

# Rules for the Sport of Airsoft in Western Australia



## Western Australia Airsoft Club Inc.

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# Western Australia Airsoft Club Inc.

ABN 43950909848



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## Table of contents

<b>Part 1. Introduction</b> .....	3
<b>Article 1. General provisions</b> .....	3
<b>Part 2. Definitions</b> .....	3
<b>Article 2. Definitions</b> .....	3
<b>Part 3. Legal requirements</b> .....	5
<b>Article 3. Age restrictions</b> .....	5
<b>Article 4. Coloration of Airsoft markers</b> .....	5
<b>Article 5. Airsoft markers are firearms</b> .....	5
<b>Part 4. Safety provisions</b> .....	6
<b>Article 6. Airsoft venue</b> .....	6
<b>Article 7. Safe zones</b> .....	6
<b>Article 8. Test firing zones</b> .....	6
<b>Article 9. Eye and face protection</b> .....	7
<b>Article 10. Prohibited Items, behavior and equipment</b> .....	7
<b>Part 5. Game play provisions</b> .....	8
<b>Article 11. During game play</b> .....	8
<b>Article 12. Player elimination</b> .....	9
<b>Article 13. Joule limits, player classes and associated restrictions</b> .....	10
<b>Part 6. Player behavior and penalties</b> .....	13
<b>Article 14. Player behavior</b> .....	13
<b>Article 15. Penalties</b> .....	14
<b>Part 7. Game organizers</b> .....	15
<b>Article 16. Obligations</b> .....	15
<b>Article 17. Proof of "genuine reason"</b> .....	15
<b>Article 18. Penalty management</b> .....	15
<b>Part 8. Miscellaneous</b> .....	15
<b>Article 19. Exemptions</b> .....	15



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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 all participants, including staff, game 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 them;
  - d. To protect the sport of Airsoft as a whole in the eyes of the government, media and community; and
  - e. To ensure relevant legal requirements are known to and followed by all participants.
2. These rules apply to all disciplines of the sport of Airsoft.
3. The enforcement and adherence to these rules falls onto all Airsoft participants and it is not restricted to staff, game organizers, marshals or referees.

## Part 2. Definitions

### Article 2. Definitions

1. Airsoft: sport in which participants eliminate each other or compete towards set objectives by launching BBs from Airsoft markers. The most common disciplines of the sport are:
  - a. Skirmish;
  - b. Reenactment / MILSIM;
  - c. Target shooting; and
  - d. Speedsoft.
2. Airsoft marker: Gas, spring or battery powered device designed to propel Airsoft BBs:
  - a. With an energy less than 1.3 Joules if the airsoft marker has a muzzle and shoots BBs fully automatic;
  - b. With an energy less than 2.5 Joules if the airsoft marker has a muzzle and shoots BBs semi-automatic; and
  - c. With an energy less than 2.5 Joules if the airsoft marker does not have a muzzle (i.e. grenades, 40mm grenades, mines, mortars, etc.).
3. 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 markers, with a weight between 0.12 grams and 0.50 grams.
4. Blind fire: Shooting an Airsoft marker without the shooter having direct line of sight between the target and the muzzle of the marker. Examples include shooting the Airsoft marker:
  - a. Above your head or eye-level;



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- b. Behind obstacles; or
  - c. Through gaps (i.e. smaller than a clenched fist).
5. Chronograph: device used to measure the rate of fire, velocity and / or energy output of an Airsoft marker.
6. Club: the management committee of Western Australia Airsoft Club Inc.
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 player has been "hit" or eliminated. For night games a colored, preferably flashing, light is required.
9. Fire mode: refers to the action of loading BBs from the magazine and trigger pull:
  - a. Bolt action: manual reload of a single BB through the pulling of a lever / arming mechanism;
  - b. Semi: one BBs is fired per trigger pull. For a second BB to be fired the trigger needs to be released and pulled again;
  - c. Burst: a reduced number of BBs (usually three) is released per trigger pull. For a second set of BBs to be fired the trigger needs to be released and pulled again. Burst firing can also be achieved by quickly firing in full auto mode;
  - d. Full auto: BBs are fired automatically as long as the trigger is kept pulled. Trigger release causes BBs not to fire anymore.
10. Genuine reason: Requirement under the *Firearms Act 1973* Section 11A. An Airsoft firearms licence will only be given by WA Police upon demonstration of "genuine reason" by being an active and financial member of an approved Airsoft club.
11. "Hit": A direct BB impacting on any part of the player's 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. Gun hits may be considered hits and have certain effects, as prescribed by game organizers.
12. Hop-up: Adjustable mechanical system that creates backspin on the BB, through friction, thus changing the ballistic trajectory of the BB. Zero hop-up means the setting of least friction on the BB.
13. Joule: a derived unit of energy in the International System of Units. The formula used in Airsoft to determine BB energy is:  $0.5 \times (\text{BB weight [in grams]} / 1000 \text{ kilograms}) \times (\text{BB velocity [feet per second]} \times 0.3048 \text{ meters per second})^2$ .



