

# ICARUS

## OFFICIAL TEAM COMPETITION RULEBOOK

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1. **OBJECT**. The object of this team competition is to achieve air superiority, suppress the enemy's ability to do the same, and inflict damage on the enemy's ability to wage aerial warfare by simulating Air and Space Power Functions.
2. **PERSONNEL**. Teams should consist of between 10 and 15 players, with a difference of no more than 1 player between the opposing teams. Team differential will be examined/ rectified at every air superiority and at the half. Individuals removed from the game (Icarus operation) for unsportsmanlike conduct do not count towards the differential calculation. If your team has to sit out a player(s) in order to reduce the differential to 1, the AOC director will choose which player(s) sits. All students must play at least one half of every Icarus operation. Additionally, a student may not sit out for more than a single half until each member of the Flight has also sat out. The same participation rules apply to the beginning of the Icarus tournament (i.e. all players' participation status resets at the beginning of the tournament). Differential substitutions will only take place during halftime. Additionally, players are not permitted to wear duplicate numbers. The AOC director may choose to utilize a duplicate numbered player as a loggie, AOC director or non-participant. Players having to sit due to a duplicate number are not factored into the differential calculation.
3. **FIELD AND EQUIPMENT**. The exercise takes place on a field (battle area) 160' long by 90' wide, and is divided width-wise to form a common border at 80' from each teams' back line. The boundaries of the battle area are marked by a solid or dotted white line. The line across the center of the field is considered as the separation between the two battling territories; during the operation that line will be considered the Forward Edge of the Battle Area (FEBA). The white borders of SAM sites, bases and the DCA CAP are considered part of their respective areas. The battle area is populated with 26 target cones (13 per side) and 24 rubber ordnance (8.5" diameter, 12 per side).

Each cone represents a critical vulnerability and potential target associated with a center of gravity; the Air Operations Center (AOC) has three target cones, each airbase has two target cones, each Surface-to-Air Missile (SAM) site has one target cone, and each communication relay station is represented by one target cone. Each team begins execution with four red ordnances (Offensive Counter Air ordnance), four green ordnances (Defensive Counter Air ordnance) and four yellow ordnances (SAM ordnance). The yellow ordnance is kept in the AOC until tasked on a mission, and must be returned to the AOC for re-tasking after mission completion. Two red and two green ordnances are placed in each base, and must be returned to base after completing a mission.

4. **TIME**. Execution is divided into two five-minute periods with a two minute break at half time or 30 total minutes; whichever occurs first. Due to the inherent fluidity of air operations, clock stoppages are rare in this exercise. The Head Official acts as timekeeper and will announce the time remaining in the period after a stoppage of the operation or if either AOC Director requests it by stating "Time Remaining." The game clock will only be stopped if: air superiority is gained, multiple or gross rules violations occur, required for purposes of ensuring safety, or if an officials' timeout is required. Teams will switch sides after the first period is completed.
5. **CENTERS OF GRAVITY (COG)**. Each team has four COGs that are critical to victory: the AOC, airbases, comm relay stations, and SAM sites. The COGs are defined and assigned target cones as follows:
  - 5.1. The AOC. An arrow-shaped area defined by 3 target cones in a triangular pattern and the line created by players waiting to depart. One player, wearing a red-mesh jersey, must remain within the AOC to direct mission taskings (the AOC Director). Players form a line at the front of the AOC extending away from the field of play and are tasked only from the front of the line. When returning to the AOC, players must assume a position at the back of the line. Cutting, swapping or manipulating order in the line is prohibited. Yellow ordnance begins the game at the AOC. As SAM missions are tasked, players carry yellow ordnance with them to the assigned SAM site. The AOC has three targets (cones); at least one must remain upright for the AOC to function. If the AOC is not functional, the enemy has achieved air superiority. The AOC Director may fire yellow ordnance from within the AOC boundary at an inbound OCA sortie (Patriot Missile Defense Rule).
  - 5.2. Airbases. OCA and DCA missions "launch" from bases. Each base contains two red and two green ordnances. There is no restriction on the number of players loitering at a functioning base. A Base has two target cones; at least one must remain upright for the base to function. Once both target cones are destroyed, the base is no longer operational, missions will no longer be allowed to stage from that base, loitering players must return to the AOC, and that base's ordnance is unusable until a battle area reset. The destroyed base must have its ordnance replenished before an operational base is replenished. If neither base is operational, the enemy has achieved air superiority.
  - 5.3. Communication Relay Stations (represented by blue cones). The relay stations establish a route of travel from the AOC to the assigned locations and missions as directed from the AOC Director. Each comm station is its own target; if its target cone is not upright, it is no longer active, and players may not utilize that route of travel. If all three relay stations are destroyed, no movement is possible and the enemy has achieved air superiority.

