

United Speedsoft Association 5v5

Roster Points Cap 16

Scoring Points

1 Point Each	Eliminating Opposing Team Members
3 Points	First to grab the flag from center while staying alive
5 points	Hang the flag on opposing wall within breakout box
10 points	If player who grabs flag first is the same player to hang flag
23 Points	Max points available per ROUND

Penalty Point Deduction

-5 Points	1st Minor Penalty
-5 Points	2nd Minor Penalty
-10 Points	3rd Minor Penalty, Plus player sits out rest of match
-10 Points	1st Major Penalty
-10 Points	2nd Major Penalty
-20 Points	3rd Major Penalty, plus player sits rest of match PLUS entire next match

Match Details: The Match consists of 5, 2 minute Rounds.

- Captains flip a coin to choose what side they start on for the ENTIRE match.
- Flag is placed on center bunker at the start of every round
- 10 second countdown begins
- START Buzzer begins the 2 minute round
- SECOND Buzzer will sound randomly within the first 20 second which permits player to advance into the "Center Zone"
- Players battle to be the first to grab the flag, while trying to eliminate as many opposing players as possible and hang the flag on the opposing wall
- ELIMINATION Buzzer sounds when a team hits their button indicating their entire team has been eliminated
- END GAME Buzzer sounds three seconds after the ELIMINATION buzzer which will end that round. During those three seconds, the flag is still in play.
- Alternatively, END GAME buzzer will sound at the end of 2 minutes if neither team has been completely eliminated OR if a hang is made by either team

Minor Penalties:

- **False Start**
 - Player breaks out and/or shoots their gun before the buzzer. Player may “reset” themselves by going back to the wall & touching gun to wall to break out & avoid the penalty.
- **No Call Minor**
 - Player is hit on arm pads, knee pads, belt, loose jersey, shoes, while sliding, gun, etc
- **Blind Firing**
 - Gun must be within green box on image shown below
- **Slow Dead Man**
 - Player **MUST** jog or run off the field with hand up 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.
- **Being in Center Zone before Buzzer**
 - Player advances into the “Center Zone” before the **SECOND** buzzer
- **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 Major**
 - Player is hit on Mask/head, upper body, hands, unpadded legs, etc.
- **Unsportsmanlike Conduct**
 - Purposely overshooting, cussing out players including teammates, fighting or threatening to fight, racism, profanity, lewd language or behaviour, blatant drug/alcohol use, and more. Referees & host 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.
- **Early Buzzer**
 - Hitting the buzzer before all teammates are declared as out
- **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 or other similar phrases determined by the head referee/referee's
 - 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

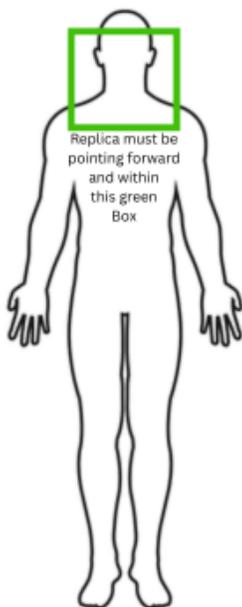
Penalty Information:

- Penalties will be served immediately and by the player who committed the penalty
- Player must serve penalty in penalty box
- Multiple players may be required to serve penalties at the same time. If a team is unable to line up before a round, that Round will be forfeited and the opposing team will be awarded max points

- Penalties are accumulated & tracked through the entire tournament Ex: If an individual player received two minor penalties during a match, when a new match starts, they still have those previously earned penalties.
- Once a player serves their 3rd Penalty, the count starts over for that player.

General League Rules:

- All replicas must be chrono'd before each Match and shoot between .9 and 1.1 Joules before each match
- Rosters are limited to 5 people, whose combined ranking may only add UP TO 16
- Equipment & Gear Requirements
 - No more than 3 Rifles on the field at a time
 - 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
- Friendly fire counts as an elimination and enemy team will be awarded elimination point
- While holding flag, it must be visible to referees at all times
- At Breakout, all players replicas must be touching wall, within the designated breakout space
- Only Captains may speak to the head ref.
- 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



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