

# CQB LEAGUE GENERAL RULES

## 2008-2009 SEASON

### SCENARIOS

The scenarios presented to the 2008-2009 season<sup>1</sup> are; Bomb Defusal, Hostage Rescue, Find the Flags, Capture the Flag, and Elimination. Scenarios are chosen at random when the schedule is made. Every team will know what kind of game they are playing and when, as soon as the schedule is completed.

*Bomb Defusal* games last for 35 minutes (15 minutes each side, and a 5 minute break to switch sides and re-arm), and have two opposing sides; Corporation A (C-A), and Corporation B (C-B). C-B's primary objective is to defuse the bomb before the 45 minute timer detonates the bomb. The code to defuse the bomb is hidden somewhere within the play arena<sup>2</sup>. It is C-B's primary objective to locate the code, and defuse the bomb. Secondary objectives for C-B is; a) eliminate the C-A forces<sup>3</sup>, and b) prevent C-A operatives from re-arming the bomb. One (1) point will be provided to C-B for completing each objective (a total of three (3) points can be awarded in total). C-A's primary objective is to prevent C-B from disarming the bomb. Secondary objectives for C-A is to; a) eliminate all C-B operatives<sup>4</sup>, and b) re-arm the bomb. One (1) point will be provided to C-A for completing each objective (a total of three (3) points can be awarded in total).

*Hostage Rescue* games take place over 4 matches and have two opposing sides; the Corporation A (C-A), and Corporation B (C-B). C-B's primary objective is to locate the VIP and protect him until the extraction can be completed (i.e.: escort the VIP safely to the rescue point, and wait until the armored transport arrives). Completing this objective within 3 minutes is worth three (3) points. Completing this objective within 5 minutes is worth two (2) points. Completing this objective after 5 minutes is worth one (1) point. C-A's primary objective is to prevent the C-B operatives from rescuing the VIP. This objective is worth one (1) point. There are no secondary objectives in this game type. Each side will have two (2) opportunities to rescue the VIP, and two (2) opportunities to prevent him from being rescued.

*Find the Flags* games last for 35 minutes (15 minutes each side, and a 5 minute break to switch sides and re-arm), and have two opposing teams; Side A (red team), and Side B (blue team). The primary objective for both teams in this game is to locate as many flags as possible throughout the play area. Once a flag is located it must be brought back to the team's Base<sup>5</sup>, where it must stay for points to be awarded. Flags can be stolen from your base if your team cannot protect them. One (1) point will be awarded for each flag that is in your base

at the 10, 20, and 35 minute marks throughout the game. In the event of a tie, a 10 minute round of Elimination will decide the extra point.

*Capture the Flag* games last for 35 minutes (15 minutes each side, and a 5 minute break to switch sides and re-arm) each game, and operate on the same premise as the Find the Flags game. The sole exception being; the flags are located at the opposing team's base. The opposing team's flag must be brought back to your base and must remain there until the 15, 30, and 45 minute marks for any points to be awarded. The team with the most points at the end of the game is the victor. In the event of a tie, a 10 minute round of Elimination will decide the extra point.

*Elimination* games last for 35 minutes, and have two opposing teams; Side A (red team), and Side B (blue team). The sole objective of this game is to eliminate each player off the opposing team. As players are hit, they will wait at the re-spawn area for the rest of their team. When the entire team is eliminated, one Token<sup>6</sup> is awarded to the surviving team, and all players will be called back to the Respawn area. The game will then resume. One (1) point will be awarded to the team with the most number of Tokens at the end of the 35 minute time limit.

### TEAMS

Teams will be chosen by their respective Team Captains. Players not on a team 24 hours prior to the Draft Day will be placed on a "free agent" roster for Team Captains to draft. If there are no available places on existing teams for any individuals still on the "free agent" list prior to the Draft Day, Team Captains will be designated out of the remaining players. Teams will then be assigned by the League and placed in the control of the newly appointed Team Captains. Invitations to join a team will be on a request-response basis. A Team Captain will send an invitation to join his team, and the person receiving the invitation must respond affirmatively to be added to the team. Needless to say, do not reply affirmatively if you do not intend on joining the team.

A full team roster will consist of one (1) Team Captain, one (1) Alternate Team Captain, and at least four (2) Support Members<sup>7</sup>. It will be the responsibility to identify an Alternative Team Captain and report this person to the league. At any given time, only four (4) players are allowed to play each game. These players can be rotated in multi-game scenarios (such as Hostage Rescue games). If both teams have more than 4 people in attendance, the game will be expanded to include the excess people, so long as the teams remain even strength. For example, if Team A has 6 people in attendance, and Team B has 5, then the teams may play 5 on 5.

Substitutions are allowed during the game if a team wishes to rotate team members.

There will be NO trading of players once the teams have been decided.

### STATS

Stats will be kept on a best effort basis<sup>8</sup> by the League Staff and Officials. The following stats will be recorded by the League; kills, deaths, team kills, average deaths/round, average kills/round, kill-to-death ratio, matches played, sportsmanship points, red flags, yellow flags, and black marks.

