



# S.W.A.T. Speedsoft rules

## Introduction.

S.W.A.T. Speedsoft is a competition played on an inflatable field (Supair) that can be arranged into multiple layouts and sizes. This is played generally by 2 teams of 5 players each or depending on the format.

There are no respawns in this format of the game, once hit you are out of that game and should make your way off the field as soon as possible.

All games will start with players from both teams starting from a “home” or breakout bunker (barrels touching the bunker) at which point the head marshal will give a shout of “Feet, Weapons, Go” starting the game.

The objectives of the games is to eliminate the players from the other team gaining possession and moving a flag which starts in the middle of the field to the oppositions “home” bunker.

The flag can be dropped and change possession multiple times per game until it touches the “home” bunker of either opposing team.

Players will be limited to 1000 rounds of ammunition which can be carried into the game in however many mags they require but only mid-capacity mags are allowed.

At the end of every game the captain from both teams should make their way to the head marshal on the field and confirm the scores for the game just played.

This allows for resolution of any issues with the game, if a captain fails to contact the head marshal post-game then they forfeit the right to question the score they obtained for the aforementioned game, in any event this is a requirement as the captains will need to sign off the score sheet form.

This will be form driven and the captains sign off the scores, no appeal may be made after this action.

The form will be then sent to the main safe zone for the scores to be placed on the leader board.

Teams will gain seeding points for playing in this tournament which will affect their positioning within subsequent tournaments.

Any spectators are required to follow the same rules as players but must remain in the staging area or main safe zone.

The site will provide facilities for players such as HPA refills, safe zone for kitting up, chronograph pre game, toilets and hot lunch for all players. There will also be an onsite shop operated by Airsoft 247 LTD.

## Entry Fees.

The entry fee is £250 per team with some of this money going to the prize pool for the tournament. The prizes for the event will be announced online a week before commencement and again in person before the event starts during the briefing from the head marshal.

This entry fee gets your team registered and the full amount should be settled before attending. If any fees are outstanding after the first game then your team cannot participate in the event and you will lose the full amount of the money you have paid.

## Game Format.

The games will be played in a round robin format with all teams playing each other twice, after which the top 3 teams will play for 3rd, 2nd, and 1st place. The reversals will be at opposite end due to the field layout.

Each game starts with all players having barrels touching the “home” bunker, the head marshal will then shout “FEET, WEAPONS, GO” at which point the game will start and players should break out.

A game will last for a maximum of 5 minutes, if this time elapses then the game will be called over with a shout of “GAME END”. Scores will be calculated at the end of the game.

All games will be the same format with every player having 1 life and once hit should leave the field as soon as possible. Points will be given for eliminating players and further points will be given for capturing the flag and getting it to the opposition's “home” bunker.

If a player has possession of the flag when shot, they must leave the flag on the floor where they were shot and then leave the field as soon as possible.

When a player is shot they should leave the field at their nearest point and make their way to behind their “home” bunker whilst remaining off the field not looking at any player still in game.

At the end of every game the captain of each team should make their way to the head marshal on the field to confirm the scores of that game and raise any issues highlighted to them by their fellow team members.

All Marshall's & judges decisions are final and any player queries should be conveyed to the team captain who can bring it up with the head marshal.

Any interference from the signing off from team players may result in the points being voided at the signing off end of game meeting.

## Scoring points.

Points will be awarded for completing the following actions:

Action	Points Awarded
Player Elimination	15 (Max 75 per game)
Flag Snatch	25 (Max 25 per game)

The maximum amount of points that can be earned from one game is 100 points.

Both teams will earn points for eliminating opposition players but only one team per game will earn the 25 points awarded for the flag snatch.

If one team manages to grab the flag first but has all players eliminated then the opposition cannot score the max points for that game.

## Armband protocols.

Arm bands may be used during these events and will be coloured red and blue to signify sides. These bands will be attached by the marshals if they feel the need such as example if 2 teams are wearing similar jerseys.

The bands will be placed on the left arm of the player when entering the arena and removed if a player is shot out or if voided due to a penalty infraction.

