



CONTINENTAL RUSH

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GLOSSARY

SNATCH –WHEN THE DEFENDING TEAM MANAGES TO TAKE THE FLAG.

BUZZER –BUTTON THAT ACTIVATES THE HORN LOCATED IN THE ELIMINATED PLAYERS AREA

LAYOUT –LOCATION OF ALL OBSTACLES ON THE FIELD

RAMPING –BALL LIMITATION THROUGH FCU GORILLA

TRADE –CLOSE ENCOUNTER BETWEEN TWO PLAYERS IN WHICH BOTH ARE ELIMINATED

CONTINENTAL RUSH

1. TEAMS AND FIELD

1. TEAMS AND FIELD

1.1 Teams can be formed with a maximum of 12 players.

1.2 The team captain must be a field player, has to play and can't be an external person. Team captains are in charge of:

- **Watch players behavior on their teams.**
- **Represent the team in the event organization talks.**
- **Be the person to communicate with on the team.**

1.3 If a player gets injured during a round, he/she cannot be replaced until the end of the round.

1.4 In the event that a team has less than 5 players due to force majeure (injuries, etc.), they may choose to play with a player from another team or a ringer (spectators who want to play), as long as they have not previously played. with any other team.

1.5 Layout may be new, partially new or the same for each event; it is up to the organizer.

1.6 Obstacles must be rigid and preferably black coloured.

1.7 Shifting any obstacle on purpose during a game will imply the player's elimination.

1.8 You cannot jump over obstacles nor hold on to them to gain upwards momentum (running, supporting your foot and pushing yourself upwards).

1.9 You can shoot over the highest modules, but you can only jump in order to perform this action.

1.10 Obstacles can be grasped with hands and feet only for balance and stability.

CONTINENTAL RUSH

2. FORMAT AND MATCHES

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2.1 Each match will have 4 rounds of 2 minutes. Two attack rounds and two defense rounds for both teams, regardless of snatches and flag stands. The time between rounds will be 1 minute. Time doesn't accumulate if a round ends in less than 2 minutes. There will be no tiebreaker round.

2.2 When the last attacking or defending player is eliminated, any player on the team can press the buzzer located in the eliminated players zone, which will activate a 5-second countdown. During that time the attackers will try to plant the flag or reach the points zone, and the defenders will look for the snatch. At the end of those 5 seconds the round ends.

2.3 Pressing the buzzer prematurely does not entail a penalty for any player or the team, but it does result in a penalty with points.

2.4 Whenever a snatch is made, the round will automatically end. Snatching can be done by touching the opposite exit as long as the attacking team has not pressed the buzzer. This can happen because they still have a player alive or because they are all already eliminated. Once the buzzer is pressed, you can only snatch by grabbing the flag.

2.5 During the first 25 seconds of each round the buzzer will not work. The flag can be dropped and picked up as many times as you want, but it is not allowed to throw it or leave it on top of the obstacles. The flag must be carried by hand.

2.6 2 games will always be played at the same time (4 teams). The next 4 teams have to be ready to enter the field. Teams will only have 5 minutes to get ready from the moment the second game ends.

2.7 The attacking team will appear first in the tournament app. The attacking team chooses which side they want to attack from. This side has to be the same in both attack attempts.

EXAMPLE: Team A vs Team B

First round – Team A attack and choose side.

Second round – Team B attack and choose a side.

Third round – Team A attack from the same side as before.

Fourth round – Team B attack from the same side as before.



2. FORMAT AND MATCHES

2.8 If a team does not appear on the field when it is due, the rounds will be considered lost with the maximum possible score. If the team doesn't show up for 2 rounds, the match will result in a loss for the said team 16-0 (5+5+3+3).

2.9 If a team abandons the competition in the middle of the event, it will never be able to play again and the registration money will not be refunded.

2.10 Round-robin league format. Maximum 15 teams per event.

2.11 At the end of the 4 rounds each team will have added a certain amount of points (goals in soccer). These "points/goals" will be used to see which team who has won the match.

Points given for each match are as it follows:

- **Victory: 3 points**
- **Draw: 1 point**
- **Defeat: 0 points**

In the event of a tie in the table, the difference between points/goals scored and conceded will be the tiebreaker. In the following table this value is framed in red.

