
REGULATIONS

ADVENTURE AIRSOFT CONTEST 2019

PYRAMIDE TOURNAMENT & ULTIMATE CONTEST AIRSOFT



A. General aspects

1. The event will include two distinct competitions, team-based competition (pyramid) and the individual competition of target shooting workshop for amateurs.
2. Timeframe 05.10.2019 from 08.30 - 06.10.2019 at 14.00
3. Location: Polygon Micești-Alba Iulia (PRO competitions) and Fortress Towers for amateur TIR
4. Fair play and safety are of paramount importance - any action that would endanger one's health and integrity is forbidden
5. All the competing teams must be present at the time set by the Organizer.

B. General rules

1. The team will enroll in the contest under a unique name and emblem.
2. **The admission fee is 250 lei/team and is to be paid within two weeks of registration in the account:**

ASOCIATIA DE AIRSOFT "SUPER DADDYS"
CIF 34424183
ALBA IULIA
STR. POLIGONULUI, NR.3, BL. D13, AP.6
UniCredit Bank
Filiala Alba Iulia
Iban cont RON: RO84 BACX 0000 0012 7665 8000

3. Minimum and mandatory protection equipment required for airsoft (boots and glasses).
4. Any blow to the body, equipment or replica obligates the player to declare himself hit and withdraw from the field in the specially designated area.
5. Ammunition is limitless but it is required to use MID-CAP, refill must not be done during the game rounds.
6. Supported Speed – 1J, Maximum accepted 1.1 J, full-auto employment outside and single-fire inside buildings.
7. The HPA lines complying with the conditions for sealing with tournament-lock specially designed and in the holder's, endowment is also accepted.
8. The weight of the accepted BBs must not exceed 0.30 g.



9. The consumption of alcohol and other hallucinogens substances is strictly forbidden during the time the team is competing, it is also forbidden to enter the competition under the influence of the above substances.
10. It is strictly forbidden to access to the marked-out areas of the polygon.
11. For breaches of points 5, 6, 7 and 8 of this chapter, detected by scrutiny by the umpires in any period as the team is still in competition, the sanction is to remove the team from the competition, of which the detected player is part of.

C. Contest Rules PIRAMIDE TOURNAMENT

1. The contest is based on the rules for death-match
2. Participating teams-16
3. The team must consist of 6 members maximum two reserves are accepted. The reserve fee is 40 lei and is to be paid within the time limit as mention above (B.2). The organizer must be notified of the presence of reserves until 03.10.2019, after that date the organizer can no longer provide them with promotional materials.
4. Player replacement can only be done between matches or between rounds, respecting the break time between the rounds and the prior announcement of the main umpire.
5. Teams are divided into 4 groups by drawing lots.
6. Each team of respective group must play all teams within that group "Best of 3-round"
7. Each game has 7 min rounds + 3 min for repositioning.
8. The core calculation in the group:
 - ✓ If all players on a team are declared removed, the opposing team wins the round;
 - ✓ If by the end of the 7 min., play time, in both teams there are valid players (survivors), the winner is declared the team that has more valid players in the field; if the number of valid players it is equals it will be declared equality;
 - ✓ If this equality situation will happen in the last round of the stages after the matches in groups, teams will play the halves until a team wins in halves of 4 min. Number of the players declared "HIT" in this decision halves, will be count with the number of "HIT" players from the last halve.
 - ✓ Each match from the halves played in the groups, it is rewarded with 2 points to victory and one point in case of equal.
 - ✓ For each team who is winning the first two halves from the stages of the matches in groups, will gain 2 points bonus at the end of each match win.
 - ✓ In case of equality in the group, the penalty shall be made in the following order:
 - a. The team is ranked superior with the lowest total time played in their own group.
 - b. It is ranked superior the team with fewest players removed in all its group outlets.
9. First two ranked teams of each group will continue the competition, they will play their group with inverse figure. At this stage of the competition all games are knockout competition. Keep the type of groups, "the best of 3 rounds".



10. The podium will be declared following small finales and big endings.
11. The matches will be supervised by 4 field umpires, plus a referee.
12. Incase of infringements of game rules, penalties are in the following order: verbal warning, removal from inning, remove from contest.
13. Other devices are not supported by the attack or defense, without the approval of the Organizer (e.g. grenade, shield, pub outings).
14. It is allowed to use only one grenade during each game round.
15. Use of grenade in buildings leads to the removal from the round of all players in the room where it landed and exploded, exception if there is an obstacle or barricade between the landing place of the grenade and player/ players, also outside of building if the player/players are outside the 5 meters radius.
16. Monitoring of the competition table:

TEAMS	A1			
	A2			
	A3			
	A4	M1=A1 vs B2		
	B1	M2=B1 vs A2		
	B2			Finala mare W M5 vs M6
	B3		M5 =W M1 vs W M2	
	B4			
	C1		M6 =W M3 vs W M4	
	C2			Finala mică L M5 vs M6
	C3			
	C4	M3=C1 vs D2		
	D1	M4=D1 vs C2		
	D2			
	D3			
	D4			

D. ULTIMATE CONTEST AIRSOFT

1. Individual contest; one member of each team can participate in the TOURNAMENT without PYRAMIDS participation fee has been paid.
2. The conditions for participation and individual competition will be here: <https://www.facebook.com/AirsoftCrossfit/>

E. FINAL PROVISION

This Regulation may be amended up to 7 days before contests or may be affected by subsequent additions.

