



Speedsoft X-Ball League Rules & Regulations

Updated 10/18/2023

Player & Captain Responsibilities

- Players and captains are responsible for having the knowledge of the rules listed below.
- If there is anything unclear it is placed upon the player and captains to address the issue prior to playing.
- Any rule not covered here is left at the direct discretion of the head referee.

Referees

- Head Ref
- Field Ref(s)

Teams

- Each team will consist of the number involved in said tourney (i.e., 3v3 will have 3 players per team). Each team will subsequently be allowed to have substitute players at each event.
 - Those subs cannot participate on any other team throughout the tourney for any circumstances.
 - Any player discovered to be double participating will be suspended from play and the scores of the events said player participated in will be recounted as a loss.

Unsportsmanlike Behavior

- Unsportsmanlike behavior will not be tolerated.
 - Any foul language, aggression, or accusation directed at a teammate, staff, or another participant will cause the player aggressing to be removed from the tourney. One warning MAY be given at the discretion of the head ref.

Tournament Structure

- Dependent on the number of teams signed up.
 - Each team will have their name entered on a random bracket generator hosted by Challenge.com and the seed will be shuffled multiple times prior to generating said bracket to assure maximum level of anonymity in the production of the bracket.

Match Structure

- Each match will consist of one 8-12 minute round
 - At the end of each point the teams will switch sides.
 - All 8-12 minutes will be played and the team with the most points wins.
 - A 5 point mercy rule can end the round before the 8-12 minutes are up.

Spectators

All audience members, including inactive teammates, are not allowed to speak, give directions to or encourage teams playing, in order to prevent players, teams and referees from being influenced or distracted. All non-competing players and spectators must stay in the designated area. Anyone who does not follow this regulation will be asked to leave the premises without option for refund.

Time

- Each round will be 8-12 minutes long
 - There will be a mandatory 1-minute intermission between each point for reloading and sub swapping
 - Teams can have a reloader on standby in their designated dead box to facilitate quicker reloads.

Game Sequence

- Each team will start on opposite sides of the field.
- Each team will be required to shoot their replicas in front of their side's ref to demonstrate a proper functioning tracer prior to the round beginning.
- Both teams will start with gun barrels touching the designated gate.
- Once tracers have been tested for functionality and both referees on corresponding sides give a signal to the head ref the game can begin.
- Referee will start the game by utilizing the following phrases:
 - "(Insert Side Color)ready?"
 - "(Insert opposing side Color) ready?"
 - "STANDBY!"
 - Bullhorn will signal the start of the point or the next best option available at the tournament site.

Substitutions

- Substitutions are allowed between each point
- Subs must be on the active team's roster and registered for the event.
- A player that is disqualified due to penalties is not allowed to be substituted during the match in which the disqualification occurs.
- In the event of an injury the current point will be stopped and an assessment made on the injured player. If the player is required to be subbed out that player can not return to play for the remainder of the tourney. One additional point will be played after the match has concluded.

Game Objective

- The objective of each game will be as follows:
 - Eliminate Opposing team and touching the opposition's gate buzzer or;
 - Touch the opposing team's gate buzzer with opposition still in play.

Games will be concluded once one of the following occurs:

- Opposing team was eliminated and their gate reached.
- Opposing team's gate reached causing all eliminations to be instantly accrued
- Opposing team calls for a "TOWEL" conceding the point

Scoring Points

- The team with the most points after one match wins.
- A point is scored by touching the buzzer button on the opposing team's start gate or by the opposing team calling for a "TOWEL"

Towel Calling

- Towel calling must be done by an eliminated player and is the only communication permitted inside the deadbox.
- Players on the field can not call "towel" to avoid confusion for referees. If the teams want to have a visual signal to request a towel call to the dead box that is permissible and is the only admissible form of communication between alive and dead players.

POST MATCH PROCESS

- Directly after the completion of the match both teams will gather at the head ref location and report whether they are going to bring footage to the table. This only serves the purpose of informing the head ref that there will be a footage review after the round is complete and does not tie you into your decision.
 - After both teams agree with the score and inform the head ref whether they are or aren't bringing footage, both teams will shake hands and exit the field.
 - Any accusations without footage of cheating will be considered unsportsmanlike behavior and will be handled as such. See Unsportsmanlike Behavior section above.

Penalties

If a player commits a foul, penalties can be given by any referee. It is in the referee's discretion whether an explanation is given when the players are being pulled but is not required. These penalties are categorized in two degrees: a 1st degree penalty, or "MAJOR", and a 2nd degree penalty, or "MINOR".

