must be used

Allowed:

- Mesh lower masks
- Solid polymer masks
- Hybrid masks
- Dye-style full face masks

7.4 Helmet Requirements

Helmets:

- Strongly recommended but optional
- Must be securely fastened
- Must not shift or wobble
- Must be load-bearing capable for cameras

Accepted:

- FAST helmets
- Bump helmets
- Airsoft helmets with reinforced shells

Not allowed:

- Bicycle helmets
- Soft caps only
- Paintball-only helmets without modification approval

7.5 Non-Standard Headgear Approval

All non-standard helmets or mask systems must be:

- Submitted to the **Head Marshal**
- Inspected
- Approved in writing or sticker tag

Marshal decisions are final.

7.6 Prohibited Items

- Sunglasses
- Shooting glasses without safety rating
- Mesh-only goggles
- Industrial face shields
- Welding masks

7.7 Violations

- **Minor Penalty:** Loose helmet strap
- **Major Penalty:** Eye protection not rated
- **Immediate DQ from arena:**
Removal of eye protection during gameplay

This is the **strictest enforcement rule** in WAG.

CHAPTER 8 — WEAPON CLASSIFICATION & SPECIFICATIONS

This chapter sets the **official weapon standards** for all players participating in the World Airsoft Games.

It defines:

- Weapon categories
- Allowed systems
- Minimum/maximum dimensions
- Mandatory components
- Prohibited modifications
- Compliance expectations

The goal is to ensure:

- Safety
- Fairness
- Broadcast clarity
- Zero ambiguity in weapon eligibility

8.1 Weapon Categories

WAG recognizes **two weapon categories only**:

8.1.1 Main Weapon (MW)

The player's primary rifle-class firearm.

- Used for mid-range engagements
- Must meet length and joule standards
- Must remain within semi-auto limitations

Examples (Allowed MW types):

- M4 variants
- AK variants
- SCAR-L
- MP5/MP7 (if meeting minimum length)

- PCC-style AEG carbines
- G36 variants
- MCX/MPX airsoft platforms
- HPA rifles with tournament lock

8.1.2 Additional Weapon (AW)

The player's secondary pistol-class weapon.

- Used for close-range engagements
- Must follow single shot only
- Mandatory for shield and close-quarters transitions

Examples (Allowed AW types):

- Glock series
- Hi-Capa series
- Sig P320
- CZ Shadow
- AAP pistols
- CO2 or Green Gas pistols

8.2 Mandatory Weapon Configuration Rules

8.2.1 Main Weapon (MW) — Minimum Dimensions

MW must be at least:

 **400 mm in length**

Measured:

- Stock fully extended
- Muzzle to buttstock
- Excluding tracer/suppressor attachments

Text Diagram:

[Muzzle]-----[End of Stock]

|<----- 400 mm ----->|

If weapon is foldable:

- It must remain **fully extended during gameplay**.

8.2.2 Additional Weapon (AW) — Maximum Dimensions

AW must not exceed:

 **300 mm in length**

Measured:

- Muzzle to end of slide
- Excluding tracer unit

Text Diagram:

[Muzzle]-----[Slide Rear]

|<----- Maximum 300 mm ----->|

8.3 Operating Systems Allowed

✓ Allowed MW and AW systems:

- **AEG** — Automatic Electric Gun
- **GBB** — Gas Blowback
- **CO2** — Cartridge-operated gas systems
- **HPA** — High Pressure Air system
- **Spring** (rare, but allowed)

✘ Not Allowed:

- Binary trigger systems
- Burst-fire systems
- Full-auto systems
- Digital trigger boards, that produce multi-shot outputs
- Real firearm lower receivers
- Pistol-to-carbine conversion kits
- Drum magazines (any kind)

8.4 Magazine Requirements

Main Weapon (MW)

Only **mechanical mid-cap magazines** are allowed. Not allowed:

- High caps
- Flash-wind magazines
- Electric auto-winding magazines
- Drum magazines
- Box magazines

Additional Weapon (AW)

Only pistol mid-caps.

Not allowed:

- Rifle mags with pistol adapter
- Extended rifle-style pistol magazines

8.5 Trigger Requirements

MW and AW must be:

- Semi-auto only
- No binary, double-shot, reflex, or electronic burst

Examples:

✓ Legal Trigger Pull:

1 pull = 1 shot

✗ Illegal Trigger Pull:

1 pull = 2 shots (binary)

1 pull = microburst

8.6 Allowed Internal Modifications

Allowed:

- Upgraded gears
- Upgraded hop-up units
- Upgraded barrels
- Nozzle replacement
- Spring upgrade (must pass chrono)
- Motor replacement
- FCU for HPA (must be lockable)

Prohibited:

- Steel BB conversion
- High-velocity valve systems
- Unregistered regulator changes
- Weapon systems exceeding joule limits

8.7 Weapon Appearance Requirements

Weapons must:

- Resemble real or recognized airsoft platforms
- Not containing offensive markings
- Use WAG-approved colours
 - Black
 - Tan
 - OD
 - RG
 - Greyscale

Neon or reflective colours are **not allowed**.

8.8 Referee Weapon Inspection

Referees may inspect:

- Barrel length
- Stock position
- Magazine capacity
- Trigger function
- Muzzle device
- Regulator lock

Inspections may occur:

- Pre-match
- During the match
- Post-match
- At random intervals

Marshal decision is final.

