



**SPEEDQB RULES AND REGULATIONS
USA - Updated 11.9.2021**

OPEN CLASS DIVISION

GENERAL GAME FORMAT

GAME FORMAT (5v5)

SpeedQB is played with two teams that consist of 5 players each.

The objective of each match is to obtain the most points after all rounds are played.

Points can be earned by eliminating the opposing team's players, capturing the flag, and "hanging" the flag on the opposing side (touching the flag to the opposing team's breakout wall).

- Each match consists of 3 rounds.
- Best two scores count for each team, the lowest scoring round is dropped by each team.
- Each round is 3 minutes maximum.
- Round ends when a team hangs the flag, or if the game clock expires.
- 60 seconds between rounds to switch sides and ready up.

GAME SEQUENCE

- Each team starts at their breakout wall, inside the designated starting gate.
- All gun barrels must be physically touching the breakout wall.
- At least one foot of each player must be physically touching the breakout wall.
- Lead Official gives both teams a pre-game ready warning
- Lead Official starts the match with Air Horn, game clock starts.
- Round 1 starts, teams play the first round.
- When Round 1 ends, teams are given ~60 seconds for reset for Round 2, 3.
- Teams are allowed to have "pit crews" to swap mags, equipment, etc between rounds during the 60 second reset time.

SUBSTITUTIONS

- Substitutions are allowed between each round.
- Subs must be on the team's active roster, and registered for the event.
- It is not allowed to make substitutions for a player that is disqualified due to penalties during a match. Subs due to penalty must happen after all rounds of the match are complete.
- Injury substitutions: if a player is injured during a match, a substitution is allowed after the round has ended. The injured player is not allowed to return to participate in the remainder of the day/tournament.

SPECTATORS

All audience members, including inactive team members, are not allowed to speak to, give directions to or encourage teams playing, in order to prevent players, teams and referees from being influenced or distracted. All non-competing players and spectators must stay in the designated areas.

SCORING

POINTS

- The team with the most points after one match wins.
 - One match = 3 rounds
 - Best two round scores count, lowest round score is dropped for each team.
- Total points determine the winner of the match. Tie breakers: round wins, total eliminations.
- Total points possible to earn is 125 per round.
- Points are earned for the following actions:

ACTION	POINTS	NOTES
Eliminations	5	Each opposing player eliminated earns your team 5 points
First Flag Grab	25	First possession of the center flag
Flag Hang	25	Touching the flag to the opposing team's breakout wall
Flag Control Bonus	25 Bonus points	First flag grab + flag hang <i>without losing possession of flag</i>
Live Flag Hang Bonus	25 bonus points	Touching the flag to the opposing team's breakout wall while at least one opposing player is still live. Doing so will also grant points for all eliminations possible (25 elimination points)

PENALTIES

If a player commits a foul, penalties can be given by the head referee. These penalties are categorized in two degrees: a 1st degree penalty (MAJOR) and a 2nd degree penalty (MINOR).

- 1st degree penalties are considered "intentional" fouls.
- 2nd degree penalties are considered unintentional fouls or mistakes.
- 1st degree penalties have greater consequences than 2nd degree penalties.
- 2nd degree will only cost the team points, whilst 1st degree penalties can result in player disqualification or team disqualification.
- Multiple penalties can be given to a team per round.

1st Degree Penalties (MAJORS)

PENALTY	POINTS	DESCRIPTION
No-call	-25	When a player does not call his/her hit intentionally, determined by referees
Headshot No-call	DQ	When a player does not call a direct impact headshot, confirmed by refs, that player is DQ'ed from the event.
Late-call	-25	When a player continues to make a play after he/she has been hit, before calling him/herself out.
Off-Field Communication	-25	Any communication from team/players not in the game.
Dead Player Communication	-25	Any communication from eliminated players in the game. This includes any communication, both verbal or physical by eliminated players, from the moment they are hit.
Equipment Violation	-25	When a player uses non-regulation equipment such as double triggers, shoots over joule limit, altered FCUs to burst fire, etc (results in a direct DQ)
Field Disruption	-25	When a player significantly moves barriers during match (intentional or unintentionally), climbs/jumps over barriers
Blind Fire	-25	Firing without aiming
Unsportsmanlike Behaviour	-25	Overly aggressive behavior or attitude to referees, staff, players or spectators
Referee Influencing	-25	Players suggesting referees to an opponent foul, players cannot communicate to refs during a match.

2nd Degree Penalties (MINORS)

PENALTY	POINTS	DESCRIPTION
Unintentional No-call	-25	Unintentional no-call, as determined by a ref with visual confirmation.
Flag drop	-25	When a player carrying the flag drops it accidentally while still live, or loses possession of the flag by elimination.
Late Flag Drop	-25	When the flag carrier is hit, player must drop the flag immediately within 1m of the hit.
False Start	-25	Early breakout, feet/weapons not touching wall, etc.
Slow field exit	-25	When a player does not leave the field immediately after being hit, or takes an unnecessarily long route. This includes an eliminated player gathering any equipment or mags left on the

		field during a live game.
Referee Distraction	-25	Communicating to a referee during a match, including when hit and being pulled from a game. This must be done after the round ends by the captain.

ENFORCEMENT

All players on schedule will be assigned a colored band applied to the wrist and mask. These colored bands cannot be removed, transferred, tampered with, etc until the end of the event. This is to aid referees to more easily identify and record penalties given to individual players.

