

**TagSoft Sports**  
**Rules for Safety, Enjoyment, Conduct and Fair-play**



**Western Australia Airsoft and Gel Ball Club Inc.**

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# Western Australia Airsoft and Gel Ball Club Inc.



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## Part 1. Introduction

### Article 1. General Provisions

1. These rules have been established for the following purposes:
  - a. Ensure the safety and enjoyment of the public, sport practitioners, venue / event staff, organizers, marshals, referees, etc.
  - b. Establish fair-play rules and expected behavior;
  - c. To identify items, practices and behaviors that are not endorsed or permitted and define ways to manage or mitigate them;
  - d. To expand and safeguard TagSoft sports as a whole in the eyes of the government, media and community;
  - e. To ensure relevant legal requirements are known to and followed by all sport practitioners.
2. These rules apply to all disciplines of TagSoft sports.
3. The enforcement and adherence to these rules falls onto all TagSoft sport practitioners and it is not solely restricted to the Club and venue / event staff.

## Part 2. Definitions

### Article 2. Definitions

1. Airsoft device: gas, spring or battery powered TagSoft sports equipment designed to propel 6 mm plastic BBs. These may include items with or without a barrel.
2. BB: Spherical pellet made of plastic or biodegradable materials with a diameter between 6 and 8 mm, designed to be discharged or propelled from airsoft devices, with a weight between 0.12 grams and 0.50 grams.
3. Blind fire: shooting a TagSoft sports equipment without the shooter having direct line of sight between the target and the muzzle of the device. Examples include shooting the TagSoft sports equipment:
  - a. Above your head or eye-level;
  - b. Behind obstacles; or
  - c. Through gaps (i.e. smaller than a clenched fist).
4. Chronograph: device used to measure the rate of fire, velocity and / or energy output of a TagSoft sports equipment.
5. Club: the management committee of Western Australia Airsoft and Gel Ball Club Inc. and its designated volunteers.
6. Controlled Weapon: The *Weapons Act 1999* defines a Controlled Weapon as:  
*“(a) an article prescribed by regulations to be a controlled weapon; or*  
*(b) any other article, not being a firearm or a prohibited weapon, made or modified to be used:*



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(i) to injure or disable a person;

(ii) to cause a person to fear that someone will be injured or disabled by that use; or

(iii) for attack or defence in the practice of a martial sport, art or similar discipline”.

For the purpose of these rules a Gel Blaster with the appearance of a firearm constitutes an imitation firearm, as defined by the *Weapons Regulations 1999* and represents a Controlled Weapon.

7. CQB / CQC (Close Quarter Battle / Close Quarter Combat): urban, built up environment (indoors or outdoors) with cover and engagement at close distances. Shooting usually takes place at distances between 3 to 20 meters.
8. Death rag: piece of brightly colored cloth used to indicate a sport practitioner has been “hit” or eliminated. For night events a colored, preferably flashing, light is required.
9. Fire mode: refers to the action of loading pellets from the magazine and trigger pull:
  - a. Bolt action: manual reload of a single pellet through the pulling of a lever / arming mechanism;
  - b. Semi automatic (referred to as Semi): one pellet is fired per trigger pull. For a second pellet to be fired the trigger needs to be released and pulled again;
  - c. Burst: a reduced number of pellets (usually three) is released per trigger pull. For a second set of pellets to be fired the trigger needs to be released and pulled again. Burst firing can also be achieved by short burst firing in full auto mode;
  - d. Fully automatic (referred to as Full Auto): pellets are fired automatically as long as the trigger is kept pulled. Trigger release causes pellets not to fire anymore.
10. Gel Ball(s) (referred to as Gels): spherical water-based pellets, similar to Orbees, that are biodegradable and range in size from 7-8mm. Gels in non-hydrated form range between 1-2mm in size and must be soaked / hydrated in water from anywhere from 2- 4 hours (dependent on manufacturer’s recommendations) to reach full size.
11. Gel Blaster: gas, spring or battery powered TagSoft sports equipment designed to propel 7-8 mm gel balls. These may include items with or without a barrel.
12. “Hit”: A direct pellet impacting on any part of the sport practitioners’ body or kit (the person’s clothing, headgear, and equipment attached to his/her body).
  - a. Ricochets are not be considered direct hits, intentional, or otherwise.
  - b. Penetrating shots are those passing through grass, bush, leaves, or thin material used for cover. They are not considered ricochets even if their trajectories may be somewhat deflected. Instead, they are to be considered as direct hits if they make contact with the player’s body or kit on the other side.
  - c. TagSoft sports equipment hits may be considered hits and have certain effects, as prescribed by event organizers.