CHAPTER 9 — JOULE LIMITS & MINIMUM ENGAGEMENT DISTANCES

This chapter establishes the **international WAG energy limits** for safe and fair gameplay.

WAG uses **Joule-based measurement**, not FPS.

9.1 Official Joule Limits

Main Weapon (MW):

1.5 Joules (max) on 0.30g

Additional Weapon (AW):

1.2 Joules (max) on 0.30g BB

These limits apply:

- At chrono
- During gameplay
- Throughout the tournament
- Under any allowed BB weight

9.2 Why Joules Instead of FPS?

Joules measure energy, not velocity.

This prevents:

- Heavy BB exploitation
- High-RPS safety violations
- Energy spikes due to hop-up tuning

9.3 Minimum Engagement Distances (MED)

 **Main Weapon (MW): 5 meters**

No shots fired within 5m.

 **Additional Weapon (AW): 1 meters**

No shots fired within 1m.

 **Zero-MED is strictly prohibited.**

9.4 MED Enforcement Scenarios (Examples)

Scenario 1 — MW Violation

Distance: 3m

Player fires MW at opponent.

Penalty: **Major Penalty + potential DQ**

Scenario 2 — AW Legal Engagement

Distance: 4m

Player fires pistol.

Legal.

Scenario 3 — Close-Range Violation

Distance: <1m Player

fires AW. Penalty:

Major Penalty

Correct action: **Melee Kill:**

“Freeze — you’re hit.”

9.5 Joule Violation Penalties

1.51–1.60 J (MW)

→ Warning + rechrono + Player off next round penalty (4man Team)

1.61–1.80 J

→ Match Disqualification

1.81 J or higher

→ **Tournament Disqualification**

Same system applies for AW at 1.2 J.

9.6 Joule Spiking and Gas System Rules

HPA and GBB must remain stable.

Referees may:

- Check regulator
- Check valve system
- Conduct mid-match chrono

If Joule creep is identified:

- Immediate removal of the weapon
- Match DQ may be applied

CHAPTER 10 — TRACER SYSTEM REQUIREMENTS (FULL EXPANSION)

Tracer systems are mandatory to ensure:

- Referee visibility
- Fair hit-calling
- Broadcast clarity
- Prevent unseen shots in dark/low-light arenas

10.1 Mandatory Use

All MWs and AWs must use tracer units.

MW:

External tracer (silencer-style)

AW:

Micro tracer (compact mount)

10.2 Sta\-Issued BBs Only

Players may NOT bring their own BBs.

WAG provides:

- Weight 0.30g
- Colour green tracer
- UV-reactive material
- Packaging

Any external BB found:

→ **Major Violation**

10.3 Tracer Compatibility

Players must ensure:

- Proper mounting
- Proper power supply (battery)
- Secure installation
- No wobbling or detachment hazards

If tracer fails during match:

- Match continues
- Player must notify marshal post-match for inspection

10.4 Prohibited Tracer-Related Modifications

Not allowed:

- Homemade tracer units
- High-power IR emitters
- Unsafe UV LEDs
- Modified silencer tubes
- Tracers with metal housings exceeding safety diameter

10.5 Tracer Failure Scenarios

Scenario A — MW tracer not illuminating

Referee notes non-luminous BBs.

Penalty: **Minor Penalty** and post-match inspection.

Scenario B — Player removed tracer purposely

Penalty:

Immediate Match Disqualification

Scenario C — AW tracer broken during sprint

Allowed; referee to document; no penalty unless tampered with.

CHAPTER 11 — CHRONOGRAPH PROCEDURES

“The chronograph is the single most important safety checkpoint in WAG.”

Chronographing (chrono) ensures every weapon used in WAG complies with the official **1.5 J (MW) / 1.2 J (AW)** limit.

This protects players and creates a fair, professional playing environment.

Chrono occurs:

- **Before every match**
- **Randomly during the tournament**
- **After match disputes**
- **If a referee suspect irregularity**
- **Any time the Head Marshal orders it**

11.1 Chrono Station Layout

Each chrono point consists of:

- Official WAG chronographs (minimum 2 per station)
- 0.30g BBs supplied by WAG
- Safety netting
- Firing lane
- Data recording station
- HPA lock-wire tools
- Weapon measurement tools

The area is controlled by:

- A Senior Marshal
- Minimum of two Chrono Officers

11.2 Chronograph Procedure (Step-by-Step)

1. Player enters chrono area

- Weapon unloaded
- Magazine removed
- Selector on “safe”

2. Marshal inspects the weapon

Checks:

- Barrel integrity
- Stock extension (MW must be fully extended)
- Tracer fitted
- No illegal accessories
- No barrel obstructions
- No lock tampering (HPA)

3. Marshal loads *WAG-issued* 0.30g BBs

Players may not use their own BBs.

4. Player fires 3 shots over the chrono

- Marshal calls each shot
- Marshal records energy output

5. Marshal averages the three results

This becomes the official reading.

6. Marshal compares to Joule limit

- MW max: **1.5 J**
- AW max: **1.2 J**
- Tolerance: **+0.05 J** allowed for temperature variation

7. Marshal applies pass/fail tag

Pass → green band

Fail → red band + re-test required

11.3 HPA Tournament Lock Procedure

HPA rifles must be lock-wired so output cannot be altered after chrono.

Procedure:

1. Marshal inspects regulator
2. Confirms correct PSI
3. Applies **steel lock-wire**
4. Applies **WAG seal tag**
5. Records the regulator serial number
6. Applies chrono pass band

✘ Breaking lock-wire = instant tournament DQ.