*Kills* will be determined by your team after each game. A League Official will provide the Team Captain with a number of kills they got that game and it is the Team Captain's responsibility to report each team member's kills to the League Official. This stat will be recorded for informational purposes only. It does not contribute to your team's overall ranking.

*Deaths* will be incremented each time you are eliminated. You are eliminated when a BB makes direct contact<sup>9</sup> with any point of your body. Gun hits do not count as an elimination. Once you are eliminated, you are to immediately call yourself "HIT" and make your way to the designated re-spawn area. There you will report to the Official and report that you were hit. If you communicate with your teammates after being eliminated, you will be rewarded with a Red Flag.

*Team Kills* will be incremented each time a referee sees you eliminate your teammate.

*Avg. Deaths per Round* will be a calculation based on the number of Deaths divided by the number of Matches Played.

*Avg. Kills per Round* will be a calculation based on the number of Kills divided by the number of Matches Played.

*Kill-to-Death Ratio* will be calculated as Kills divided by Deaths.

*Matches Played* will increment each time you are participating in a match.

*Sportsmanship Points* will be awarded by League Officials during each game, and one person may be chosen as the day's "Team Player". This person will receive a bonus Sportsmanship point. Alternatively, an entire team may be awarded a maximum of four (4) Sportsmanship Points (one point per person participating in the game) each day if the League Officials feel a team played professionally, maintained a positive attitude (in defeat as well as victory), and made the match an enjoyable experience for all. These points are entirely subject to the Officials' opinions.

*Yellow Flags, Red Flags, and Black Marks* are all forms of penalization. If the Officials witness any act deemed, dangerous, unsafe, excessive, or is a blatant attempt to circumvent the rules outlined for the League, a warning may be given using a Yellow Flag<sup>10</sup>. If the Official deems the offence severe, a Red Flag will be given to the penalized player<sup>11</sup>. A Black Mark will be

<sup>1</sup> Please note: These rules and regulations are subject to change at any time. During this initial pilot season, we appreciate your understanding while we iron things out.

<sup>2</sup> The code will be hidden in a different location each game.

<sup>3</sup> Each member of the team must have been killed once.

<sup>4</sup> Each member of the team must have been killed once.

<sup>5</sup> The location of the Base and the Flags may change each game.

<sup>6</sup> A Token does not count as one point, but will act as an accumulator to count total team eliminations.

<sup>7</sup> The team may reach a total size of 6 players if required. Please note, the post-season prize is based on teams of six players total. We cannot provide extra prizes beyond that of a team of six.

<sup>8</sup> Stats will be as accurate as possible; however given the fast-paced nature of the sport, we appreciate your understanding that not everything can be recorded.

<sup>9</sup> Ricochets do not count as a direct hit.

<sup>10</sup> An Official will not stop game play for any Yellow Flag penalty. A record will be kept and the penalized player will be notified after the game.

<sup>11</sup> Any Red Flag will result in immediate stoppage of the game and all players must immediately take a knee. Any player who does not comply will be given a Yellow Flag immediately. Red Flag offences will also result in a stoppage of game time, to be resumed when the issue is resolved.

given to a player who shows no regard for his fellow players, the safety rules set by the establishment (Xtreme-Tactics), or deliberately discharges his weapon at an Official. The player will be asked to leave the game, and must sit out the next scheduled game. Three (3) Black Marks will result in suspension from the League, and the player's conduct will be made public to the Airsoft community (via the MAA, or locally at XT). All penalty stats are publicly available to the community via the players' stats page.

## POINTS

There are two types of points in the CQB League; Team Points and Individual Points.

Team Points contribute to your team's ranking in the League, as well as reward you individually by giving you Individual Points. You obtain Team points by completing in-game objectives as outlined by each game-type.

Individual points are rewarded on a 1:5 ratio for each Team Point you are awarded. You must have been an Active Member in the game arena when those points were awarded in order to receive this bonus. These Individual Points are not used for ranking purposes, but rather are a reward to be redeemed for discounts off tactical gear and equipment from the Xtreme-Tactics store (<http://www.xtreme-tactics.com/store/>). The ratio of Individual points to Discount in Dollars is 25:1. So for every 25 Individual Points you redeem, you get \$1 off your next purchase.

## RANKING

Ranks are decided on overall point accumulations over the season. Team Points are accumulated from completing objectives (as outlined in each game-type), and via a total accumulation of a team's Sportsmanship Points, minus one (1) point each for each player's Yellow Flags, two (2) points each for each player's Red Flags, and five (5) points for each player's Black Marks.

## SEASON SCHEDULES & GAME DAYS

Games will take place on Wednesdays at Xtreme-Tactics (551 Ferry Rd., Winnipeg, MB, ph: 204.774.4303). The game start times will vary each day, depending on how many teams play that day, and what game-types are scheduled. More information will follow regarding exact times for games and exact days the league will play.

Sunday afternoons will be used as "spill over" days should the schedule require it.

As the season progresses, the schedule *may* change. The schedule *may* change based on the ranking of the teams in the League. After each team has played each game scenario once, the teams in the League *may* be split into two groups<sup>12</sup>; Group A, and Group B. If the League is split, teams in either Group will only play against teams from within that Group.

