

Australian Speedball League Rule book

2024

1.0) Tournament Structure

- 1.1 Australian Speedball League will be run as a seasonal event split into 3, 1 day tournaments 1 each month.
- 1.1.2 The day will run as a Round Robin stage format with 10 teams in the season. Points will be given out depending on the teams ranking for the day's tournament. (based off match wins for the day)
- 1.1.3 The days points will be based on how many match wins you get giving you your teams positing for the day, and how many points you will receive for the season.
- 1.2 Teams must register each player in the morning before the event.
- 1.2.2 Player registration can be found in the players pack, which will be emailed to each captain.
- 1.3 All captains must be present for the pre day meeting.
- 1.7 All teams must be present for the safety briefing before games start.
- 1.8 Registration payment must be paid on or before Friday week of competition. If not, your team will not be in the draw and can't play.

General Gameplay

2.1 A regular match will consist of 7 minutes with as many points played in those 7 minutes needed to declare a winner.

2.1.1 If by the end of the match, if both teams have the same score, both teams will enter sudden death 1v1 Face-Off. The winning team will be awarded a single point to declare the winner. (See 7.0 Face-Off Rules)

2.2 A match will run for a maximum of 7 minutes.

2.2.1 Points will not have a maximum time limit.

2.2.2 If the time limit is reached before all games are played the match is forced to end.

2.2.3 The 7 minutes does not include stoppage time

2.3 A team has 30 seconds to enter the field before the match timer starts.

2.4 No players (including captains) are to approach the head referee or field referees. (There are no disputes, If you have a legitimate issue the captain of the team with the issue may speak to the field marshal after the match Or the event organiser. If deemed reasonable the marshal/ Organiser will take it to the head referee)

2.5 Each team may have a maximum of 5 players on the field at any one time.

2.6 Teams May substitute during a MATCH, between POINTS. This must not impede on tournament time. Substitutions must be done quickly without holding up gameplay.

2.7 A chime will be played signalling the start of the Match.

2.7.1 Players will have 30 seconds of free time before the point begins

2.7.2 When there are 10 seconds left of free time a 2-beep sound clip will be played to notify players.

2.7.3 When free time ends a buzzer will play to start the point.

2.8 A point begins with participating players standing near their respective breakout wall.

2.8.1 Prior to the start of a point players are to be positioned on the breakout wall with their blaster muzzle on the breakout wall.

2.8.2 If a player is found to not have their blaster muzzle the breakout wall when the point starts, then a false start penalty will be given unless the player goes back and touches their muzzle on the breakout wall.

2.8.3 A player may hold another player's blaster for them while on the breakout wall; however, both blasters must have their muzzles on the wall. And the player holding more than 1 blaster may not use more than 1 blaster at a given time.

2.9 Players will then engage in a skirmish to win points for their respective teams.

- 2.10 A player will be eliminated when a gel ball makes contact with (hits) any part of their body.
- 2.10.1 A gel ball must leave the barrel of a blaster to be considered live and able to eliminate players.
 - 2.10.2 Anything attached to the player is considered part of their body. This includes any part of the players gear such as backpacks, blasters, dump pouches and cameras etc.
 - 2.10.3 barrel-to-barrel exchanges apply within one meter. Anything past one meter is considered a trade and can be deemed so by a referee in proximity.
 - 2.10.4 If players shoot each other at the same perceivable time, they are both eliminated.
 - 2.10.5 Ricochets do not count as hits.
 - 2.10.6 Dry fires do not count as hits.
 - 2.10.7 A player signals they are hit by raising their hand and immediately leaving the game zone to the nearest dead-box door and waiting in their respective teams dead-box. Dead Box/zones are located on the outside of the field either side of the referee stand.
 - 2.10.8 A player must not interfere with gameplay as they are leaving the field of play. You must exit through the Exits on the side with the ref stand
 - 2.10.9 A player who has been eliminated must not communicate with any players until the dead player has left the field then they may talk quietly to their team not on the field. There are to be no interactions with live players at any time.
- 2.11 Players are expected to play to win while engaged in skirmish. No teams are to be found stacking results with other teams to their benefit or not.
- 2.11.1 Players are not allowed to leave the game zone or declare themselves eliminated without reason.
 - 2.11.2 Players are expected to engage each other regardless of distance.
- 2.12.1 A point will end when a player holding the flag reaches the opposing team's breakout wall without being eliminated, or the match timer reaches 0.
- 2.12.2 Once a team eliminates all opposing players, the head ref will sound a horn, starting a 30-second timer. This will allow the last team standing 30 seconds to find and hang the flag before the end game is called. (This is to stop teams timing out a game on the first round
- This 30-second period will count towards the 7-minute game total timer. And once the 30sec ends this in turn stops the game clock. A flag hang in the 30-second period would also stop the game clock
- 2.13 When a point ends all players not eliminated must stand in the centre of the field until the referee dismisses the players.