11.4 Gas System (GBB/CO2) Temperature Control

Players must keep gas magazines:

- Out of direct sunlight
- Out of heating/cooling devices
- At stable temperature

Marshal may:

- Hold your magazine
- Temperature check it
- Rechrono if suspected Joule creep

11.5 Re-Chrono Requirements

Rechrono is mandatory:

- After any weapon is dropped
- If any shot appears unusually strong
- After barrel or hop-up cleaning
- After HPA regulator adjustment (rare but monitored)
- After any match where opponent protests weapon power

Failure to report for rechrono:

→ **Match Forfeit**

11.6 Chrono Failure and Consequences

FAIL CASE A — Slight Over (MW: 1.51–1.60 J)

Penalty:

- Warning
- Weapon adjustments required
- Rechrono immediately

FAIL CASE B — Dangerous Over (MW: 1.61–1.80 J)

Penalty:

- **Match DQ**
- Weapon confiscated until end of day
- Team warning
- Captain notified

FAIL CASE C — Extreme Over (MW: 1.81 J+)

Penalty:

- **Tournament Disqualification of Player**
- Mandatory safety report filed
- Weapon banned from event grounds

Same thresholds apply proportionally to AW (1.2 J).

11.7 Chrono Scenarios (Examples)

Scenario A

Player MW tests at:

1.48J – 1.49J – 1.50J

✓ Pass (within tolerance)

Scenario B

Player AW tests at:

1.25J – 1.26J – 1.27J

✗ Fail: Over the AW limit (1.2J)

→ Match DQ

Scenario C — Gas spike

Player chrono passes pre-match, but mid-match hit “sounds too strong.”

Referee orders rechrono:

→ Weapon reading: 1.62 J

→ Immediate DQ

CHAPTER 12 — GRENADES, SHIELDS & MELEE WEAPONS

This chapter covers **scenario equipment**, which is strictly limited and tightly controlled for safety.

12.1 Grenades (EG67 Only)

✓ **Only WAG-issued EG67 grenades are allowed**

No player-owned grenades.

No exceptions.

Grenades may only be used:

- As per scenario
- When thrown safely
- Underhand or rolling throw preferred
- Never thrown at head or face
- Never bounced intentionally off walls toward opponents

12.2 Grenade Effects

Effects (based on WAG gameplay document):

- Flash
- Noise
- Light debris simulation

Kill zone:

- Determined by scenario rules
- Typically, 3–5 meters
- Walls may block effects depending on scenario

Referees decide final outcome.

12.3 Grenade Safety Rules

Not allowed:

- Overarm throws
- Throwing above shoulder height
- Throwing around blind corners
- Throwing while sprinting at full speed

Safety violation:

→ **Major Penalty**

Extreme cases: **Match DQ**

12.4 Shields (Attack Team Only)

Purpose:

Shields simulate tactical CQB breaching systems and enhance realism for attack-phase gameplay.

12.4.1 Shield Specifications

- Weight: **16 kg (minimum)**
- Must mirror real ballistic shield shape
- No transparent shields allowed
- No metal shielding allowed (airsoft-safe polymer only)
- Must be handheld

12.4.2 Allowed Weapons with Shield

Shield player may only use:

- **Additional Weapon (AW)**
- One-handed grip
- No MW allowed

12.4.3 Shield Prohibitions

Do NOT:

- Ram opponents
- Pin players against walls
- Use shield as a weapon
- Strike with edge or corner
- Rest the shield on obstacles to blind-fire

Violations → **Major Penalty** or **DQ**

12.4.4 Shield Handling Scenarios

Scenario A

Shield users pushes opponent with shield.

→ **Match DQ**

Scenario B

Shield used to block doorway legally while team enters.

✓ Legal

Scenario C

Shield is dropped mid-match.

-> May be recovered if safe

-> AW remains only weapon

12.5 Melee Weapon Rules

Allowed:

- Rubber knife (only if scenario permits)
- Must be soft polymer rubber
- Must not exceed 30 cm

Not allowed:

- Metal knives
- Decorative steel blades
- Hard resin replica knives

Melee kills:

- Must be gentle tap
- No swinging motion
- No thrusting motion
- No neck or head taps

Violation → **Major Penalty**

CHAPTER 13 — ACCESSORIES & ATTACHMENTS

This chapter establishes the standards for **equipment mounted to weapons**.

Accessories affect safety, visibility, and fairness.

Strict limitations preserve equality across all international teams.

13.1 Allowed MW Accessories

- Tactical flashlight (max 300 lumens)
- Red dot sight
- Holographic sight
- Reflex sight
- Angled foregrip
- Vertical foregrip (MW only)
- Rail covers
- Sling and sling mounts
- PEQ box without laser
- Weapon cameras (approved types only)
- Mock suppressor (must include tracer)

13.2 Allowed AW Accessories

- Micro tracer
- Small flashlight (max 150 lumens)
- Red dot (micro style)
- Grip tape
- Slide racker

Not allowed:

- Vertical foregrip
- Stock adapters
- Shoulder braces

13.3 Prohibited Accessories (Strict List)

✘ Lasers (ANY colour, ANY power)

Reason: Eye hazard & unfair aiming advantage

✘ Strobe flashlights

Reason: Disorientation, safety hazard

✘ Real firearm components

Reason: Legality & safety

✘ High-power torches

Reason: 300+ lumens can blind players temporarily

✘ External battery boxes attached to AW

Reason: Practical impossibility and unfair capacity

✘ Real steel suppressors

Reason: Safety & unrealistic simulation

✘ Tripods / bipods

Reason: CQB arena hazard

✘ Any accessory intentionally dropped as a distraction

Reason: Unsafe obstructions

13.4 Accessory Safety Requirements

Accessories must:

- Be securely attached
- Not protrude dangerously
- Not snag on arena surfaces
- Not create sharp edges

Referees may remove unsafe accessories.

