



OFFICIAL 2024 RULEBOOK

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1. Standard Information

- 1.0 - Players and teams are responsible for having the knowledge of the rules listed here in the Official 2024 CSL Rulebook.
- 1.1 - If there is any portion of this Rulebook that is unclear it will be up to the player, team or coach to ask for clarification on the section in question.
- 1.2 - Any omission of a rule or regulation is not a loophole.
- 1.3 - Standard field size is 100 feet long by 50ft wide.

2. Event Staff

- 2.1 - The Referee team will consist of the following:
 - 2.1.1 Head Ref - The Head Ref will be responsible for leading matches on the field
 - 2.1.2 Field Refs - Field refs are responsible for enforcing the rule set during gameplay
- 2.2 - Admin staff will be responsible for team check-in and updating the brackets
- 2.3 - The Event Coordinator will have oversight of the event as a whole and the staff involved. Final decision on Suspensions and Expulsions will be made by the Event Coordinator

3. Teams

- 3.1 - Teams that miss the check in period will not be permitted to compete.
- 3.2 - Each team can have up to 10 players on their roster. Each player will need an assigned a jersey number and name.
- 3.3 - No two teams can have the same players on their roster.
- 3.4 - Any player that plays on more than one team will be suspended from the event and all games they participated in will be counted as a loss.
- 3.5 - Players can be substituted between rounds.
- 3.6 - If a player has been removed from the game for a penalty or other unsportsmanlike conduct, Substitutes will NOT be permitted to replace that player.
- 3.7 - Once a roster is submitted, all players on that roster will locked to that team.
- 3.8 - Teams can release a player from their roster by submitting an official release to the league.
- 3.9 - All players will be limited to 1 team switch per season.
- 3.10 - Each member of a team **MUST** be wearing a chin strap on their masks.

4. Tournament Structure

4.1 Season Seeding

- 4.1.1 - The first event of the season, a team's seed will be based upon when that team registers for the event.
- 4.1.2 - After the first event teams will be seeded by their rank. Teams will be rank by their total points for the season. Teams with no points will then be seeded by when they registered for the event. A team with no points cannot be seeded before a team with points.

4.2 Season Structure

- 4.2.1 - The season will be comprised of 4 “Major” events where teams can participate and earn points.
- 4.2.2 - After the 4 Major events will be the Championship

4.3 Season Bracket Structure

- 4.3.1 - Each event will be use a Round Robin format. Teams will play at least 7 matches per event.
- 4.3.2 - Each match will consist of 5 rounds. The winner will be based on the total points for the match.
- 4.3.3 - The Bracket matchups are based on the seeding. Teams are inputted into the bracket in a snake fashion.
- 4.3.4 - In the event of a draw, winner is decided by total match wins in the event and then by the total amount of First Flag Captures.

4.4 Championship Seeding

- 4.4.1- A teams seed for the championship will be based points earned in the current seasons Major events.
- 4.4.2 - Only the top 15 teams from the season will qualify for the championship.

4.5 Championship Bracket Structure

- 4.5.1 - The Championship will have several knock out phases.
 - Phase 1** - 3 rounds of matches for teams to accumulate points. All but the bottom 2 scoring teams will advance to Phase 2.
 - Phase 2** - Each team will play 1 match. All but the bottom 2 scoring teams will advance to Phase 3.
 - Phase 3** - Each team will play 1 match. All but the bottom 2 scoring teams will advance to Phase 4.

This pattern will continue until we are left with the last 4 teams. Once 4 teams remain, they will play 1 round and the bottom 2 scoring teams will play an additional match for 3rd and 4th place while the top 2 scoring teams will play an additional match for 1st and 2nd place.

- 4.5.2 - Each match will consist of 5 rounds. The winner will be based on the total points for the match.
- 4.5.3 - The Bracket matchups are based on the seeding. Teams are inputted into the bracket in a snake fashion.
- 4.5.4 - In the event of a draw, winner is decided by total match wins in the event and then by the total amount of First Flag Captures.

