

5v5 Tournament

Game format

Played between two teams of 5. Each team starts from the starting box with the foot and barrel of the gun touching the starting box and proceeds to wait for the refs to start. Refs will alert the players that the game is live on him/her with a count of 5, then the horn will sound and that will be the start of the match. Each team can earn points by eliminating the opposing teams players or execute a board touch which will allow bonus points for each opposing player left standing. There will be a 30 second intermission in between each round for any subs, gun changes if necessary and the scorekeep to note down each team's points . This will repeat until the end of the match.

- Each match consists of 3 rounds
- Each round is 3 minutes long
- There is a 30 second break in between each round
- Players can be subbed in between rounds. Must be called to the attention of the head ref for a sub before the players step on and off the field.
- Guns can be changed in between rounds if there are any complications with equipment on the field.
- Round ends when one team is completely eliminated, a board touch, or the timer expires

Points

- Player elimination: 10 points each
- Board touch: Each surviving player on opposing team 20 points each

Maximum number of points in one round is 100 points. Each round's points will be added at the end of the match and will determine the victor.

Ex.

	Team 1	Team 2
Round 1	40	50
Round 2	50	30
Round 3	40	70
Total	130	150

Team 2 wins with a team wipe in round one for 50 points, loses round 2 but takes round 3 with 3 kills and a board touch with 2 players still alive on the opposing team.

Sudden Death

- If at any point there is a draw between two teams. The game will go into sudden death. Which will be a 1v1. The players chosen must be registered with the team and chosen by the team. They did not have to participate in the main match leading to the sudden death.

Penalties

Minor Penalties

- Crack shots
- Tarp shots
- Field disruption
- Playing out of bounds

Major Penalties

- No call -10 points
- Late call -10 points
- Slow exit -10 points
- DMT(Dead Man Talking) -10 points
- Off field communication -10 points
- Blind fire -10 points
- Equipment violation -10 points

Any mix of penalties can result in DQ of player or team. Which will be up to the discretion of the head ref. If the player is DQ, the team must play with the remaining players. If a team has subs, the sub is allowed to play and take the place of DQ player.

Equipment

Guns

- All replica weapon types are allowed (HPA, AEG, GBB, GAS, CO2)
 - A primary and secondary is allowed
- Note: All gun hits count
- All weapons must be chrono before the start of each match to ensure the safety of all participants
 - Must be shot in semi-auto only

Illegal mods or Parts

- No blade triggers
- No scythe trigger
- Must have trigger guard
- Feathering trigger and Walking trigger is not allowed
 - Note: Thumb must be behind and/or around grip at all times.
 - Blind firing rules come into place
- No Ramping
- No Binary
- No double triggers
- No grenades or grenade launchers
- No riot shields or melee weapons
- No aftermarket FCU programs to enhance gun

Ammo

- All players are allowed a 1000 round ammo limit for the entire match.
 - Ex. 4 EPM-1, 5 EPM-1S, 5 BAMF magazines, etc.
- Unlimited amount of magazines if using GBB magazines such as Hi-Capa, Glock, GBBR
- .25 or lower gram BBs only

Misc.

- All equipment is allowed as long as it follows the rules of the host field
- Any part of the person shot counts as a hit
 - Note. Beware, if you are wearing a backpack, dump pouch or plate carrier you may be overshoot.

General Rules

- Maximum FPS limit: 350 FPS with a .25 gram BB
- No minimal engagement

Note. As long as outer barrel or inner barrel isn't touching the person it is okay to shoot
- There is no Bang Bang or Surrender rule
- BBs picked up off the floor are out of play, but BBs out of the magazine can be thrown and will be counted as a kill. Mag dumping is allowed
- A dead player cannot give his/her gun or equipment to an active player while the round is live. Guns and equipment can only be exchanged in between rounds.
- Show good sportsmanship, if unsportsmanlike conduct is seen the head ref can call a penalty and deduct a maximum number of 10 points from one round of his choosing.