



**SPEEDQB RULES AND REGULATIONS  
USA - Updated 2.28.2024**

**LIMITED CLASS DIVISION**

## GENERAL GAME FORMAT

### GAME FORMAT

SpeedQB Limited Class is played with two teams that consist of 4 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 6 rounds (3 sets of 2 rounds each)
- Each Set has variable format and class limits. Example:
  - Set 1 (Round 1 & 2) = 3v3 Pistols
  - Set 2 (Round 2 & 3) = 2v2 Shotguns
  - Set 3 (Round 4 & 5) = 4v4 2 Pistol, 1 Rifle, 1 Shotgun
- Subs are allowed between Rounds and Sets.
- Each round is 2 minutes maximum.
- Round ends when a team hangs the flag, or if the game clock expires.
- 30 seconds between rounds to switch sides and ready up.
- 60 seconds between sets to switch sides and ready up.

### GAME SEQUENCE

- Blind Breakouts. Each team starts in their breakout zone, **facing away from the opposing team.**
- Lead Official gives both teams a pre-game ready warning.
- Lead Official starts the match with Air Horn, game clock starts.
- Round ends via flag hang or time, whichever comes first.
- Teams are allowed "pit crews" to swap mags, equipment between sets (every 2 rounds).

### FLAG PLACEMENTS

Flag is placed at Center X for Set 1 (Round 1 & 2) of each match.

Flag placement is variable, selected by teams for subsequent sets.

Flag can be placed in the following three areas:

1. Center X
  2. Snake
  3. Castle
- Set 1 (R1&2): Flag placement = Center X
  - Set 2 (R3&4): Losing team after Set 1 selects flag location for Set 2 (total points)
  - Set 3 (R5&6): Losing team after Set 2 selects flag location for Set 3 (total points)

When there is a tie, the flag defaults to Center X.

## SUBSTITUTIONS

- Substitutions are allowed between rounds/sets.
- Subs must be on the team's active roster, registered for the event as team or sub.
- 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 occur after all rounds of the match are complete.
- Injuries: if a player is injured during a match, a substitution is allowed next round. The injured player is not allowed to return for the remainder of the Stage.

## SPECTATORS

It is important for spectators to be quiet during live 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, set and match.
- Tie breakers = round wins, total eliminations.
  - Sudden death: After 6 rounds, if both teams are tied (points, round wins, total eliminations) then each team picks one player for 1v1 sudden death.
  - 1v1 sudden death is pure gunfight, no flag, 60 sec round
- All 6 Rounds are played, regardless of point differential.
- Points are earned for the following actions:

ACTION	POINTS	NOTES
Eliminations	10	Each opposing player eliminated earns 10 points
Flag Grab	20	First possession of the flag. Must occur in the first 60 seconds of the round. No points earned for flag grabs after 60 seconds.
Flag Hang	10	Touching the flag to the opposing team's breakout wall

### Ranking/Standings

During Round Robin events, teams are ranked based on the following, in order:

1. Match Wins / Losses
2. Percentage of Points Earned
  - a. Total Points earned divided by total points possible

## PENALTIES

Penalties and fouls are designed for fair play.

Only the head referee can administer penalties.

Penalties will result in losing points and disqualifications.

PENALTY	POINTS	DESCRIPTION
No-call	-25	When a player does not call a hit. Intentional or unintentional.
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.
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.

## 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.

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 100 penalty points earned by the team.

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.

NOTE: During two stage tournaments, all penalty points earned in Stage 1 are reset for Stage 2.

All Stage 2 teams start with 0 penalties. DQ's during Stage 1 cannot return in Stage 2.

## 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

### REPLICAS

Limited Class Division: Each team is required to have a minimum of:

- 3 Pistols (No mag adapters, No HPA. Tracer unit required.)
- 1 Rifle or SMG (No mag adapters, No HPA. Tracer unit required.)
- 2 Shotguns (Mag adapters and HPA OK. Tracer unit required.)
- 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 must chrono before each event.
  - Players will be spot checked 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.
- No flashlight use. (Must remove battery)

### BB's and TRACER UNITS

- Tracers 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

Each class is limited to the following ammo/mag limits per set (2 rounds):

### Pistol Class

- Gas mags only.
- No mag adapters.
- No mag limit.
- Extended mags OK

### Shotgun Class

- Shell fed or Mag Adapter OK
- No shell limit.
- Mid caps only, 170 round max per mag
- 3 mag limit per set
- **SAIGA 12K Shotguns - Limited 1 per team. Classified as Shotgun.**

### Rifle Class

- Mid caps only, 170 round max per mag
- 3 mag limit per set

## FIRING MODE

- Semi auto only. One trigger pull = One shot (no “feathering”)
- Multi-finger shooting is not allowed. (“walking the trigger”)
- No blind 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

- Midcap magazines are restricted to 170 rounds max
  - EPM1 are not allowed (250 rounds max)
- 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.