- 1st degree penalties are considered intentional fouls that disrupt the nature of the sport and the outcome of the game. They Result in a RED FLAG and having 3 players pulled (offending player plus 2 others)
- 2nd degree penalties are considered unintentional fouls or mistakes. They result in a YELLOW FLAG and having 2 players pulled (offending player plus 1 other)
- 1st degree fouls carry greater penalties than 2nd degree.
- Multiple penalties can be assessed each point.
- If a penalty occurs and there aren't enough remaining players to be pulled, the offending team will start the next point down that many players (example: if a RED FLAG is thrown with only two players remaining they will start the next point down one player.

1st Degree Penalties

Penalty	Flag	Description
No-call	Red flag	When a player does not call his/her hit intentionally, determined by the referee on site.
Headshot no-call	DQ and Red flag	When a player does not call a direct impact headshot, confirmed by refs, that player is DQ'ed from the event + 2 additional players pulled.
Late-Call	Red Flag	When a player continues to make a play after he/she has been hit, before calling him/herself out. This includes touching the buzzer to end a round after elimination.
Dead Player Communication	Red Flag	Any communication from eliminated players in the game outside of announcing "HIT!". This includes any communication, both verbal or physical by eliminated players, from the moment they are hit until they reach the deadbox. Players in the deadbox are allowed to quietly discuss strategy so long as live players can not be influenced. (See Interfering Deadbox Communication in 2nd degrees)
Equipment violation	DQ and Red Flag	When a player uses non-regulation equipment such as double triggers, shoots over joule limit, altered FCU's to burst fire, etc(results in a direct DQ + 2 additional players pulled)
Blind Fire	Red Flag	Firing without Aiming. When the barrel is above the eyes line of sight or outside of it.

2nd Degree Penalties

Penalty	Flag	Description
Unintentional No-call	Yellow Flag	Unintentional no-call, as determined by a ref with visual confirmation
Field Disruption	Yellow Flag	When a player significantly moves barriers during a match (intentional or unintentionally)
Slow field exit	Yellow Flag	When a player does not leave the field immediately after being hit or takes an unnecessarily long route. This includes an eliminated player gathering any equipment or mags left on the field during a live game outside of their direct path off the field.
Referee Distraction/Influencing	Yellow Flag	Communicating to a referee during a match, including when hit and being pulled from a game. The only communication during matches between refs and players must be conducted by the team captain.
Opponent influencing	Yellow Flag	Verbally influencing opponents to "call their hits" or shouting at them in any fashion.
Elimination Announcing	Yellow Flag	Announcing your elimination in any fashion whether verbal or visual excluding raising your hand. (I.E. yelling "Hit!")
False Start; Continued Play	Yellow Flag	When a player false starts and fails to return to the gate, placing one contact from the knee down and the barrel of their replica onto the gate, but continues to make plays on the field.
Accidental Auto Discharge Elimination	Yellow Flag	Failure to remove yourself from the field after an accidental discharge in full auto eliminates an opposing player.
Trigger Manipulation	Yellow Flag	When the webbing in-between the thumb and pointer finger is removed from the weapon causing an advantageous manipulation of the trigger and or a pulling motion is not used. Using more than 1 finger on a single trigger. (No vibrating or gun rocking)

Field Endangerment	Yellow Flag	Throwing anything further than 5 feet from your position endangering the other players on the field.
Interfering Deadbox Communication	Yellow Flag	Any communication that is either audibly loud enough or physically apparent enough from the deadbox to disrupt or influence the live gameplay.

Eliminations

Definition

- Any bodily contact with a BB is considered a hit. This includes any part of bodily gear (like backpacks, trousers, hoodies, beanie, t-shirts, belts and HPA tanks, GoPros, etc.)
- Player's replicas are an extension of their body and must be handled as such. If a replica is hit it does count as an elimination.
- If opposing players shoot each other at the same time, both players are eliminated.
- Dry fires do not count as a hit.
- Ricochets do not count as a hit
- Friendly fire counts as a hit
- No minimum engagement distances
- No Verbal eliminations ("bang-bang") or melee kills.

Out-of-Bounds

- If an out-of-bounds line is established any player breaching the designated boundary will be removed from the point.

Communication after elimination

- There will be no talking on the field from the point a player is eliminated until that corresponding point has concluded. Any player discovered talking to teammates that are in play from the dead box or on the way to the dead box will be considered dead player communication and be issued a 1st degree penalty.
- When a player is hit, that player must immediately raise one hand up, and hustle off the field towards the nearest boundary, maintaining their hand in the air to prevent confusion.
- Players **CANNOT** verbally announce their elimination ("Hit", "Out", or any other form of notification). This is considered elimination announcing and is a 2nd degree penalty.
- Players are not permitted to wear any audio transmitting devices. This includes all bluetooth headphones, battle-link systems, or any other audio transmitting device intended for team communications.

Questions between points

- It is the sole responsibility for referees' primary focus to be on the fluid gameplay and ensuring all things are in place for the next point. If a referee chooses to disclose to a player between points the precise reason why they were pulled it is at their discretion. Referee's are not required to inform players of why they are being pulled during live play or between points. Players are not allowed to approach referees during a match to inquire as to why they were pulled.

