

SPEC PS PAINTBALL

5v5 GEL BALL SPEEDBALL COMPETITION

Official Tournament Rulebook

Leave Your Mark.

Play with Honour.

Win with Skill.

Version 1.0 – 2026

42 The Terrace, North Ipswich QLD 4305

specopspaintball.com.au

1. PURPOSE OF THE COMPETITION

The Spec Ops 5v5 Gel Ball Speedball Competition has been created to provide a professionally managed competition that promotes tactical gameplay, sportsmanship and the continued growth of organised speedball.

Our objective is to create an environment where experienced competitors and newer players alike can enjoy structured competition under consistent rules, independent officiating and fair play.

Winning is important.

How you win is equally important.

Every player is expected to compete with integrity, respect officials and opponents, and contribute to building a stronger speedball community.

2. DEFINITIONS

For the purposes of this handbook, the following definitions apply:

Active Player	A player who has not been eliminated and remains in live play.
Eliminated Player	A player who has been declared out after receiving a valid direct gel ball strike to the body or equipment.
Round	A single period of play with a maximum duration of three minutes.
Match	A contest between two teams consisting of up to three rounds.
Team Roster	The registered players representing a team, including reserve players.
Reserve Player	A registered player eligible to substitute into the team between matches.
Starting Barricade	The designated barricade from which a team begins each round.
Tournament Director	The person appointed by Spec Ops to oversee the operation and administration of the tournament.
Referee	An independent tournament official responsible for enforcing the rules, ensuring player safety and determining match outcomes.

3. TOURNAMENT INFORMATION

Venue	Spec Ops Paintball, 42 The Terrace, North Ipswich
Date	Saturday 22 August
Format	Indoor 5v5 Gel Ball Speedball
Minimum Age	12 years
Arrival	1:00 pm
Competition Start	2:00 pm
Estimated Finish	Approximately 9:30 pm
Minimum Teams	6
Maximum Teams	9

4. ENTRY & REGISTRATION

Team Entry

Team entry fee	\$250 per team
Starting players	Five players included
Reserve players	Up to two — \$50 per player
Substitutions	Between matches only

Entry Includes

- + Independent referees for every match
- + Tournament administration and official ladder
- + Chronograph testing
- + Post-event social gathering

On Arrival — All players must:

- Check in with tournament officials
- Ensure your Spec Ops Online Waiver has been completed before check-in
- Attend the compulsory Player & Safety Briefing
- Present their gel ball marker for chronograph testing

5. INDEPENDENT OFFICIATING

Every match is supervised by independent referees. Tournament referees are not competitors and have no involvement with any competing team. Their sole responsibility is to ensure matches are conducted fairly, consistently and safely.

REFEREE DECISIONS ARE FINAL

No protests. No appeals. No video review.

6. PLAYER ELIGIBILITY

- Minimum age: 12 years
- All players must complete the Spec Ops Online Waiver
- Players under 18 years of age must have their waiver completed by a parent or legal guardian
- All competitors must comply with this handbook

7. TEAM ROSTERS

- Teams must register with five players
- Up to two additional reserve players may be registered
- Team rosters are locked once the tournament begins
- Substitutions are permitted between matches only
- If a reserve player is required due to injury or equipment failure, they may only enter during the 30-second side change between rounds

Player Numbers on the Day

If a team arrives with fewer than five players, they may still compete provided they have a minimum of three players on the field. Teams choosing to play with fewer than five players do so at their own acknowledged disadvantage. No adjustments will be made to the match format. If a team cannot field a minimum of three players, the match is forfeited.

8. EQUIPMENT REGULATIONS

- Players must provide their own gel ball marker
- Airsoft guns are strictly prohibited
- Maximum muzzle velocity: **350 FPS**
- Semi-automatic fire only — burst-fire and fully automatic modes are prohibited
- Unlimited magazines permitted
- All markers must pass chronograph testing before competition
- Tournament officials may require additional chronograph testing at any time

9. AMMUNITION REGULATIONS

This is a gel ball speedball competition. There are no restrictions on the brand or type of gel balls used, provided they are standard water-absorbent gel balls.

BBs, metal projectiles, plastic BBs or any other hard projectiles are strictly prohibited.

