



# ODA-865 Dead Nickels

## Rules & Regulations

### **1. The Basics**

1.1. Membership on ODA-865 is contingent upon agreement to abide by these rules and any future amendments to these rules.

1.1.1. Team rules supersede all field rules unless the field rules are more stringent. When in doubt, ask the Team Leader (TL) or Assistant Team Leader (ATL).

1.1.2. Neither the team ODA-865 nor its individual members hold any liability for happenings to any other members of the team, their property, or the property of others.

### **2. Membership**

2.1. All members of ODA-865 must be 18 years of age or older to participate. There are three phases of membership for ODA-865. The first is "Applicant", the second is "Recruit", and the third is "Team Member".

2.1.1. Once an application has been received, a potential member is considered an "Applicant". The Team Leader will make contact with the Applicant to get to know them. An in-person interview between the Applicant and one or more members of the team will usually be required. Once the Team Leader feels the Applicant is ready, the Applicant may be voted to the rank of "Recruit" member by a simple majority vote of the other team members.

2.1.2. Full Membership will be granted to Recruits when, and if, the active Team Members give a simple majority vote to approve the Recruit. Recruits are required to attend at least one game with the team prior to the vote. There is no limit on the maximum number of games the Recruit may need to attend before approval is granted, nor is there a maximum amount of time a person may be required to stay a Recruit before membership is voted on.

2.2. All Team Members have 30 days from "Team Member" approval to purchase the basic Multicam uniform. They will have 90 days to purchase their tan gear. New team members should make attempts to buy the additional M81 Woodland uniforms and any other required uniforms as soon as possible, but must be purchased prior to any event they are required for.

2.2.1. All advanced gear, i.e. radios, helmets, etc. should be purchased as soon as possible, but must be purchased no later than when the team member travels to their first regional or national event.



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- 2.3. All team members are required to check and stay up to date on current team discussions. It is imperative that team members stay current on these discussions to avoid missing out on upcoming events, team meetings, and issues affecting team mates.
- 2.4. ODA-865 collects mandatory team dues to assist in paying for web hosting for the website. Dues will be determined by taking the total yearly cost of web hosting and dividing it by the number of members on the team.
  - 2.4.1. Dues are to be paid by January 1st, or as soon as possible after with TL approval.

### **3. Team Conduct**

- 3.1. ODA-865 is more than an airsoft team; we are a group of friends. Maintaining off-the-field relationships is important to foster team unity. All Team Members should strive to be good friends to others.
- 3.2. All team members are expected to act with honor and integrity at all times.
- 3.3. Consult team leadership prior to making public statement about or on behalf of the team.
- 3.4. If you have a problem with someone, talk to them. If you can't talk to them, talk to the Team Leader or Assistant Team Leader.
  - 3.4.1. Once a mediated decision has been made, either party has the right to appeal the decision to the next person in the chain of command, up to the Team Leader. Once the team leadership has made a decision, no further appeal allowed.
- 3.5. Team members are expected to participate at team events whenever possible. The more the team plays together, the more cohesive of a unit we become.
  - 3.5.1. Please use common courtesy and give the Team Leader, Assistant Team Leader, and/or the team member organizing the trip at least two weeks' notice prior to the event. If that is not possible, please give as much notice as you can.
- 3.6. If a Team Member is temporarily unable to fulfill their duties to the team, the Team Member may request to be placed on Inactive Reserve status. There are special rules for Inactive Reserve status.
  - 3.6.1. Inactive team members are not required to pay team dues. However, dues must be paid before a team member can return to active status.
  - 3.6.2. Inactive team members may only wear the team patch when at a team event with another member of the team.



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3.6.3. Inactive team members are not required to inform team leadership if they will be unable to attend a game. It is requested that they do so, but not required.

3.6.4. Inactive Reserve status is intended to be used only when necessary and with the approval of team leadership.

3.7. Membership is based on the “three strikes” theory. Three serious infractions will result in dismissal from the team. “Strikes” will be given out by the Team Leader, but dismissal must be approved by a simple majority of the membership.

3.7.1. A team member does not have to accrue three strikes to earn a dismissal. Dismissal can be ordered by a simple majority of the team membership if deemed appropriate.

3.7.1.1. If a team member’s actions are severe enough, dismissal may be ordered immediately by the Team Leader. This decision may be appealed within 3 days and can be overturned by a 2/3rds majority of the team.

3.7.1.2. If a team member is dismissed from the team, they must return their team patch, call sign patch, ODA-865 name tape, and any team branded materials immediately.

3.7.1.3. If a team member resigns and is in good standing with the team, the member may keep their purchased patches and any team branded materials. Call sign patches are property of the team and must be returned.

3.7.1.4. If a team member resigns and is not in good standing, they must return their patch and any team branded materials, but will be reimbursed for their cost.

3.7.1.5. A departing team member’s standing will be decided upon by a simple majority vote of the team.

3.7.2. Actions that can lead to strikes and/or dismissal include but are not limited to the following, and are fully at the discretion of the Team Leader:

3.7.2.1. Removal from any event or any field the team member is attending by event or field staff.

3.7.2.2. Behavior and/or attitude that make a team member irreconcilably incompatible with the rest of the team.

3.7.2.3. Causing serious harm to the image of the team or the airsoft community.



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- 3.7.2.4. Lack of communication with the team for a prolonged period of time without prior approval.
- 3.7.2.5. Being a “no-show” to a team event the member has committed to attend without notification to or prior approval from the Team Leader. See Section 3.5.
- 3.7.2.6. Repeated failure to respect other team members and/or the chain of command.
- 3.7.2.7. Physical violence or the threat of physical violence.
- 3.7.3. Theft or assault of any kind will result in immediate dismissal from the team and prosecution to the full extent of the law.
- 3.7.4. Knowingly accepting a military discount if you are not active duty or a veteran will result in immediate dismissal from the team.
- 3.7.5. Any team member with prior felony conviction should notify the Team Leader upon application. Failure to do so could be considered cause for dismissal from the team.  
Note: Felony convictions do not negate the ability to join.

#### 4. **Chain of Command**

- 4.1. ODA-865 is a mil-sim team, and as such the Team Leader (TL) and Assistant Team Leader (ATL) make up the team leadership. However, the majority of team decisions both on and off will be made with full team involvement whenever possible.
- 4.2. The Team Leader (TL) is the unit leader in matters both on and off the field.
- 4.3. The Assistant Team Leader (ATL) is second in command.
- 4.4. All other members of the team are considered to be the same “rank”, though time with the team will be used as the deciding factor is an ad-hoc chain of command is necessary in the absence of the TL or ATL.
- 4.5. At all regional and national level events, all command elements including VIP’s will be called “sir” or “ma’am” until told otherwise.

#### 5. **Team Travel**

- 5.1. ODA-865 travels outside of our local area quite frequently. As such, there are certain rules that apply to team travel in relation to hotels, gas, and other expenses.
- 5.2. Any time team members travel together, it is the responsibility of the passengers to provide gas money to the driver.



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- 5.2.1. Team members should expect to pay their share of the total actual cost of fuel for the trip immediately upon the return from the trip, unless previously discussed with the driver.
- 5.2.2. The cost of transportation to major regional and national level events may be higher and will be split equally between the number of individuals in each vehicle.
- 5.3. Hotel costs will be determined based on the number of individuals staying in each room.
  - 5.3.1. All individuals staying in a room will split the cost of the room equally.
  - 5.3.2. All individuals staying in the room together should provide their share of the cost to the member paying for the room at the time of check-in.