Speedsoft tournament NSL format

**Game format 4v4**

■ NSL is played with two teams that consist of 4 players each. One team will be

“attacking”, the other team “defending”.

■ The attacking team is in possession of the Flag from the beginning, and gets 2

consecutive attempts (‘tries’) to score Points.

■ The defending team tries to prevent the attacking team from scoring, but cannot

earn any points.

■ After 2 tries, possession of the flag will automatically change to the opposing team,

who will then become the attacking team and play their 2 tries.

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

■ Points can be earned by passing marked lines on the floor into one of the point zones

holding the flag, or by touching (“hanging”) the flag on the opposing sides’ wall

within the designated limits (“breakout wall”). In order to score, the entire body of

the player, including all parts of their gear, needs to cross the marked line.

■ Each match has a maximum duration of 6 - 10minutes Depends of amount of teams.

■ A try ends when a team hangs the flag, the defending team touches the flag

(“snatch”), if the game is stopped by a buzzer or when the match clock expires. A

snatch only counts if the flag is touched by the player’s hand or by touching the

opposing team’s breakout wall as long as the buzzer has not been pressed by the

attackers.

■ The attacking team chooses on which side they start their tries.

When the tries end and the teams switch roles, the new attacking team now has their choice of

which side they start their tries.

**Game sequence**

■ Each team starts at their breakout wall, following the attacking teams’ choice of side.

■ All replica barrels must be physically touching the breakout wall.

■ At least one foot of each player must be physically touching the breakout wall.

■ The Head Referee gives both teams the pre-game ready warning (“Feet! Weapons!”).

■ The Head Referee starts the match with an air horn and starts the game clock.

■ After each try ends, the next try starts in 120 seconds.

■ Teams are allowed to have “pit crews” to swap mags, equipment, etc between tries

during the 60 - 120-second reset time.

**Attacking team**

■The attacking team has up to 2 tries in a row (“round”) to score points

■ After 3 tries without a flag hang the possession of the flag changes to the opposing team in the next round. The attacking team has up to 2 tries in a row (“round”) to score points.

If the attacking team is able to score a flag hang, the possession of the flag changes to the opposing team.

■ The flag can be in the possession of an attacking player once, meaning that if the

player loses possession, the flag cannot be touched by that player again during the

try.

■ The flag may be passed on to another team member by handing it over directly. This

does not count as losing possession as mentioned above. Throwing, sliding or moving

the flag in any other way is not allowed.

■ The flag may be dropped on the floor, however the player dropping the flag may not

pick it up again during the try. Other team members (who didn’t drop the flag earlier

during the try) may pick the flag up.

■ The flag may not be covered intentionally by gear or other objects to obscure it from

the opponent teams’ view. It will result in an automatic snatch for the opposing team.

■ If the flag is taken off the field (outside the defined boundaries), this will result in an

automatic snatch for the opposing team.

■ A flag hang or zone points from a player not allowed to have flag possession will

result in a zero point try.

**Defending team**

■ The goal of the defending team is to prevent the attacking team from scoring points

in any way.

■ Prevention can be done by:

○ shooting all opposing players.

○ snatching the flag by touching the flag (immediate change of flag possession).

○ touching the breakout wall of the attacking team (without flag), also changing

possession of the flag.

**Referee team**

There are two head referees, having the final call in every matter concerning the game. The

head referees are responsible for:

■ controlling the general flow of game

■ team ready warnings

■ watching the flag

■ recording scores

■ managing the game clock

■ making any final on-field decisions

Head refs are supported by a team of at least 6 referees having their own position on the

playing field and 3 referees off the field. Players are to follow all referees’ calls. A referee may call a player out at all times. Discussions about or refusals towards the referees will result in a penalty and can cause disqualification as it disrupts the game.

**Officiating**

■ Head Ref 1 conducts the Team Ready Warning and controls game start & end.

■ Referees have full power to call hits upon players and pull players during live

matches.

■ Referees have the final call on any disagreement or decision on the field.

■ Everything a referee sees is a referee call. These decisions are not up for debate.

4.3 Referee signals

■ Each referee on the field must be in uniform for immediate recognition.

■ Field referees are tasked with coverage of their designated zone on the playing area,

looking for hits and penalties.

■ When a player is hit and does not call it, the ref with a confirmed visual of the hit

signals with one hand directly in the air and one hand pointed at the hit player.

■ If the hit player does not immediately go to the penalty box, the referee will move

directly to the player to verbally and physically (if needed) notify the player of the hit.

■ Hit players, upon hearing/seeing a referee make the call, must go to the penalty box

immediately, to the closest sideline, using the shortest route, unless avoiding an

active engagement.