5. Class Regulations and Requirements

5.1 Chrono

- 5.1.1 - All replicas must be Chrono'd prior to the start of the Event.
- 5.1.2 - Referees have the right to spot check any and all players throughout the duration of the event.
- 5.1.3 - Any player that is found shooting higher than the limit will be immediately expelled from the tournament and that team will continue a player down for the remainder of the event.
- 5.1.4 - Binary may not be on any of the 3 positions for the selector switch. If binary is found on any of the 3 positions the player will suspended from the event.

5.2 All Class Regulations

5.2.1 - All Classes will be required to use a tracer unit and tracers bb's at all times.

Tracers **cannot use a "muzzle flash" function.**

5.2.2 - Flashlights will not be permitted for any platform.

5.2.3 - The use of DIY, Drum Mags or other improvised magazines are not permitted.

5.2.4 - Each class needs to have a standard trigger guard that surrounds the trigger and attaches to the body. Extended trigger guards will not be permitted.

Class	Adapter Permitted	Magazine Type	Magazine Limit
M4/AK/SMG	No	Mid Capacity	5 Total
Pistol	Yes	Standard, Extended or M4	1 M4 or Uncapped Gas
Shotgun	Yes	Mid Capacity or Shells	6 Mags/Shells Uncapped

5.3 Rifle Class

5.3.1 Magazine Regulations

5.3.1.1 - Lower receivers that by default accept standard M4 or AK magazines will fall under the Rifle Class.

5.3.2 Semi Auto

5.3.2.1 - In all matches rifles will only be able to operate in the semi-auto function. This means that for every one pull of the trigger only one bb can be fired.

5.3.2.2 - Binary functions will not be permitted during gameplay. The use of binary will result in a suspension from the event with the option to substitute players. Furthermore the game played with binary will be counted as a loss.

5.3.3 Triggers and Operating

5.3.3.1 - Only standard triggers will be permitted for all events.

5.3.3.2 - Feathering and Walking the trigger of like nature will be permitted for gameplay.

5.4 Pistol Class

5.4.1 - Standard, extended or M4 magazines will be permitted.

5.4.2 - All pistols will have to operate in Semi Auto.

5.5 Shotgun Class

5.5.1 - The Shotgun Class is permitted to use either Green Gas/CO2 or an HPA tap

5.5.2 - All shotguns will have to operate in Semi Auto.

6. Match Structure

6.1 Match structure

6.1.1 - Each match will consist of 5 rounds

6.1.2 - Each round will have a time limit of 3 minutes

6.1.3 - At the end of the round teams will be given 60 seconds to switch sides and reload.

6.1.4 - The team with the most points at the end of the match will be the winner.

7. The Game

7.1 Game Start

- 7.1.1 - A 30 second countdown will start before the first game in a match. At 10 seconds a series of 5 beeps will sound, then a period of silence and end with a horn to start the game.
- 7.1.2 - On either side of the field will be starting "gates". Each player will need to have the tip of their replica on the starting gate.
- 7.1.3 - Players that leave the starting gate before the horn will be pulled off the field. If the player can return to the starting gate before the horn sounds they are safe.

7.2 Objective

- 7.2.1 - At the sound of a horn teams will have to work together to eliminate the other team and grab a flag located at the center of the field. Once they grab the flag they will have to carry it to the opposing teams' starting gate.

7.3 Game interruptions

- 7.3.1 - In the event a match needs to be stopped due to a technical issue, player confrontation, or other outside influences the game will be paused. Penalties will be assessed when needed and the game will restart with penalties enforced.

7.4 Win Conditions

- 7.4.1 - The first win condition is where a team successfully takes the flag from the center of the field to the opposing team's starting gate/breakout wall.
- 7.4.2 - The second win condition is only when the allotted time for the game runs out. In this case points for that specific game will be calculated in order to decide a winner.