5.4. SAM sites. SAM player must report directly to a SAM site after transiting a communication relay station. These stations may only fire at an enemy sortie once the enemy has crossed the FEBA into friendly territory. Players manning a SAM site must remain within the SAM's boundary to fire their ordnance at an inbound enemy (OCA sortie). Only one player may occupy any one SAM site. The SAM site has one target cone that must remain upright in order for the SAM site to function. After firing ordnance, the player must exit the field of play and return to the AOC. The player utilizing yellow ordnance is never a legitimate target.

6. **FUNCTIONS.** There are four Operational Functions simulated in the exercise. The following paragraphs explain how each of the following is modeled: counter air represented by two elements Offensive Counter Air (OCA) & Defensive Counter Air (DCA), Command and Control (C2), and combat support/"loggies".

6.1. OCA. The player tasked on an OCA sortie will utilize red ordnance to fire on enemy target cones and enemy DCA sorties only after crossing the FEBA into enemy territory. An OCA sortie may only carry and release one ordnance. If the released ordnance hits more than one legitimate target, those targets are considered struck by ordnance IAW rules 9.5 and 10.11. After releasing the ordnance, the OCA player will exit battle area and return to the AOC. A player conducting an OCA sortie is a legitimate target from the time he/she crosses the FEBA into the enemy battle area until he/she exits the battle area (exception: if a player steps out of bounds and then reenters the battle area, he/she is once again a legitimate target).

6.2. DCA. The player tasked on a DCA sortie will carry and release one green ordnance to fire only on enemy OCA sorties that have crossed the FEBA into friendly territory. The DCA sortie must remain in the designated DCA area (a.k.a. combat air patrol or CAP) to fire ordnance, and may move anywhere within the friendly CAP. After firing ordnance, the DCA player will exit the battle area and return to the AOC. A player conducting a DCA sortie is a legitimate target from the time he/she picks up ordnance within a base until he/she exits the battle area.

6.3. C2. Command and control is initiated by the AOC director who is designated by wearing a red-mesh jersey. The AOC director may be replaced or re-assigned only after relinquishing their red-mesh jersey. The AOC director is never a legitimate target. Communication relay stations model C2 nodes in the operations by establishing required movement routes from the AOC to friendly bases or SAM sites. Players exiting the AOC must touch an active comm relay station enroute to their assigned mission.

6.4. Combat Support/"Loggies". The players assigned to a combat support/loggies role are tasked to collect ordnance released by friendly sorties, SAM sites and the AOC Director. Loggies are the only players allowed to pick up released ordnance and may carry no more than two ordnances at any given time. Two players, designated by wearing a blue-mesh jersey, are responsible for returning ordnance to friendly bases and the AOC. The loggies must ensure that no more than two red and two green ordnances are supplied at each base. Ordnance must be returned to a base/AOC by placing it on the ground inside a base or AOC. Loggies may be replaced or re-assigned only after returning the mesh jersey to the AOC. A Loggie sent to the Graveyard shall not be replaced and the jersey will not be returned to the AOC. Loggies must replenish ordnance to a destroyed base prior to replenishing an

operational base. Loggies are never a legitimate target. Any ROE violation committed by a loggie will result in placement to the back of the line at the AOC; ordnance carried by the loggie, and/or ordnance directly related to the ROE violation shall be placed at midfield prior to subsequent retrieval attempts.

