

**G-CQB**

GUERILLA Close Quarter Battle

**RULES AND GUIDELINES**

**CANADA - Updated 8.13.2023**



## GENERAL GAME FORMAT

### GAME FORMAT (5v5)

G-CQB is played with two teams that consist of 5 players each.

The objective is Team Deathmatch.

Complete team elimination or after 3 minutes of game play most remaining players in play wins, if equal then it is a draw.

- Each team must be fully registered AND dues for first event MUST be paid up front to be a valid team in the league.
- A coin toss winner will determine the team start side; teams will switch sides after each round.
- Each match consists of 3 rounds.
- Each round is 3:00 minutes maximum.
- Round ends when a team is eliminated, or if the game clock expires.

### GAME SEQUENCE

- Each team starts at their breakout wall, inside the designated starting gate.
- All gun barrels must be physically touching the breakout wall.
- All players must start inside the breakout zone.
- Lead Official gives both teams a pre-game ready warning.
- Lead Official starts the match with Air Horn, game clock starts.
- Round ends via complete elimination or time runs out, whichever comes first.
- Once round ends, teams are given 2 minutes to reset for the next round.
- Teams are allowed "pit crews" to swap mags/equipment between rounds.

### SUBSTITUTIONS

- Substitutions are allowed between each round.
- Subs must be on the team's active roster and registered for the event.
- Penalties: It is not allowed to make substitutions for a player that is disqualified due to penalties during a match. Subs due to penalty must happen after all rounds of the match are complete.
- Injuries: if a player is injured during a match, a substitution is allowed after the round has ended. The injured player is not allowed to return to participate for the remainder of the day/tournament.
- Each player and substitute may only play for 1 team and must be pre-registered to that team via the form on [guerillafamily.ca](http://guerillafamily.ca) event page.
- All players will be on the field at the designated start time, or they will not play in the match.

### SPECTATORS

It is important for spectators to be quiet during games. This is in effort to prevent players and referees from being influenced or distracted. All non-competing players and spectators must stay in the designated areas and remain quiet when the game is live.

## SCORING

### HOW TO WIN

The team with the most eliminations win, equal scores at the end of the time limit is a draw.

- Eliminations determine the winner of each round. Win 2 rounds and continue to A side.
  - The winner of the best of 3 matches wins the round and moves on to A side, if one team wins the first two rounds, the 3<sup>rd</sup> round is unnecessary.
  - The loser of the best of 3 rounds in a match goes to the B side. These games will be played after the A side is decided.
- In the case of a draw on the match, ie, 1 win each and a draw in the 3 matches, a 1-minute TDM overtime period will start immediately, again the goal is to get eliminations, the team with the most eliminations in the overtime period will advance on A side.

### PENALTIES

Penalties and fouls are designed for fair play.

Only the head referee can administer penalties.

Penalties will result in losing points and disqualifications.

PENALTY	Eliminations	DESCRIPTION
No-call	-1	When a player does not call a hit. Intentional or unintentional.
Late-call	-1	When a player continues to make a play after he/she has been hit, before calling him/herself out.
Slow exits	-1	When an eliminated player does not exit the field quickly. When an eliminated player does not use the quickest exit.
Off-Field Communication	-1	Any communication from team/players not in the game.
Dead Player Communication	-1	Any communication from eliminated players in the game. This includes any communication, both verbal or physical by eliminated players, from the moment they are hit.
Equipment / Ammo Violation	-2	When a player uses non-regulation equipment or exceeds ammo limits. Random chronograph checks will occur.
Field Disruption	-1	When a player significantly moves barriers during a match.
Blind Fire	-2	Firing without aiming.
Unsportsmanlike Behavior	-2	Overly aggressive behavior or attitude to referees, staff, players, or spectators.
Referee Influencing	-2	Players attempting to distract or yell at a ref. Players should try their best to focus on the game, and not interact with refs. Each Ref will have a camera mounted. Cursing and swearing at ref is not permitted and will result in team DQ.

## **ENFORCEMENT**

All individual penalties are applied to the team. (No individual penalties)

Eliminations via ref penalties are applied immediately and only for that round. If a ref RED card you then you have been eliminated, arm up and walk off, each team member is expected to play within the rules and penalties effect the team by losing players immediately.

Head ref will notify each team captain of any penalties before the next round starts. If penalty occurs before the match, i.e: random chronograph check.

Team penalties are recorded for the duration of the event.

If one player is DQ'ed (3 penalties) from a team for the entire tournament. The team will have to play the rest of the game with 4 on the field.

NOTE: These penalties may seem harsh, but we are hoping that knowing that your actions will affect the outcome of your team. Play fair, play within the rules and you will get no penalties.

## **REFEREES**

The head ref will be an event staff member. Field refs will be provided by GUERILLA Family. WE WILL ACCEPT referees on a volunteer basis as well, OUR only rule for volunteer refs is that the ref must NOT be playing in the tournament.

