



RULES & REGULATIONS

AS OF: 07.24.2024

RULES ARE ALWAYS SUBJECT TO CHANGE

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1. INTRODUCTION

ALL RULES ARE SUBJECT TO CHANGE THROUGHOUT THE TOURNAMENT TO ADJUST BALANCING. IF THE GAME SEQUENCE DOESN'T PLAY OUT EVENLY, WE WILL ADJUST THE FORMAT.

1.1: SUMMARY & MISSION

Texas Speedsoft League is a series of tournaments curated for the Texas scene and community. We are centered in Texas, trying to show out for the community with a never done before series of tournaments and events.

Our mission is to unite the Texas community and motivate them to new heights! Grow the scene in terms of size and skills. Awaken wants to encourage competitive spirit and push out exciting content to motivate new and interested players!

TSL is not only an Awaken tournament series either. We want to consistently expand across Texas.

1.2: SPONSORS

Our sponsors assist us in providing a majority of the prizes towards the series of events & tournaments that will run throughout the TSL season. Awaken will establish good connections with brands that truly care about the Texas scene. We want our sponsors to uphold the same quality and mindset of taking Texas to the next level!

2. TOURNAMENT STRUCTURE

2.1: SEASON SEEDING

TSL seeding will work in a way where teams will be racking up points through individual performance. Throughout the whole season, you will be representing your team. When you register, you must announce the team that you will be playing for. Your team will have a point pool where each individual team member will contribute points based on their placement in each tournament. If a team has 2 teams, the second team will gain only 50% of points gained.

Placements of each tournament for an individual will determine how many points will go into the team's overall points. At the end of TSL, after

the 5v5s, the team with the most points will be the winner of the TSL series. The individual who accumulated the most points will also be announced the MVP of TSL. You ARE NOT required to play with your own team during the 3v3 / 5v5 tournaments.

Format	Placement	Points *PER PERSON*
1v1	1st	80
	2nd	60
	3rd	40
	4th	20
	5th & UNDER	0
3v3	1st	60
	2nd	40
	3rd	25
	4th	10
	5th & UNDER	-5
5v5	1st	40
	2nd	30
	3rd	20
	4th	10
	5th & UNDER	-5
<p>The 3v3 series will contain a Round Robin stage. For each win during the round robin stage, you will gain 5 points individually that will also go into your team's point pool.</p> <p>Undeclared Bracket / No losses in GAMES = 2x your points</p>		

2.2: TOURNAMENT SEEDING

Each Tournament will have its own seeding system different from the season seeding. Tournaments will have their own unique way of seeding, mainly based on points. The 1v1s, 3v3s, and 5v5s will all be unique in the way the point system will work. In each section dedicated to the tournaments, you will find how each seeding and point system will work in detail.

3. REFEREES & FOOTAGE

3.1: REFEREE DECISION

The Referee's decisions will be absolute. There will be one head referee for all the point tracking and decision making. There will be no debating any calls even with footage from an individual's Go-Pro as it is unclear and takes away too much time from the overall tournament.

3.2: FOOTAGE REVIEW

Footage review will only be applicable for our streaming system. This is to prevent game time from being pushed back for hours and dealing with unclear footage. If you want to contest anything, we will look at it from our streaming system and its footage.

If something serious like an altercation, we will take a look at Go-Pro footage. Anything that is in violation of the field rules not related to the actual gameplay, can be determined by Go-Pro footage if it's clear and obvious to the referees.

Go-Pro Footage during Texas Showdown will be taken into consideration only once a game from each team. If the Go-Pro fails to show ABSOLUTE proof decided by the refs, the team will automatically lose the round and grant max points to the other team. Failing to provide absolute proof includes: unclear footage and footage that doesn't fully support the claim.

4. FIELD & LAYOUT

4.1: LAYOUT CHANGES

- Layouts will change between each tournament and series. For the 3v3's, every 2 weeks during the Round Robin stage, the layout will be different.
- For the Round Robin, the layouts will all be blind.
- For the 3v3 finals, 1v1's, and 5v5's, the layout will be announced the Wednesday before the tournament starts.

4.2: FIELD SAFETY & BOUNDARIES

After you are hit, you are required to go to the deadboxes to ensure you are not interfering with any of the referees. The boundaries will be from field to field. The only safety you have is the deadbox and past that into the waiting area.