■Referees making the call must notify the Head Ref after the round is concluded to

determine if the no-call was intentional or unintentional for scoring/penalties

purposes.

■ When conflicting calls are made due to different lines of sight, refs will convene to

determine the best and most accurate call.

**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. Specifically, 10 seconds before the try starts (roughly when the ‘Feet!’

call is heard), verbal and physical communication should stop altogether. Failure to comply

with this rule will result in non-playing spectators being removed from the venue and

spectating players being awarded a 1

st degree penalty.

**Points**

■ Teams can score points during their tries (‘try points’), resulting in league points

after an entire match is played.

■ The team with the most try points after a match wins.

■ The total amount of try points possible to earn is 14 (12 + 2 Bonus) per round.

■ Round total try points determine the winner of the match.

■ The match winner gets 3 league points, the losing team gets zero league points.

■ In case of a draw, each team receives 1 league point.

■ Try Points are earned for the following actions:

○ Enter Zone 1 = 1 Try Point

○ Enter Zone 2 = 2 Try Points

○ Enter Zone 3 = 3 Try Points

○ Flag Hang (flag hang try points replace zone try points gained during

previous tries in the same round):

■ 1st Try = 12 Try Points

■ 2nd Try = 11 Try Points

■ 3rd Try = 10 Try Points

○ In case of a flag hang, a Bonus Try is played, a 1v1 matchup, in which the

attacking team can earn 2 try points by hanging the flag on the opposing

breakout wall within 30 seconds.

○ Penalties awarded to either player in the Bonus Try count toward the total,

like penalties in ‘regular’ tries.

○ Bonus tries will not decrease penalties from players.

**Penalties**

If a player commits a foul, penalties can be given by the head referee.

The penalty system always affects twofold: firstly, the player who committed the foul gets

punished. Secondly, that player’s team also gets a penalty.

- IF YOU GET THE PENALTY, YOU ARE NOT ABLE TO PLAY NEXT ROUND

- AFTER 3 PENALTIES, YOU WILL BE DISCUALIFIED FOR THE REST OF THE MATCH. AND EVERY NEXT PENALTY YOU GET, DISCUALIFIY YOU FOR THE REST OF THE CURRENT MATCH.

**YOU CAN GET PENALTIES FOR NEXT ACTIONS:**

■Headshot No-call: the player that does not call a direct headshot, confirmed by refs

beyond reasonable doubt, gets a Major penalty.

■ Hot Gun after a game: if a player is tested with a chrono after a game and is shooting

over the joule limit (hot) it results in the player getting a major penalty. A hot gun before

a game means the player has to replace the gun within the time and gun restrictions.

■ Major equipment violation: shooting full auto, burst, ramping, binary.

■ Unsportsmanlike behavior: aggressive behavior or attitude to referees, staff, players or

spectators■ No-call:,

■ Minor equipment violation: eg. using a flashlight, using a magazine over capacity limits.

 ■ Off-field Communication: any communication from team/players not in the game.

■ Dead Player Communication: any communication from players not alive and active in the game. This includes any communication, both verbal and physical by eliminated players, from the moment they are hit.

■ Breakout fouls: ○ A player appearing at the breakout that has an active penalty ○ Starting with more players than is allowed for that given try, this includes having a player in the penalty box that shouldn’t be in there, playing with 5 when you must play with 4, or playing with 6 or more when the team should be playing with 5. ○ One or more players using the wrong weapon class setup.

 ■ Blind fire: firing whilst having the barrel of your replica above your eye line; Firing at a spot from where it is not possible to hit your head; Looking away from the spot where you are shooting.

■ Field disruption: when a player significantly moves barriers (intentionally or unintentionally), climbs/jumps over barriers that are not allowed to be climbed over

■ Referee Influencing: player(s) suggesting referees to an opponent foul; Players cannot

communicate to refs during a match.

■ Intentional self-callout (suicide): calling a hit without actually being hit by a direct BB in

order to force the buzzer, in an effort to deny the opposing team a chance of scoring or

snatching. This can be regarded as Unsportsmanlike behavior and game manipulation.

The opposing team automatically gets awarded a flag hang or a snatch.

■ Leaving unnecessarily (during game): when a player leaves the field without being hit, in

order to force the buzzer (see also: Intentional self-callout (suicide)).

■ Slow walk: when a player does not leave the field immediately after being hit, or takes

an unnecessarily long route or detour. It is mandatory to run and not to walk. This

includes an eliminated player gathering any equipment or mags left on the field during a

live game.

■ Middle exit: when a player leaves the field through the middle exit. Leaving the field

during games can only be done through the nearest back exit.

■ Leaving unnecessarily (pre or post game): when a player leaves the field before or

directly after a game (before next teams are called), potentially causing delays or

disrupting the flow of the gameplay.