13.5 Real Scenarios & Enforcement Examples

Scenario A — Illegal Laser Found

Penalty:

→ **Match DQ**

→ Accessory confiscated

Scenario B — Flashlight 350 lumens

Marshal measures output.

Penalty:

→ **Major Violation**

Scenario C — AW fitted with vertical grip

Penalty:

→ Warning or Minor Penalty

→ Grip must be removed immediately

Scenario D — Loose sight mount likely to fall off

→ Player must tighten or replace

→ Match delayed up to 1 minute

CHAPTER 14 — COMMUNICATIONS EQUIPMENT RULES

“Clear communication ensures coordinated team movement and safe officiating.”

Communication devices play a critical role in tactical airsoft at the world-competition level.

This chapter regulates **what is allowed, what is banned, and how communication must be used** during WAG 2026.

14.1 Purpose of Communication Control

The communication rules exist too:

- Maintain fairness between teams
- Prevent interference with referee communications
- Protect radio frequencies used for event operations
- Ensure no team uses illegal devices to gain tactical advantage
- Enhance team organization and safety

Communication equipment may not interfere with:

- Arena electronics
- Referee headsets
- Arena broadcast systems

14.2 Allowed Communication Devices

Players may use:

- Personal radios
- Push-to-talk (PTT) systems
- Throat mics
- Earbud headsets
- Helmet-mounted headsets
- Bone conduction headsets
- Bluetooth PTTs (non-encrypted)

Team coaches and substitutes may also use radios in designated areas.

14.3 Radio Frequency Restrictions

✓ Allowed:

- PMR/FRS style radios
- UHF/VHF radios within legal limits
- Digital radios without scrambling
- Low-power FRS headsets

✗ Not allowed:

- Frequency-hopping encrypted radios
- High-power long-range military radios
- Scanners capable of monitoring referee channels
- Any device capable of signal jamming

Attempting to access referee channels = **Tournament Disqualification.**

14.4 Audio Output Restrictions

To protect arena safety and avoid player distraction:

Not allowed:

- Loudspeakers
- Boombox-style radios
- Belt-mounted communication loud devices
- Any device producing loud external sound

Headsets must be **ear-only** devices.

14.5 Communication Failure Handling

If a player's comm's fail during match:

- Match continues
- Player must adapt tactically
- No stoppage allowed

Only referee safety communications cause stoppage.

14.6 Communication Abuse Scenarios

Scenario A — Team attempts to scan referee frequency

Penalty:

→ **Immediate Tournament DQ**

Scenario B — Player uses loud external speaker to coordinate

Penalty:

→ **Major Violation**

Scenario C — Radio interference affecting officiating

→ Warning and mandatory radio change

CHAPTER 15 — SAFETY STANDARDS & ENVIRONMENTAL REQUIREMENTS

“Player safety is the highest priority of WAG.”

This chapter outlines mandatory safety procedures enforced during all competition phases.

15.1 Safety Philosophy

WAG safety standards are built on:

- UAE event safety laws
- International airsoft safety best practices
- SWAT/military CQB safety models
- Injury prevention protocols

Referees are authorized to stop any match immediately if safety is compromised.

15.2 Mandatory Player Safety Requirements

15.2.1 Eye Protection

Eye protection must:

- Meet EN166 / ANSI Z87+
- Fully seal around the eyes
- Be always worn inside the arena
- Never be removed during active play

Removing eye protection = **Immediate Removal + Match DQ.**

15.2.2 Face & Mouth Protection

Players without lower-faced mask must wear a gum

guard. Examples:

- ✓ Polymer mask
- ✓ Mesh lower
- ✓ Dye/paintball full face

15.2.3 Hydration Requirements

Due to UAE climate:

- All players must hydrate before match
- Teams must bring water bottles to staging areas
- Hydration breaks are built into schedule

Signs of heat stress will result in removal from play for medical evaluation.

15.2.4 Footwear Safety

Footwear must:

- Protect ankle
- Provide grip
- Be fully enclosed

Slip injuries are the #1 non-shooting hazard in CQB arenas.

15.2.5 Sharp Objects & Jewelry

These are **not allowed**:

- Watches with metal edges
- Rings
- Necklaces
- Bracelets
- Sharp belt buckles

Reason: They can cause cuts during high-speed movement.

15.3 Arena Safety Rules

15.3.1 No Blind Firing

Blind firing occurs when the player:

- Shoots without ID'ing target
- Shoots around corner without looking
- Shoots weapon over barrier without vision

Penalty: **Major Violation**

15.3.2 No Climbing or Elevated Movement

Not allowed:

- Climbing walls
- Climbing props
- Jumping onto platform structures
- Using obstacles as ladders

WAG arenas are not built for vertical play.

15.3.3 No Running into Referees

Players must remain aware of referee locations.

Physical contact with referees is a **Major Violation**.

15.3.4 Arena Hazard Prevention

Referees inspect arena each morning for:

- Trip hazards
- Loose flooring
- Protruding screws
- Unsafe debris

Players must report hazards immediately.

