

# RULES AND REGULATIONS



## 1.0 GENERAL RULES

### 1.1 New Zealand Firearm Law

Airsoft replicas are classed as a restricted airgun under New Zealand law. Players are asked to read and understand sections of the **Arms Act 1983** that apply to airsoft replicas. This includes but is not limited to the transportation, storage, and responsibilities of owning an airsoft replica. Person(s) ages under 18 not in possession of a New Zealand Firearm License are not permitted to own such replicas.

### 1.2 Eligibility to Play

As required by law; Players are required to be 18 years of age with proof of age or hold a New Zealand Firearm License that can be verified by a member of the WMA committee or Range Safety Officer team. All players are required to undergo a safety briefing and RSO course induction before admittance to the field.

### 1.3 “D-BAD” Rule

“D-BAD” or Don’t-be-a-dick is an understanding that players will use common-sense and observe and practice respect while on WMA premises and services. This includes the use of our equipment, website and during events.

### 1.4 Club Equipment

Club equipment is owned by Wellington Milsim Airsoft Incorporated. All loan equipment is issued for a service charge which covers maintenance and upkeep of each item. Club equipment is issued with the understanding that the operator is responsible for returning and using the equipment correctly. Any damage or misuse of club equipment will be at the operators cost.

### 1.5 Safe Zones

Safe zones are dedicated areas where airsoft replicas may not be used and must be stowed or carried unloaded and incapable of fire (magazines out, holstered). Players exiting a “game-area” must have cleared their replicas prior to entering a safe zone. Eye protection may be removed in this area.

### 1.6 Emergency Callouts and Procedures

Wellington Milsim Airsoft operates on an emergency standard procedure. In the event of an emergency where a player has become injured and requires medical assistance, “No Duff” must be called (x3) three times. “No Duff” requires all players to repeat this call. Weapons must be disabled or otherwise incapable of fire until a Range Safety Officer directs otherwise. In the event of eye protection failing, the same situation applies however “Eyes” must be called and repeated. Additional procedures may be explained per-event basis.

## 1.7 Range Safety Officers/Committee

Range Safety Officers are responsible for all marshalling and safety duties on the field. All committee members are certified Range Safety Officers. Players must always follow instruction(s) from a Range Safety Officer without delay. Range Safety Officers and Committee Members (RSOs/CMs) may stand a player down if they deem that the player in question is violating a rule or conducting themselves inappropriately.

## 1.8 Field Boundaries/Cautions

Field Boundaries will be set per-event. Range Safety Officers and Event Officials will always brief these boundaries at every event. Wellington Milsim Airsoft fields are working environments. Players are to avoid shooting in any direction outside the field's boundaries and at any wildlife/animals within the field. Players found to be

## 1.9 Hit Rules

Events are on a "one-hit" basis unless specified otherwise for a unique event. Players must call 'hit' loudly when struck by a BB on any part of the body. Players must hold their weapon passively when hit. All players are expected to practice honesty and integrity when hit. If in doubt, take the hit. Failure to call hits may result in removal by a Range Safety Officer. A Range Safety Officer may also call a player 'hit' at any time.

### 1.9a (Gun Hit)

Gun hits are not counted. Some events may vary this rule by requiring players to 'play-out' this rule by temporarily swapping to their sidearm. Any events varying this rule will state-so clearly.

### 1.9b (Grenade Hit)

Any airsoft grenade or device (such as claymores, mines and 40mm shells etc.) that propels BBs may count as a hit if a BB hit's a player. Thunder-B and sound grenades (including tripwires) are to count as a hit if they detonate within 5m of a player and the player is not behind hard cover (hard cover such as a large barricade or structure). Practice honesty as stated in 1.8.

### 1.9c (Ricochet)

Ricochets are not counted as hits, however BBs that pass through light cover should be taken as a hit.

### 1.9d (Red Rag/Dead Rag and Hi-Viz)

The colour red on WMA fields is considered an official colour. Red rags may be presented when "dead" to signal to other players that you are hit. Red clothing is not permitted on WMA fields unless an event specifies. Red and Hi-Viz clothing is worn by Event Officials and Range Safety Officers. Do not shoot at red.