NOTE: Team captains can always approach the head referee during the game to inquire about a pull. While the head referee may not know at the time they will discuss with the referee staff and get the answer while avoiding disruption of the game play.

Class Regulations (All Classes)

- All replicas will be required to be chrono prior to utilization in the tournament and meet the 1.2 joule limit.
- All replicas used in competitive play must utilize a tracer and compatible bb's.
- All magazines must be Mid-Cap or Hi-Cap magazines.(Drum magazines and DIY magazines are strictly prohibited.)
- All replicas must be used in Semi-Auto mode only. No other modes of firing will be allowed or tolerated. (i.e., binary, full auto, and ramping) **“One trigger pull = one shot”**
- All Replicas require a fully enclosed trigger guard and single finger trigger.
Any Player breaking any of the Class Regulation rules will immediately be disqualified and able to be replaced if the team has a registered substitute. Additionally, the match in which said rule was broken will be forfeited and counted as a loss.

Adapters for Shotguns & Pistols

- Adapters will be authorized for use in all forms of pistols and shotguns.

Permissible Shotguns

- All shotguns must be pump action and fire at maximum 6 bb's per trigger pull simultaneously.

Goggle/Facemask

- All players must be equipped with full frontal face protection, using a goggle system or face mask manufactured for airsoft or paintball.
- Goggles/Facemask must always be worn in the arena, chrono area, test firing ranges, and any other area deemed required by the host facility unless the host field has “Hot/Cold” rule in place.

Clothing

- All teams must be wearing the same colorway or matching jerseys in order to prevent confusion during gameplay. (2024 season requirement)(2025 season must have matching jerseys)

Prohibited Equipment

- No Grenade launchers/attachments.
- No thunder bee's/tornados/grenades
- No Riot Shields/Melee Weapons
- No flashlights. No stationary strobe devices.
- No disrupting sound emitting devices.
- No ramping, burst, binary or any advantageous programming of the FCU

Accidental Discharge in Full Auto

- Accidental discharge is solely responsible on the player utilizing the replica. This encompasses all situations following and any others not mentioned below:
 - AAP Runaway
 - Selector Switch Slip
 - Hi Capa Auto Discharge
- When any situation above or others unforeseen occurs the player who utilized the full auto weapon must place it on the ground or take the risk to run it to a safe location prior to continuing play. Additional occurrences will be handled as followed:
 - 1st Occurrence: Weapon Disqualified for remainder of Point
 - 2nd Occurrence: Weapon Disqualified for remainder of Match
 - 3rd Occurrence: Player Disqualified
- If a player is eliminated due to the negligent discharge of the replica in full auto the perpetrator will also be eliminated.
- Failure to follow this rule will result in a minor penalty being applied to the offending team.

Round Outcome Appeals

- Match outcome appeals will be permissible for 10 minutes following the conclusion of all matches in that round. The end decision rests solely on the Head Ref or Event coordinator.
- Footage must be clear and concise showing the hit. Assumptions of the projectile's flight path will not be admissible.
- If an outcome appeal is accepted the team guilty of not calling the hit will be stripped of one point and that point will be granted to the accusing team. This is not limited to one point per match.
 - **Footage of direct headshots with a visible reflection off the mask/head will result in the DQ of that player as well as the point being stripped.**
- Any arguing with event staff or aggression will not be tolerated and will be considered unsportsmanlike behavior and handled as such.

After Tourney Hit Disputes

- Cheating at SXL is not tolerated. The following will be executed on the discovery and admission of footage displaying players not calling their hits.
 - Footage will be submitted by Team Captains with match number, rough live stream time, and a narrowed window of the hit. (i.e. we will not scan through the footage to find the hit you're accusing happened)
 - Footage will be reviewed by the Head Ref and Owner of the field.
 - If deemed admissible the footage will be presented to the team captain of the accused player for rebuttal.
 - If no rebuttal the first strike on a player is handed to the Team Captain to resolve the issue.
 - If the same player receives a second strike they will be benched from TWO SXL events. The team of the banned player must participate in two events prior to the player's return.
 - Upon the players return if a 3rd strike is accrued within a year from the second strike the player will be banned for a time span of 1 year from participation in SXL events.

POINT ACCUMULATION FROM SANCTIONED SXL EVENTS

- Points will only be accumulated from sanctioned SXL events. Local field tourneys can be and are encouraged to be utilized for practice and familiarization of SXL rules and format.
 - Points will descend from 1st to a maximum of 20 teams. Any tournament with over 20 teams. Teams that place 21st and lower will not accumulate any points.
 - For example: if there are only 12 teams competing, the team that places 1st will receive 12 points, 2nd will receive 11, 3rd will receive 10, and so on and so forth.

Place	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Points	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1