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13. Hop-up: Adjustable mechanical system that creates backspin on the pellet, through friction, thus changing the ballistic trajectory of the pellet. Zero hop-up means the setting of least friction on the pellet.
14. Joule: a derived unit of energy in the International System of Units. The formula used in TagSoft sports to determine pellet energy is:  $0.5 \times (\text{pellet weight [in grams]} / 1000 \text{ kilograms}) \times (\text{pellet velocity [feet per second]} \times 0.3048 \text{ meters per second})^2$ .
15. Minimum engagement distance (MED): distance, in accordance with a TagSoft sports equipment's energy, under which it is not allowed to shoot at another sport practitioner.
16. Magazine: a container or detachable receptacle for holding a supply of TagSoft pellets to be fed to a TagSoft sports equipment. Their capacity is classified as follows, in increasing order:
  - a. Low-cap: magazines that closely replicate the capacity of real steel ones. Capacity not allowed to exceed 90 pellets;
  - b. Mid-cap: Magazine ranging in capacity between 100 and 200 pellets; usually powered by an internal compressed spring;
  - c. Hi-cap: Magazines holding significantly more than 200 pellets; usually powered by a manually cocking wheel or pull string;
  - d. Box / drum mag: Magazines holding 1,000 pellets and more; usually powered by an electric motor.
17. TagSoft: sport in which practitioners eliminate each other or compete towards set objectives by launching low weight, small plastic or gel pellets from low air powered devices. The most common disciplines of the sport are:
  - a. Practical shooting;
  - b. Reenactment; and
  - c. Speedsoft.

TagSoft sports encompass the sports of Gelsoft and Airsoft.
18. TagSoft sports equipment / TagSoft device: equipment used in the practice of TagSoft sports. Such equipment includes Gel Blasters and Airsoft devices, grenades, mines, etc.

### Part 3. Legal requirements

#### Article 3. Airsoft Devices are Restricted from Importation

1. Airsoft devices are restricted from importation under the *Customs (Prohibited Imports) Regulations 1956*.

#### Article 4. Gel Blasters are Controlled Weapons

1. Gel Blasters, with the appearance of a firearm (i.e. the majority) are defined as Controlled Weapons under the *Weapons Act 1999* (i.e. imitation firearms).
2. A "lawful excuse" is required in order to carry or possess a Controlled Weapon (i.e. a Gel Blaster with the appearance of a firearm). The practicing of Gelsoft and participation to



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Gelsoft events and / or membership to a Gelsoft club and / or being a genuine collector is likely to meet this requirement. Legal penalty: imprisonment for 2 years and a fine of \$24,000.

3. A Controlled Weapon shall not be *“carried or possessed it in a manner that could reasonably be expected to cause someone (a) to be injured or disabled; or (b) to fear that someone will be injured or disabled.”* Legal penalty: imprisonment for 2 years and a fine of \$24,000.
4. When not at a Gel Ball venue treat all Gel Blasters as real firearms: always keep them hidden / covered, do not fire them and have them at all times in safe custody.
5. Do no use or show your Gel Blasters around the house, at your school or place of work in a matter that may cause fear with your neighbors or colleagues or persons that are not aware that your Gel Blaster is not a real firearm.
6. Do not engage in any other activities that may cause fear such as shooting at unexpected members of the public / persons that have not provided their consent.

