



# **TARANAKI AIRSOFT RANGERS RULES & SAFETY GUIDE**

# 1.0 GENERAL RULES

## 1.1 FIREARMS CODE:

Airsoft weapons are covered in the New Zealand Firearms Code. Laws apply to transport, ownership, importation and conduct with these weapons. Players are highly encouraged to review sections of the Arms Code that are relevant to airguns and Airsoft.

By New Zealand Law individuals under the age of 18 who do not hold a firearms licence are not permitted to transport, own, import or purchase Airsoft weapons.

## 1.2 ELIGIBILITY TO PLAY:

A player can be of the age of 12 but needs to have a parent who is playing on the field. This parent does not have to be by the child at all times but must be on the same team.

Players must be at least 13 years old to participate by themselves in a TAR hosted or organised event.

Players must read and sign a TAR Release of Liability Waiver before playing their first game.

Players under the age of 18 will be required to have the waiver read and signed by guardian.

### 1.2.1 JUNIOR PLAYERS:

Players aged 12 to 17 who do not hold a Firearms Licence are classed as Junior Players.

### 1.2.2 VETERAN PLAYERS:

Players who have been paid club members for at least 12 months, have passed the probation period and who have received their VDL Patch are classed as Veteran Players. Veteran Players who are classed as Junior Players (see rule 1.2.1) are classed as Junior Veterans.

Players transferring from other reputable clubs, who can demonstrate the requirements required to be a Veteran, may apply to the club Committee to join under this classification.

## 1.3 PROBATION PERIOD:

Players are required to gain experience and show a robust understanding of the club rules before using a weapon rated over 1.13 joules. This can be proven by completing a probation period of 12 game days over 1 year. In some cases this period maybe be reduced or extended by club Committee approval.

Individuals may be placed back on probation if they violate club rules. Probations of this type can be appealed in writing to the club Committee.

This rule does not supersede rule 1.7.1 Restriction.

## 1.4 GAME MARSHALS:

It is the Game Marshal's role to manage game days. Players are required to follow Game Marshal's instructions at all times.

Marshals have the right to stand down players from an event if they deem that player to be violating club rules or conducting themselves in a way that violates the club's principles. The Game Marshal can also place players on Probation (see rule 1.3) or ban an individual from club events if an incident is deemed serious enough. Individuals can appeal a Marshal's ruling in writing to the club Committee.

## 1.5 SAFE ZONE:

The Safe Zone is a designated area where weapons are to be secured (safety on, pistols holstered and magazines out) and goggles can be removed. Weapons must only be fired for testing in designated areas of the safe zone.

## 1.6 FIELD BOUNDARIES:

Boundaries are set out to mark the limit of the Game Zone. Players are to avoid firing out of boundaries. Game Marshals may advise players to move away from the boundaries for public safety.



## 1.7 JOULE LIMITS:

All weapons must be chrono'd before they are first gamed. Weapons that fire above 3.33 joules are not permitted.

### 1.7.1 RESTRICTIONS:

Junior Players (see rule 1.2.1) and players who have not passed their probation period (see rule 1.3) are restricted to a limit of 1.13 joules for semi-auto or full-auto weapons.

### 1.7.2 ASSAULT CLASS:

The Assault Class may use any semi-auto or full-auto Airsoft weapon up to 1.13 joules with no MED.

### 1.7.3 SECONDARY WEAPON:

Players with a primary weapon firing over 1.13 joules will be required to carry a secondary weapon (such as sidearm) which must be used when engaging targets under the defined MED. This secondary weapon must be firing below 1.13 joules with no MED and be carried on your person at all times.

### 1.7.4 LMG CLASS:

The LMG Class may use any full-auto weapon from the approved weapons list (Appendix 1) that has joule range from 1.13 joules to 1.63 joules with MED of 10m. This class can only be used by Veteran players.

### 1.7.5 DMR CLASSES:

The DMR Light Class may use a 1.13 - 1.63 joules semi-auto rifle with MED of 10m. The DMR Class may use a 1.13 - 1.9 joules semi-auto rifle with MED of 15m. These classes can only be used by Veteran players.

### 1.7.6 JUNIOR SNIPER:

The Junior Sniper Class is for Junior Veteran players (see rule 1.2.2). They may use a 1.13 -

1.9 joules bolt action Airsoft rifle with MED of 15m.

### 1.7.7 SNIPER CLASS:

The Sniper Class may use any bolt action, single shot rifle up to 3.33 joules with MED of 20m. This class can only be used by Veteran players.

## 1.8 MINIMUM ENGAGEMENT DISTANCES (MED)

Players who break the MED rules must apologise to the target. Repeat offenders may be stood down or in severe cases placed on probation or even banned from the club.