10. MATCH FORMAT

Match clock	10 minutes — runs continuously, does not stop
Win condition	First team to win 3 rounds wins the match
Clock expires	Team with the most rounds won wins the match
Tied on expiry	Match recorded as a draw
Side change	30 seconds — clock keeps running

There is no maximum number of rounds within a match. Play continues until one team reaches 3 rounds won or the 10 minute clock expires, whichever occurs first.

11. MATCH PROCEDURES

- Players must begin each round with one foot and their marker touching the starting barricade
- Breaking contact before the referee's signal constitutes a false start and may incur penalties
- Teams have 30 seconds to change ends — the match clock keeps running
- The next scheduled teams must report to the marshal area immediately when called
- Failure to report or delaying the tournament may result in penalties

12. VICTORY CONDITIONS

A round is won when a team either:

- Eliminates all opposing players; or
- Touches the opposing team's starting barricade.

The first team to win 3 rounds wins the match. If the 10 minute match clock expires before either team reaches 3 rounds, the team with the most rounds won wins the match. If scores are tied when time expires, the match is recorded as a draw.

13. ELIMINATIONS

A player is eliminated when struck directly by a gel ball on:

- Body
- Clothing
- Equipment

Ricochets do not count. Overshooting eliminated players is prohibited.

Eliminated players must:

- Raise one hand immediately and clearly
- Exit the field silently and without delay

- Refrain from communicating with active players

14. COACHING & OUTSIDE ASSISTANCE

No coaching, tactical advice or communication may be provided to players during a live round by:

- Eliminated players
- Reserve players
- Spectators
- Team members not actively participating in the round

Communication between rounds is permitted. Any breach of this rule may result in penalties at the referee's discretion.

15. SAFETY REGULATIONS

- Full-face masks must be worn at all times while on the playing field
- Any player whose mask is removed or dislodged during play must immediately call themselves out
- Enclosed footwear is mandatory
- No blind firing
- No physical contact
- No climbing or moving bunkers
- No discharging gel ball blasters in safe areas

16. CONDUCT & PENALTIES

Referees apply penalties based on the nature and severity of the offence. The following penalty scale applies:

Offence	Penalty
Failure to call a valid hit (non-deliberate)	1 for 1 (offending player eliminated)
Failure to call a valid hit (obvious)	2 for 1 (2 players from offending team eliminated)
Abuse towards referees	3 for 1 or immediate eviction at referee discretion

Serious safety breaches, deliberate cheating or dangerous conduct may result in immediate removal from the tournament without further warning.

Additional examples of penalisable conduct:

- Unsportsmanlike conduct
- Deliberate equipment violations
- Dangerous play
- Delaying the tournament

17. COMPETITION LADDER

Result	Points
Win	3
Draw	1
Loss	0

Tie-breakers (in order):

1. Match wins

2. Round differential (rounds won minus rounds lost across all matches)
3. Head-to-head result
4. Sudden death — each team nominates five players for one sudden-death round. The winning team is ranked higher on the competition ladder

18. TOURNAMENT ADMINISTRATION

The Tournament Director may amend match scheduling, field allocation or competition format if required due to player numbers or operational requirements. Any amendments will be communicated to all teams before taking effect.

19. WITHDRAWALS & REFUNDS

- A minimum of six registered teams is required for the tournament to proceed
- A maximum of nine teams will be accepted
- If minimum numbers are not met, the tournament will be cancelled and all registered teams will receive a full refund
- Withdrawals made more than 7 days prior to the event will receive a full refund
- Withdrawals within 7 days of the event are non-refundable
- Entries are not transferable for credit
- Replacement players may be nominated before the tournament commences, provided they satisfy all eligibility requirements

20. CHAMPIONS WALL

Leave Your Mark.

Every tournament creates a champion. At Spec Ops, champions aren't rewarded with a cheap trophy or a cash prize.

Instead, the winning team earns permanent recognition on the Spec Ops Champions Wall — a lasting record of the teams that have earned their place through teamwork, skill and sportsmanship.

Years from now, every player who walks through the doors of Spec Ops will see the teams that came before them and the legacy they left behind.

Leave Your Mark.

Play with Honour. Win with Skill.

Compete hard.
Respect your opponents.
Respect the referees.
Call your hits.
Represent your team with integrity.
Help grow the sport.

Good luck — and Leave Your Mark.
