

Doubles Royale

Tournament Rules & Schedule

The tournament will take place over 5 stages. Each stage consists of two halves with a break between them.

Schedule:

Doors Open – 8 am

Opening Ceremonies and Rules Brief- 9:30 am

March out to Begin Stage 1- 9:50 am

Tournament Begins- 10 am SHARP!

Lunch Served: 12ish PM

Tournament Concludes- 3:00 pm

End Game Ceremonies- 3:30 pm

BYOB After Party: 4 pm**

**You must be 21 years or older to consume alcohol on the premises. Bring your own beverages. Carry in, carry out.

The Gist: Teams of 2 sign up, each team of 2 will be referred to in this document as a DUO. Prior to the start of each Stage, each DUO will be randomly assigned to play for either the Red Big Team or the Blue Big Team. The two Big Teams will then engage in a single game, swapping spawn sides after half time. The DUOs on the winning Big Team will advance to the next Stage. The losers are out of the tournament. In the next Stage, the surviving DUOs will again be randomly assigned to play on the Red or Blue Big Team. Another game will ensue. Winners move on, losers are out. Play on like so until only one DUO remains to claim the title of Doubles Royale Champions.

The Specs: Players must be 10 years of age or older to participate. This event is open to all contestants who wish to play, though there will be a cap of 40 DUOs. This is an Open-Class event. Markers of all varieties will be permitted, even paintball sling shots! 68 Cal and 50 Cal markers only. Players may bring no more than one paintball marker onto the field of play. All guns must be tuned to no more than 280 fps, shooting no more than 10.4 bps. Ramping, burst, and full auto are permitted as long as the maximum allowed bps is not exceeded. Paintball grenades, smoke grenades, rocket launchers, flash grenades and stun grenades are NOT permitted. This is a field paint only event! Any player seen attempting to enter the field of play with foreign paint will be INSTANTLY DISQUALIFIED! All markers will be chrono'd prior to the start of each *half* of play. Refs reserve the right to chrono players during play.

If you lose, you may watch the remaining stages of the competition or enjoy casual games on the other fields with the General Public.

NXL Paintball Elimination and Enforcement Rules shall be in place, specifically, [Rule 10](#) regarding Hits and Eliminations. In short, players are responsible for calling their own hits and checking themselves for hits. When unsure, a player must call for a paint check and may not resume play until checked by a ref. Dead players must move swiftly off the field of play or back to their respawn zone. WIPING any paint off any part of your equipment except your goggles is forbidden and will be enforced accordingly. Players are responsible for clearing their hits prior to respawning or starting a new point. Uncleared hits are liable to be called out. All calls made by refs on the field are final. Arguing with a ref is considered unsportsmanlike conduct and penalties will be assessed accordingly. Players caught repeatedly violating the rules will be referred to ownership for review. Ownership reserves the right to eject any player and their DUO teammate from contention for any reason. Players caught loading foreign paint into their marker, magazines, pods, or hoppers will instantly be ejected from the contest.

When assessing minor and major penalties, the teammate(s) nearest to the penalized player will be called out. Penalized players must respawn or wait until the next point.

Stage 1: SlapStick Domination on the Forts

- Timing: 2x 15-minute halves.
- Objective: Players must control the slapsticks by pushing their team's color in AND at least one player on that team must be within 3 meters of the slapstick to earn points.
- Points: Each half will be composed of 15 scoring minutes. At the end of each scoring minute, teams will be awarded 1 point for each controlled slapstick.
- If necessary, a no respawns game of Fort Clash will serve as a tie breaker. See Semi Finals section for rules.
- Respawns: Endless. Dead players must return to their starting fort and touch the back wall of their fort to respawn.
- Teams will swap spawns at the start of the 2nd half.
- The DUOs on the winning team will advance.

If necessary due to too few teams signing up, the losers from Stage 1 will play a Round Robin on the Hyperball Pitch to ensure an adequate number of teams for the remainder of the tournament. See Stage 4a

Stage 2: Neutral FlagBomb on the Road

- Timing: 2x 10-minute halves.
- Objective: A player must take the flagbomb and deliver it to the enemy team's Goal Rope. If the player carrying the flag becomes dead, that player must return the flag to its start, then respawn. A delay of game Major Penalty will occur if a player fails to promptly return the flag when eliminated.
- Points: Each flagbomb delivered will award 1 point. The clock will stop after a flag is delivered, giving players and refs a chance to reset. All players must reset to their starting points after a point is scored.
- If necessary, a no-respawns tie breaker round will be played. The first team to deliver a flagBomb, or the team with the most live players after 7 minutes will be declared the winners.
- NOTE: the refs reserve the right to call TIMEOUT to inspect a flagbomb carrier upon delivering the flagbom to the goal. During the TIMEOUT, all players must stop shooting and stay in their

current location. If the flagbomb carrier is discovered to be hit, the score will not count. The flag will be reset, then play will continue.

- Respawns: Limited. Dead players must tag their respawn rope to respawn. Players may respawn only if the Flag is at its starting point. No respawns after the flag has been taken. If a flag carrier is eliminated, players in the dead box may Respawn after the flag is recentered.
- Teams will swap spawn at the start of the 2nd half.
- The DUOs on the winning team will advance.