NOTE: During two stage tournaments, all team penalties earned in Stage 1 are reset in Stage 2. All teams start Stage 2 with zero penalties. All DQ's (Team or Individual) do NOT reset. Team or player, once DQ'ed is out for the tournament.

Three Strike Limit - 1st Degree Major Penalties

PENALTY	ACTION
1st Major	When given a 1st degree penalty, the player committing the foul gets noted by the head ref. Team now has one 1st degree penalty: -25 points.
2nd Major	When the second 1st degree penalty is given, the player committing the foul gets pulled for the remainder of the match (all remaining rounds) and gets a penalty of -25 points. Team now has two 1st degree penalties. When an individual player gets their second 1st degree penalty, they are disqualified and their team has to play with one player short for the remainder of the event (player DQ*) if they do not have an active reserve/sub.
3rd Major	When the third 1st degree penalty is given, the team loses all points from that game and the player who committed the foul gets pulled for the remainder of the match. Team now has three 1st degree penalties. When an individual player gets their second 1st degree penalty, they are disqualified and their team has to play with one player short for the remainder of the event (player DQ*) if they do not have an active reserve/sub.
4th Major	When the fourth 1st degree penalty is given, the team will be disqualified for the remainder of the event and loses all points from that day (team DQ*).

7 ELIMINATIONS

DEFINITION OF ELIMINATIONS

- Any bodily contact with a BB is considered a hit. This includes any part of bodily gear (like backpacks, trousers, hoodies, beanie, t-shirts, belts and HPA tanks, GoPro, etc).
- **Replica hits count as hits.** Any direct hit on equipment that is in contact with your body is considered part of your body.
 - All hits on replica attachments, including a mounted GoPro counts as a hit.
- If opposing players shoot each other at the same time, both players are hit.
- Dry fires do not count as a hit.
- Ricochets do not count as a hit.
- Friendly fire counts as a hit.
- No minimum engagement distance.
- No verbal hits (“bang-bang”, “surrender”)
- No melee kills.

PLAYER CALLING HITS

- When a player is hit, that player must immediately raise one hand directly up, and hustle off the field towards the nearest boundary.
- Players **CANNOT** verbally announce “HIT” or any other audible signals to announce their elimination. This is to prevent dead players from communicating with their team shortly after being hit.
- When a player is hit while carrying the flag, the flag must be dropped immediately within a 1m radius of being hit, before exiting the field.

EQUIPMENT

REPLICAS

- Open class: all types of replicas are allowed:
 - Pistol/Rifle/Shotgun
 - AEG/HPA/GBB/Spring
- General FPS/Joules = max 1.1 Joules using 0.25 gram BB’s. Actual limit may be determined by field based on hosting field’s policies.
 - Players will chrono before each event.
 - Players will be spot checked frequently during each event.
- All replicas must have a trigger guard.
- Double/extended triggers are not allowed.
- No ramping, burst, binary or any advantageous programming of FCU.
- Flashlights must be attached to replicas. No stationary or hand-held lights.

BB’s and TRACER UNITS

- Tracers / Illuminated BB’s mandatory, they will be checked at the start of each match by the referees. In the case a tracer is not working, the player is not allowed to play the match. The team must play the match one player short if they do not have the required functioning equipment.

MAGAZINES

1000 round max per round = All Classes

(Players can swap mags between rounds during 60 second reset)

M4 Platform:

- PTS EPM = 6 mags per round (150 round mags)
- PTS EPM1-S = 5 mags per round (170 round mags)
- ASG Murder Mag = 5 mags per round (200 round mags)
- EPM1 = 4 mags per round (250 round mags)

ARP9 Platform:

- ARP9 = 8 mags per round (120 round mags)

Mag Types:

- Rifles = Mid Caps Only
 - EPM1 (250 rounds) is max capacity mid cap allowed - all gun classes
- Pistols = Extended Mags and Mag Adapters OK
 - Gas Mags = no mag limit
 - Mag adapters = M4/ARP9 mag limits apply
- Shotguns = Shell Fed or AR Mag
 - No limit on total number of shotgun shells
 - Mag adapters = M4/ARP9 mag limits apply
- No high capacity/winding mags - all classes

FIRING MODE

- Semi auto only. One trigger pull = One shot
 - Trigger hand must be holding the grip, with the thumb wrapped behind the grip. No floating thumb. (No feathering)
- Multi-finger shooting is not allowed. ("walking the trigger")
- Blind fire (firing without looking where you're aiming) is not allowed. You must be able to see your opponent while firing.

GOGGLE/FACEMASK

- All players must be equipped with full frontal face protection, using a google system or face mask manufactured for airsoft or paintball.
- Goggles must be worn at all times in the arena, chrono area, and test firing ranges.
- Masks must be worn by all people in the playing area, no exceptions.

CLOTHING

- All teams must be wearing the same theme/colorway/uniform/jerseys to be easily recognizable for refs and spectators.

PROHIBITED EQUIPMENT

- No ramping, burst, binary or any advantageous programming of FCU.
- No double triggers, binary triggers
- No grenade Launchers/Attachments. No thunderbee's/tornados/grenades
- No riot shields, No melee weapons
- No hand-held flashlights. No stationary strobe lights.