7. **INITIAL DEPLOYMENT.** Prior to initial deployment all players will form a single-file line from the front of the AOC towards the back of their side of the playing field (facing midfield). Upon initial deployment each team will forward deploy a maximum of seven players onto the battle area (occupying SAM sites and/or bases only) and two combat support loggies outside the battle area boundaries. Those players not initially deployed, other than the AOC director, will maintain the single-file line formation.
8. **MOVEMENT.** The AOC Director tasks players to move to bases and/ or SAM sites. A legitimate tasking includes a function and/ or a direction. The AOC director can task players to perform OCA, DCA, Combat Support/"Loggies" or SAM and/ or to deploy to the right base, left base, right SAM, center SAM or left SAM.
  - 8.1. A tasked player must touch an active comm relay Station in order to perform their assigned mission from the AOC director. Movement into the CAP is allowed via direct travel from a base.
  - 8.2. The AOC Director may task a player to an occupied SAM site, but if the SAM site is still occupied when the player arrives, one player must vacate the SAM site.
  - 8.3. When exiting the battle area, a player must exit via the nearest boundary and proceed directly to the Graveyard or AOC, as applicable.
  - 8.4. Once a player has exited the battle area of play, they may only return to play via the AOC.
  - 8.5. OCA sorties must not retreat towards their territory after crossing the Forward Edge of the Battle Area (FEBA) into enemy territory, but may move laterally. Once ordnance is released, this restriction is lifted. (If a player chooses to not fire at a target, that player may exit the battle area via the nearest boundary line.)
  - 8.6. Movement associated with removal from play - If a player carrying their ordnance(s) is removed from play, they must immediately exit the battle area via the nearest boundary line and drop their ordnance(s) on the ground, prior to proceeding to the Graveyard. (See Rules 10.1. and 10.2. for clarification)
  - 8.7. Combat Support players begin execution anywhere outside the battle area and may move freely in both friendly and enemy territory once the operation has started. They may not loiter in enemy territory, nor may they be used to screen or block friendly or enemy sorties.
9. **RULES OF ENGAGEMENT.**
  - 9.1. All missions must be carried out IAW their assigned role as defined in previous paragraphs.
  - 9.2. OCA/DCA target area is below the neck.

- 9.3. Ordnance is considered released when it is no longer held in the grasp of a player's hand.
- 9.4. A target cone may be placed upright by an official only. If a target cone was inadvertently/ illegally knocked down and the referee has identified it as such and is enroute to placing cone upright, the cone may be targeted and "destroyed" by striking it with enemy ordnance.
- 9.5. Target cones may only be destroyed as a result of contact by released ordnance of any color.
- 9.6. Released ordnance may only be retrieved by combat support/loggies.
- 9.7. Players deliberately striking enemy target cones after being identified for a violation or as mission complete will be called for unsportsmanlike conduct and may be ejected from the game. The targeted enemy cone will be reset. An inadvertent struck friendly cone will be left down. An inadvertent struck enemy cone will be reset.

## 10. **VIOLATIONS.**

10.1 A player is removed from the operation (sent to the Graveyard) for the following reasons:

10.1.1. "Good Kill"

10.1.1.1. The player is a legitimate target (OCA/DCA) who comes in contact with released enemy ordnance below the neck.

10.1.1.2. Once a player is considered good kill, they must release their ordnance without forcing the ordnance in any direction (e.g. tossing the ordnance towards a loggie or friendly territory). (Players committing this act will be ejected from the game for unsportsmanlike conduct)

10.1.2. "LOAC Violation"

10.1.2.1. The player's ordnance strikes another player in the head/neck (prior to contacting the ground or a target cone). A Player struck in the head as a result of avoiding enemy ordnance (i.e. ducking into a shot) is NOT considered a LOAC violation. **NOTE: A FLAGRANT HEADSHOT WILL RESULT IN EJECTION FOR THE ENTIRE GAME.**

10.1.2.2. The player's released ordnance strikes an enemy who is not a legitimate target, provided the released ordnance has not previously struck a legitimate target without violation of rule 10.1.2.1.

10.1.2.3 A SAM / DCA player fires ordnance across the FEBA at an illegitimate target.

10.1.3. "Interference"

10.1.3.1. The player illegally blocks a target cone in any manner (e.g. with the player's body, hands, feet, or held ordnance).

10.1.3.1.1 Intentionally interfering with a cone (e.g. blocking or standing on the cone) will result in the official placing the cone down.

10.1.3.2. The player makes physical contact with an enemy or the enemy's carried ordnance.

10.1.3.3. The loggie moves ordnance by any means other than carrying it (exception, if a loggie has placed ordnance outside of a live base while a dead base is

being restocked, the loggie can roll the ordnance into the base as long as they maintain positive contact with the ordnance.)