### Article 5. Age Restrictions

1. A person commits an offence against the *Weapons Act 1999* if selling a Controlled Weapon to a person under the age of 18. Legal penalty: imprisonment for 2 years and a fine of \$24,000.
2. The supply of a Controlled Weapon to a person under the age of 18 is allowed if done in accordance with a *“lawful excuse”* or for *“committing lawful acts in the course of a sporting or recreational activity”*. Practice of the sport of Gelsoft and participation to Gelsoft events is likely to meet these requirements. Legal penalty: imprisonment for 2 years and a fine of \$24,000.
3. Parents / guardians purchasing a Gel Blaster for persons under the age of 18, without having themselves a *“lawful excuse”* (e.g. sport practitioner, collector, etc.) are committing an offence. Legal penalty: imprisonment for 2 years and a fine of \$24,000.

## Part 4. Safety Provisions (Preparation for Sporting Event)

### Article 6. Safe Zones

1. The firing of TagSoft sports equipment is not allowed within the safe zone. *“Dry”* firing is also discouraged.
2. TagSoft sports equipment must have the magazines removed and the chamber / barrel cleared of any pellets before entering the safe zone (this may be achieved by *“dry”* firing several times, outside the safety area, without a magazine inserted in the device).
3. Grenades, mines or similar devices must not be loaded inside the safe zone. Any such loaded devices are not permitted inside the safe zone and must be left outside of the safe zone (i.e. at the entrance).
4. All TagSoft sports equipment within the safe zone must be set to *“safe”* mode by the use of their safety leaver / latch. If the device does not have such a device or safety cannot be guaranteed in any other way, a safety plug / barrel sock must be used.



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5. Whilst inside the safe zone, TagSoft sports equipment must not be pointed in the direction of other players.

### Article 7. Chronograph / Test Firing Zones

1. Upon arrival at a venue and before competition commences, chronograph your TagSoft sports equipment so you know the limitations that apply to you. Refer to Article 14 for further information.
2. Eye protection is mandatory to be worn inside the test firing zone.

### Article 8. Eye and Face Protection for Gelsoft

- a. Safety eyewear (goggles / glasses / visors) of at least “medium” impact certification must be worn at all times during sports practice. Acceptable standards are:
  - a. AS/NZS 1336: High Impact (type I or F) (common safety glasses);
  - b. AS/NZS 1336: High Impact (type V or B) or Extra High Impact (type A);
  - c. EN166 type B or type A;
  - d. ANSI (American Standard) Z87 or Z87+.
  - e. MIL-PRF-31013 (glasses);
  - f. MIL-DTL-43511D (goggles);
  - g. STANAG 4296;
  - h. STANAG 2920 with “V50” higher than 156 m/s.
- b. All safety eyewear must cover front, side top and bottom areas and be held firmly against the player’s face to prevent any material from being able to be pushed behind the eyewear.
- c. Safety eyewear may be removed inside the safe zone or outside the sports practice area, as long as it is safe to do so, and the area is sufficiently protected by distance or barriers against pellets coming from within the sports practice area. This provision applies equally to fogged up goggles or similar.
- d. Lower face protection is recommended but not mandatory unless the sport practitioner is under the age of 18. Appropriate face protection is mesh or neoprene mask, scarf, paintball mask, etc.
- e. Lower face and ear protection are encouraged during CQB events. Paintball masks certified to ASTM F1776 - 18, over the ear earphones, mesh or plastic protectors are deemed to satisfy this requirement.
- f. The following do not provide the minimum level for eye protection required for GelSoft:
  - a. All types of mesh eye protection; and
  - b. Non-certified safety glasses / goggles / paintball masks (e.g. sun glasses, prescription glasses, etc.).



