



# **AWAKEN AIRSOFT LEAGUE RULES AND REGULATIONS**

# **IGNITION**

## **Season 1**

**Updated: 10.18.23**

**\*Small details subject to change\***

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**FULL  
AUTO  
ONLY**

**KWA®**

**AIRTRAC  
CUSTOMS**

**SpeedQB®**



## LEAGUE FORMAT

Season 1 of AAL will run a 3v3 tournament with a max of 8 teams. AAL will run a 6 week bracket determined by points accumulated throughout the bracket stage.

- All teams will start with 100 points.
- Every Friday, 4 teams will compete in a round robin.
- Each match will only be 3 rounds for bracket stage.
- For final stage, each match will consist of 4 rounds.
- For Grand Final Match, the match will consist of 7 rounds.
- Finals Stage will be played on the Saturday after the 6 week period.

## BASICS

- 3 Players maximum for each team.
- 350 FPS and 1.14 joules with .20s max.
- .25g bbs will be the max.
- Tracers / Tracer BBs are required.
- No blind firing.
- Full face protection.
- No cheating, IF a referee deems a certain action is cheating / unfairly favorable to one team, punishment through points or DQ will apply.
- No being toxic on field "Cursing/personal attacks against another player."

## GAMING FORMAT

- Each round will be 2:30 minutes maximum.
- The game will start once an air horn sounds.
- Round ends once ONE flag is hung or time expires.
- Before each match, each team must stake a minimum of 25 points and a maximum of 100 points.
- 3 flags will be on the field: Snake side, Castle side, and on Center X.
- Points earned will be accumulated in the winning team's "Bank".
- If a team has negative points in their "Bank", a minimum of 25 points will be staked and the flags will be placed at their 40.
- Winner of each match will receive the total amount of staked points.
- If a match ends in a tie, one more round will be played resulting in a 1v1 with any member participating from the registered team.



## SUBSTITUTION

- Subs will be allowed to switch between each round.
- IF a sub is not a registered player, the team with the unregistered player will lose that round, giving the opposing team the maximum points of 100.
- Subs will be required if a player is injured. If there is no replacement subs, the team will have to compete without the injured player.

## EQUIPMENT

- All guns must be within Chrono limit.
- 500 rounds per round.
- 30 seconds between each break.
- No Speedloader / extra mags on the field.
- Flashlights or Lasers are not allowed.
- Semi Auto only, one trigger: one BB.
- No full auto, binary, or ramping will be allowed.
- No feathering; thumb and pinky must be around the grip.
- No grenades / riot shields / melee weapons.

## HITS

- Gun hits count.
- Any equipment attached to your body that gets hit counts.
- Friendly fire counts.
- Flag hits do not count unless a body part gets hit through the flag.
- Ricochets do not count.
- No MED.
- No surrenders or bang bang.



## POINTS

This will determine the winner of each round or match.

Maximum points per match will be 100.

ACTION	POINTS	NOTE
ELIMINATION	+5	An opposing player hit.
FLAG GRAB	+15	First possession of the flag.
FLAG HANG	+25	Touching a flag on the opposing breakout wall.
BUNNY BONUS	+15	Grabbing all 3 flags first and hanging it on the opposing breakout wall.

## PENALTY

PENALTY	POINTS	NOTE
NO CALL	-25	Not calling your hit intentional or unintentional.
SLOW EXIT	-15	After getting hit, slow exiting the field.
OFF FIELD COMMUNICATION	-15	Talking when you are not playing or off the field.
DEAD PLAYER COMMUNICATION	-15	Talking when you are dead
FIELD DISRUPTION	-15	Moving a barrier
BLIND FIRE	-15	Firing without aiming down your sight
UNSPORTMAN-LIKE BEHAVIOR	-15	Talking trash or physical altercation
REFEREE INFLUENCING	-15	Implying to a referee that something should be in one's favor whether that be a play or match.
EQUIPMENT VIOLATION	-15	Not following the rules stated under equipment.

## LAST RULE

Remember to have fun!