8. Hits and Eliminations

- 8.1 - Players will have to declare themselves hit when they can either feel or hear the sound of a BB hit them or their gear.
- 8.2 - If a players replica is hit it does constitute a hit. This includes the entirety of the replica, magazine, and airline where applicable.
- 8.3 - Mutual Engagement is defined as 2 players shooting each other within a 1 second window. If a player is visibly hit then returns fire after this window it will be treated as a No Hit Call penalty. (ie "no spinning")

9. Scoring

	Points	Description
First Flag Capture	1	Teams will have to be the first to capture the flag from the center of the field.
Flag Hang	2	Teams will have to take the flag and "hang" it on the enemy starting gate.
Bonus Flag	2	Being the first to grab the flag within the first 15 seconds of the match.

10. Penalties

If questions or clarity is needed between games, Captains can approach the head ref to get clarity. Captains will be given an armband to designate who they are.

Major Penalties:

Reason	Penalty	Description
Failed Chrono	Player expulsion, Remainder of EVENT start with 4 players	When chrono'd during the event and a player exceeds the FPS/JOULE limit.
No Hit Call 1st Offense	Player Pulled, -5 Points, Loss of Round	Being hit on any portion of the players body or equipment and not calling the hit.
No Hit Call 2nd Offense	Player Pulled, -5 Points, Loss of Round, Next game/match -1 player	Being hit on any portion of the players body or equipment and not calling the hit.
No Hit Call 3rd Offense	Player Pulled, -5 Points, Loss of Round, Play remainder with -1 player	Being hit on any portion of the players body or equipment and not calling the hit.
No Hit Call 4th Offense	Expulsion from event	Being hit on any portion of the players body or equipment and not calling the hit.

Minor Penalties:

Reason	Penalty	Description
False Start	Player Pulled, -1 Points	A false start is when a player comes off the starting gate and cannot return to the starting gate before start of the game.
Blind Fire	Player Pulled	Players must be able to not only see their target but the barrel cannot go above eye level.
Moving Barriers	-1 points	Significantly moving a barrier from its original position.
Exceeding Player Limit	-2 points per player over limit	At the start of the game, team has more than 5 players on the field. Game is restarted and the violating team players a member down for round.
Unsportsmanlike Conduct	-2 points Repeat offenders will be expelled from the event.	<ul style="list-style-type: none"> ▪ Use of foul language towards another player. ▪ Communication after death including pointing at players. ▪ Yelling at a referee on or off the field. ▪ Walking through active gameplay (Players should quickly exit the field when dead). ▪ Throwing equipment. ▪ Overshooting another player. ▪ Verbal threats - Expulsion from event.

**Individual players that accumulate 3 penalties between events will be suspended for 1 event*

11. Suspensions and Expulsions

- 11.1 - Suspensions given to individual players are due to either failing to abide by the rules set forth in this rulebook or due to behavior or misconduct of the player. Teams with a suspended player have the option to use a substitute player in place of the suspended player.
- 11.2 - Suspensions given to a team will result in their dismissal from a specific event due to either failing to abide by the rules set forth in this rulebook or due to behavior or misconduct of multiple players.
- 11.3 - Expulsions given to individual players will result in the immediate dismissal of the event due to either failing to abide by the rules set forth in this rulebook or due to behavior or misconduct of the player. Teams will not be able to substitute in this instance causing them to play down one team member for the remainder of the event.
- 11.4 - Expulsions given to a team will result in their immediate dismissal of the event due to either failing to abide by the rules set forth in this rulebook or due to behavior or misconduct of multiple players. Teams will have to file an Appeal in order to participate in another event.

12. Appeals

Any team or player may submit an Appeal after a suspension or expulsion either in person at the event or file a more formal Appeal through an email to the event coordinator. Submitting an Appeal does not guarantee that the suspension or expulsion will be lifted.