## ASSAULT/SECONDARY

### 1.13 JOULES LIMIT

**DMR LIGHT** 10M MED  
1.13 – 1.63 JOULES  
SEMI AUTO ONLY

**DMR** 15M MED  
1.13 – 1.9 JOULES  
SEMI AUTO ONLY

**LMG** 10M MED  
1.13 – 1.63 JOULES  
ON APPROVED LIST, FULL AUTO

**JUNIOR SNIPER** 15M MED  
1.13 – 1.9 JOULES  
BOLT ACTION, SINGLE SHOT ONLY

**SNIPER** 20M MED  
3.33 JOULES LIMIT  
BOLT ACTION, SINGLE SHOT ONLY

RE  
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Y



### 1.10 HITS:

When hit, players must call out in a clear loud voice 'Hit' or 'Shot' then physically identify they are hit, either by rising their hands to their head or displaying a red kill rag. The player should then hold their weapon in a non-aggressive manner.

### 1.9 GAME OFF:

When 'Game off' is called the whole game must stop and all players cease engaging targets. If a player needs to stop the game for a good reason, they may yell 'Game off' in a loud clear voice.

### 1.11 HONESTY RULE:

If in doubt players are asked to take the hit.

Failing to call hits after three warnings by a Marshal will result in a player being stood down from the event.

Marshals may also call a player's hit if the player fails to call it.

Ricochets are not classed as hits, but BBs that pass through light cover (such as grass) without significant change in trajectory are not ricochets.

### 1.12 GUN HIT:

If a player's primary weapon is hit they must invoke a Gun Hit by calling out 'Gun Hit!' The hit weapon must not be used until the player respawns or tags a 'dead' player to respawn the weapon. If the player has another weapon that weapon can be used until the hit weapon is respawned.

### 1.13 RESPAWN:

Respawn rules are defined at the start of each game scenario.

Players must not be deliberately shot while respawning, unless it is stated in the game briefing that this is acceptable.

### 1.14 LAST STAND:

Players may conduct a 'last stand' when 'shot' in play. When hit the player must immediately fall to the ground and draw their sidearm. They may continue to shoot as well as crawl/drag themselves to a medic unless shot a second time.

## 2.0 SAFETY GUIDELINES

2.1 Safety goggles must be worn at all times in a Game Zone. Players must not intentionally fire at or towards individuals who are not wearing safety goggles.

2.2 If an individual enters the Game Zone without safety goggles the word 'Eyes' must be called out and a Game Marshal informed. Once 'Eyes' is called the game is paused and players must not move until the Game Marshal has investigated the issue and restarted the game again.

2.3 Lower face protection is recommended but not required.

Players expose their face at their own risk.

2.4 Weapons must have the 'safety' on when not in game or testing. Side arms must be holstered when not playing or testing. See rule 1.5 for details on weapon etiquette in a Safe Zone.

2.5 Muzzles must be pointed in a safe direction when weapons are carried outside of game play. Be aware of individuals sitting on the ground when pointing a weapon down. If not in use, consider placing a weapon on the ground.

2.6 Incendiary devices, such as smoke grenades, are prohibited at events unless express permission is given by Game Marshals and the land/facility owner.

2.7 Unsafe players will be given a warning, and if necessary will be required to leave the field of play.

2.8 Target identification:

2.8.1 Do not fire at a player when they have clearly indicated they are out of the game.

2.8.2 Do not fire at or towards any spectator or any individual outside the Game Zone (see rule 1.6).

2.8.3 Do not fire at or towards any animals or livestock.

2.8.4 Do not fire at any building or equipment unless permission is given.





## 3.0 CONDUCT & SPORTSMANSHIP

3.1 No alcohol and/or drugs are to be consumed during any events organised by TAR.

3.2 No foul or degrading language will be tolerated.

3.3 Abuse on the basis of race, colour, sex, creed, religion or disability will not be tolerated.

3.4 Sportsmanship is highly valued at TAR, and playing in a professional manner earns respect.

We honour players who:

- 3.4.1 Call their hits when the hit is in doubt
- 3.4.2 Don't give away tactics when 'dead'
- 3.4.3 Don't block the line of fire while they are 'dead' or respawning
- 3.4.4 Don't abuse other players on the field
- 3.4.5 Calmly resolve disputes
- 3.4.6 Don't argue with Marshals

3.5 Players who break the rules, show a general lack of maturity or display poor sportsmanship may be stood down, placed on probation, or in severe cases, banned from the club. Individuals have the right to appeal a probation or ban in writing to the club Committee.

## APPENDIX I

### APPROVED LMG CLASS WEAPONS

- M240
- M249
- Mk11
- Mk23
- Mk43
- Mk46
- M60
- M60E4
- M1919
- PKM
- MG-42
- Stoner 96

Special inclusions:

- Krytac Trident Mk11 LMG
- M132 Micro mini gun

To request a weapon be considered for inclusion please contact a member of the committee.



**FACEBOOK - TARANAKIAIRSOFRANGERS**  
**WEBSITE - [WWW.AIRSOFRANGERS.NZ](http://WWW.AIRSOFRANGERS.NZ)**

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Version: 2021-V2.2