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14. Magazine: a container or detachable receptacle for holding a supply of BBs to be fed to the Airsoft marker. 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 BBs;
  - b. Mid-cap: Magazine ranging in capacity between 100 and 200 BBs; usually powered by an internal compressed spring;
  - c. Hi-cap: Magazines holding significantly more than 200 BBs; usually powered by a manually cocking wheel or pull string;
  - d. Box / drum mag: Magazines holding 1,000 BBs and more; usually powered by an electric motor.
15. MED (minimum engagement distance): distance, in accordance with a marker's energy, under which it is not allowed to shoot at another player.

### Part 3. Legal requirements

#### Article 3. Age restrictions

1. A minor under the age of 18 is not allowed to own or purchase an Airsoft marker.
2. A minor under the age of 16 is not allowed to attend a venue where Airsoft is played unless the minor is accompanied by his or her parent or guardian.

#### Article 4. Coloration of Airsoft markers

1. Airsoft markers of all types (i.e. rifles, pistols, grenades, mines, etc.) must have 3 bands of at least 1 cm wide applied to them when not at an Airsoft venue (i.e. while transported and / or stored at the place of residence). These bands must be a different bright color from green, pink, orange or yellow.
2. Airsoft markers with a muzzle (i.e. rifles) must have bright orange around the tip of the muzzle applied to them when not at an Airsoft venue (i.e. while transported and / or stored at the place of residence).

#### Article 5. Airsoft markers are firearms

1. Airsoft markers are defined as firearms under the *Firearms Act 1974*.
2. If an Airsoft marker propels an Airsoft BB above the Joule limits provided in the definitions, the Airsoft marker is classified as a firearm, for which there is no licence / permit. This means you are in the possession of an unlicensed firearm. This is a very serious contravention to the Firearms Act.
3. When not at an Airsoft venue treat all Airsoft markers as real firearms: always keep them hidden / covered, don't fire them and have them at all times in safe custody.



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### Part 4. Safety provisions

#### Article 6. Airsoft venue

1. A venue must not allow participation of minors under the age of 14, regardless of being accompanied by his or her parent or guardian.
2. The venue must provide game marshal / referees for the duration of the game.
3. The venue must hold a safety briefing with all players before games begin.
4. The venue must keep a register of players attending the game.
5. The venue must have first aid trained staff and a basic first aid kit.
6. Players must notify venue staff of any life-threatening medical conditions and any appropriate medication / treatment (i.e. bee sting allergy and possession of an Epipen).
7. 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.
8. All venue staff must have a valid Working with Children Card if any persons under the age of 18 are participating in any games.

#### Article 7. Safe zones

1. Each venue must have a designated and marked safe zone.
2. The main purpose of the safe zone is preparing / repairing Airsoft markers and equipment.
3. The safe zone must be clearly demarcated and must offer physical protection against BBs from the game area through barriers, distance or other means.
4. The firing of Airsoft markers is not allowed within the safe zone. "Dry" firing is also discouraged.
5. Airsoft markers must have the magazines removed and the chamber / barrel cleared of any BBs before entering the safe zone (this may be achieved by "dry" firing several times, outside the safety area, without a magazine inserted in the marker). Box / drum magazines may be exempt from this requirement as long as the magazine battery is detached or a safety plug / barrel sock is used.
6. 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).
7. All Airsoft markers within the safe zone must be set to "safe" mode by the use of their safety leaver / latch. If the marker does not have such a device or safety cannot be guaranteed in any other way, a safety plug / barrel sock must be used.
8. Whilst inside the safe zone, Airsoft markers must not be pointed in the direction of another player.