15.4 Medical Emergencies

If a medical emergency occurs:

- Match is stopped
- Arena is locked
- Referee signals MED-STOP
- Medical team enters immediately

A medical stop may result in:

- Match restart
- Match continuation
- Match termination

Head Marshal decides outcome.

CHAPTER 16 — REFEREE AUTHORITY & INSPECTION PROCEDURES

“Referee authority is absolute inside the arena.”

This chapter defines the powers of referees and marshals.

16.1 Types of Officials

16.1.1 Head Marshal

Ultimate authority over:

- Rules interpretation
- Safety decisions
- Player penalties
- Match continuation or stoppage

16.1.2 Field Referees

Assigned inside arena for:

- Hit calling
- Penalty enforcement
- Weapon safety observation
- Player conduct monitoring

16.1.3 Chrono Officers

Responsible for:

- Joule measurement
- Regulator lock
- Magazine safety
- Recording energy data

16.1.4 Technical Officials

Supervise:

- Patch & number compliance
- Weapon legality
- Equipment integrity

16.2 Referee Authority (Absolute Inside Arena)

Referees may:

- Stop match
- Restart match
- Order rechrono
- Remove players
- Award penalties
- Request replacement of unsafe equipment
- Inspect weapon at any time
- Overrule player protests

Players may not:

- Argue with a referee
- Physically or verbally intimidate officials
- Ignore a referee's instruction

These are **Severe Violations**.

16.3 Inspection Procedures

Referees conduct inspections:

- Pre-match
- Mid-match (if safety concern arises)
- Post-match
- Randomly

Inspections include checking:

- Joule levels
- Stock extension
- Tracer function
- Patch and number placement
- Gas/glove/helmet safety
- Footwear integrity

16.4 Equipment Seizure Authority

Referees may seize:

- Illegal accessories
- Unsafe weapons
- Prohibited patches
- Modded components

Confiscated items remain with WAG Technical Department until event concludes.

16.5 Referee Signals

Used for universal clarity:

- 🛑 **STOP** — Match freeze
- 🙅 **DOWN** — Player eliminated
- 🕒 **HOLD** — Delay game
- ⚡ **SAFE-DISTANCE VIOLATION** — MED violation
- 🔍 **CHECK** — Inspect equipment
- ❌ **PENALTY** — Rule violation

16.6 Player Behavior Toward Officials

Players must:

- Respect referees
- Follow instructions instantly
- Avoid foul language
- Maintain discipline

Threatening or insulting referees:

→ **Immediate Tournament DQ**

CHAPTER 17 — TEAM CAPTAIN RESPONSIBILITIES

“The captain is responsible for team compliance at all times.”

The Team Captain (TC) is the **single point of accountability** for team discipline, equipment legality, and communication with referees.

17.1 Pre-Match Duties

Captain must ensure:

- All equipment is WAG compliant
- All players are fully uniformed
- Numbers and flag bands are correctly placed
- All weapons pass chrono
- All players wear full protective gear
- All radios are within allowed frequencies
- Any player injury is reported

17.2 During Match Duties

Captain must:

- Keep team organized
- Ensure sportsmanship
- Prevent disputes with referees
- Ensure safe behavior
- Report unsafe arena conditions

17.3 Post-Match Duties

Captain must:

- Confirm final equipment count
- Report damaged weapons
- Present team for rechrono (if required)
- Address referee feedback with players
- Submit post-match compliance form (if requested)

17.4 Captain Accountability

The captain is held responsible for:

- Uniform violations
- Joule violations
- Patch/flag band violations
- Behavior violations
- Equipment tampering
- Shield misuse
- Grenade misuse

Repeated offences → **Team penalties.**

17.5 Captain–Referee Communication Protocol

Communication must be:

- Respectful
- Clear
- Non-confrontational
- Direct

Captains may:

- Ask for rule clarification
- Request review of unclear events
- Submit formal protests (post-match only)

Captains may NOT:

- Argue calls
- Challenge authority
- Attempt to influence referees mid-match

CHAPTER 18 — VIOLATIONS, PENALTIES & ENFORCEMENT

“Penalty enforcement ensures fairness, safety, and professional competitive integrity.”

This chapter outlines all categories of violations and their associated penalties. Referee authority is absolute during enforcement.

Violations are divided into **four tiers**:

1. **Minor Violations**
2. **Major Violations**
3. **Severe Violations**
4. **Tournament Disqualification Offenses**

18.1 MINOR VIOLATIONS

Minor violations affect gameplay flow or visibility but do not risk player safety.

Examples:

- Obstructed player number
- Misplaced patch (left shoulder only)
- Incorrect uniform item
- Loose equipment (strap hanging, pouch open)
- Tracer not illuminating
- Footwear with insufficient grip
- Helmet strap loose
- Incorrect sling attachment

Penalty:

- Warning OR
- Point or Player deduction OR
- Minor round penalty (tactical field)

Repeated minor violations escalated to **Major Violations**.

18.2 MAJOR VIOLATIONS

Major violations affect competitive fairness or create unsafe situations.