J	G	E	P	GF	GC	DG	Pts
4	3	0	1	44	15	29	9
4	3	0	1	45	32	13	9
4	2	0	2	20	21	-1	6
4	1	0	3	26	42	-16	3
4	1	0	3	9	34	-25	3

CONTINENTAL RUSH

3. SCORE

3. SCORE

3.1 Points awarded for each action:

- **Snatch**..... 1 point for the defender
- **Zone 1** 1 point for the attacker
- **Zone 2**.....2 points for the attacker
- **Stand**5 points for the attacker
- **Early Buzzer while defending**..... 5 points for the attacker
- **Early Buzzer while attacking**..... 3 points for the defender
- **Taking the flag off the field**.....3 points for the defender
- **Leaving without the flag**..... 3 points for the defender

3.2 Zone points scored are never deleted.

For example: If in the first attack a player makes it to zone 2 and in the second he/she plants the flag, he/she will add 7 points in total.

3.3 Snatches give 1 point to the defending team.

For example: If the defending team snatches the opponent's first attack, they adds 1 point, but the next round they will continue to defend. In the same round the attacking team can score zone points and the defending team a snatch. If the attacker reaches zone 2 and dies and the defender snatches, the result would be 2-1.

3.4 When attacking, in order to make it into a zone, the entire body of the player carrying the flag must be within the zone. If there's any doubt, the previous area will always be given.

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4. OUTPUTS

4. OUTPUTS

4.1 Teams will start from opposite sides of the field at a wall with a framed box or similar. All the members of the team have to be in contact with the wall. They have to have a foot and the barrel inside the square when the horn sounds.

4.2 The beginning of the rounds will be announced with a horn that will sound briefly with 4,3,2,1 and at 0, which marks the start, the horn sound will be longer. A total of 4 short sounds and 1 long one.

4.3 If one or more players are not at the starting wall before the game starts, they will not be able to play that round (running late when the last honk has already sounded). If a player tries to play after the last honk, he will be stopped by the referee and put outside the field. This player shall not receive a foul. If the player goes out and shoots, he will receive a second degree foul.

4.4 If a player leaves early, leaves without touching the exit wall with his foot or the replica and realizes, if he has not shot, he can go back to exit correctly without being penalized.

4.5 When the fourth round of the second match is over, there will be 5 minutes until the first match of the next 4 teams begins. These 5 minutes will be given for teams to pick up their stuff and let the next playing team time to settle in. The organization is going to be very strict with the time between rounds.

4.6 The stopwatch will not be stopped by anyone unless the organization needs it to make a complex referee decision.

CONTINENTAL RUSH

5. WEAPONS AND EQUIPMENT

5. WEAPONS AND EQUIPMENT

5.1 The maximum power is 1.1 joules and the minimum 0.8 joules.

5.2 Semi-only pistols, mandatory ramping HPA rifles to 9bbs and electric shot by shot (non-binary).

5.3 Ball has to weight 0.25g. Mandatory green tracer.

5.4 Only MID-CAP magazines up to a maximum of 250bbs are allowed. There is no maximum number of magazines.

5.5 Before or after each round, the referees may request timing of the players and ramping control.

5.6 Extended magazines and M4 adapters are permitted for pistols.

5.7 All weapons must have a protective barrel cover on the tip between matches.

5.8 Extended triggers are not allowed and the use of trigger guards (lower trigger guard) is mandatory.

5.9 There is no minimum shooting distance.

5.10 It is mandatory to shoot with the hand that holds the grip of the weapon. With rifles it is not necessary to hold the grip completely.

5.11 It is not allowed to use flashlights.

5.12 Tracers with a flashlight tip are not permitted.

5.13 Players are allowed to share magazines with teammates.

5.14 In the game formations the maximum number of rifles will be 3 and it is not allowed to go out without a replica.

5. WEAPONS AND EQUIPMENT

5.15 Rifles must always be in contact (stock/bottle) with the player's body while shooting.

5.16 Under no circumstances players should abandon their replica during the game.

5.17 Magazines can only be collected at the end of the rounds.

5.18 Players from the same team must wear the same shirts. These must have a clearly visible number (3 digits maximum) on the back. T-shirts cannot have any type of padding.

5.19 Only elbow and knee protection may be worn.

5.20 Personal cameras inside the field are allowed. The organization may prohibit such devices from players or teams that make unethical or humiliating use of the recordings.