■ No-boxing: not going into the penalty box when getting sent there by the referee, for

example by going into the death tunnel. If a player leaves the field and the referee

cannot identify that player, the penalty will be given to a player chosen randomly from

their team.

■ Breakout fouls:

○ False Start: early breakout, feet/weapons not touching wall on time, etc.

■ Unauthorized unboxing: leaving the penalty box without permission of the referees

■ Discussing referee calls: players are not allowed to start a discussion with a referee.

Only team captains are allowed to speak to the referee in case of doubting a ref call.

■ No-call: When a player does not call their hit, determined by the referees, the second

degree severity is based on the totality of the circumstances (i.e. location of the hit,

player position, game situation, etc.).

■ Gun drop: when a player drops their gun in either breakout area, either intentionally or

unintentionally, and leaves it there, posing a tripping hazard to (an) other player(s)

running towards the wall in order to score points.

■ Late flag drop: when a player does not drop the flag immediately after being hit, or

within the determined radius of 1m.

■ Taking the flag off the field: when an attacking player takes the flag off the field while

leaving, either intentionally or unintentionally, preventing the defending team from

scoring a snatch. The opposing team automatically gets awarded a snatch.

**Players and teams can get totaly disqualified for:**

■ Aggressive behavior towards referees.

■ Aggressive behavior towards players.

■ Arguing with Referees during games.

■ Equipment Violation: when a player uses non-regulation equipment such as double

trigger, shoots over joule limit, altered FCUs to burst fire, etc (results in a direct DQ)

**If a player is pulled by a referee, they have to go to the penalty box and wait there until the**

**referee comes to explain said penalty.**

**Definitions of eliminations**

■ Any bodily contact with a BB is considered a hit, unless in cases explicitly

exceptioned. This includes any part of bodily gear (like backpacks, trousers, hoodies,

beanie, t-shirts, belts and HPA tanks, GoPro mounts, etc.).

■ Replica hits count as hits. This includes everything that is attached to the replica.

Any direct hit on equipment that is in contact with your body is considered part of

your body.

■ A direct BB impact on the flag while carrying counts as a player hit.

■ If opposing players shoot each other at the same time, both players are hit (“trade”).

■ 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 rush off the field towards the nearest back exit

as quickly as possible. It is not allowed to exit the field through the middle doors.

■ Players cannot verbally declare “Hit!” or any other verbal communication to signal

their elimination. This is to prevent dead players from communicating with their

team after being hit.

■ When a player is hit while carrying the flag, the flag must be dropped immediately

within a 1m (≈3 ft) radius of where the player was hit, before exiting the field.

■ If the flag lands in a different zone from where the player was while getting shot, a

ref may reposition the flag. In all such cases, zone points will reflect the location

where the player got hit, even if the flag was not repositioned physically by a ref.

**Referee calling hits**

■ Field referees have the primary task of watching players for hits, without being

intrusive to the game. Refs will attempt to stay out of the way as much as possible.

■ Each field referee is assigned an area of the field, and the players that enter that

zone.

■ Referees may only call hits for a player if they visually confirm the BB made contact

with the player. Even if the engagement distance is very short, a visual confirmation

of the BB bouncing off the player must be confirmed for a ref to call a hit and pull

said player.

■ Refs must be familiar with dry fires and ricochets, and how to distinguish them from

direct hits.

■ When a referee pulls a player out of the game, the player has to go to the penalty box

immediately.

■ Field refs are encouraged to consult each other for multiple confirmations/POV’s

after the round ends if needed.

■ Field refs must communicate fouls to the head ref, using the player’s identification

 as main reference where possible.

■ Any questions that field refs may have must be brought to the Head Ref for any

decisions needed or rulings on the fly.

**Firing mode**

■ Semi-auto only: one trigger pull = one shot (feathering is not allowed).

■ Replicas may only shoot 1BB for every back and forward motion of the trigger.

■ Replicas may only shoot 1 BB for every back and forward motion of the finger.

■ Replicas are not allowed to shoot without the touch of the trigger.

■ Double-finger shooting is not allowed.

■ Blind fire (firing without looking where you’re aiming) is not allowed. Players have to

be able to see their opponent while firing. The barrel must be under eye level at all

times.

**Goggle/Face mask**

■ All players must be equipped with full frontal face protection, using a goggle 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.

**Prohibited equipment**

■ No ramping, burst, binary or any advantageous programming of FCU.

■ No double triggers or binary triggers.

■ No grenade launchers/attachments.

■ No riot shields.

■ No melee weapons.

■ No thunderbees/tornados/grenades.

■ No hand-held flashlights.

■ No stationary strobe lights.