Examples:

- MED violation
- Illegal accessory attached
- Grenade misuse
- Shield misuse (non-injurious)
- Illegal patch (non-offensive)
- Radio misuse
- Shooting through small cracks
- Uniform inconsistency affecting visibility
- Using player number on wrong arm
- Player entering arena without flag band

Penalty:

- Player removal from round
- Round loss
- 3 Points deduction
- Yellow card (2 yellow = Red Card)

18.3 SEVERE VIOLATIONS

These endanger players' safety or undermine competitive integrity. Examples:

- Blind firing
- Illegal Joule levels (1.61–1.80J MW / 1.26–1.40 AW)
- Intentional obstruction of vision
- Attempting to influence referee decisions
- Physical contact with opponents (non-injurious)
- Climbing unsafe structures
- Throwing grenade overhead or into player's head-level

Penalty:

- **Immediate player DQ for the match**
- Weapon confiscation
- Captain warning

Two severe violations by same team → **Team Round Loss.**

18.4 TOURNAMENT DISQUALIFICATION OFFENSES

These represent the highest-level violations.

Examples:

- Illegal Joule level extreme overlimit (MW > 1.81 J / AW > 1.41 J)
- Removing eye protection inside arena
- Assaulting referee
- Tampering with chrono equipment
- Breaking HPA lock-wire
- Attempting to scan or jam referee radios
- Offensive or extremist patches
- Intentional violence
- Throwing dangerous objects

- Weapon modification to fire multiple rounds per trigger pull
- Cheating through falsification of hit calls

Penalty:

- Player banned from tournament
- Team captain disciplinary review
- Possible team penalty

Referee + Technical Director must both sign off DQ.

CHAPTER 19 — PENALTY MATRIX TABLE

“The penalty matrix guarantees consistency across all referees and arenas.”

Below is the **official WAG Penalty Matrix**.

19.1 Quick Reference Table

MINOR VIOLATIONS

Violation Type	Example	Penalty
Uniform Issue	Wrong colour gloves, number Partially blocked	Warning
Patch Issue	Incorrect patch size	Warning / Minor Penalty
Tracer Failure	BBs not glowing	Minor Penalty
Loose Gear	Magazine pouch open	Team Warning
Incorrect Arm Placement	Player number on wrong arm	Warning + Correct Immediately

MAJOR VIOLATIONS

Violation Type	Example	Penalty
MED Violation	MW fired inside 5m	Round Loss
Illegal Accessory	Laser / vertical grip on AW	Major Penalty
Shield Misuse	Blocking doorway illegally	Major Penalty
Blind Movement	Running into referee	Major Penalty
Patch/Flag Missing	No right-arm flag band	Round Loss

SEVERE VIOLATIONS

Violation Type	Example	Penalty
Blind Firing	Shooting without vision	Player DQ
Joule Danger (mid-over)	MW 1.61–1.80J	Player DQ
Equipment Tampering	Removing tracer intentionally	Player DQ
Referee Disrespect	Shouting or arguing	Player DQ
Safety Misconduct	Unsafe movement	Player DQ

TOURNAMENT DQ OFFENSES

Violation	Example	Penalty
Extreme Joule	MW 1.81J+	Tournament DQ
Eye Protection Removal	Goggles off in arena	Tournament DQ
Assault	Pushing referee	Tournament DQ
HPA Lock Tampering	Cutting lock-wire	Tournament DQ
Radio Interference	Scanning ref channels	Tournament DQ
Offensive Patch	Extremist symbol	Tournament DQ

CHAPTER 20 — ARENA ENTRY & EXIT PROCEDURES

“Arena movement must be controlled, safe, and organized.”

Arena entry/exit is strictly regulated to:

- Maintain match integrity
- Prevent interference
- Protect referees
- Provide safe flow of players

20.1 Pre-Entry Requirements

All players must have:

- Full uniform
- Tracer attached
- MW + AW both present
- Flag band on right arm
- Number on left arm
- Goggles fully sealed
- Magazines removed
- Radio checked

Referee performs **visual compliance scan**.

20.2 Entry Protocol

The order is:

1. Referee signals “ENTRY”
2. Team walks single-file
3. No running
4. Weapons on safe
5. No goggles adjustments inside arena
6. Players move to starting gate

20.3 Exit Protocol

Upon match conclusion:

1. Referee calls "MATCH END"
2. Player raises weapon muzzle upward
3. Team exists together
4. No reloading in arena
5. No discussing referee calls until outside arena
6. Marshals may select players for rechro

20.4 Emergency Exit

If emergency is declared:

- Referees signal MED-STOP **CODE RED**
- All players freeze
- Medical team enters
- Once clear, teams escorted out calmly

CHAPTER 21 — READY LINE & STAGING RULES

“The Ready Line is where elite teams show discipline.”

Staging must remain organized, silent, and professional.

21.1 Ready Line Requirements

Players must:

- Be fully equipped
- Have all patches in correct locations
- Have magazines out
- Have radios checked
- Have goggles down
- Stand in designated positions

21.2 Team Conduct on Ready Line

NOT allowed:

- Shouting
- Trash talk
- Complaining about referees
- Tampering with equipment
- Cleaning or adjusting weapons beyond safety checks

Allowed:

- Strategic discussion (quietly)
- Last-minute tactical briefings
- Rehydration

21.3 Staging Area Rules

Players may:

- Reload
- Hydrate
- Repair equipment
- Change batteries
- Speak with coach

Players may NOT:

- Dry fire
- Test fire
- Throw grenades
- Run or sprint
- Move into Ready Line early

21.4 Time Discipline

Referees enforce strict schedules.