Stage 3: Single Flag CTF on the Trenches

- Timing: 4x 8 minute periods
- Respawns: One respawn 4 minutes into each period, dead players must be in their deadbox before the 4-minute mark to respawn.
- Objective: The team spawning to the North is on offense, the team spawning South is on Defense. The offense must steal the defender's flag and return it to the goal.
- Points: Grabbing the flag is worth 1 point, delivering it to the goal is worth 1 point.
- NOTE: the refs reserve the right to call TIMEOUT to inspect a flag carrier upon delivering the flag to the goal. During the TIMEOUT, all players must stop shooting and stay in their current location. If the flag carrier is discovered to be hit, the score will not count. The flag will be reset, then play will continue.
- Teams will alternate playing offense and defense, with each team getting 2 rounds each to play offense. In the event of a tie, overtime rounds without respawns will be played until a winner is declared. In the event that it becomes mathematically impossible for a team to earn enough points to force a tiebreaker, the Stage will end prematurely.
- After every 2nd period, teams will be given time to return to the safe zone for air and paint.
- The DUOs on the winning team will advance.

Stage 4a: Single Round Robin knockouts

- Only to be played if more than 4 teams remain at the end of Stage 3. If necessary, the remaining DUOs will play a single round robin mini-tournament. Each DUO will play against each other DUO in a 2v2 on the Hyperball Pitch. The 4 teams with the most wins will advance to the Semi-Finals. If necessary, another round robin will ensue until a 4th winning team emerges.

Semi Finals: (2 DUOS v 2 DUOS) Forth Clash

- Timing: 2x 15-minute halves
- No Respawns until a point is scored.
- Teams must begin within the walls of their fort to start each Point. All players must vacate their fort immediately at the start of each point.
- Objective: Raid the opposing team's fort and ring their Bell. Players reset and respawn after a Bell is rung. The clock will stop for 30 seconds to give players time to reset and respawn. Players who fail to reset in a timely fashion will be declared out when the point starts.
- Points: Teams earn one point for each player alive when a Bell is rung.
- Tiebreaker: A single round of elimination on the Hyperball Pitch will be played to determine the winners.
- Teams will swap forts at the start of the 2nd half.

- All DUOS will move on to the Finals Stage.

Finals: Hyperball

- The losers from the Semi Finals will play for 3rd Place, the winner from the Semi Finals will play for the Championship.
- Timing: 10-minute match for 3rd place match, 15-minute match for the Championship. Players will be allotted a brief period to reset and reload after each point. Teams in the 3rd place match will each be given one 2-minute time out. Teams in the Championship match will each be given two 2-minute timeouts.
- Objective: Tag the opposing team's starting table.
- Points: 1 point for each table tagged. If a team is completely eliminated, the other team has 15 seconds to tag the table, otherwise the point ends with neither team awarded a point.
- Players caught wiping their hits or attempting to play on will forfeit the point and the other team will be awarded 1 point.
- If necessary, overtime points will be played until a winner prevails.
- No Respawns until a point is scored.
- Teams will swap sides at the start of the 2nd half and again at the start of overtime.

Hidden Idols

In the Elimination Stages, Hidden Idols can be found and activated to grant a DUO power to change the game. Each Idol's activation rules will be written on the parchment that accompanies it.

The Team Swap Idol will grant a DUO the power to force a DUO on the Red Big Team to swap teams with a DUO on the Blue Big Team. The DUO which plays the Idol may be, but does not have to be, one of the DUOS that swaps teams. The Team Swap Idol can be played *before* the Start of the 2nd half of Stage 1, *before* the start of the 1st or 2nd half of Stage 2, *before* the start of the 1st or 3rd period of Stage 3, or *before* the start of the 1st half of the Semi Finals.

The Hidden Immunity Idol will grant a DUO the power to save a DUO, including their own, from elimination from the contest. The Hidden Immunity Idol must be presented *before* the final score is read at the end of Stage 1, 2 or 3.

Contingencies for uneven teams

In the event an odd number of Duos makes the team sizes uneven, the following contingencies will occur:

- If an odd number of DUOS sign up to play the contest, a DUO of bots will be fielded by Action Games to play Stage 1. The bots will play with Rental Guns.
- If there are uneven teams at the end of Stage 1 or 2, the Action Games referee crew will vote for one DUO from the losing team of Stage 1 or 2 to advance.
- If there are 3 DUOS remaining at the end of Stage 3, the loser of Stage 3 will play a single elimination Round Robin on the hyperball pitch to determine the 4th Duo.

Uneven teams can result from a successfully played Immunity Idol. Such an occurrence would trigger an uneven team contingency

Action Games Paintball is a family-friendly venue, and we ask all players to remain respectful and demonstrate positive sportsmanship during the event. Please refrain from physical altercations and from using foul or offensive language. Calls made by referees are final. Any attempt to physically or verbally abuse or accost a member of the Action Games staff will result in immediate ejection from the grounds.

PLAY SOBER! Consuming alcohol or recreational drugs impairs your ability to safely handle and operate a paintball gun. Any player seen consuming such substances is **DONE PLAYING PAINTBALL!**