



PHOENIX PROJECT
WELLINGTON



PHOENIX PROJECT
AIRSOFT

BYLAWS

2025

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 - Minimum Age Requirements

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 PPA committee or Game Marshall team. All players are required to undergo a safety briefing and Game Marshall course induction before admittance to the field.

1.2a Legal Guardian Supervision/Underaged Players

Players aged 14 and over may play under Game Marshall supervision, as defined by the Firearm Act.

Players aged 14 to 18, without a Firearms License must have a parent or guardian with them at games at all times. They do not need to be actively playing, however they do need to be present.

Players must at all times listen to Committee Members and Game Marshalls. Failure to adhere to rules or not obey Committee Members or Game Marshalls shall result in immediate removal from the game field and you may be banned from PPA games if the behaviour is not corrected.

1.3 "D-BAD" Rule

"D-BAD" or Don't-be-a-dick is an understanding that players will use commonsense and observe and practice respect and honesty while on PPA premises and services.

This includes the use of our equipment, website and during events.

1.4 Club Equipment

Club equipment is owned by Project Phoenix 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

Project Phoenix 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 No Duff No Duff" requires all players to repeat this call. Weapons must be disabled or otherwise incapable of fire until a Game Marshall directs otherwise. In the event of eye protection failing, the same situation applies however "Eyes Eyes Eyes" must be called and repeated. Additional procedures may be explained per event basis.

1.7 Game Marshalls/Committee

Game Marshalls are responsible for all marshalling and safety duties on the field. All committee members can be Game Marshalls, these are assigned to a game so please follow the instructions at briefing. Players must always follow instruction(s) from a Game Marshall without delay.

Game Marshalls and Committee Members (GMs/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. Game Marshalls and Event Officials will always brief these boundaries at every event. Project Phoenix 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 outside the boundaries may be removed from the game.

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 Game Marshall.

A Game Marshall 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 'playout' this rule by temporarily swapping to their sidearm or removing and reloading their magazine.

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 PPA 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 PPA fields unless an event specifies.

Red and Hi-Viz clothing is worn by Event Officials and Game Marshalls. Do not shoot at red or high viz.

1.9e Respawn/Medic

Medic and Respawn rules are heavily event specific.

Game Marshalls, Game Organisers and Event Officials will always brief these rules.

2.0

SAFETY GUIDELINES

2.1 Protective Eyewear

NZ approved safety eyewear (ANSI Z87.1-2003) must always be worn when within arena boundaries at PPA games.

Eyewear may only be removed once a player is within a noted safe zone.

Mesh eyewear is banned at PPA events as it has been proven as ineffective in 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 PPA 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 banned at PPA 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)

2.7 Probationary Member Rules/Website Member Rules

Probationary Members/Website Members must follow all PPA rules at all times, and for the duration of their probation they will be permitted to use Full Auto and apply Member Limits (see 3.0) to any and all airsoft guns they own, bearing in mind that if they have a weapon which when fired through a chrono, appears at higher than current CQB limits for joules, they will be required to carry a sidearm also for close range interactions and follow all MED rules.

Being a member of the website only does not give you any protections under the membership rules and website memberships may be terminated and/or banned from the website and club at any time without notice at the discretion of the committee.

Persons who are not members of the website shall not be permitted to attend games or events and may be asked to leave venues.

Persons who have been banned from the website shall be considered to be banned permanently with no right to appeal.

2.8 Full Member Rules

Members of PPA are entitled to use airsoft weapons which meet the requirements of section 3.0 for weapon classes, FPS/joule limits and requirements for MED's and sidearms when using weapons which chrono above the current CQB limits.

2.9 Members of Other Clubs

Members of other clubs are welcome at PPA Games, however they must adhere to all PPA rules, including the rules around joules, weapon types (including requiring prior approval for higher powered weapons), and full auto rules.

Full Members of clubs who are ASNZ members or recognised club members will be permitted the rights and responsibilities of a PPA member as recognition of membership. This does not include probationary members of ASNZ affiliated or recognised clubs.

This does not include constitutional allowances - this is a ruleset and allows other club members to forego requirements such as requiring formal committee permission to be able to use weapons over 1.14j for example.

This does not give them the rights of a paid member under the PPA Constitution.

Rule 4.4 applies.

Full Members and Probationary Members of clubs that are not ASNZ affiliated clubs or recognised clubs will be subject to current rules for non-PPA members.