5. REGULATION & EQUIPMENT

5.1: FPS / JOULE

- **MAX:** 350 FPS / 1.14 Joules with .20s / **MIN:** 250 FPS / .58 Joules with .20s
- Tracers are mandatory! MAX BBs : .28
- If we find you changed your FPS/Joules, you and your team will be automatically DQ'd from the tournament

5.2: CLASS REGULATION

Classes regulations will vary between each tournament format:

- **3v3:** At least needs to contain one PISTOL and one Lever/ Shotgun
- **1v1:** Can run any class
- **5v5:** At least needs to contain two PISTOLS / one Shotgun / Lever
- **RIFLE**
 - 5v5 / 1v1 :AMMO CAPACITY: 750 BBs
 - 3v3: AMMO CAPACITY: 250 BBs unless GBBR then unlimited
 - Rifles include: Rifles, HPA Engines, SMGs, LMGs
 - Must have a trigger guard

- **PISTOL**
 - AMMO CAPACITY: Unlimited unless HPA
 - HPA CAPACITY: 750 BBs
 - Pistols include: ATP, Pistols

5.3: FIRING MODE AND REGULATIONS

- SEMI ONLY
- No Ramping
- No Feathering
- No Binary
- No Flashlights
- No Riot Shields
- No Grenades
- No Melee Weapons
- No bringing speed loaders / BBs onto the field

5.4: CLOTHING

Teams must wear similar colors / attire with each other to make their team recognizable. Full face protection is necessary!

6. GENERAL GAME RULES

6.1: GAME SEQUENCE

- Each match consists of 4 rounds for Bracket/Round Robin Stage.
- Each match consists of 4 rounds for Tournament Stage
- Each team will play 2 attacking rounds and 2 defending rounds
- Each round will be 2:00 minutes maximum.
- Each team will start at the breakout wall.
- Before the round starts each player on the defending side must have a barrel and foot touching the breakout wall.
- Before the round starts each player on the attacking side must have be inside the breakout with gun down and facing the wall
- Each round will be started with an air horn.
- The round will end once a flag is hung or time expires, whichever comes first.
- After each round teams will be given 60 seconds to get ready for the next round .

- Teams may have "pit crews" to swap gas mags and equipment during the 60 second intermission .

6.2: ELIMINATIONS

- DEFINITION OF ELIMINATION

- A direct hit from a BB is considered as a hit. Any and all gear. attached to your body will count as a hit if a BB makes direct contact. This also includes replicas. Gun hits will count as a hit.
- If two players shoot each other at the same time, then both players are out.
- Ricochets do not count as a hit.
- Friendly fires will count as a hit.
- There is NO minimum engagement distance
- "Bang bang" , "surrender" and any verbal hits will not count.
- Blatant force trades determined by head refs will result in penalties

7. 3V3 TOURNAMENT

7.1: GAME FORMAT

The 3v3 tournament will be centered around attacking and defending the flags, while still being able to shutout games with pure eliminations.

- FLAG PLAY

- There will be one flag in play
- One team will start off attacking with the flag in their possession
- Round ends if either all 3 **attackers** are out, the flag is hung, or game clock expires
- **If flag is hung while there is someone on defending team alive, that will result in the defending team not receiving any points for that round**

- Once all the players on the defending team are out, you only have 5 seconds to be able to push up and hang the flag.
- Once defenders are out a buzzer noise will be played starting the 5 seconds to hang the flag.

7.2: SCORING

- POINTS

ACTION	POINTS	NOTES
Eliminations	1	Eliminating the opposing player
Flag Hang	2	Attacking team hangs flag
Hang Prevented	2	Defending team successfully denied flag hang
Defender Bonus	2	All Attackers Eliminated Within 30s
Attacker Bonus	2	Flag hung within 30 seconds
Flawless Bonus	3	All 3 players up + All Eliminations + defended successfully or hung successfully

- Game ties will result in a 1v1 between any chosen member of each team

- Game ties occur if after 4 rounds, all points, eliminations, round wins are all the same
- Pure Gunfight and no objectives
- 60 sec timer
- If 60 second runs out, then we run it back

7.3: PENALTIES

- STANDARD

- Penalties ensure fair gameplay for everyone
- Standard penalties will result in loss of points for the game
- Major penalties will result in greater loss of points as well as DQs

