



**SPEEDQB RULES AND REGULATIONS
USA - Updated 4.23.2024**

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 players, capturing the flags, and “hanging” a flag on the opposing side (touching a flag to the opposing team’s breakout wall).

- Each match consists of 4 rounds.
- Each round is 2:30 minutes maximum.
- Round ends when a team hangs the flag, or if the game clock expires.

GAME SEQUENCE

- Each team starts at their breakout wall, inside the designated starting gate.
- All gun barrels must be physically touching the breakout wall.
- All players must start inside the breakout zone.
- Lead Official gives both teams a pre-game ready warning.
- Lead Official starts the match with whistle/horn, game clock starts.
- Round ends via flag hang or time, whichever comes first.
- Once round ends, teams are given ~60 seconds to reset for the next round.
- Teams are allowed “pit crews” to swap mags/equipment between rounds.

FLAG PLACEMENTS

There are up to two flags in play each round.

Both flags are eligible to earn points for possession (flag grab).

Both flags are eligible to hang and end the round.

Only one flag is required to hang the flag (both flags do not need to be hung).

Flag 1 = Center X (Center of the layout, at the 50)

Flag 2 = Variable Placement

Flag 1 will always be placed at the Center X for each round played.

Flag 2 placement will vary, based on the following parameters.

Round 1: Center Flag only (1 flag)

Round 2: Center Flag + Flag 2

Round 3: Center Flag + Flag 2

Round 4: Center Flag + Flag 2

Flag 2 can be placed in the following two areas:

1. Snake 50
2. Castle 50

- Round 1: Flag Placement = Center X flag only (1 flag)
- Round 2: Winner of Round 1 selects Flag 2 location for R2
- Round 3: Trailing team in total points after R2 selects Flag 2 location for R3
- Round 4: Trailing team in total points after R3 selects Flag 2 location for R4

When there is a tie after R1, the flag defaults to Center X (1 flag only) for the next round.

SUBSTITUTIONS

- Substitutions are allowed between each round.
- Subs must be on the team's active roster, and registered for the event.
- Penalties: 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.
 - If a DQ occurs during the last round of a match, the team with DQ must play their next match in its entirety down one player.
- Injuries: 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 for the remainder of the day/tournament.

SPECTATORS

It is important for spectators to be quiet during games. This is in effort to prevent players and referees from being influenced or distracted. All non-competing players and spectators must stay in the designated areas and remain quiet when the game is live.

SCORING

POINTS

The team with the most points after one match wins.

- Points determine the winner of each round. Total round points determine the winner of the match.
 - Sudden death: After 4 rounds, if both teams are tied in points, then each team picks one player for 1v1 sudden death.
 - 1v1 sudden death round is pure gunfight, no flags, 60 sec round. If time expires, the player who has advanced further into opposing team territory wins the round.
- Total points possible to earn in each round is 135.
 - 110 points (standard points)
 - Eliminations: 50 points (5 x 10 points)
 - Early Flag Grab: 20 points (2 x 10 points)
 - Double Flag Possession: 10 points bonus
 - Flag Hang: 30 points
 - 25 points (Domination Bonus = all standard points earned with all 5 players up)
- If one team wins the first 3 rounds, the 4th round is not played.
 - Winning team earns max standard points for final round (110 points)

Points are earned for the following actions:

ACTION	POINTS	NOTES
Eliminations	10	Each opposing player eliminated earns 10 points
Early Flag Grabs	10	First possession of the flag(s). Must occur in the first 75 seconds of the round. No points earned for flag grabs after 75 seconds.
Double Flag Possession	10	First possession of both flags in play. Both possessions must occur in the first 75 seconds of the round.
Flag Hang	30	Touching the flag to the opposing team's breakout wall
Domination Bonus	25	Early flag grab, double flag possession, flag hang, no eliminations on winning team

PENALTIES

Penalties and fouls are designed for fair play.

Only the head referee can administer penalties.

Penalties will result in losing points and disqualifications.

Standard Penalties will result in points lost for the team.

Major Penalties will result in points lost, and may result in player DQ when accumulated.

