

# **SPEC OPS PAINTBALL 3v3 SPEEDBALL LEAGUE**

OFFICIAL PLAYER HANDBOOK



Version 1.0 – February 2026

# 1. Competition Overview

The Spec Ops Paintball 3v3 Speedball League is a structured, competitive league designed for pre-booked teams.

- Competitive 3v3 speedball format
- Structured, refereed play
- Pre-booked teams only
- Season-based competition
- Reball format
- Honour-based gameplay supported by referees

**This is not a walk-on or casual session.**

## 2. Teams

- 8 teams total
- Exactly 3 players per team
- No substitutes during live gameplay
- Emergency fill-ins may be permitted only if a player is sick, injured, or unavailable and must be approved by staff. Emergency fill-ins are not permitted to rotate in and out during matches.

## 3. Season Structure

Season-based competition across multiple rounds.

Competition nights run monthly.

**On each competition night:**

- Each team plays multiple matches
- Each match is against a different opponent
- Results contribute to the overall season ladder

Each competition night runs approximately 3–3.5 hours.

Start time: 6:30pm

Estimated finish: 10:00pm

**Competition Dates:**

Competition dates are confirmed at registration and published on the Spec Ops Paintball website and social media pages.

**Finals:**

Finals follow the completion of the regular season rounds.

## 4. Costs and Fees

### **Team Entry Fee**

- \$200 per team for the entire season
- Paid once at registration
- Covers competition entry and prize pool
- Non-refundable after Round 1

### **Nightly Player Fee**

(Paid on arrival at each round)

- \$15 per player – Spec Ops Paintball members
- \$20 per player – non-members

Nightly fees contribute to referee and event administration costs.

## **5. Match Format**

- Matches are played as best of three points
- First team to win two points wins the match
- Each point has a maximum duration of 3 minutes
- If the match time limit expires with scores tied, the match is recorded as a draw and both teams receive 1 ladder point

## **6. Ladder Points System**

Ladder points are awarded per match as follows:

- 5 ladder points – win the match (2–0 or 2–1)
- 2 ladder points – win one point
- 0 ladder points – win no points

Ladder points accumulate across all regular season rounds.

## 7. Finals Structure

- All 8 teams qualify for finals
- Finals are single-elimination knockout

### Matchups:

- 1st vs 8th
- 2nd vs 7th
- 3rd vs 6th
- 4th vs 5th

Finals matches are also played as best of three points. Winners progress through knockout rounds to the Grand Final.

**The Grand Final winner is crowned Premiers.**

## 8. Titles and Prizes

### Minor Premiers

The team finishing top of the ladder after the regular season is crowned Minor Premiers.

Each player receives:

- A free 6-month Spec Ops Paintball membership, or
- A 6-month extension if already a member

### Premiers

The Grand Final winning team receives:

- Free team entry into the next tournament

## 9. Ammunition Limits

Per player, per game:

- 1 full hopper
- 2 pods

No additional ammunition is permitted during a game.

## 10. Reball Reloads

- Reload window between games: 30 seconds to 1 minute
- No reloading during live play
- Players must be ready to play when directed by referees

## 11. Equipment Rules

- Maximum velocity: 220 FPS (chronograph mandatory)
- Ramping permitted up to 10.5 balls per second
- Electronic markers permitted

## 12. Definition of Elimination

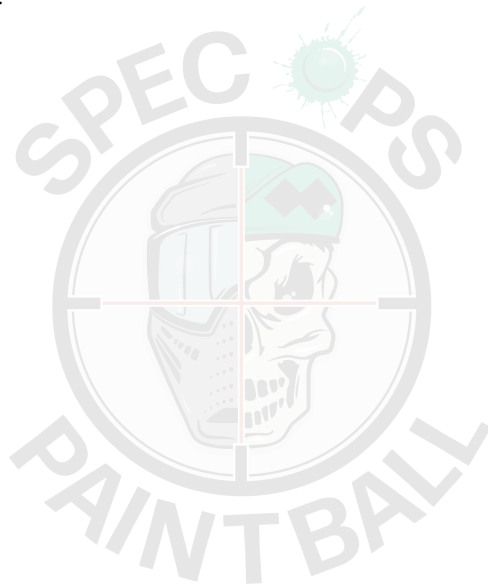
A player is eliminated if struck by a Reball on:

- Any part of their body
- Marker, loader, hopper, or pack/pods
- Clothing or gear worn during play

Ricochets off bunkers or the ground do not count.

**Eliminated players must:**

- Immediately call 'Hit'
- Raise their hand or marker
- Exit the field without delay



## 13. Conduct and Penalties

### Early Break

Leaving the starting box before the official signal:

- Player elimination or penalty

### Overshooting

Excessive firing, particularly after a player has called hit:

- Warning, elimination, or match penalty

### Physical Contact

Any physical contact with an opposing player:

- Immediate elimination
- Possible match forfeiture or removal from the event

### Eliminated Player Conduct

Eliminated players must not talk, signal, or assist teammates:

- Penalties may include player elimination or point penalty

### Bunker and Field Alterations

Players must not knock over, move, or deliberately alter bunkers.

Diving into bunkers or leaning heavily on them as part of normal gameplay is permitted. Deliberately knocking over, repositioning, or manipulating bunkers is not permitted.

## 14. Late Arrival / Forfeit Policy

Teams must be present and ready to play at their scheduled match time.

If a team is late or fails to report when called by referees:

- The team forfeits that match
- The forfeiting team receives 0 ladder points
- The opposing team is awarded 5 ladder points, recorded as a 2–0 match win
- The forfeiting team may continue playing remaining scheduled matches that night

## 15. Withdrawals and Refunds

- No refunds after Round 1

### Teams withdrawing mid-season:

- Forfeit remaining matches
- Forfeit all entry fees

Remaining teams will continue the season. Scheduling adjustments may be made if required.

## Minimum Teams

A minimum of 6 teams is required for the season to proceed. If minimum numbers are not met, teams will be contacted directly.

## 16. Registration Rules

- Team names are locked once submitted
- Team rosters are locked for the season
- Players may not switch teams mid-season
- Teams that withdraw mid-season forfeit

## 17. Tiebreakers

If teams are tied on ladder points:

- Head-to-head result determines Minor Premiers

## 18. Referee Authority

Referees may issue:

- Player eliminations
- Point penalties
- Match forfeitures
- Removal from the event

**All referee decisions are final.**

Arguments during live play are not permitted.

**Competitive on the field. Social off it.  
Play hard. Play fair. Respect officials.**