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### Article 9. Eye and Face Protection for Airsoft

- g. Safety eyewear (goggles / glasses / visors) of a “*high impact*” certification or military / ballistic certification must be worn at all times during sports practice. Acceptable standards are:
  - a. EN166 type B or type A;
  - b. AS/NZS 1336: High Impact (type V or B) or Extra High Impact (type A);
  - c. MIL-PRF-31013 (glasses);
  - d. MIL-DTL-43511D (goggles);
  - e. STANAG 4296;
  - f. STANAG 2920 with “V50” higher than 156 m/s.
- h. All safety eyewear must cover front, side top and bottom areas and be held firmly against the player’s face to prevent any material from being able to be pushed behind the eyewear.
- i. Safety eyewear may be removed inside the safe zone or outside the sports practice area, as long as it is safe to do so, and the area is sufficiently protected by distance or barriers against pellets coming from within the sports practice area. This provision applies equally to fogged up goggles or similar.
- j. Lower face protection is recommended but not mandatory unless the sport practitioner is under the age of 18. Appropriate face protection is mesh or neoprene mask, scarf, paintball mask, etc.
- k. Lower face and ear protection must be worn during CQB events. Paintball masks certified to ASTM F1776 - 18, over the ear earphones, mesh or plastic protectors are deemed to satisfy this requirement.
- l. The following do not provide the minimum level for eye protection required for Airsoft:
  - a. All types of mesh eye protection;
  - b. Non-certified safety glasses / goggles / paintball masks;
  - c. “*Standard*” safety glasses. These are tested to a maximum of 1.1 Joules:
    - AS/NZS 1336 (Australian Standard) low or medium impact (type S, I or F);
    - EN166 (European Standard) type S or type F; or
    - ANSI (American Standard) Z87 or Z87+.

### Article 10. Prohibited Items, Behavior and Equipment

1. Eye protection that does not meet the minimum safety standards [refer to Article 8 and 9].
2. The use of fireworks, incendiary, smoke or explosive article is reserved to venue / event provided they have the appropriate licenses and / or permits.
3. Improvised pneumatic, compressed air, explosive, pyrotechnic or incendiary devices.
4. Firearms and live ammunition, any steel blade longer than 3.5 inches, mace, pepper spray or any other nonlethal weapon.





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5. Melee weapons that can cause first aid harm or worse through blunt force, stabbing, cutting or any other ways.
6. Laser pointers with a power output higher than 1 milliwatt (mW). In order to prevent eye damage, lasers must not be pointed at the face.
7. The consumption or being under the influence of alcohol, drugs or other substances that can reasonably be assumed to affect a person's sense of responsibility and / or awareness.
8. The use of Bioval BBMAX, metallic or ceramic Airsoft BBs.
9. Wearing of symbols, badges or awards with political, ideological or religious features.

### Article 11. Practitioner Health

1. Players must notify venue / event staff of any life-threatening medical conditions and any appropriate medication / treatment (i.e. bee sting allergy and possession of an Epipen).
2. All players that are required to carry lifesaving medication (i.e. Epipen, inhaler, etc.) must carry it on the righthand side of their body in either thigh pocket, chest pocket or a clearly marked pouch so that staff and medical personnel are able to find and access it quickly.
3. The use of strobe lights can cause certain medical conditions (i.e. epilepsy, nausea, headaches, etc.) to sensitive players. Sport practitioners and venues / event staff should consider the associated risks and implement appropriate risk control measures.

## Part 5. Safety Provisions (During Sporting Events)

### Article 12. During Sporting Events

1. Venue / event staff, marshal, referee directions must be followed at all times.
2. Competitions shall begin when either announced by staff or a pre-declared signaling device is sounded.
3. Shooting a player under the MED of your TagSoft sports equipment is prohibited.
4. Shooting sports / non-sports practitioners not wearing eye / face protection is prohibited.
5. Blind firing (see definitions) is prohibited. This includes using the method to provide covering / suppressive fire.
6. Pre-firing corners (i.e. shooting towards a corner where there is no opponent) is prohibited. This is considered blind firing.
7. Do not move outside the area of play or deliberately fire out of the area of play.
8. Time outs can only be called by event / venue staff, marshals, referees. Individuals are not allowed to call for time outs. If players consider a situation, which is not an emergency, requires a time out, they may raise the matter with venue / event staff, marshal, referee.
9. In the event of loss or damage of eye protection, shout loudly and clearly "*Blind man*" and do not move. This is requesting the competition to be stopped immediately by the marshals in order to allow the relevant sport practitioner to proceed to and enter the safe zone. "*Blind man*" must not be called for fogged or dirty eye protection.