PENALTY	POINTS	NOTES
Unintentional No-Call	-3	Anything deemed as an unintentional elimination
Force Trade	-3	Intentionally going for an elimination after being hit
Slow Exit	-3	Slowly exiting the field
Off Field / Dead Communication	-3	Communication while you are dead or not on the field with your team during a live game
Equipment Violation	-3	Violating the stated equipment regulations
Field Disruption	-3	Anything deemed by the head referee as disrupting the flow of the game. This can include moving bunkers
Unsportsmanlike Behavior	-3	Not being nice :(

Referee Influencing	-3	Attempting to suggest that a call was not made / not made properly to a referee
Breakout Violations	-3	Not having gun & feet on the wall or starting early

- **MAJOR**

MAJOR PENALTY	POINTS	NOTES
Intentional No-Call	-5	Anything deemed as an Intentional Elimination
Overshooting	-5	Shooting them as they are walking off the field or just excessive shooting
Blind Fire Kills	-5	Blind firing that results in a elimination
Altercation	-10	Any altercation deemed a disruption or goes against the field's rules

- **ENFORCEMENT**

- All major penalties will apply to the team's overall points
- All major penalties will be accumulated during the day's event
- 3 major penalties will lead your team to be down 1 player
- 5 major penalties will DQ your team from the day's event
- Each major penalty will also be -2 to TSL's overall season points for you and your team
- During the 2nd stage of the tournament, 1 major penalty relief will be granted to each team, subtracting one major penalty from the total you and your team have accumulated during the

initial stage. You will still retain the -2 points for TSL's season points.

8. 1V1 TOURNAMENT

8.1: GAME FORMAT

The 1v1 tournament will focus around gun skills and objectives. It will be an attacking / defending format in which the attacker will attempt to place the flag at center x while also turning as many buttons on as possible.

- **FLAG PLAY**
 - Attacker will start off with the flag
 - There will be 3 buttons located on your side of the fifty and 3 buttons on their side of the fifty
 - Buttons must be turned on to be able to receive points
 - Flag must be placed at Center X, in the middle, in order to receive points
 - The flag does not have to be flat
 - Shooting off the flag on defending side prevents points from the attacking side
 - Flag can be thrown onto Center X
 - Round ends if either player is eliminated or game clock expires

8.2 SCORING

- **POINTS**

ACTION	POINTS	NOTES
Eliminations	4	Defeating the opposing player
Flag Placed	2	Flag placed on Center X
Early Flag Placed	2	Flag placed within the first 60 seconds
Button Press	1	Each button pressed &

		turned on
Flawless Bonus	3	3 buttons pressed + flag placed on center x
Domination Bonus	6	6 button pressed + flag placed on the center

- Game ties will result in a 1v1 between players
 - Game ties occur if after 4 rounds, all points, eliminations, round wins are all the same
 - Pure Gunfight and no objectives
 - 60 sec timer
 - If 60 second runs out, then we run it back

8.3: PENALTIES

- **STANDARD**
 - Penalties ensure fair gameplay for everyone
 - Standard penalties will result in loss of points for the game
 - Major penalties will result in greater loss of points as well as DQs

PENALTY	POINTS	NOTES
Unintentional No-Call	-3	Anything deemed as an unintentional elimination
Force Trades	-3	Intentionally going for an elimination after being hit
Slow Exit	-3	Slowly exiting the field
Off Field / Dead Communication	-3	Communication while you are dead or not on the field with your team during a live game

Equipment Violation	-3	Violating the stated equipment regulations
Field Disruption	-3	Anything deemed by the head referee as disrupting the flow of the game. This can include moving bunkers
Unsportsmanlike Behavior	-3	Not being nice :(
Referee Influencing	-3	Attempting to suggest that a call was not made / not made properly to a referee
Breakout Violations	-3	Not having gun & feet on the wall or starting early

- **MAJOR**

MAJOR PENALTY	POINTS	NOTES
Referee Pull No-Call	-5	No-Call where the Referee has to pull you off the field
Intentional No-Call	-5	Anything deemed as an Intentional Elimination
Overshooting	-5	Shooting them as they are walking off the field or just excessive shooting
Blind Fire Kills	-5	Killing someone while blind firing
Altercation	-10	Any altercation deemed a disruption or

		goes against the field's rules
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- **ENFORCEMENT**

- All major penalties will apply to the team's overall points
- All major penalties will be accumulated during the day's event
- 3 major penalties will lead your team to be down 1 player
- 5 major penalties will DQ your team from the day's event
- Each major penalty will also be -2 to TSL's overall season points for you and your team
- During the 2nd stage of the tournament, 1 major penalty relief will be granted to each team, subtracting one major penalty from the total you and your team have accumulated during the initial stage. You will still retain the -2 points for TSL's season points.

