



SPEC OPS PAINTBALL

3v3 SPEEDBALL SOCIAL COMPETITION

OFFICIAL PLAYER HANDBOOK

One day. All rounds. Finals included.

Version 1.1 – March 2026

42 The Terrace, North Ipswich QLD 4305

specopspaintball.com.au

1. COMPETITION OVERVIEW

The Spec Ops Paintball 3v3 Speedball Social Competition is a one-day competitive event designed for players who want real speedball without a season-long commitment.

This is a competitive format in a relaxed, social environment. Suitable for players with basic experience. Newer players are welcome, but this is structured competitive gameplay.

- Competitive 3v3 speedball format
 - Structured, refereed play
 - Individual or team registration
 - One-day event format
 - Reball format
 - Honour-based gameplay supported by referees
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2. AGE REQUIREMENTS

Players must be **15 years of age or older** to participate.

Photo ID may be requested on the day to confirm age eligibility.

3. TEAMS

- Maximum of 8 teams
- 3 players per team
- Players may register individually or as a team
- Solo players will be grouped into balanced teams prior to the event

If you are registering as a team, ensure your team name and players are confirmed at check-in. Team compositions are locked once matches begin.

4. ON THE DAY

Check-in opens **30 minutes prior to the competition start time**. Please arrive on time to allow for set-up, gear inspection, and marker chronograph before play begins.

- Check in at the front desk and confirm your team or solo registration
- All markers are chronographed on arrival (maximum 220 FPS)
- Player briefing held before matches begin
- Matches run continuously throughout the day
- Finals are played at the end of the event

Between matches, players are welcome to watch other games or relax at the venue.

5. WHAT TO BRING

This is a BYO gear event. Players are responsible for bringing their own equipment.

Required gear:

- Paintball marker
- Hopper
- Pod holder and pods
- Approved paintball safety mask (mandatory — no mask, no play)
- Barrel sock

Clothing:

- Long sleeves recommended
- Closed-toe shoes are compulsory
- Old or dark clothing recommended

Rental gear:

Limited rental paintball markers are available for players without their own gear. Contact us in advance to secure one.

6. MARKER CHRONOGRAPH

All markers must be chronographed before play and must not exceed **220 FPS**.

If staff have reason to believe a marker's velocity has been adjusted during the event, the player may be asked to re-chronograph. Markers found to exceed the limit after re-testing on more than one occasion may be removed from play.

7. EVENT FORMAT

One day. All rounds. Finals included.

- All matches and finals are played on the same day
- Each team plays multiple matches against different opponents
- Results contribute to overall standings
- Final standings determine finals seeding

Format may be adjusted depending on the number of teams on the day.

8. COSTS AND FEES

Ticket Type	Price
Non-Member	\$130 per player
Spec Ops Paintball Member	\$105 per player

Ticket price includes:

- Unlimited Reballs
- Unlimited air
- Referees and event management

9. 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
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10. FINALS

Finals are played on the same day at the end of the event. Final structure may vary depending on the number of teams.

11. TITLES AND PRIZES

- Winning team receives \$150 Spec Ops venue credit (shared across the team)
 - MVP recognised on the day
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12. AMMUNITION LIMITS

Per player, per game:

- 1 full hopper
- 2 pods

No additional ammunition is permitted during a game.

13. 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
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14. EQUIPMENT RULES

- Maximum velocity: 220 FPS (chronograph mandatory)
 - Ramping permitted up to 10.5 balls per second
 - Electronic markers permitted
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15. 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
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16. 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 altering bunkers is not permitted.

17. LATE ARRIVAL / FORFEIT POLICY

Teams must be present and ready to play when called by referees.

If a team is late or fails to report:

- The team forfeits that match
 - The opposing team is awarded the win
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18. WITHDRAWALS AND REFUNDS

No refunds are available within 3 days prior to the event.

Minimum Teams

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

19. 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.