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10. In case of emergency, any player can make a call for the competition to be stopped. The recognized call being *"No duff,"* followed by emergency type. When such a call is made all TagSoft sports equipment must be rendered safe and the competition paused. In the case of non-playing persons in the competition area, the call of *"Civilian on the Field"* must be made and the same actions taken.
11. At a call of *"Game Off"* from directing staff all TagSoft sports equipment must be cleared and made safe [Article 6.2]. TagSoft sports equipment must be cleared again before entering the safe zone.
12. TagSoft sports are not contact sports: tackling, disarming, pushing, pulling, shoving, grabbing, hitting, kicking or other forms of physical violence or threats thereof are strictly prohibited, even if the other practitioners have or seem to agree.

### Article 13. Player Elimination

1. If *"hit"*, a player is considered, by default, to be eliminated. Event organizers may establish temporary exemptions to this rule (i.e. medic, friendly fire and respawn rules).
2. A *"hit"* from a player's own teammate, or *"Friendly Fire"*, is normally considered a *"hit"*.
3. In case of simultaneous *"hits"*, each other is to alleviate any arguments and follow fair play rules, with both sport practitioners being *"hit"*.
4. *"Hit"* players are to confirm their status by shouting aloud the word(s) *"Dead"*, *"Out"* or *"Hit"*, and furthermore, should hold their TagSoft sports equipment raised or above their head and proceed in accordance with the event rules (i.e. head to the dead zone or respawn, wait for medic, etc.).
5. A brightly colored *"death rag"* must be made visible to indicate the player's *"hit"* status. Any player resuming play or firing a weapon at an opponent while *"faking elimination"* will be considered to be cheating and should be referred to a venue / event staff, marshal, referee.
6. Call your hits! For your and other's enjoyment of the competition, be honest and honorable.
7. *"Hit"* / eliminated players that find themselves in crossfire, must reposition themselves as to allow the nearby engagement to continue. Wherever possible eliminated players must avoid crossing opponents' line of fire or walking through a *"fire fight"*.
8. Dead men don't talk!
  - a. *"Hit"* or eliminated players must refrain from giving hints, clues, or instructions to other players, still active in an on-going event, which may affect the outcome of an engagement or the competition. This includes the use of radios.
  - b. Referees and observers must likewise refrain from passing information.
9. Surrender (Bang rule):
  - a. Asking for surrender (usually by saying *"Bang, bang!"* call) must be with the TagSoft sports equipment pointed in the direction of the opponent and ready to shoot.



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- b. Both asking for a surrender and surrendering is optional, but it is highly encouraged when a player is within close proximity of the other player and his or her back is to the surrendering player, or other similar situations.
- c. The “*Avoid inflicting unnecessary pain*” [Article 16.3] rule applies if surrender is not given and the person asking for surrender decides to shoot.
- d. If significantly under the MED of your TagSoft sports equipment (i.e. DMR / sniper coming behind a corner), the call for surrender is not valid and the other player may shoot or call for your surrender.
- e. Asking for the surrender of several opponents at once is not valid.

### 10. Silent elimination or knife “kills”:

- a. Knife / melee “hits” are considered eliminations. A player cannot be revived following a knife “hit”.
- b. Knife / melee “kills” are made by using a melee weapon of rubber or foam that is able to bend or through making and keeping contact with an unsuspecting player for at least three seconds.
- c. A player eliminated by a knife / melee “kill” must remove themselves from the field only after being released by the eliminating player. They must allow the stealth player sufficient time to move on or prepare for their next step.