## Team composition and conduct.

- Each team is allowed to register up to 10 players per tournament (5 active players and 5 substitutions / support)
- All members of the team must be registered before the first game of the day.
- Each member must have their own number unique to them for the tournament. This number should be visible on their clothing while they are playing.
- The team must have a captain who will be responsible for the team throughout the day and they should be the only member of the team who contacts staff / marshals to resolve any issues.
- If a substitution is required this must be done between games and the marshals / staff within the safe zone alerted to the substitution otherwise a team may be penalized.
- A single player may only play for one team at a time.
- This also includes teams registering multiple teams (A team and B team) again if this is spotted by staff on the day of the event both teams will be heavily penalized.
- It is on the teams participating to make sure they are ready within the staging area 5 minutes before their next game starts. An announcement will be made at the start of each game for the next teams to start making their way out to the staging area.
- If a player is not at the staging area when their game is called onto the main field then that team must play with the players present.
- The team captain is responsible for the behavior of their team on and off the field.
- Dry firing in the safe zone is not allowed if players need to check weapons then they should do so in the designated chronograph area, penalty points may be given to offending teams.

## Rules and Penalties.

### Chronograph of RIFS.

S.W.A.T. will provide a 2 radar chronograph which measures the speed of the BB's fired from all replicas.

This will be in place within a specific section of the safe zone and it the only place a live weapon can be within the safe zone. This is free to all team members who are part of the event and the onus is on players to ensure their guns are within the limits for the event.

All players will be chronographed before each game to ensure they are within limits if they are found to be in possession of a hot gun then they will be removed from that game.

Spot checks may be conducted on and off the main game arena as the secondary chronograph will be present at the staging area.

### Hit Taking.

With the fast paced nature of this game, when you are hit then you should NOT shout hit but just raise your hand or RIF and make your way off the field at the nearest edge of the field and stand behind their home bunker off the field until the game is finished.

If a marshal thinks you may have a slow reaction time when hit they may remove you from that game. If this is deemed to be an clothing issue then the marshal may require you to remove a layer of clothing.

If a marshal spots a player not taking a hit they will be pulled from the game and the team will receive a point penalty.

All teams will receive 3 "strikes" for intentional non-hit taking, on the 4th instance of an intentional non-hit call then the offending player will be pulled and the team penalized further points.

### Dead Men Talking.

Dead Men talking is defined as a player communicating with the live players on the field. If this is noted by any marshals' during the game then the team of the offending player may receive a point deduction based on the severity. This would include profanity of any kind.

### Removal of objects after game ends.

It is every active players responsibility to remove their property from the game arena after the game has ended, such as magazines and any other item belonging to them or their team.

If items are left more than 5 minutes after game end, it must remain on the field as not to interfere with the game formats and times.

In most cases marshals will collect these items and place them in a box at the marshals tent. We do not accept responsibility for loss of items left by you or your team, which may involve other players picking up your property by mistake.

## Penalties.

Penalties will be given on and off the field to any team found in breach of the rules as laid out within the rule set. Any issues that players have with penalties they have been given should be communicated to the head marshal on site by the captain of the team in a professional manner.

### Minor Penalties.

These will result in a 10 point deduction from the offending team and removal of the responsible player.

**Early Breakout** - If a player leaves the “home” bunker before the shout of “GO” and fires their weapon then they will receive a points deduction but if they manage to return to the “home” bunker and touch it with their weapon without getting hit then they can continue with the game. If they are hit on their return to their “home” bunker then they are out of the game.

**Splitting Bunkers** - This is running between two bunkers (splitting the connection) next to each other and this will result in that player being pulled from the game.

**Equipment Issues** - If a player is found with equipment that breaches the equipment requirements on the field then they will be pulled from the game and potentially points deducted from that teams total score.

**Hot RIF** - This is any RIF that is shooting over the agreed 350 FPS / 107 MPS on a 0.20g BB (314 FPS / 96 MPS on a 0.25g BB).

**Rate of Fire** - A hard limit of 17 RPS will be in place for this event.  
We have equipment that can measure the rate of fire (ROF)

**Jumping bunkers** - This is any player who jumps over any bunker, this includes running over any low bunkers.  
This would also include sitting on bunkers prior and after game commencement.

**Bouncing** - This is the act of running into a bunker with the intention of forcing an opposing player off the other side.

**Marking players** - This is standing on the sidelines intentionally marking the positions of any live players. In this case the closest teammate of the offending player will be pulled from the game. This includes any photographers.