As an alternative, a set-schedule will also be made. This set-schedule will be determined once all teams have been registered, and stats/rankings will be live until the season's playoffs begin.

## POST-SEASON PLAY (PLAYOFFS)

The playoff season will include the six (6) top ranking teams at the end of the Season Schedule. The playoff tree will be drawn randomly, and will be an elimination-type tournament. One loss and your team is eliminated. The remaining team will be awarded the season's prize.

## PRIZES AND AWARDS

At the end of the season, the last team remaining when the post-season tournament has concluded wins the prize. The prize is designed to reward a team of six (6) players. If the winning team has more than six players, it is the responsibility of the Team Captain to divide up the prize as he/she sees fit. The league will have no control over this.

The prize is directly related to entry/registration fees for the CQB Challenge season. Please keep this in mind when you register. The more people that register, the larger the prize package will be.

## WEAPON REGULATIONS

Any and all weapons brought into XT must be chronographed before each game. Please allow enough time before your game's start time to have your weapon chronographed and magazines prepared. No weapon is allowed into the game area if it chronographs higher than 350 fps. *No exceptions to this rule.* Rentals will be provided to any person who requires a weapon.

One (1) person is permitted two (2) weapons in the game arena; one (1) Primary Weapon, and one (1) Secondary Weapon. Or; zero (0) Primary Weapons, and two (2) Secondary Weapons. Or; one (1) Primary Weapon, and zero (0) Secondary Weapons. Or; zero (0) Primary Weapons, and one (1) Secondary Weapon.

All AEGs<sup>13</sup> (regardless of type) are considered to be a Primary Weapon, and are permitted a total of 200 rounds of .2g ABS plastic BBS. These rounds must be provided and loaded by XT staff or League Staff. The recommended configuration is four (4) low-capacity magazines loaded with fifty (50) rounds each. If you do not own a weapon that can meet these guidelines, rentals will be provided by XT for any players who require a weapon (\$21 per game for rental AEGs).

All Pistols<sup>14</sup> (regardless of type) are considered Secondary Weapons, and are permitted a maximum of three (3) low-capacity magazines to a maximum of sixty (60) rounds of .2g ABS plastic BBS. These rounds must be provided and loaded by XT staff or League Staff. The required configuration is a maximum of three (3) standard-capacity pistol magazines loaded with a maximum of twenty (20) rounds each.

Grenades are permitted for use in the game arena, as long as they are approved by XT Staff prior to the start of the game. You may be asked to demonstrate the grenade for the staff at XT to verify it is safe to use. A player is permitted one (1) grenade per match.

Riot Shields are permitted for use in the game arena, as long as they are inspected by XT Staff prior to the start of the game. The riot shield must meet legal requirements. Riot shields are considered a Primary Weapon. By using a riot shield, you forfeit the use of any AEG.

## GEAR REGULATIONS

No sharp objects are permitted on your gear at any time, and your gear cannot be a safety risk to yourself or any other player in the game arena. All laces, ties, straps, and buckles must be properly secured to prevent getting caught on an obstacle in the game arena (this is for player safety as well).

Plastic/rubber knives are permitted provided all players participating in the game are aware a player is using such equipment. No real knives or blunt trauma weapons are permitted in the game arena at any time<sup>15</sup>. These items must be approved by XT Staff prior to the start of the game.

Radios are permitted and even encouraged. Please ensure your radio operates within legal parameters, and make sure you are not using the same GMRS channel as your opponent. All teams using radios are required to report their GMRS channel to the League officials before the game starts. This information will NOT be shared with the opposing team, but may be used by in-game officials to contact your team in the event a stoppage is required.

Laser Aiming Modules<sup>16</sup> and Tactical Flashlights are permitted for use.

## GENERAL SAFETY REGULATIONS

All Airsoft Weapons must be transported to and from the gaming area in a locked, capable gun case. Any breaches to this rule will result in an immediate Black Mark. This is non-negotiable, and the responsibility for the weapon resides with the owner. However, if the owner lends out a weapon and the person borrowing the weapon commits an infraction, both parties will receive a Black Mark.

Face Masks and Eye Protection is required at all times in the gaming arena, and can be provided by XT if needed. Outside masks and eye protection will be tested with a +350fps weapon at point-blank range to ensure safety rules are met.

Mercy kills are permitted within two (2) meters or less when your opponent is front-ward facing. Otherwise, you are free to shoot your opponent centre-mass only. Any infractions will result in a Yellow Card when witnessed by a Referee.

## END

<sup>13</sup> Excluding any EBB Pistols or AEPs.

<sup>14</sup> Excluding any SMG and any pistol converted to a carbine configuration. If in doubt, ask the game day Official. His ruling will be final.

<sup>15</sup> Absolutely no exceptions. This includes ASPs, batons, "billy" clubs, brass knuckles, "blackjacks", or anything that resembles such objects.

<sup>16</sup> LAMs are used with the expectation that you will not intentionally aim the beam at any person's eyes.

<sup>12</sup> This will depend on the number of registered and active teams.