9. 5V5 TOURNAMENT

9.1: GAME FORMAT

Game format is essentially 1 to 1 to SpeedQB so we can bring something familiar at the end of the year while preparing everyone for the year to come!

- **FLAG PLAY**

- There will be two flags in play *except Round 1*
- If Round 1 is a tie, only one flag will remain in Center X for the next round
- Only one flag needs to be hung on the enemies breakout
- Both flag are eligible for points
- 2nd flag placement can either be Snake or Castle
- Flag placement will change each round
 - Flag 1: Center X / Flag 2: Variable Placement
 - Round 1: Center Flag
 - Round 2: Center Flag + Flag Placement decide by winner of Round 1
 - Round 3: Center Flag + Flag Placement decide by the trailing team based off overall points

- Round 4: Center Flag + Flag Placement decide by the trailing team based off overall points

9.2: SCORING

- POINTS

ACTION	POINTS	NOTES
Eliminations	1	1 point for each player on the opposing team.
Flag Grabs	1	First possession of the flag before the first 75 seconds of the round.
Double Flag Grabs	1	Grab both flags first within the first 75 seconds of the round.
Flag Hang	3	Touching the flag to the other team's breakout wall.
Flawless Bonus	2	Double flag grabs, and hang the flag with no eliminations on the winning team.

- Game ties will result in a 1v1 between any chosen member of each team
 - Game ties occur if after 4 rounds, all points, eliminations, round wins are all the same
 - Pure Gunfight and no objectives
 - 60 sec timer
 - If 60 second runs out, then we run it back

9.3: PENALTIES

- STANDARD

- Penalties ensure fair gameplay for everyone
- Standard penalties will result in loss of points for the game
- Major penalties will result in greater loss of points as well as DQs

PENALTY	POINTS	NOTES
Force Trades	-3	Intentionally going for an elimination after being hit
Slow Exit	-3	Slowly exiting the field
Off Field / Dead Communication	-3	Communication while you are dead or not on the field with your team during a live game
Equipment Violation	-3	Violating the stated equipment regulations
Field Disruption	-3	Anything deemed by the head referee as disrupting the flow of the game. This can include moving bunkers
Unsportsmanlike Behavior	-3	Not being nice :(

Referee Influencing	-3	*Attempting to suggest that a call was not made / not made properly to a referee*
Breakout Violations	-3	Not having gun & feet on the wall or starting early

- **MAJOR**

MAJOR PENALTY	POINTS	NOTES
No-Call	-5	Anything that is considered a no-call on a elimination
Overshooting	-5	Shooting them as they are walking off the field or just excessive shooting
Blind Fire Kills	-5	Killing someone while blind firing
Altercation	-10	Any altercation deemed a disruption or goes against the field's rules

- **ENFORCEMENT**

- All major penalties will apply to the team's overall points
- All major penalties will be accumulated during the day's event
- 3 major penalties will lead your team to be down 1 player, the player will be decided by the opposing team. Penalties will not be reset after round robin. The 3 majors are accumulated by your team, not the individual.
- 2 minor penalties = 1 major penalty
- 6 major penalties will DQ your team from the day's event
- Each major penalty will also be -2 to TSL's overall season points for you and your team
- During the 2nd stage of the tournament, 1 major penalty relief will be granted to each team, subtracting one major penalty from the total you and your team have accumulated during the initial stage. You will still retain the -2 points for TSL's season points.

10. CONCLUSION

Texas Speedsoft League is really special to Awaken as we see it as a culmination of the Texas community's dedication to the sport! TSL is for you guys at the end of the day so during the off-season, there is always something to look forward to. There are going to be prizes and more, but at the end of the day, we want everyone to just have fun and help us in growing the scene!