



Speedsoft Ruleset

World Airsoft Games 2026

By Bruce Hudson



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Field

- Field Size 36m x 18m
- Bunkers are solid wood bunkers
- Floor Surface is Wet Hockey Astro
- Hip Size Bunkers are considered jumpable except Plexi side.
- Direct jumping over or through a bunker is not allowed



Format

- A match consists of 5 rounds/ breakouts.
 - Teams have roles as attacker, defender and duel attack. The role changes after every round. Each team will play 5.
 - The objective of each match is to obtain the most points after all rounds are played.
 - Points can be earned by passing zones marked on the floor into one of the point zones holding the flag, or by touching (“hanging”) the flag on the opposing sides’ wall within the designated limits (“breakout wall”). To score, the entire body of the player, including all parts of their gear, needs to cross the marked line.
- Another way of scoring points is snatching the flag from the attacking teams or capturing the flag on the duel.
- Each round has a maximum of 90 seconds.
 - Points: Bringing the flag to one of 3 zones will result in the following points:

Own Half: 0 Points

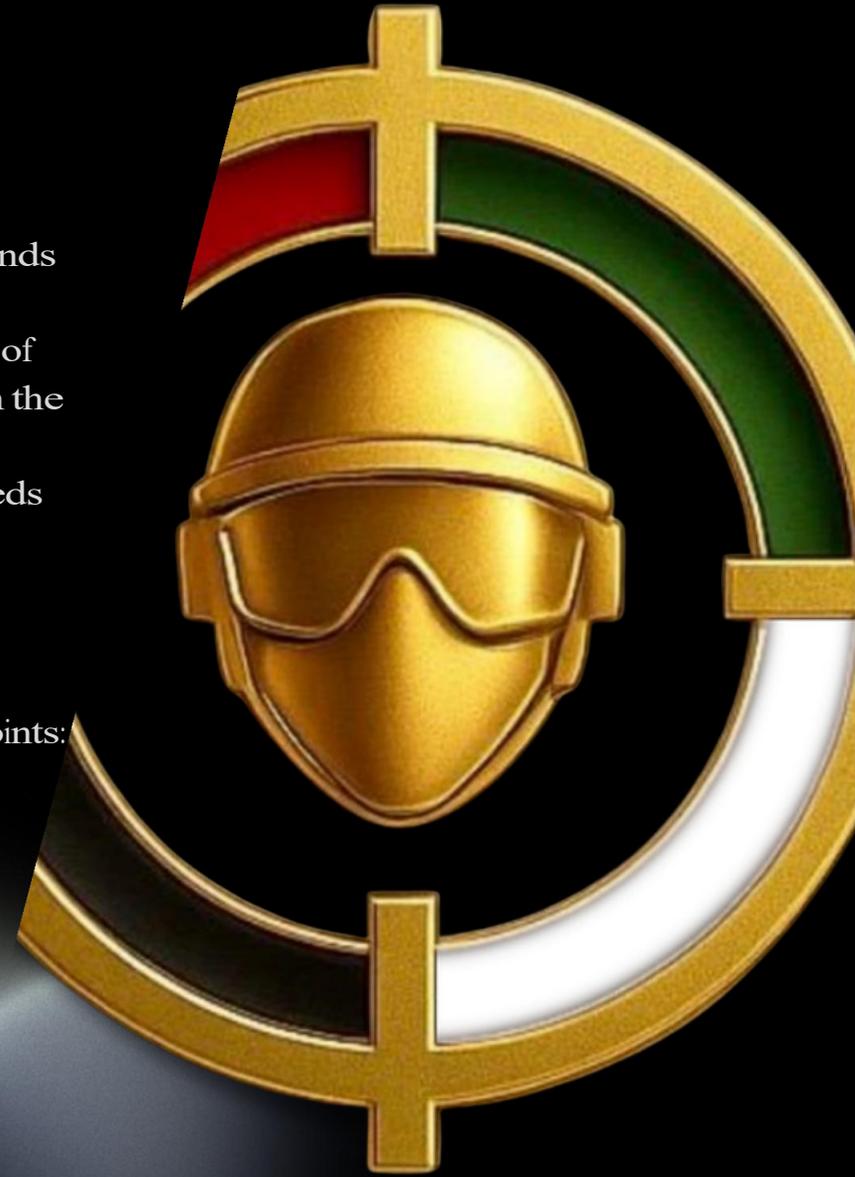
Zone 1: 1 Point

Zone 2: 2 Points

Zone 3: 3 Points

Hanging the flag will result in the following points:

Hang: 10 Points



Format

Snatching the flag in any try will stop the game and reward 5 points.