Weapon LIMITS



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METRES

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CQB LIMITS

Any weapon that chronos between 0 joules up to 1.14 joules defined as CQB which has no MED limits.

METRES

10

10M MED LIMIT

Any weapon that chronos between 1.14 joules up to 1.64 joules has a 10 metre MED at all times.

METRES

20

20M MED LIMIT

Any weapon that chronos between 1.64 joules up to 2.32 joules has a 20 metre MED at all times.

METRES

30

30M MED LIMIT

Any weapon that chronos between 2.32 joules up to 3.34 joules may only be used with PRIOR COMMITTEE APPROVAL. These have a 30 metre MED at all times.

- All Secondary Weapons must be under 1.14j and will usually be a sidearm.
- All weapons may use full auto with midcaps only unless they are a Light Machine Gun.
- LMG's should be a real world weapon.
- Committee can revoke permission to use any weapon at any time at their discretion should it be required.
- Committee or Game Marshalls may require a spot chrono at any time and failure to chrono will result in removal from the game.



4.0

CONDUCT

4.1 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.

4.2 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.

4.3 Social Responsibility

Players are expected to display socially responsible attitudes when playing with PPA. PPA strives to maintain a professional atmosphere that is conducive to a relaxed environment, contributes to the morale of all players, and projects an image of team play to the public.

We ask our members to exercise common sense and good judgment regarding their attire and equipment on the field and to dress in a manner that is consistent with the goals of this club.

Generally, players should dress according to the requirements of their positions, which may include combat, disguise and/or casual dress.

A member whose attire is not consistent with this policy may be considered unsuitable to play and will be asked to leave the field and come back dressed appropriately.

In such a case, players who disregard this policy and its standards may be subject to removal from gameplay and further action taken by the Committee. Any questions about the requirements of this policy or what constitutes appropriate game attire should be directed to the Committee.

We specifically exclude players from wearing any and all offensive insignia or logo's - historic or modern, gang patches, offensive club patches and any other logo/insignia designed to offend, intimidate or incite offensive behavior.

We specifically exclude any and all World War I & II uniforms and insignias.

4.4 Removal and Legal

Project Phoenix 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.

If at any time, the Committee are in agreement that any players behaviour, attitude or conduct is reflecting poorly on the club at any time or if they are causing unnecessary conflict, then that member may be removed, stood down or banned at the discretion of the Committee.

This includes access via I.P to our website services, social media and all online systems.

Ban appeals may be made on a case-by case basis to info@phoenixprojectairsoft.org

Project Phoenix Airsoft takes no responsibility for players personal property at any time.

5.0

COMMITTEE

5.1 Committee Meetings

The committee will have no less than 3 committee meetings per year, of which members will always be invited and encouraged to attend.

The committee may have closed meetings also, there is no limit on these.

A committee member present on zoom is considered to be present for the meeting.

Zoom attendance requires video and audio and the identity of attendees to be verified or they will be removed.

Those wanting to join the meeting by video/audio link will not be admitted if more than 15 minutes after the meeting start time to reduce disruption, due to the verification requirements.

5.2 Members Attending Meetings

Members attending shall not be able to vote on any resolution.

Members attending will not be able to speak on any matter unless invited to speak by the chair, at which time their voices shall be taken into consideration.

From time to time specific members may be invited to meetings to allow committee to hear member points of views.

Members may request to attend, and may present their request to the Chair. Attendance is at the discretion of the Committee. Members must still wait to be instructed when to speak by the chair.

Open meetings may be available by Zoom link for members only (at the discretion of the chair) who wish to watch, or be present and who cannot physically attend the meeting.

Zoom attendance requires video and audio and the identity of attendees to be verified or they will be removed. Those wanting to join the meeting will not be admitted if more than 15 minutes after the meeting start time to reduce disruption, due to the verification requirements.

5.3 Resolutions

The committee will be able to make decisions by a vote, with a simple majority being considered a passing motion.

If the motion does not get a simple majority, or there are more abstain and no votes than yes votes, the motion shall be considered to be not passed.

5.4 Minutes

The Secretary shall publish the minutes of all committee meetings on the PPA Facebook group and the website within 14 days of the meeting and these shall be available to all members.