If a team is **late to ready line**:

- 1st offense → Warning
- 2nd offense → Round Forfeit
- 3rd offense → Match Forfeit

CHAPTER 22 — POST-MATCH INSPECTION PROTOCOLS

“Winning is irrelevant if the team fails inspection.”

After each match referees check:

- Weapon legality
- Joule stability
- Patch/flag compliance
- Player numbers
- Injury reports
- Arena damage
- Grenade count

22.1 Mandatory Post-Match Checks

Referees check:

- MW and AW Joule levels (random players)
- Tracer batteries functioning
- Stock position (MW)
- Patch placement
- Flag band still present
- Illegal modifications

Technical team checks:

- Weapon serials
- Regulator lock-wire
- Gas magazine temperature
- HPA regulator tampering

22.2 Team Captain Post-Match Duties

Captain must:

- Present team for inspection
- Submit player injury reports
- Confirm team roster is unchanged
- Report any weapon damage
- Submit protest forms (if needed)

22.3 Match Protest Protocol

Teams may protest:

- Misapplied rules
- Player safety issues
- Serious referee errors

Teams may NOT protest:

- Hit calls
- Tactical decisions
- Referee judgment calls

Protests must be:

- Written
- Signed by captain
- Submitted within **10 minutes** of match ending

CHAPTER 23 — BROADCAST VISIBILITY STANDARDS

“Airsoft must be visible, clean, and professional for global audiences.”

To ensure WAG provides international-level broadcast quality, all players must follow visibility requirements.

23.1 Player Numbers

- Must be visible from front, side, and rear
- Must not be covered by gear
- Must contrast with uniform
- Must be clean and sharp

23.2 Flag Band

- Must be clear on camera
- Right arm only
- No custom bands

23.3 Uniform Colours

Teams must use:

- Clean colours
- No shiny materials
- No reflective strips
- No reactive neon elements

23.4 Cameras & LEDs

Allowed:

- Helmet cameras (WAG-approved)
- Small LED indicators (no tactical advantage)

Not allowed:

- Large flashing devices
- Bright helmet lights
- Disorienting colours

23.5 Sponsor Logos

- Must be appropriate
- Must follow WAG size limits
- Must not contain offensive content
- Must not cover numbers

CHAPTER 24 — TECHNICAL DIRECTOR & MARSHAL ESCALATION PROCEDURES

“The escalation chain ensures transparent, consistent rule enforcement.”

24.1 Escalation Levels

1. Field Referee
2. Senior Marshal
3. Head Marshal
4. Technical Director
5. Event Director (final authority)

24.2 When Escalation Is Required

Escalation occurs when:

- Rule interpretation is disputed
- Severe penalty is being considered
- Team captain refuses to accept ruling
- Weapon violation is extreme
- Player behavior crosses into misconduct

24.3 Technical Director Review

The Technical Director (TD):

- Reviews rule compliance
- Reviews severe violations
- Signs off tournament DQs
- Ensures referee consistency
- Reports to Event Director

24.4 Meeting with Team Captains

TD may hold:

- Rule clarification meetings
- Evidence reviews sessions
- Match review discussions
- Post-incident debriefs

Meetings must be:

- Respectful
- Private
- Bullet-point format only
- Limited to 5 minutes unless extended

24.5 Emergency Decisions

In case of:

- Major injuries
- Arena failures
- Security incidents
- Fire alarms
- Electrical failures

The TD + Event Director may:

- Pause event
- Relocate teams
- Restart matches
- Adjust schedule

Safety overrides competition.

APPENDICES A–F (FULL EXPANSION)

APPENDIX A — ILLUSTRATIVE EXAMPLES (TEXT DIAGRAMS)

“Visual clarity ensures every team understands correct configuration.”

Below are text-based diagrams to represent proper and improper equipment placement, weapon measurement, and uniform standards.

A1. Player Number Placement (Left Upper Arm Only)

✓ CORRECT

[LEFT ARM]

| [3] |

| Visible, high |

| contrast, no |

| obstruction |

✗ INCORRECT — Number too low

[LEFT ARM]

| |

| [3] | (Too low)

| |

✗ INCORRECT — Number on wrong arm

[Right Arm] [3] ✗ NOT ALLOWED

A2. Flag Band Placement (Right Upper Arm Only)

✓ **CORRECT**

RIGHT ARM:

[WAG FLAG BAND]

CENTERED – ALWAYS VISIBLE

✗ **INCORRECT**

- Under sling strap
- Under plate carrier shoulder
- On forearm
- On left arm

A3. Allowed Patch Setup

✓ **CORRECT (Left Shoulder Only)**

[LEFT SHOULDER]

| COUNTRY FLAG |

| 8 × 5 cm |

| + Team Name |

✗ **INCORRECT – Too large**

[FLAG 10 × 8 cm] ✗ Not allowed

✗ **INCORRECT – Multiple patches**

[Flag] [Team] ✗ Not allowed

A4. Weapon Length Diagrams

Main Weapon (MW) – Minimum 400 mm

[Muzzle]-----[Stock]

|<----- 400 mm ----->|

Additional Weapon (AW) – Maximum 300 mm

[Muzzle]-----[Rear Slide]

|<----- Max 300 mm ----->|

A5. Allowed vs. Prohibited Accessories

✓ Allowed

- Red dot sight
- Flashlight (MW: ≤300 lumens / AW: ≤150 lumens)
- Angled grip (MW only)
- Rail covers
- PEQ boxes (laser disabled)

✗ Prohibited

- Lasers of any kind
- Vertical grip on AW
- Full-auto conversion boards
- Pistol brace/stock kits
- High-cap/box mags

APPENDIX B — REFEREE SCENARIO CASES (FULL EXPANSION)

“These scenarios train referees for consistent, world-class officiating.”