### 11. Grenade “hits” are considered eliminations. A player cannot be revived following a grenade “hit”.

### 12. Hiding behind a “hit” or eliminated player with the intent of using them as a “human shield” or to deceive the opponent of your “hit” / eliminated status is not allowed.

## Article 14. FPS, Joule Limits, Player Classes and Associated Restrictions

1. Player class refers to the role assigned to the player and their TagSoft sports equipment. There are several primary classes:
  - a. CQB;
  - b. Assault;
  - c. Gunner (squad automatic weapon (SAW));
  - d. Designated marksman (DMR);and
  - e. Sniper.
2. For each player class, the benefits provided by higher Joule limit are counterbalanced by a number of restrictions such as:
  - a. Minimum engagement distance (MED);
  - b. Single or semi-automatic firing;
  - c. Marker dimensions;
  - d. Magazine capacity;



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- e. Side arm; and
  - f. Magnification optics.
3. Restrictions for each player class are as per Table 1 for Gelsoft and Table 2 for Airsoft. The restrictions are designed to ensure safety and to limit unfair advantages of certain classes over others.
  4. Testing of TagSoft sports equipment to determine their energy output and / or pellet velocity (i.e. feet per second (fps)) is done via the use of a chronograph. The testing must be done with the device setup as intended for competing (i.e. hop-up setting and the TagSoft pellets you use).
  5. At least five shots must be taken to measure the device's energy output. A maximum deviation of 15 fps is allowed for the sum of all five shots before being assigned to a more restrictive class, MED wise.
  6. It is not permitted to influence the muzzle energy to pass a joule measurement.
  7. Maximum rate of fire for all TagSoft sports equipment, including HPA is 25 rounds per second.
  8. The minimum engagement distance (MED) for 40mm or similar style grenade launcher is 5 meters. The MED for CO<sub>2</sub> 40mm or similar style grenade launcher is 10 meters.
  9. All Gel Blasters shooting above the 1.8 Joule limit (i.e. DMR and Sniper) must be limited (physically or electronically) to shooting semi-automatic only.
  10. All Airsoft devices shooting above the 1.3 Joule limit (i.e. DMR and Sniper) must be limited (physically or electronically) to shooting semi-automatic only.
  11. Once chronographed, the sport practitioner must attach a colored identification (ID) band to the TagSoft sports equipment to indicate its class and MED, as per Table 1 for Gel Blasters and Table 2 for Airsoft devices.
  12. TagSoft sports equipment must be chronographed after undertaking internal modifications and / or repairs (i.e. change of spring, barrel, nozzle, hop-up unit, etc.). TagSoft sports equipment must also be chronographed if a different type of gas is used.

Class	Joule limit	Minimum Engagement Distance (MED)	Maximum Blaster fps	fps Range	ID band color
CQB: Full auto, burst & binary	1.0 J	1 m	300	Below 300	White
CQB: Semi auto	1.2 J	1 m	330	Below 330	2 x White
Assault	1.3 J	5 m	370	Between 300 and 370	Blue
DMR / Sniper (Semi only)	1.8 J	10 m	450	Between 350 and 450	Red

Table 1. Joule limits, player classes and associated restrictions (Gel Blasters)



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Class	Joule limit	MED <sup>1</sup>	Max feet per second (fps) limit by BB weight (g)						Magazine <sup>2</sup>	Min barrel length <sup>3</sup>	Fire mode
			0.20	0.25	0.30	0.36	0.4	0.43			
CQB	1.0 J	1 m	325	290	265	245	230	220	Hi-cap	Any	Semi on
Assault	1.3 J	5 m	370	335	305	275	265	255	Mid-cap <sup>6</sup>	20 cm	Full auto
Gunner	1.3 J	5 m	370	335	305	275	265	255	Box / drum	See note 7	Full auto
DMR	1.8 J	15 m	440	390	360	325	310	300	Low-cap	45 cm (18 inch)	Semi on
Sniper	2.5 J	25 m	515	460	420	385	365	350	Low-cap	Any	Bolt only <sup>8</sup>