The Secretary shall publish a brief statement after each committee meeting, to the Facebook group and the website with the following information;

- confirming the meeting took place
- listing any motions and results
- Confirming the minutes will be forthcoming

5.5 Donations

From time to time club members may become aware of a relevant charity or cause which would benefit greatly from the financial support of PPA.

Should a member feel strongly about suggesting a cause or charity, the member should apply in writing to the committee with all relevant details and a statement in support of the cause/charity.

The committee has the ability to make urgent decisions where support is time sensitive. Or where it is not, the request will be tabled at the next committee meeting.

5.6 Club Support

From time to time members may request support for going to large away events where they will be going in club camo, representing PPA, such as Nationals.

PPA has in the past offered support with transport, travel and accommodation.

The committee will always consider supporting members to represent PPA at such events. Event support applications should be made to the committee in writing and they will be tabled at the next committee meeting.

5.7 Committee Business

If members would like something specific considered or discussed at a committee meeting, they have an open invite to reach out to a committee member, or send a request to the Secretary.

There are no restrictions on members raising points at a committee meeting.

The committee always want to hear from members, especially if members have ideas that can benefit or improve the club or games.

5.8 Committee Roles

1. Chair/President

Chair/president is a key role on any Committee. The chair/president ensures that the Committee functions properly, that there is full participation during meetings, that all relevant matters are discussed and that effective decisions are made and carried out. The role of a Chairperson can be time consuming, involving work between meetings, external representation of the organisation, and works with committee members and members. The Chairperson usually takes on direct management responsibility for the management committee.

- To provide leadership.
- The primary role of the chair/president is to provide leadership. They must be an effective strategist and a good communicator.
- To ensure the Committee functions properly.
- The chair/president is responsible for making sure that each meeting is planned effectively, conducted according to the constitution and that matters are dealt with in an orderly, efficient manner. The chair/president must make the most of all his/her committee members, building and leading the team. This also involves regularly reviewing the Committee's performance and identifying and managing the process for renewal of the Committee through recruitment of new members.
- To ensure the organisation is managed effectively.
- The chair/president must co-ordinate the Committee to ensure that appropriate policies and procedures are in place for the effective management of the organisation. This will involve creating and amending policies and procedures wherever necessary.
- To provide support and supervision to the team.
- The chair/president will often be the direct line manager for the deputy chair/vice president and committee members. It is important the chair/president be accessible and approachable.
- To represent the organisation as its figurehead.
- The chair/president may from time to time be called upon to represent the organisation and sometimes be its spokesperson at, for example, functions or meetings.

2. Secretary/Vice President

The role of the Secretary includes taking meeting minutes, dealing with correspondence and keeping records. As the organisation is a registered incorporated society, the society is required to appoint a Company Secretary who is responsible for ensuring that the organisation fulfils the requirements of incorporated society law.

The Secretary will step in for the President where necessary if the President is unable to fulfil their role.

4.3 Treasurer

- The overall role of the Treasurer is to maintain an overview of the organisation's financial status and to ensure that proper financial records and procedures are maintained.
- The Treasurer runs the day-to-day finances of the organisation. It is important to note that final responsibility for financial matters always rests with the management committee as a whole.

4. Membership Co-Ordinator / Social Media Liason

- The role of the membership co-ordinator is to liaise with potential members, current members and past members for all membership enquiries and issues.
- They will advise potential members as to how to apply for membership, the requirements & responsibilities for members and they will offer a point of contact for those potential members until such time as membership has been approved/declined.
- Once approved they will ensure the new member receives a welcome pack, is added to the website and social media groups and can assist with queries on how to utilise those spaces.
- They may also be involved in disciplinary procedures and results and will be responsible also for revoking access to member spaces, should a member have their membership revoked, or if the member cancels their membership.
- The role of the social media liaison is to maintain the website and social media accounts, groups and pages. Updating members with current information, game dates, events coming up and keeping the information across the internet current and correct is the biggest part of this role. Uploading documents and images, as well as sometimes refreshing marketing imagery.
- They will be in control of all forms of social media such as Instagram, Facebook, the website and any other social points of contact the society invests time and energy in.

5. Committee Member

The committee members are the major support network for the executive committee. Their role includes but is not limited to assisting with running games, promoting the society on social media networks, liaising with members during and in between games, assisting the executive committee where possible and helping to ensure that the executive committee are fulfilling their obligations to the society. The more everyone puts in, the less everyone has to do and the committee members are the oil in the machine.

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