#### Article 8. Test firing zones

1. Each venue must have a designated and well demarcated test firing zone.



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2. The main purpose of the test firing zone is for players to test, chronograph or repair Airsoft markers.
3. The test firing zone must be away from safe zones or active play areas.
4. The design and orientation of the safe zone must be in such a way that shots cannot leave the field, shoot inside a safe zone or game play area where players are present.
5. Eye protection is mandatory to be worn inside the test firing zone.

### Article 9. Eye and face protection

1. Safety eyewear (goggles / glasses / visors) of a “*high impact*” certification or military / ballistic certification must be worn at all times during game play. 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.
2. Safety eyewear may be removed inside the safe zone or outside the game area, as long as it is safe to do so, and the area is sufficiently protected by distance or barriers against BBs coming from within the game area. This provision applies equally to fogged up goggles or similar.
3. Lower face protection is recommended but not mandatory unless player is under 18. Appropriate face protection is mesh or neoprene mask, scarf, etc.
4. Lower face and ear protection must be worn during CQB games. Paintball masks certified to ASTM F1776 - 18, over the ear earphones, mesh or plastic protectors are deemed to satisfy this requirement.
5. 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 9].
2. The use of fireworks, incendiary, smoke or explosive article is reserved to game organizers if they have the appropriate licenses.
3. Improvised pneumatic, compressed air, explosive, pyrotechnic or incendiary devices.



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4. Firearms and live ammunition, any blade longer than 3.5 inches, mace, pepper spray or any other nonlethal weapon.
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 use of Bioval BBMAX, metallic or ceramic BBs.
8. The consumption or being under the influence of alcohol, drugs or other substances that can be reasonably be assumed to affect a person's sense of responsibility and / or awareness.

## Part 5. Game play provisions

### Article 11. During game play

1. Staff / game marshal / referee directions must be followed at all times.
2. Game play shall begin when either announced by staff or a pre-declared signaling device is sounded.
3. Shooting a player under the MED of your marker is prohibited.
4. Shooting players / non-game participants 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 game marshals / referees. Individuals are not allowed to call for time outs. If players consider a situation, which is not an emergency, requiring a time out, they may raise the matter with a game marshal / referee.
9. In the event of loss of eye protection, shout loudly and clearly "*Blind man*", requesting the game to be stopped immediately by the marshals until the relevant player enters the safe zone. "*Blind man*" must not be called for fogged or dirty eye protection.
10. In case of emergency, any player can make a call for the game to be stopped. When such a call is made all Airsoft markers must be rendered safe and the game paused. In the case of non-playing persons in the game 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 Airsoft markers must be cleared and made safe [Article 7.5]. Airsoft markers must be cleared again before entering the safe zone.



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### Article 12. Player elimination

1. If “hit”, a player is considered, by default, to be eliminated. Game organizers may establish temporary exemptions to this rule, without requesting Club approval [Article 19] (i.e. medic, friendly fire and respawn rules).
2. A “hit” from a player’s own teammate, or “Friendly Fire”, is considered a “hit”.
3. In case of simultaneous “hits”, each other is to alleviate any arguments and follow fair play rules, with both players 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 weapon above their head and proceed in accordance with the game 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 cheating and should be referred to a game marshal / referee.
6. Call your hits! For your and other's enjoyment of the game, be honest and honorable.
7. “Hit” / eliminated players that find themselves in crossfire, must reposition themselves as to allow the game 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 game, which may affect the outcome of an engagement or a game. 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!” must be with the Airsoft marker pointed in the direction of the opponent and ready to shoot.
  - 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 14.3] rule applies if surrender is not given and the person asking for surrender decides to shoot.
  - d. If significantly under the MED of your marker (i.e. DMR 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 “hits” are considered eliminations. A player cannot be revived following a knife “hit”.