Standard Penalties / Fouls

PENALTY	POINTS	DESCRIPTION
No-call	-25	When a player does not call a hit. Intentional or unintentional. Player removes themselves from the game before a ref physically pulls the player. This is considered a standard/minor no call.
Late-call	-25	When a player continues to make a play after he/she has been hit, before calling him/herself out.
Slow exits	-25	When an eliminated player does not exit the field quickly. When an eliminated player does not use the quickest exit.
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 / Ammo Violation	-25	When a player uses non-regulation equipment or exceeds ammo limits.
Field Disruption	-25	When a player significantly moves barriers during a match.
Blind Fire	-25	Firing without aiming. Does not result in a blind-fire kill.
Unsportsmanlike Behavior	-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.

Major Penalties / Fouls

PENALTY	POINTS	ACTION/DQ	DESCRIPTION
Headshot No-call	-50	Four major penalties will result in one player DQ from the team.	No-call of direct hit on any area of the head. Player is pulled.
Major No-call	-50	Four major penalties will result in one player DQ from the team.	Multiple direct hits on any area of the body. Player is pulled.
No-call (Ref Pull)	-25	Four major penalties will result in one player DQ from the team.	When a player does not call a hit. Player does not respond to initial ref signals, continues to play until the ref physically pulls the player.
Overshooting	-25	Opposing team gains +25 Four major penalties will result in one player DQ from the team.	Excessive shots to dead players after the hit player has signaled being hit and/or is exiting the field. Ref discretion. Player is NOT pulled from the match.
Blind Fire Kills	-25	Four major penalties will result in one player DQ from the team.	Blind fire that results in a kill. Blind firing player is pulled from the match.

ENFORCEMENT

All individual penalties are applied to the team. (No individual penalties)
 Point reductions via penalties are applied to the round in which the penalty occurs.
 Negative round scores due to penalties will apply to overall match scores.
 Head ref will notify each team captain of any penalties before the next round starts.
 Team penalties are recorded for the duration of the event.

One player is DQ'ed from a team for every FOUR major penalties/fouls.
 The player who is DQ'ed is selected by the opposing team of the next scheduled round.
 Once DQ'ed, the player cannot return to play in the event/stage.

NOTE: During two stage tournaments, all penalty points and DQ's earned in Stage 1 are reset.
 All Stage 2 teams start with 0 penalty points and no DQ's.

ELIMINATIONS

DEFINITION OF ELIMINATIONS

- Any bodily contact with a BB is considered a hit. Any direct hit on equipment that is in contact with your body is considered part of your body. This includes all gear, equipment, and replicas. **Gun hits count.**
- 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 quickly and immediately exit the field towards the nearest boundary. Players must use the most direct route to exit the field.
- Players cannot verbally announce “HIT” or use any other audible signals to announce their elimination. This is to prevent hit players from communicating with their team.
- When a player is hit while carrying the flag, the flag must be dropped immediately within a reasonable radius of being hit, before exiting the field.

EQUIPMENT

WEAPONS

- Open Class Division: Most types of weapons are allowed:
 - Pistol/Rifle/Shotgun
 - AEG/HPA/GBB/Spring
- The following weapon classes are required for Open Class 5v5:
 - 2 Pistol Class
 - 3 Rifle Class

Rifle class includes: Rifle, Shotguns, SMGs

- General FPS/Joules = max 350fps 0.25 gram BB's. (1.4 joules)
 - Actual limit may be determined by field based on hosting field's policies.
 - Players will chrono before each event.
 - Players will be spot checked during each event.
- All guns must have a trigger guard.
- Double/extended triggers are not allowed.
- No ramping, burst, binary or any advantageous programming of FCU.
- No flashlight use. (Must remove battery)

BB's and TRACER UNITS

- Tracers / Illuminated BB's mandatory, they will be checked at the start of each match by the referees. Players will not be allowed to continue without a functioning tracer unit. Backup tracer units are recommended.
- Max BB weight is 0.30 gram BBs.

AMMO & MAGAZINES

800 round max per round = All Classes

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

M4 Platform:

- PTS EPM = 5 mags per round (150 round mags)
- PTS EPM1S = 5 mags per round (170 round mags)
- ASG Murder Mag = 5 mags per round (160 round mags)
- EPM1 = 3 mags per round (250 round mags)

ARP9 Platform:

- ARP9 = 6 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 Mag Adapter OK
 - 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 (no "feathering")
- Multi-finger shooting is not allowed. ("walking the trigger")

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.

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 flashlights. No stationary strobe lights.