If the attackers brought the flag already into one of the scoring zones these points will be rewarded as well.

Penalties result in point deductions and or player removal from next point.

To determine the winner of a match, the team with the most points wins. In case of a draw there will not be a winner.

To determine the standings and winner of a tournament the scored points will be added together.



Referees

Referees have full power to call hits upon players and pull players during live matches.

Referees have the final call on any disagreement or decision on the field towards players, teams and spectators.

Everything a referee sees is a referee call. Referees & Host will determine the right judgement of each pull.

VAR System is in place to verify or discredit any call, upon VAR Check request or on action playback as VAR is active throughout game play and is not based on a request.

These decisions are not up for debate once confirmed by final VAR Confirmation.

Each Team can request up to 2 VAR Checks during the tournament, should the VAR Check be successful the VAR count remaining VAR Checks will not be deducted, should the VAR Check be unsuccessful the Team will lose a VAR check from available VAR Checks, however Teams are not required to request a VAR check as it is consistent and reviewed with tracking, AI and instant replays live for the stream and players to see.





Team Captains

One player from each team must take the role of team captain.

Team captains are responsible for:

- Being the contact person for the team/league communication.
- All team members' behavior, on and off the field.
- Representing the team at the team captains' briefing.
- Consulting with the head referee concerning referee decisions or VAR Requests (other team members are not allowed to do this).

Penalties



There are 3 types of penalties: Major, Minor, Disqualification

- Minor: The player receiving it will have to sit out the next round, his team plays with 4 players. -3 points are also deducted and if there are no points to deduct it will be awarded to the other team

Major: The player receiving it and another player have to sit out for the next round, their team plays with 3 players. -5 Points are also

- deducted or given to the other team.

In case of multiple penalties, they will all served at once. If a team cant have a player at the breakout wall, that round is automatically won by the other team.

- **Disqualification**

If a player or team shows aggressive behavior of any kind the referees will disqualify that player or team from the rest of the tournament.

Penalties

Major:

- No Calls: A player sitting still, a player getting hit from short range, headshots, trades
- Hot gun: Being above the joule limit
- Equipment violation: shooting burst, full auto, binary, ramping
- Dead player communication: Talking or communicating with the team after being hit
- Blind Fire: Holding the gun over eyelevel, under shoulder level, outside the ears or shooting around bunkers without looking
- Field disruption: moving bunkers
- Referee Influencing: suggesting fouls to referees during matches

Minor:

- No Calls: During Slides and runs where it is hard to feel hits, hit on belts, Pads or Guns.
- Flag throw: Throwing the flag
- Flag off field: not dropping the flag after being hit and leaving the field (other team will get a snatch) or dropping the flag too late (1m radius)



Hits



- Any bodily contact with a BB is considered a hit
- Replica hits count as hits.
- A direct BB impact on the flag while carrying counts as a player hit.
- If opposing players shoot each other at the same time, both players are hit (“trade”).
- 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”).
- No melee kills.

Weapons & Gear



- Only Speedguns and Pistols with Mag adapters are allowed as long as they shoot semi only and are within the set Joule limit.
- Double/extended triggers are not allowed.
- No ramping, burst, binary or any advantageous programming of FCU.
- Flashlights are not allowed.
- Mid Caps Only (250 rounds max per mag)
- All players must be equipped with full frontal face protection, using a goggle system or face mask manufactured for airsoft or paintball.
- No grenade launchers/attachments.
- No riot shields.
- No hand-held or mounted flashlights.
- No stationary strobe lights.



Thank You