- 10.1.3.4. While conducting a Combat Support mission, the loggie player blocks, screens, or interferes with any enemy ordnance retrieval/delivery attempt, and/or loiters in enemy territory.
  - 10.1.3.5. Any player other than a loggie attempts to retrieve, stop, or divert the path of released ordnance.
  - 10.1.3.6. Loggie carries more than 2 ordnances.
  - 10.1.3.7 OCA knocks down a target cone without releasing their ordnance. (AF does not support kamikaze missions)
  - 10.1.3.8 AOC director holds more than 1 ordnance at a time during the operation.
  - 10.1.3.9 Loggies must return ordnances to a base/AOC by placing it on the ground. The loggie and the player accepting the ordnance that is not placed in the base/AOC will be sent to the graveyard.
- 10.1.4. “AWOL”
- 10.1.4.1. The player attempts to depart on a tasking from a position other than the front of the deployment line.
  - 10.1.4.2 The player departs the AOC without proper tasking by the AOC Director.
  - 10.1.4. 3. Player fires ordnance from any area other than that prescribed by rules 5.1, 5.4, 6.1, and 6.2 (e.g. DCA firing ordnance from the base). SAM site personnel fires ordnance from any area other than the SAM site (Not performing duties IAW the direction from the AOC director).
  - 10.1.4.4 Player deviates from assigned AOC tasking (e.g. AOC director tasks player to perform OCA, but player deploys to base and picks up DCA ordnance).
- 10.2. A player is returned to the AOC for the following reasons:
- 10.2.1. “ROE Violation”
    - 10.2.1.1. The player moves toward the FEBA, beyond the plane of the center Comm Relay Station, without touching an active Comm Relay Station.
    - 10.2.1.2. An OCA player moves backwards after crossing the FEBA into enemy territory and prior to releasing ordnance.
    - 10.2.1.3. The player improperly performs assigned mission as defined in rules 5. and 6., provided no violations occurred IAW rule 10.1. (e.g. Loggie restocks an operational base before a “dead” base has been fully restocked – see rule 6.4).
  - 10.2.2. “Mission Complete”
    - 10.2.2.1. The player releases ordnance or steps outside the battle area, and does not meet the criteria of Rule 10.1.1.
    - 10.2.2.2 Once a player is considered mission complete they are not authorized to fire their ordnance towards friendly territory. (Players committing this act will be ejected from the game for unsportsmanlike conduct)

10.3. A player may be sent to the graveyard or ejected from play for unsportsmanlike conduct, quibbling, inappropriate language, questioning the officials' judgment or for any other reason the Head Official determines to be disruptive to game play.

11. **GRAVEYARD**. There are two graveyards located next to the field. Each team's graveyard is on the opposite side of the battle area from their AOC. All personnel who are killed must report to the graveyard. Players sent to the graveyard must remain there until battle area reset.
12. **COLLATERAL DAMAGE**. May occur when any enemy/friendly ordnance strikes a target cone(s) or enemy ordnance strikes multiple legitimate enemy targets (No Fratricide).
13. **STOPPAGE OF PLAY**. Occurs when any official sounds a whistle. All players will immediately stop all actions and ground one knee in place until play is resumed. The Head Official will initiate operation resumption by sounding their whistle.
14. **OFFICIALS**. A minimum of four officials follow the action on the battle area. One official will be assigned as the head official, and will be responsible for keeping time, initiating start and stoppages of the operation, making final rulings on disputes, initiating a battle area reset after air superiority, and ensuring initial deployment is accomplished by both teams. The other three officials will divide their interest to areas of the battle area, each responsible for the action in his/her respective area. If more than four officials are used, they will be positioned at each end line near the AOC.
15. **SCORING**. If a team gains air superiority, then the game clock will be stopped, the battle area will be reset, and points will be awarded as follows:
  - 15.1. 3 pts awarded for gaining air superiority
  - 15.2. 5 pts if enemy AOC is destroyed
  - 15.3. 1 pt for each enemy base destroyed
  - 15.4. 1 pt for each enemy comm station destroyed
  - 15.5. If neither side has gained air superiority by the end of the period, points are only awarded to each team according to rules 15.3 and 15.4.
16. **FLA WEAR**. Players must wear shirts with a clearly displayed solid whole number(s) with no more than two digits for identification (either issued FLA jersey or Flight T-shirt). Players with duplicate numbers or FLA wear violations will not participate.

#### **17. TERMS/DEFINITIONS.**

Sortie	A player is considered to be on a sortie once they have acquired a red (OCA) or green (DCA) ordnance.
Graveyard	The location on the battle area where a player goes once the player is removed from play. The graveyard is vacated after either team achieves air superiority.
Loitering	Remaining within the same 25 square feet in enemy territory for more than 3 seconds (See Rule 10.1.3.4.).
Legitimate Target	A target cone, or a player conducting an OCA or DCA mission as defined in Rules 6.1 and 6.2.

Released Ordnance    Ordnance that is no longer positively controlled by a player who has carried out a specific role as defined in Rules 5.1, 5.4, 6.1 and 6.2, that has not been returned to the AOC IAW the Rules or by an Official.



# ICARUS

BATTLE FIELD

ENEMY GRAVEYARD

ENEMY GRAVEYARD