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6. IMPACTS

6. IMPACTS

6.1 An impact is considered to be any contact of the ball with the body, including all of the player's equipment (weapon, backpack, chargers, tracer...)

6.2 The impact must be indicated by the player by raising his hand and immediately leaving the field at the nearest end.

6.3 Eliminated players must remain silent from the moment they are hit, while they go towards the buzzers.

6.4 If two players shoot each other at the same time, both are eliminated.

6.5 In case of a dubious "trade" and ONLY if the referee sees it clearly and is on top of the action , can give continuity to the player who he believes has clearly had an impact before.

6.6 The phrase "the ball rules" applies in speedsoft too, a shot without ammunition does not count as an elimination. If there is an impact, there is a loss, if not, there isn't.

6.7 Rebounds do not count as impact

6.8 Friendly fire eliminates the hit player and can be carried out intentionally, but what is not allowed is shooting at the same time between teammates (trade on purpose).

CONTINENTAL RUSH

7. PENALTIES FOR 2ND DEGREE OFFENSES

7. PENALTIES FOR 2nd DEGREE FOULS

All second degree offenses have the following sanction:

- The player goes 1 round without playing and his team starts the next round with one less player.

If a player commits 7 second degree fouls, he/she will be eliminated from the event.

Fouls in the last round will be served in the first round of the following match.

The following are considered 2nd degree offenses:

7.1 Moving forward at the start, leaving the wall without touching it with your foot or replica and shoot.

7.2 Not calling an impact in a slide or while running.

7.3 Not calling an impact on equipment:

- **Tracer**
- **Weapon**
- **Bottle**
- **Belt**
- **Chargers**
- **Sneakers**

7.4 Taking the flag off the field.

7.5 Lebanese (blind firing) and not eliminating any player.

7.6 When a player does not leave the field immediately after being eliminated, or takes an unnecessarily long route or detour.

7.7 Be in the buzzer zone when it is not your game.

7.8 Be in the areas enabled for teams to load quickly when their team is not playing.

7.9 Throwing the flag with the intention of passing it to score, hiding it or not carrying it in your hand.

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8. PENALTIES FOR 1st DEGREE / SERIOUS OFFENSES

8. PENALTIES FOR 1st DEGREE OFFENSES

All first degree offenses have the following sanction:

- The player will not be allowed to play for the following 6 rounds and the team will start with one fewer player for the next 2 rounds.

The player who commits 4 first degree fouls will be kicked out from the event.

The following are considered first degree offenses:

8.1 Not calling a ball impact intentionally.

8.2 Not calling an impact on the mask.

8.3 When a player continues with a move, eliminating more opponents despite having received a hit (not calling a TRADE and still shooting).

8.4 Lebanese (blind firing) and eliminating a player.

8.5 When a player intentionally moves obstacles significantly, climbs them or jumps over them.

8.6 Aggressive behavior or attitude towards referees, staff, players or spectators. Depending on the level, it may imply the direct disqualification of the player. We will count unjustified overshooting as an aggression.

8.7 Any kind of disrespect, provocation or exaggerated celebration. These behaviors are outside of "fair play" and only serve to heat up the atmosphere.

8.8 In a random test, not being within the allowed joule range or taking the ramping to more than 9bbs.

8.9 Using a ball weight other than 0.25g.

8.10 Trying to actively influence the referee's decisions during the match in a negative way. (Instigate).

8.11 Giving information to players who are still active when they are eliminated.

CONTINENTAL RUSH

9. PENALTIES FOR ACCUMULATION OF FOULS

10. EXPULSIONS FROM THE EVENT

CONTINENTAL RUSH

9. PENALTIES FOR FOUL ACCUMULATION

9.1 Accumulating 5 fouls in any combination between 1st and 2nd degree fouls will imply that player's expulsion from the event.

For example: three 2nd degree fouls + two 1st degree fouls, four 2nd degree fouls + one 1st degree foul, etc.

CONTINENTAL RUSH

10. DISQUALIFICATIONS AND EXPULSIONS FROM THE EVENT

10.1 Consuming drugs within the facilities or being clearly under the influence of said substances during an event.

10.2 Giving information either orally, making gestures or moving in order to mark rivals' position. This rule applies also for the spectators.