### Notes:

1. MED may be reduced, irrespective of marker appearance and functioning rules, if the marker shoots. The less restrictive appearance and functioning rules of the lower energy class may also be adopted. The MED reduced to 5 m and be allowed to have a shorter barrel length, full firing mode and no opt.
2. Maximum magazine capacity permitted. Magazines of lower capacity than the class limit may be used.
3. Barrel length is exclusive of a silencer, flash hider, muzzle break or similar accessories.
4. ID band affixed to the marker to identify marker class and MED. Used to identify players shooting u
5. If marker is not used in CQB environment, fully automatic fire is permitted.
6. The use of mid-cap magazines is encouraged, however high-cap magazines may be used.
7. Only replicas of real light, medium or heavy machine guns produced in series are permitted.
8. BBs are individually fed by pulling the marker's bolt backwards and pushing it forward into its firing

Table 2. Joule limits, player classes and associated restrictions (Airsoft device)



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13. Hand grenades can only be thrown “*under arm*” and on direct line of fire to the intended target point (i.e. no planned ricochets).
14. MED for 40 mm Airsoft grenades is 5 meters. MED for “*40 Mike*” Airsoft type grenade is 20 meters.
15. CQB specific rules (Gelsoft):
  - a. All TagSoft sports equipment must be limited to 1 Joule (CQB Class).
  - b. Fully automatic fire is permitted. Semi automatic and burst fire is recommended in Gelsoft.
  - c. Lower face and ear protection is encouraged. Certified paintball masks are deemed to satisfy this requirement.
  - d. Grenades thrown inside rooms are to be taken to eliminate all occupants, regardless of Gels actually hitting a player or the player’s kit.
  - e. CO2 powered 40 mm grenades are not permitted.
16. CQB specific rules (Airsoft):
  - a. All TagSoft sports equipment must be limited to 1 Joule (CQB Class).
  - b. Fully automatic fire is not permitted.
  - c. Lower face and ear protection must be worn. Certified paintball masks are deemed to satisfy this requirement.
  - d. Grenades thrown inside rooms are to be taken to eliminate all occupants, regardless of BBs actually hitting a player or the player’s kit.
  - e. CO2 powered 40 mm grenades and “*40 Mike*” type grenades are not permitted.
17. HPA specific rules:
  - a. Regulators must be lockable and must be zip tied by the practitioner / venue / event staff after being chronographed.
  - b. Regulators may not be altered after chronographing.
  - c. Altering the regulator after testing and locking represents an offence.

## Part 6. Sport Practitioner Behavior and Penalties

### Article 15. Sports Ambassador

1. You are an ambassador to the sport:
  - a. Follow the Club and venue / event rules.
  - b. Be a safety champion (both on and off the field).
  - c. Represent the sport to the best of your abilities (both on and off the field).
  - d. Help and advise new and prospective sport practitioners.
  - e. Promote the sport.



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- f. Contribute to everyone's enjoyment of the sport and its positive image in society.
- g. Mind your online interactions just as if they were in person.