### 1.9e Respawn/Medic

Medic and Respawn rules are heavily event specific. RSO's and Event Officials will always brief these rules.

## 2.0 SAFETY GUIDELINES

### 2.1 Protective Eyewear

NZ approved safety eyewear must always be worn when within game-boundaries at WMA games. Eyewear may only be removed once a player is within a noted safe zone. Mesh eyewear is banned at WMA events as it has been proven as ineffective in our tests. Mesh may only be worn above rated eyewear.

Refer to 1.6 regarding eyewear malfunctions.

### 2.2 Additional Safety Gear

Any additional safety gear such as ear and lower face protection may be used at your discretion. We highly recommend lower face protection. Players are responsible for their own safety gear whilst at WMA events.

### 2.3 Muzzle and Weapon Safety

Muzzles must always be pointed in a safe direction when carried within a safe zone. When not in use or when within the safe zone, weapons should be switched to 'safe'

Refer to 1.4.

### 2.4 Pyrotechnics

Pyrotechnics of any kind are only permitted by special committee approval at WMA events. Sound grenades that do not require ignition such as Thunder-B may be used.

### 2.5 Safe Play

Players found to be unsafe will be warned and may be removed from an event. Refer to 1.6

### 2.6 Target Identification

- Do not shoot a player that has called hit or is indicating they are out.
- Do not fire towards red clothing/markers or Hi-Viz (refer to 1.8d).
- Do not fire towards event officials.
- Do not fire on animals (refer to 1.7)

## 3.0 CONDUCT

### 3.1 Alcohol and Drugs

Alcohol and/or non-prescribed drugs are not to be consumed 12 hours before an event. Players found intoxicated or otherwise under the influence may be removed and legal action may be taken.

### 3.2 Respect

Players are expected to respect each other and the field. No inappropriate, illegal, or otherwise offensive conduct will be tolerated. This includes but is not limited to; racism, sexism, religion, disability. Players in violation will be removed.

### 3.3 Removal and Legal

Wellington Milsim Airsoft Incorporated and its staff reserve the right to remove, stand-down or ban any player who disrespects the rules outlined here and at event-briefings. This includes access via I.P to our website services. Ban appeals may be made on a case-by case basis to [info@wma.nz](mailto:info@wma.nz). Wellington Milsim Airsoft takes no responsibility for players personal safety or property at any time.



# WELLINGTON MILSIM AIRSOFT FPS LIMITS/JOULE CHART

## CQB CLASS

### No M.E.D

This class is for 350fps (1.14J) or below.  
Full Auto is only permitted when using Mid or Low Cap magazines.  
These are often handguns.

## ASSAULT CLASS

### 10m M.E.D

This class is between 351-420fps (1.64J)  
Full Auto is only permitted when using Mid or Low Cap Magazines.  
This class can be anything such as Assault Rifles, Sub-Machine Guns and Shotguns.

## SUPPORT CLASS

### 20m M.E.D

#### Intermediate Machine Gun

- 20m M.E.D if above 420fps
- LMG/GPMG, maximum 450fps (1.88J)

#### General Purpose Machine Gun

- 20m M.E.D
- LMG/GPMG over 6.5kg, maximum of 500fps (2.32J).

## DMR CLASS

### 20m M.E.D

#### Battle Rifle

- 20m M.E.D
- Can be any rifle between 420fps and 450fps (1.88J).

#### DMR

- 20m M.E.D
- Semi-Only.
- Any rifle up to 500fps (2.32J)
- Outer barrel length must be no less than 500mm.
- Must have a variable scope.
- Limited to 100rd mags.

## SNIPER CLASS

### 20m M.E.D

Maximum of 600fps (3.34J)

Bolt action, single action only.

**Note:** If you are carrying any weapon over 350fps (1.14J) you are required to carry a sidearm.  
Any class over 350fps requires membership to a recognised club or Committee/RSO approval.