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- b. Knife “kills” are made by using a melee weapon or through making and keeping contact with an unsuspecting player for at least five seconds.
  - c. A player eliminated by a knife “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 13. Joule limits, player classes and associated restrictions

1. Player class refers to the role assigned to the player and their airsoft marker. There are four primary classes:
  - a. Assault;
  - b. Gunner (squad automatic weapon (SAW));
  - c. Designated marksman (DMR); and
  - d. 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;
  - e. Side arm; and
  - f. Magnification optics.
3. Benefits and restrictions for each player class are as per Table 1. The restrictions are designed to ensure safety and to limit unfair advantages of certain classes over others.
4. Testing of Airsoft markers to determine their energy output (Joules) must be done with the marker setup as you play:
  - a. The weight of the BB you intend to play with; and
  - b. The hop-up dialed to the position you play with (i.e. flat BB trajectory).
5. At least five shots must be taken to measure the marker’s energy output. A maximum deviation of 15 fps is allowed for the sum of all five shots before being assigned to an upper class.
6. A novice player to Airsoft is limited to using Airsoft markers of maximum 1.3 Joules for the first 6 months, irrespective of class and marker.
7. Maximum rate of fire for all markers, including HPA is 25 rounds per second.



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8. 40mm or similar style grenade launcher 5 meters MED; 10 meters MED for those using CO<sub>2</sub>; 20 meters for 40Mike type grenades.
9. All markers shooting above the 1.3 Joule limit (i.e. DMR and Sniper) must be limited (physically or electronically) to shooting semi-automatic only.
10. Once chronographed, the player must attach a colored identification (ID) band to the Airsoft marker to indicate its class and MED, as per Table 1.
11. Markers must be chronographed after undertaking internal modifications and / or repairs (i.e. change of spring, barrel, nozzle, hop-up unit, etc.). Markers must also be chronographed if a different type of gas is used.



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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	Side arm	Optic	ID band <sup>4</sup>
			0.20	0.25	0.30	0.36	0.4	0.43						
Assault CQB	1.0 J	1 m	325	290	265	245	230	220	Hi-cap	Any	Semi only <sup>5</sup>	N/A	N/A	White
Assault	1.3 J	5 m	370	335	305	275	265	255	Mid-cap <sup>6</sup>	20 cm	Full auto	N/A	N/A	Blue
Gunner	1.3 J	5 m	370	335	305	275	265	255	Box / drum	See note 7	Full auto	N/A	N/A	Green
DMR	1.8 J	15 m	440	390	360	325	310	300	Low-cap	45 cm (18 inch)	Semi only	Must	3x min zoom	Yellow
Sniper	2.5 J	25 m	515	460	420	385	365	350	Low-cap	Any	Bolt action only <sup>8</sup>	Must	Scope	Red

## Notes:

- MED may be reduced, irrespective of marker appearance and functioning rules, if the marker shoots to the energy limit of a lower class. The less restrictive appearance and functioning rules of the lower energy class may also be adopted. (i.e. a DMR shooting 1.3J may have the MED reduced to 5 m and be allowed to have a shorter barrel length, full firing mode and no optic).
- Maximum magazine capacity permitted. Magazines of lower capacity than the class limit may be used without any restrictions.
- Barrel length is exclusive of a silencer, flash hider, muzzle break or similar accessories.
- ID band affixed to the marker to identify marker class and MED. Used to identify players shooting under MED.
- If marker is not used in CQB environment, fully automatic fire is permitted.
- The use of mid-cap magazines is encouraged, however high-cap magazines may be used.
- Only replicas of real light, medium or heavy machine guns produced in series are permitted.
- BBs are individually fed by pulling the marker's bolt backwards and pushing it forward into its firing position.

Table 1. Joule limits, player classes and associated restrictions



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12. Hand grenades can only be thrown “*under arm*” and on direct line of fire to the intended target point (i.e. no planned ricochets).
13. MED for 40 mm grenades is 5 meters. MED for “*40 Mike*” type grenade is 20 meters.
14. CQB specific rules:
  - a. All Airsoft markers must be limited to 1 Joule (Assault 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.
15. HPA specific rules:
  - a. Regulators must be lockable and must be zip tied by the participant / game officials after being chronographed.
  - b. Regulators may not be altered after chronographing.

## Part 6. Player behavior and penalties

### Article 14. Player behavior

1. 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 staff / game marshals / referees.
  - c. Call your hits! Airsoft is a game 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 game.
  - g. Play fair and hard; be an ambassador for the sport.
  - h. If you are a veteran, don’t be smug about it, help and guide novices. You were one once too.
  - i. Your gear does not make you a better player.
2. Theft, discriminatory, harassment, bullying, intimidating, violent or aggressive behavior, cheating, name-calling, foul language towards game participants, staff, game marshals / referees will not be tolerated.
3. Avoid inflicting unnecessary pain!
  - a. Shooting under MED is not allowed.