### Article 16. Sport Practitioner Behavior (Outside of Sporting Events)

1. Always abide by the legal requirements. Please refer to Part 3.
2. Do not use your TagSoft sports equipment in any way that may cause harm or fear with unexpected members of the public / persons that are not aware that your TagSoft sports equipment is not a real firearm / persons that have not provided their consent.
3. Always carry your TagSoft sports equipment covered (preferably in a locked container) with the magazine and battery removed.
4. In any dealings with the Police (such as stopped on the road):
  - a. Stay calm and if asked, advise that you are carrying TagSoft sports equipment, that they are covered (preferably in a locked container) with the battery and magazine removed.
  - b. Present your Club membership card to demonstrate "*lawful excuse*".
  - c. Follow all Police directions.
  - d. Do not argue with the Police.
5. General guidelines for ensuring the longevity of the sport and enjoyment for all:
  - a. You are the community! Your actions shape the sport, for the better or worse.
  - b. Follow rules and directions from venue / even staff / marshals / referees.
  - c. Call your hits! TagSoft is a sport of honor.
  - d. Do not cheat: overtly or covertly. Do not encourage others to do so either.
  - e. Be courteous to other players; Don't do anything you wouldn't want done to yourself by someone else; Treat others the way you would like to be treated.
  - f. Be on time and do not delay the sports event.
  - g. Compete fair and hard; be an ambassador for the sport.
  - h. If you are a sport veteran, don't be smug about it, help and guide novices. You were a rookie once too.
  - i. Your gear does not make you a better player.
6. Theft, discriminatory, harassment, bullying, intimidating, violent or aggressive behavior, cheating, name-calling, foul language towards sport practitioners, venue / event staff, marshals / referees represents and offence and will not be tolerated.
7. Avoid inflicting unnecessary pain!
  - a. Shooting under MED is not allowed.
  - b. Avoid shooting the head, neck or any other exposed body parts.



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- c. Players who encounter opponents unaware of their presence or at close range should first demand their opponents to surrender [see Bang rule – Article 13.9]. The opponent may choose to not surrender, shoot back or try to escape, at which point the sport practitioner is allowed to shoot.
  - d. Learn and apply trigger discipline (i.e. shooting in short bursts instead of long fully automatic shots so as to minimize the likelihood of potential injuries).
  - e. Sport practitioners must immediately stop shooting at opponents that have signified being “hit”. “Hit” practitioner should make sure their “hit” status is made clearly obvious by the use of the “death rag” to avoid getting shot further, or repeatedly.
  - f. Whenever possible, active practitioners should advise if “hit” / eliminated practitioners are in their line of fire and request them to reposition. Active practitioners must, as far as possible, avoid shooting “hit” / eliminated practitioners.
  - g. If a pellet hit results in severe injury and/or the injured sport practitioner believes the TagSoft sports equipment was used outside its specification as per Table 1 or Table 2, the injured player may request a referee to chronograph the device to determine if it conforms to the original chronographed results. The device owner must cooperate in full and take all reasonable means to have the TagSoft sports equipment chronographed by a referee as soon as possible. No modifications are to be made to the settings of the device.
8. Comply with all standards, rules and regulations imposed by the Club and venue / event staff.
  9. Club and venue / event staff directions must be followed at all times. Respect and follow their decisions.
  10. Encourage other sport practitioners to avoid inappropriate behavior and encourage them to report any inappropriate behavior.
  11. Sport practitioners must refrain from shouting “Call your hits!” or similar to other sport practitioners.
  12. All concerns must be raised with a venue / event marshal / referee. Arguments between players must be avoided at all cost by having the matter raised with a venue / event marshal / referee (if unresolved by the sport practitioners between themselves quickly, in an amicable manner and without escalation).
  13. Try to de-escalate any inappropriate behavior.
  14. Do not display or engage in any behavior that damages the reputation of TagSoft sports or puts the sport in a bad light.
  15. Do not display or engage in any behavior that damages the interests of parts of the Club or the Club itself.

### Article 17. Penalties

1. Venue / event marshals / referees are responsible for enforcing venue / event rules.
2. Club members are required to follow the Club rules at all times, even if the venue / event permits less stringent rules (i.e. no fps limits, fully automatic fire in CQB environment, etc.).





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3. Both Club members, other sport practitioners and venue / event staff, marshals, referees may report Club members for breach of rules / inappropriate behavior.
4. In dealing with any allegations of rule non-compliance/ inappropriate behavior, the provisions of the Club's constitution shall be followed.
5. Determination of rule breaking / non-compliance can lead to a number of penalties such as:
  - a. Not allowing the member to participate to Club organized events.
  - b. Cancellation / suspension of Club membership.
  - c. Reporting the sport practitioners' behavior to affiliated clubs / venues / events.