2.14 Teams who do not have players with blasters touching the breakout wall by the time the start buzzer sounds will forfeit that point if there are zero players on the field or will have to play with only those players on the field for that point till the next point. Being late to the game will result in the opposing team taking the point.

2.15 Vaulting barricades are allowed.

2.15.1 When vaulting a barricade, a player must ensure that they maintain at least a single point of contact with either the floor or barricade. Failure to do so will result in a yellow flag.

2.15.2 Players are not allowed to climb and stay on top of barriers.

2.15.3 Players ARE allowed to shoot while vaulting barricades.

3.0) Flag Rules

- 3.1 The Flag will begin at the centre of the field, laying on top of the cross or window. The flag must be able to be reached on both opposite sides of the cross.
- 3.2 The first team to obtain possession of the flag will be awarded a “flag grab” and is awarded 1 point.
 - 3.2.1 In the event the flag is held by two opposing players at the same time this is known as a tug-of-war, no points will be awarded until one of the players has full possession of the flag.
 - 3.2.2 If the tug-of-war causes the flag to tear with neither player having clear possession, the game ends immediately with no points awarded for that game. The flag will be replaced and there will be a rematch for that game.
- 3.3 While the flag is in possession it must be carried in the players hands at all times. The flag must not be hidden in pockets or dump pouches.
- 3.4 The flag can be intentionally dropped by a player with no penalty.
- 3.5 The flag can be passed to another player.
- 3.6 If the player in possession of the flag is eliminated, the flag must be dropped immediately.
 - 3.6.1 The flag must be dropped with a 1 meter radius from where the hit occurred.
 - 3.6.2 A late flag drop will result with that player being warned if done again on the same day the player will receive a major.
- 3.7 The game ends when a flag hang occurs, with the scoring team gaining 3 points.

4.0) Points Structure

1.0 Any team that is rostered to play an absent team will result in a bye for that team and will not score any points for that match.

2.0 When a match ends in a tie or any situation where a winner cannot be determined, there will be a sudden death 1v1 face-off to determine the winner of the match. (See Face-Off rules)

4.8 Points are earned in the following situations.

3.8.1 3 points for a player touching the opposing team's breakout wall.

3.8.2 1 Points for first flag grab

3.8.3 0 point for each player eliminated on the opposing team.

3.8.4 1 bonus points are awarded if a breakout wall touch occurs with at least one opposing player not eliminated.

4.9 A team can earn a maximum of 5 points for one point/game.

5.0) Equipment Rules and Restrictions

5.1 Gel blasters must be set to semi-automatic fire only. (No Binary Trigger)

5.1.1 Feathering/ walking is allowed.

5.1.2 If a blaster is fired while in automatic, the player will receive a minor penalty.

5.2 Gel Blasters must only shoot gel balls.

5.2.1 If a player is found with bb's or other solid ammunition, they will be banned for the remainder of the season. You will also be reported to the police.

5.3 FPS is not limited.

5.4 Gel blasters may have trigger guards removed; but no double/extended triggers are allowed.

5.5 Gel blasters should only be fired while the blaster's barrel is inline with the player's line of sight. Failure to follow this rule will result in a minor penalty

5.6 Players may refill magazines in between points.

5.7 Players may pick up and pass magazines during gameplay.

5.8 The following equipment is not allowed during gameplay, if a player is found in game with any of these pieces of equipment, the team who is in possession of the equipment will result in a match loss. With the opposing team receiving maximum points (40 points).