B1. Scenario: MED Violation

Situation:

Player fires MW at opponent 3 meters away.

Correct Call:

- Major Violation → Round Loss
- Player warned formally

Reason:

MW requires **5m MED**.

B2. Scenario: Tracer Unit Failure

Situation:

Referee sees MW shots not glowing mid-match.

Correct Call:

- Continue match
- After match: Minor Penalty
- Inspect tracer

B3. Scenario: HPA Lock Tampered

Situation:

Lock-wire appears loose or broken.

Correct Call:

- Stop match
- Weapon seized
- Player → Tournament DQ

B4. Scenario: Blind Firing

Situation:

Players shoot guns around corner without looking.

Correct Call:

- Severe Violation
- Player DQ from match

Blind fire is extremely dangerous.

B5. Scenario: Shield Used Aggressively

Situation:

Shield pushed into another player.

Correct Call:

- Major Violation
- If deliberate → Match DQ

B6. Scenario: Offensive Patch Found

Situation:

Player has extremist or political patch.

Correct Call:

- Tournament DQ
- Report to TD immediately

B7. Scenario: Player Removes Goggles

Situation:

During match, goggles lifted to wipe sweat.

Correct Call:

- Immediate stop
- Player escorted out
- Tournament DQ

Eye safety is non-negotiable.

APPENDIX C — TEAM COMPLIANCE CHECKLIST (PRINTABLE)

“Teams must complete this checklist before every match.”

✓ Uniform & Identification

- Matching team colours
- Player numbers on left upper arm
- WAG flag band on right upper arm
- Optional flag patch (8×5 cm) on left shoulder only
- Helmet properly strapped
- No offensive patches
- No jewelry or dangerous items

✓ Weapon Safety

- MW chrono passed (1.5J max)
- AW chrono passed (1.2J max)
- Tracer attached
- Magazines checked
- HPA lock-wire secured
- No illegal accessories
- MW stock fully extended

✓ Equipment Integrity

- Flashlights within lumen limit
- Radios within allowed frequencies
- No loose straps
- Gloves recommended
- Footwear compliant

✓ Team Operational Readiness

- All players hydrated
- All equipment is stable
- Captain briefed
- No late players
- All grenades accounted for (EG67 only)

Completed by: _____

Team Name: _____

Captain Signature: _____

Date: _____

APPENDIX D — SAFETY ANNEX

“Safety overrides competition.”

D1. Heat & Hydration Protocol

Required due to UAE climate:

- Each player must consume water before match
- Coaches must carry water
- Players showing dehydration symptoms are removed
- Cooling stations available

D2. Eye Injury Prevention

Rules:

- Eye pro must NEVER be removed
- Lower face protection is strongly advised
- Gum guard required without mask
- Fogging solutions allowed (pre-match only)

D3. Arena Safety

Referees check for:

- Sharp edges
- Loose boards
- Trip hazards
- Unsafe lighting
- Unstable props

Players must leave arena if hazard identified.

D4. Weapon Handling Safety

- Never put finger on trigger outside combat
- Weapon must remain on safe during entry/exit
- No test firing in staging area
- No dry firing inside arena entrance

D5. Emergency Protocol

Referee calls **MED-STOP**:

- All players freeze
- Weapon muzzles pointed up
- Medical team enters
- Only Head Marshal resumes match

APPENDIX E — EQUIPMENT INSPECTION FORMS

E1. Pre-Match Weapon Inspection Sheet

- MW Serial: _____
- AW Serial: _____
- HPA Lock Checked: YES / NO
- Joule Reading MW: _____
- Joule Reading AW: _____
- Tracer Working: YES / NO
- Stock Extended: YES / NO
- Mag Type Legal: YES / NO
- Inspector Name: _____

E2. Post-Match Rechrono Sheet

Player: _____

Team: _____

MW Rechrono: _____ J

AW Rechrono: _____ J

Tracer Pass: YES / NO

Notes: _____

E3. Patch & Uniform Compliance

- Flag Band Present: YES / NO
- Number Visible: YES / NO
- Patch Correct Size: YES / NO
- Colour Match: YES / NO
- Helmet Approved: YES / NO

APPENDIX F — GLOSSARY OF TERMS & ABBREVIATIONS

A complete glossary including:

Key Terms

- Blind Fire
- MED
- Tracer
- Lock-Wire
- Shield User
- EG67
- AEG / GBB / HPA
- Player DQ
- Tactical Field
- Ready Line
- Bone Conduction Headset
- Semi-Automatic Fire

Official Abbreviations

- **WAG / W.A.G. World Airsoft Games**
- MW — Main Weapon
- AW — Additional Weapon
- MED — Minimum Engagement Distance
- FPS — Feet Per Second
- HPA — High-Pressure Air
- PTT — Push-To-Talk
- DQ — Disqualification
- BB — 6mm Ball Bullet

FINAL AUTHORITY CLAUSE

The **Head Marshal** and **Technical Director** retain full authority to:

- Interpret rules
- Enforce penalties
- Modify procedures where required for safety
- Make final decisions without appeal

The World Airsoft Games reserves the right to update this rulebook at any time to:

- Improve safety
- Enhance fairness
- Maintain international competitive integrity

All participants agree to these conditions by entering the tournament.