Refs are encouraged to bring videorecorder and wear a camera for the event.

## **ELIMINATIONS**

### **DEFINITION OF ELIMINATIONS**

- Any bodily contact with a BB is considered a hit. Any direct hit on equipment that is in contact with your body is considered part of your body. This includes all gear, equipment, and replicas. Gun hits count, camera hits, dump bags or ammo pouches and patches all count.
- If opposing players shoot each other at the same time, both players are hit. Field rules are within .5 second. Both are dead.
- Dry fires do not count as a hit.
- Ricochets do not count as a hit.
- Friendly fire counts as a hit.
- No minimum engagement distance.
- No verbal hits ("bang-bang", "surrender"), raise arm and walk off the field. NO TALKING.
- No melee kills. No grenade kills.
- No overshooting or "Execution" kills, if a "vest" or softer target is available then it MUST be taken. Overshooting is defined as being shot more then 4 times with intent by the shooter to cause grief or pain in another player. Be a "dude" not a "Dick" rule is in effect.

### **PLAYER CALLING HITS**

- When a player is hit, that player must quickly and immediately exit the field towards the nearest boundary. Players must use the most direct route to exit the field.
- Players cannot verbally announce "HIT" or use any other audible signals to announce their elimination. This is to prevent hit players from communicating with their team.

## EQUIPMENT

### REPLICAS

- Open Class Division: Most types of replicas are allowed:
  - Pistol/Rifle/Shotgun
  - AEG/HPA/GBB/Spring
- General FPS/Joules = max 1.13 Joules using 0.25-gram BB's, would be under 313 fps. Actual limit may be determined by field based on hosting field's policies.
  - Players will chrono before each event.
  - Players will be spot checked during each event.
- All replicas must have a trigger guard.
- Double/extended triggers are allowed.
- No ramping, burst, binary or any advantageous programming of FCU.
- No flashlight or laser use. (Must remove battery)

### BB's and TRACER UNITS

- Tracers / Illuminated BB's mandatory, they will be checked at the start of each match by the referees. Players will not be allowed to continue without a functioning tracer unit. Backup tracer units are recommended.
- The only BB weight is 0.25-gram Bbs. This is to simplify the chronographing of guns and equalize the field.

### AMMO & MAGAZINES

1000 round max per round = All Classes

(Players can swap mags between rounds during 60 second reset, a pit crew can only help in the safe area, they must not enter the field at any time)

M4 Platform:

- PTS EPM = 6 mags per round (150 round mags)
- PTS EPM1S = 5 mags per round (170 round mags)
- ASG Murder Mag = 5 mags per round (200 round mags)
- EPM1 = 4 mags per round (250 round mags)

ARP9 Platform:

- ARP9 = 8 mags per round (120 round mags)

Mag Types:

- Rifles = Mid-Caps Only
  - EPM1 (250 rounds) is max capacity mid cap allowed - all gun classes.
- Pistols = Extended Mags and Mag Adapters OK
  - Gas Mags = no mag limit
  - Mag adapters = M4/ARP9 mag limits apply
- Shotguns = Shell Fed or Mag Adapter OK
  - No limit on total number of shotgun shells
  - Mag adapters = M4/ARP9 mag limits apply
- No high capacity/winding mags - all classes, no "Hi-Cap", Drum or Beta Mags.

### **FIRING MODE**

- Semi auto only. One trigger pull = One shot (no “feathering”)
- Multi-finger shooting is NOT allowed. (“walking the trigger”)
- No blind firing.
- Players must be looking down the gun when the trigger is pulled.
- No crack shooting, the field uses the “fist” rule, you cannot shoot through anything you couldn't stick your fist through.

### **GOGGLE/FACEMASK**

- All players must be equipped with full frontal face protection, using a google system or face mask manufactured for airsoft or paintball.
- Goggles must be always worn in the arena, chrono area, and test firing ranges.
- Masks must be worn by all people in the playing area, no exceptions.

### **CLOTHING**

- All teams must be wearing the same theme/colorway/uniform/jerseys to be easily recognizable for refs and spectators. Or don't... but really try to dress the same for quick friendly fire situations. It will also look good for team photos.

### **PROHIBITED EQUIPMENT**

- No ramping, burst, binary or any advantageous programming of FCU.
- No double triggers, binary triggers
- No grenade Launchers/Attachments. No thunderbee's/tornados/grenades
- No riot shields, No melee weapons
- No flashlights. No stationary strobe lights. No Lasers.

### **Disclaimer**

- The G-CQB management reserve the right to uphold and enforce these rulings, which may or may not be disclosed in this rule set. We can not cover EVERY possible scenario in this rule set and with hold the right to change these rules with accordance to the severity of the situation.