5.8.1 Drum magazines.

5.8.2 Gel ball grenades or grenade launchers of any kind.

5.8.3 Shields of any kind.

5.8.4 Strobing devices of any kind.

5.8.5 Sidearms of any kind.

5.8.6 Speed loaders of any kind.

5.8.7 Lasers of any kind.

5.8.8 Communication devices of any kind.

4.8.9 No FCU binary

4.8.10 No FCU ramping of any kind.

5.9 All players must have full face mask protection.

6.0) Penalties Minor and Major

- 6.1 Penalties are given when rules are broken, depending on the severity a player will be shown a yellow (minor) or red flag (major).
- 6.2 Yellow flags are minor penalties that are given when a player's actions affect the match negatively. Yellow flags are given in the following situations which result in the offending player being removed from that point for only that point.
- 6.2.1 False Start – Minor, unless the player immediately touches their blaster muzzle back on the wall resetting their break-out.
- 6.2.1 Blind firing - Minor removal of offending player for the point.
- 6.2.2 Late hit call – Minor removal of offending player for the point.
- 6.2.3 Unsportsmanlike behaviour- Minor, If it continues that player will receive a major and will have to sit out the next point.
- 6.3 Red flags are major penalties that are given when a player's actions affect the match negatively in a major way. Red flags may result in the point stopping. If your team receives 3 red cards in one tournament your team will be disqualified from the tournament for the day. Red cards are given in the following situations which result in the offending player being removed from that point and sitting out for the next point with no substitution player allowed to replace them.
- 6.3.0 Arguing with referees' decision – Major offending player sits off for that point and the next
- 6.3.1 Intentionally not calling a hit to the mask lens. Major offending player sits off for that point and the next (If a player repeats this offence, they will be banned from ASL for a round)
- 6.3.2 Sideline coaching. Major offending player sits off for that point and the next. (IF a Non-player is to be found sideline coaching they will be asked to leave the arena)
- 6.3.3 Blaster shooting in automatic. (If accidental and the player removes themselves from the field immediately. There should be no penalty call if the player doesn't interfere with gameplay. If the automatic fire interferes with gameplay there will be a red flag.
- 6.3.4 Abuse to another player, spectator, referee or official interfering with the gameplay in a way. If it persists after 1 warning the offender will be asked to leave the grounds. ZERO Exceptions this year.
- 6.3.5 Interfering with the gameplay in a way that has affected the outcome of the game.

7.0) Face-Off Rules

7.0 Flag is in play.

7.1 Face off is a sudden death 1v1 match. The game timer will be set to 1 minute and 30 seconds. If the timer runs out and both players are still alive the player in possession of the flag will win the match. If neither player has the flag when the timer sounds, both teams must select new players to Face-Off and the game will be replayed.

7.2 The team must nominate one of their players to participate in the face-Off.

7.3 A face-off is to be used to settle disputes, ties and rematches.

7.4 If either team takes too long to nominate a player for the face-off, the head referee may choose for the team.

7.5 During a face-off both players must start a match like a regular tournament match. On the breakout wall with their blaster muzzle on the wall.

7.6 If both players eliminate each other at the same time (trade) the match will be reset.

7.7 Regular penalties apply for Face-Off gameplay.

7.8 If a face off is played due to a dispute the result will settle the dispute. If a face off is played due to a draw. The winning team will move forward.

8.0) Referees, Officials and

- 8.1 Zero tolerance will be given to anybody who is found to be abusing anyone on site. Offending players will be ejected from the site and their team may be disqualified from the tournament as a result.
- 8.2 Referees and officials will notify captains to put their team on standby one match prior to their next match.
- 8.3 Referees have full control to call hits for players if they find that they have been hit in a place that is unlikely for the player to feel it. This does not constitute giving out a late call penalty or an intentional no hit call red card. For all other situations it will be deemed a penalty. This is up to the referee's discretion.
- 8.4 Referees and officials have final call to any disagreement or decision on the field during gameplay.
- 8.5 Players must not interfere with any referees during gameplay.
- 8.6 If a dispute arises on the field during gameplay, both team captains must approach one of the floor referees. If the dispute cannot be solved within a reasonable timeframe the dispute will be resolved by sudden death face off to determine a result for that game.

9.0) Referee Amendments and Appeals

- 9.1 ONLY captains have the right to appeal referee decisions. Which must be done after the match with the marshal
- 9.2 On the field of play, the referee's decisions are final. All appeals must be brought to the attention of the event marshal after the match has ended.
- 9.3 Teams that would like to appeal decisions that happen on the field must bring it to the attention of the marshal after the match has ended away from the field of play. Appeals must not hold up the tournament.
- 9.4 If a player is able to present clear irrefutable evidence in a timely manner, where it does not affect the tournament in a negative way, a rematch or a face off will occur to settle the dispute. If a point readjustment can amend the issue, this can also be done.
- 9.5 If you are presenting evidence the evidence must be 100% clear. If your evidence is unclear or an official can't make a clear decision from your footage. The evidence cannot be considered. If your appeal is found to be an utter waste of time and you keep making appeals your team will receive a major and have to sit a player for a point, (Think about what you want to appeal and make sure you are right)
- 9.6 Players or teams abusing this system will be disqualified.
- 9.7 Players or teams who are appealing must always remain calm. Arguments with other players or officials may result in ejection from the field.
- 9.8 marshal or head referee's decisions on appeals are final.