

TARANAKI AIRSOFT RANGERS INC

RULES & SAFETY GUIDE

Version: 2026 – V2.5

Supersedes: Version 2025 – V2.4

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.

It is the responsibility of the individual to always comply with the law, and TAR takes no responsibility for member activities outside of TAR events.

Players are therefore 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.

1.1.1

Where required under the Arms Act 1983, any Junior Player using an Airsoft weapon must do so under the immediate supervision of a licensed adult.

1.1.2 LEGAL STATUS OF AIRSOFT WEAPONS

Airsoft weapons are classified as *airguns* under the Arms Act 1983 and are subject to all applicable New Zealand firearms legislation.

No person who is subject to a Firearms Prohibition Order under the Arms Act 1983 may access, possess, use, or control an Airsoft weapon at any TAR event.

All members and participants are responsible for ensuring they are legally entitled to possess and use an Airsoft weapon under New Zealand law.

1.1.3 Transport

Airsoft weapons must be transported to and from events in a secure case, bag, or container and must not be visible to the public during transport. Members are responsible for ensuring safe and lawful transport at all times.

1.2 ELIGIBILITY TO PLAY:

A player can be of the age of 12 but needs to have an adult guardian who is on the field. This guardian does not have to always be by the child but cannot be on an opposing team.

Players must be at least 13 years old to participate in a TAR-hosted or organised event by themselves, subject to an adult guardian's approval of the child's maturity. The adult who signs their registration is held responsible for this decision.

Players must register on the TAR Member Management site (Airsoft Manager, TAR website or other system implemented) before playing their first game, which includes signing a TAR Release of Liability Waiver.

Players under the age of 18 will be required to have the waiver read and signed by a 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 and have passed the probation period are classed as Veteran Players.

Veteran Players who are classed as Junior Players (see rule 1.2.1) are classed as Junior Veterans.

Players returning to the club after a hiatus, or players transferring from other reputable clubs, who can demonstrate the requirements required to be a Veteran, may apply to the club Committee to rejoin/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 may 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 always follow Game Marshal's instructions.

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.

A Game Marshal may recommend placing a player on Probation (see rule 1.3), or recommend suspension or ban to the Committee if an incident is deemed serious enough. Any probation, suspension or ban extending beyond the event must be confirmed by the Committee.

Individuals can appeal a Marshal's ruling in writing to the club Committee in accordance with the Society Constitution.

Where a Marshal is unavailable, VDL Patch holders may pause play for safety reasons only. They do not hold the authority to impose disciplinary action beyond temporary safety control.

1.5 SAFE ZONE:

The Safe Zone is a designated area where all weapons are to be secured — Safety on, magazines or rounds (TAG, 40 Mike, etc.) removed, including pistols.

Eye protection may be removed in the Safe Zone.

Weapons must only be fired for testing in designated areas of the safe zone while wearing compliant eye protection (see 2.1 and 2.2).

1.6 FIELD BOUNDARIES:

Boundaries are set out to mark the limit of the Game Zone.

Players are to avoid firing out of bounds.

Game Marshals may advise players to move away from the boundaries for public safety.

1.7 JOULE LIMITS:

All weapons must be chrono'ed 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 a sidearm), which must be used when engaging targets under the defined MED.

This secondary weapon must be able to be fired and fire 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 CLASS:

The DMR Class may use a 1.13 – 1.63 joules semi-auto rifle with a MED of 10m.

This class 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 – 1.63 joules bolt action Airsoft rifle with a MED of 10m.

1.7.7 SNIPER CLASS:

The Sniper Class may use any bolt action, single-shot rifle up to 3.33 joules with a MED of 20m.

This class can only be used by Veteran players.

1.7.8 CHRONOGRAPH PROCEDURE:

All weapons must be choreographed before first use at an event.

Chronograph testing will be conducted using the BB weight declared by the player.

Game Marshals may conduct random chronograph checks at any time during the event.

Any weapon found to exceed the applicable joule limit will be immediately removed from play and may not be used again until compliant.

Deliberate tampering or refusal to submit a weapon for chronograph testing may result in stand-down and referral to the Committee for disciplinary review.

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.

1.9 GAME OFF:

When 'Game off' is called, the whole game must stop, and all players cease engaging targets.

If an immediate safety issue arises, a player may yell "Eyes" to pause the game. When "Eyes" is called, players must remain stationary until instructed otherwise by a Marshal.

1.10 HITS:

When hit, players must call out in a clear, loud voice, 'Hit' then physically identify they have been hit, either by raising their hands above their head or displaying a red kill rag.

The player should then hold their weapon in a non-aggressive manner.

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 a 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!' without delay. 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.

2.0 SAFETY GUIDELINES

2.1 EYE PROTECTION

Impact-rated Full-seal eye protection must be worn at all times in a Game Zone.

Eye protection must meet or exceed ANSI Z87.1+ (High Impact) standard or an equivalent internationally recognised impact rating.

Players must not intentionally fire at or towards individuals who are not wearing compliant eye protection.

2.2

If an individual enters the Game Zone without compliant eye protection or removes their eye protection on the field, the word 'Eyes' must be called out, and a Game Marshal must be 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.

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 gameplay. 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.

2.9 INCIDENT REPORTING

Any injury requiring medical attention, significant safety breach, or serious near-miss incident must be reported to a Game Marshal or Committee member as soon as practicable.

Where appropriate, the Committee will record the incident in the club's incident register and determine whether further action is required.

Failure to report a serious safety incident may result in disciplinary review.

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.

3.2

Verbal abuse, especially foul or degrading language, will not be tolerated.

3.3

Abuse or put-downs on the basis of race, colour, ethnicity, sex, gender, sexuality, 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.

3.6 CONDUCT OUTSIDE GAME DAYS

In our Constitution, it states that no member shall do anything to bring the Society into disrepute.

As such, club members are expected to represent the values of the club at all times, especially when they can be associated with the club, such as at away games or public airsoft events, or in online spaces.

Behaviour that may impact the mana of the club may therefore be grounds for investigation, even if it happens outside of game days.

Any investigation under this clause will be conducted in accordance with the dispute resolution procedures outlined in the Society Constitution.

APPENDIX 1 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.

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