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- b. Avoid shooting the head, neck or any other exposed body parts.
  - c. Players who encounter opponents unaware of their presence or at close range should first demand their opponents to surrender [see Bang rule – Article 12.8]. The opponent may choose to not surrender, shoot back or try to escape, at which point the player is allowed to shoot.
  - d. Players must immediately stop shooting at opponents that have signified being “hit”. “Hit” players should make sure their “hit” status is made clearly obvious by the use of the “death rag” to avoid getting shot further, or repeatedly.
  - e. Whenever possible, active players should advise if “hit” / eliminated players are in their line of fire and request them to reposition. Active players must, as far as possible, avoid shooting “hit” / eliminated players.
  - f. If a BB hit results in severe injury and/or the injured player believes the marker was used outside its specification as per Table 1, the injured player may request a referee to chronograph the marker to determine conformance. The marker owner must cooperate in full and take all reasonable means to have the marker chronographed by a referee as soon as possible. No modifications are to be made to the settings of the marker.
4. Players must refrain from shouting “Call your hits!” or similar to other game participants.
  5. All concerns must be raised with a game marshal / referee. Arguments between players must be avoided at all cost by having the matter raised with a game marshal / referee (if unresolved by the players between themselves quickly, in an amicable manner and without escalation).

### Article 15. Penalties

1. Game marshals / referees shall take a progressive approach in dealing with inappropriate player behavior / complaints. Depending on the seriousness of the matter, game marshals / referees may choose not to start with the least severe and also apply several penalties at once to an individual / group of individuals:
  - a. Warnings;
  - b. Elimination for the period of the round / game;
  - c. Elimination for the period of the entire day;
  - d. Referral of the player to the Club for consideration of membership suspension / or cancellation.
2. In determining if a player’s Club membership should be cancelled or suspended, the process outlined in the Club’s Constitution must be followed.
3. Cancellation / suspension of Club membership can lead to the loss of a number of rights:
  - a. Participation to events organized by the Club;
  - b. Participation at certain Airsoft venues; and / or
  - c. The right to own and keep Airsoft markers (enforced by WA Police).



## Western Australia Airsoft Club Inc.

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4. Game marshal / referee decisions are final. Players are not permitted to raise the same issue with another game marshal / referee in the hope of a different ruling or to undermine the authority of the game marshal / referee. Such concerns can however be raised in writing with the Club.
5. If a game marshal / referee is not present, Club members can also refer players, in writing, to the Club for determining appropriateness of behavior and potential corrective measures.

## Part 7. Game organizers

### Article 16. Obligations.

1. Game organizers must implement the requirements stipulated in this rule book.

### Article 17. Proof of “genuine reason”

1. Game organizers may request proof of membership to an Airsoft Club for validating “genuine reason” for players owning Airsoft markers.
2. If the player refuses or is unable to provide such proof, game organizers must prohibit the player from attending the game and inform the Club of the matter.

### Article 18. Penalty management

1. Game organizers are responsible for administering penalties to game participants when rule breaking is identified.
2. The maximum penalty that can be applied by game organizers, without consulting with the Club is elimination from the game for the day.
3. If a player is eliminated from the game for the day, the Club must be informed in order to record the event on the individual player profile.
4. If game organizers believe that more severe penalties should be administered to the player, the Club must be notified. The player must not be notified of such decision as it can be detrimental to the player if, upon review by the Club, it is identified that the game organizer decision was unfounded, or it cannot be supported by evidence.
5. Game organizers must not threaten players to ban them or propose cancellation of their Club membership.

## Part 8. Miscellaneous

### Article 19. Exemptions

1. Game organizers, participants or venue owners may apply in writing to the Club for certain exemptions to these rules. Medic, elimination, friendly fire and respawn rules do not require exemption applications and may be established as desired by game organizers.
2. If an exemption is granted, the Club must provide a written confirmation of the exemption. The club must maintain a register and publish any such exemptions.
3. In order to claim any given exemption, the person needs to present the confirmation provided by the Club whenever requested by game organizers, marshals or referees.