**Aggressive behaviour** - this is any aggressive behaviour towards other players or staff during the event.  
If this behaviour happens or continues then the offending player will be removed from the event and asked to remain in the safe zone or leave the venue.

**Too many players on the field**

This is if a team has more than 5 registered players within the pitch before the game starts, who will then be removed and penalty points may be awarded if this was an intentional action, in some cases this may be allowed as a support item such as help from support players and will be judged by the head marshal if or not an infraction has occurred.

### Major Penalties.

These result in a 20 point deduction and the removal of 2 members of the team from the game (the player who committed the penalty and their closest teammate).

**Dead man shooting a live player** - This will result in the removal of two players from the offending team.

**Tampering with equipment on the field** - This is defined as any act that will change the way a RIF shoots I.E. changing the PSI on a regulator, altering FCU settings, changing any springs ETC. Players will be spot checked at a marshals discretion.

Visible tampering or touching a regulator or replica settings before and after the game will result in penalty points being awarded even if the replica is within set operating parameters.

### Other Penalties.

**Dangerous behaviour / use of equipment** - This is any behaviour that can result in damage to the site, bunkers, other players and members of staff.

If this is noted a player will be asked to pack up their equipment and either leave it in their vehicle or hand it in to the office in the safe zone for the remainder of the event.

### Equipment Requirements.

- All players are required to wear one piece full face protection. These should be from recognised approved and rated brands.
- All RIFs must be capable of semi-automatic fire at a max of 350 FPS on a 0.20g BB.
- There are no binary or ramping fire modes allowed.
- No "floating" hands
- Blade triggers are allowed but you may be penalized for walking the trigger.
- No strobing lights and no lasers allowed.
- No melee weapons.
- Pistol magazine adapters are allowed.

### Magazines and BB's

- Only mid capacity magazines are allowed (No drum mags)
- 1000 BB's on the field allowed per player in as many mags as required. (Max of 250 rounds per magazine)
- Max BB weight of 0.25g.

### Clothing

- All players will be furnished with a rip-off armband before each game and these will be used to designate dead players by the marshals in the event of non/slow hit taking by removing them from a player.

- It is recommended that all players wear sturdy footwear for this event (boots, football boots ETC.....) due to the nature of the field.
- Players must have their player numbers displayed on their jerseys, if running a backpack their number must be displayed on their arms.
- Bounce vests are allowed but players wearing them may be asked to remove them if issues with hit taking become apparent.
- Paintball style trousers are allowed but players may be asked to remove them in place of site clothing if hit taking issues become apparent.

### *Photography from third parties and teams.*

Photography and video is permitted to be taken by teams, players or spectators this does not include includes drones, as from experience they can be distracting.

If you have a designated photographer please advise us 1 month prior to the event date with a name for the person.

All registered photographers or videographers will be provided with a vest stating that.

Please note that marking players as a photographer will result in your team being banned from the event and future events, also we have an active child protection policy which will be in force in relation to video and photography.

### *Banning and liaison from other events.*

It is not uncommon through social media that teams are announced by site and event organisers that a particular team or player/s have received a ban from an event, this is taken on board from our resources and many family of players and without prejudice we may not accept your booking.

This is a very rare occurrence and offer this out as a gentle warning that your actions at another venue could affect your credibility and knock on to other venues or events, we trust this is not the case but we reserve the right not to allow admittance without reason.

### *Scores and event results.*

**Play offs** – The play offs will decide the winner of the division on the day, this will be the top three scoring teams given the chance to play for first second and third, first being the winning team.

**Prizes and debrief** – After the final game has concluded and the scores announced the top three teams will be awarded the prizes in reverse order, being 3-2-1

**Media coverage** – During the event we will have a professional photographer to cover the event.

This media will be placed on our Facebook page and website for all attending teams to download and use as they please for private and non-commercial use.

The scores and ranking of teams will also we placed on the same platforms.

### *Summary.*

With a collective experience base s.w.a.t. airsoft has elements of professional paintball players who have played professional level paintball for over 2 decades, we would expect the respect that we offer all attending players to have a highly professional experience at s.w.a.t.

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We have no bias nor opinion against players & teams and don't sponsor politics or BS.

We have hosted professional tournaments before for paintball being a venue for the midland masters series and trust that players come with a happy heart and look forward to a high level event.

Happy speedsofting 😊