



Team Name	
Organizers Name	
Phone Number	
Email	
PLAYERS NAMES	Email

# The not so fine print

## Teams:

- Teams of 4 with 2 registered subs
- Sub players can be added to the team to avoid forfeiting games

## How Much:

- \$60 a team per night
- Once off \$60 registration fee per team. This rolls over if you re-register in the next season
- Pay for 10 weeks up front as a team and say goodbye to the registration fee
- Rental blasters available, and include 2 Mags, 2 Batteries, and face shield (\$15 a set)
- Forfeit fee of \$30 if forfeited with in 8 hours and \$60 with in 4 hours before game time

## Rules:

- CQB (Close Quarters Battle) rules apply
- No Blind Shooting
- No Drum Mags, No shields
- 12 years and older
- Waist-up hits, no blind-firing, no minimum range of engagement but no point-blank head shots
- Umpires ruling is final
- No alcohol to be brought on site
- No smoking in the arena
- Fair play rules (call all hits)
- All players found arguing will be yellow carded. 2 yellow cards will end with a red card and out for 5min
- All players found cheating will be red carded and taken out of the game. Final.

## What to Bring:

- Blasters, Mags, Water Bottle, Batteries, Gels, closed in shoes and Eye Protection and a bag to keep it all in

## Weather Conditions:

Games will be cancelled or postponed for

- Temps over 42 Degrees Celsius
- Heavy Rain
- Heavy Winds

## What you playing for:

- Glory and bragging rights
- Winner of 10 week comp gets next 10 week comp at 50% off
- Your team name on the trophy

All spectators and players must wear eye protection at all times.

- Games will consist of 2 X 18 min quarters
- Each quarter plays different game modes
- Each quarter will have 2 X 9 min halves (1 min to switch ends)
- Half time to refill, reload, recharge (2 min)
- Points will be tallied over the 10 week Comp and will be uploaded weekly

## Game Modes

- Team Death Match
- Capture the Flag

### Team Death Match

- **Rules**
  - Teams will have 12 lives awarded (8 re-spawns per team)
  - Re-spawn point will be home base (the umpires)
  - Waist-up hits, no blind-firing, no minimum range of engagement but no point-blank head shots
- **Aim**
  - Eliminate the opposition before they eliminate you
- **Points**
  - 1 X Point awarded for each team player left standing for both teams
  - 1 X Point for each kill from opposition
  - 5 X bonus points if game won within first 5 min
  - Max Points Awarded 21

### Capture The Flag

- **Rules**
  - Teams will have 6 lives awarded (2 re-spawns)
  - Re-spawn point will be home base (the umpires)
  - Waist-up hits, no blind-firing, no minimum range of engagement but no point-blank head shots
  - One player one flag (multiple flags can be retrieved at once but by different players)
  - Each flag retrieved resets re-spawns
- **Aim**
  - Capture the 3 flags and bring them back to your home base with out being eliminated
- **Points**
  - 1 X Point awarded for each team player left standing
  - 2 X points for each flag retrieved
  - 5 X bonus points if game won within first 5 min
  - Max Points Awarded 15

