

United Speedsoft Association 1v1

1 Point	Eliminate opposing player
1 Point/Target	Shoot or hit target(s)
5 Points	Find Flag First
5 Points	Hang Flag on opposing team wall within breakout box
16 Points	Max points available per ROUND

Penalty Point Deduction

-5 Points	1st Minor Penalty
-10 Points	2nd Minor Penalty - Plus Forfeit rest of match, opponent awarded max points for remaining rounds
-10 Points	Major Penalty - Plus Forfeit rest of match, opponent awarded max points for remaining rounds

Match Details: The Match consists of 3, 30 second Rounds.

- Players flip coin to determine who gets to choose which side for the ENTIRE match
- Players replica of choice is placed on the field at HOME
- Player starts out in deadbox with mag or mag adapter in hand
- Flag is hidden from players somewhere in Center Zone
- 10 second countdown begins
- START Buzzer begins the 30 second round
- Players battle to earn as many points as possible during each round
- END GAME buzzer will sound at the end of 30 seconds

Minor Penalties:

- False Start
 - The player breaks out before the buzzer. Players may "reset" themselves by going back to the start & to avoid the penalty.
- No Call hit on padded material
 - Player is hit on arm pads, knee pads, belt, loose jersey, shoes, while sliding, etc
- Blind Firing
 - See Graphic below.
- Slow Dead Man
 - Player MUST jog or run off the field with hand immediately after being shot out
- Taking Flag Off Field
 - The flag may NEVER be removed off the field by any player, at any point. Only Referees may remove the flag from the field.
- Late Flag Drop
 - Player continues to move down the field with the flag after being eliminated

Major Penalties:

- "Unauthorized FPS"
 - If gun is chrono'd after match start and is shooting above 1.1Joule or below .9Joule
- No Call Hit on Non-padded areas
 - The player is hit on Mask/head, upper body, hands, unpadded legs, gun, etc.
- Unsportsmanlike Conduct
 - Purposely overshooting, referee interference, cussing out players including teammates, fighting or threatening to fight, racism, profanity, lewd language or behaviour, blatant drug/alcohol use, and more. Referees & hosts reserve the right to use their discretion for behaviour not listed above.
- Dead Man Talking
 - Players are not to speak to refs or in-play players after being eliminated. This includes communication from the sidelines, windows during the game.
- Referee Influencing & Interfering
 - Players may not call out to referees during the game. Sentences like "Get him out" "go get him ref" "you didn't see that ref?" will be considered ref influencing
 - Stopping a ref from pulling a player or deliberately getting in the way of a ref to cause he/she to not do their job
- Intentional Self Elimination
 - Calling yourself out without being hit by a BB
- Blind Fire Elimination
 - If a player blind fires and eliminates another player while blind firing

Penalty Information:

- Penalties are reset per match. Penalties do not carry over to the next match.

General League Rules:

- All replicas must be chrono'd before each Match and shoot between .9 and 1.1 Joules
- Equipment & Gear Requirements
 - Players are required to have a tracer on the end of their gun or a hop-up based tracer
 - Field BB's Only (.25g tracer BB's) Must be purchased at EA
 - Players are required to have a jersey with their name/callsign and a number on the back of the jersey. Teams do NOT need to have matching Jerseys
 - Player must have ANSI rated full face mask
- Equipment & Gear Not Permitted
 - Flashlights, grenades, grenade launchers, RPG's, Drum mags, dummy knife
- While holding flag, it must be visible to referees at all times
- No moving barriers on purpose
- If a player is hit and quickly turns to shoot the person who hit them, that is NOT a trade. Trades are ONLY if both players are facing each other and shooting at the same time.
- All ref calls are final & challenges are not accepted unless the referees wish to accept

2026 DISCLAIMER: Rules may be added throughout the season to accommodate issues that may arise.

Blind Firing Graphic

