



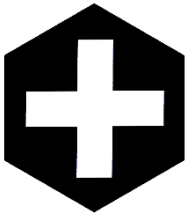
THE
Airsoft[®]
League

League Game Modes

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Document Details

Version	Draft / Approved	Date	Author / Editor	Details
01	Approved	02/01/25	JD Fyfe	Updated from SAL Laws
02	Approved	17/01/25	JD Fyfe	Change to 'Game Modes' from 'Types'



SURVIVE

Survival - *SpawnBX*TM

A *SpawnBX*TM will be positioned at each Team's *reSpawn* Area, including a *SpawnClock* which shall display the time remaining in the Match. Interference with or moving of the *SpawnBX*TM will constitute Foul Play.

The *SpawnBX*TM shall contain, timers, countdowns, counter, displays and other such technology as is approved and introduced by The League.

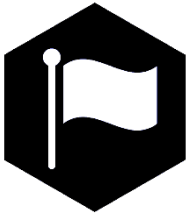
Players Hit during play MUST return to the *reSpawn* Point/Base and have their *reSpawn* recorded by Marshall, *SpawnBX*TM and/or such technology approved and introduced by The League.

Each *reSpawn* will take five (5) seconds before the Player is released to return to Play.

Scoring

The Team who has the **lowest** recorded *SpawnBX*TM count (lowest number of *reSpawns*) at the end of the Match will score **three (3) League Points**.

If the Team has a ZERO recorded *SpawnBX*TM count AND the opposing Team has at least one recorded *SpawnBX*TM count at the end of the Match, this shall be deemed a '**Wipeout**', and will score **one (1) Bonus League Point**.



CONTROL + SURVIVE

Survival - *SpawnBX™*

As detailed previously.

Objective - *ControlBX™*

An odd number of *ControlBX™* will be positioned at various Points around the Arena, and shall display whether the Point is controlled by the Team designated Yellow or Blue, or whether it is under the control of neither Team.

Interference with or moving of any *ControlBX™* will constitute Foul Play.

The *ControlBX™* shall contain, timers, countdowns, counters, displays and other such technology as is approved and introduced by The League.

Players must activate the mechanism by such method as agreed by The League before the *ControlBX™* is deemed to be in the control of the Player's Team.

If the Player is Hit during said activation is complete, the activation will FAIL, and they must release the mechanism and step clear of the *ControlBX™*.

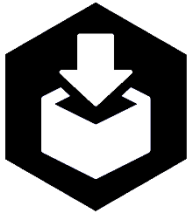
Scoring

The Team who controls ALL five (5) of the *ControlBX™* at the end of the Match will score **three (3) League Points**.

If the Team controls **ALL** of the *ControlBX™* at the end of the Match - this shall be deemed a '**Wipeout**', and will score **one (1) Wipeout League Point**.

The team with the **lowest** number of *reSpawns* will score **one (1) Survive League Point**.

NB Objectives will ALWAYS score higher than Survival.



PLUNDER + SURVIVE

Survival - *SpawnBX™*

As detailed previously.

Objective - *PlunderBX™*

A *PlunderBX™* will be positioned at each Teams Base, in a distinct location separate from the Teams' *reSpawn* Point, as determined by the The League.

Interference with or moving of the *PlunderBX™* will constitute Foul Play.

The *PlunderBX™* shall contain, timers, countdowns, counters, displays and other such technology as is approved and introduced by The League.

The *PlunderBX™* cannot be removed from its Location at the Team Base, and may ONLY be used to contain recovered *LootBLX™*.

Objectives - *LootBLX™*

Eleven (11) *LootBLX™* will be scattered around the Arena, these will be of equal size, shape and value as determined by the The League.

Players must find and pick-up the *LootBLX™* and return them to their Team's *LootBLX™*.

Players may only carry ONE (1) *LootBLX™* at a time.

Players may PASS *LootBLX™* to each other hand-to hand ONLY, they must not be thrown.

Players Hit whilst carrying a *LootBLX™* must drop it to the floor and call their Hit.

Players may Loot the other Teams Base and remove a single *LootBLX™* to carry to their Base.

Scoring

The Team who has collected the majority of the *LootBLX™* and holds them WITHIN their *PlunderBX™* at the end of the Match will score **three (3) League Points**.

If the Team holds ALL eleven (11) of the *LootBLX™* in their *PlunderBX™* at the end of the Match and their opponents hold NONE in their *PlunderBX™* - this shall be deemed a '**Wipeout**', and shall score **one (1) Wipeout League Point**.

The team with the **lowest** number of *reSpawns* will score one **(1) League Point**.

NB Objectives will always score higher than Survival.



UPLOAD + SURVIVE

Survival - *SpawnBX*TM

As detailed previously.

Objective - *SatBX*TM

A *SatBX*TM will be positioned within the Arena, at the discretion of the SAL.

Interference with or moving of the *SatBX*TM will constitute Foul Play.

The *SatBX*TM shall contain, timers, countdowns, counters, displays and other such technology as is approved and introduced by The League.

Players must hold their Team's designated (Yellow or Blue) upload mechanism to accrue time for their Team.

If the Player is Hit during said accrual, the Player must release the upload mechanism, which will stop the timing for their Team, and the *SatBX*TM will be reset.

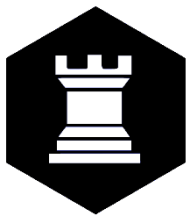
Scoring

The Team who has accrued the majority of upload time on the *SatBX*TM by the end of the Match will have been deemed to have uploaded sufficient data to secure tactical advantage and will score **three (3) League Points**.

If the Team has accrued upload time on the *SatBX*TM by the end of the Match and their opponents have accrued NONE - this shall be deemed a '**Wipeout**', and will score **one (1) Wipeout League Point**.

The team with the **lowest** number of re*Spawns* will score **one (1) Survive League Point**.

NB Objectives will always score higher than Survival.



HOLD + SURVIVE

Survival - *SpawnBX*TM

As detailed previously.

Objective - *HoldBX*TM

Three (3) *HoldBX*TM will be positioned within an area designated *The Castle*, at the discretion of the League.

Interference with or moving of any *HoldBX*TM will constitute Foul Play.

The *HoldBX*TM shall contain, timers, countdowns, counters, displays and other such technology as is approved and introduced by The League.

Team Players must have ALL three *HoldBX*TM in their designated (Yellow or Blue) colour AT THE END OF THE MATCH to be said to have HELD *The Castle* (recorded by such technology as determined by The League) for their Team.

If any of the three *HoldBX*TM are changed to the opposite team colour, the HOLD is broken, and the Team no longer Holds *The Castle*.

Scoring

The Team who has ALL three *HoldBX*TM in their designated (Yellow or Blue) colour AT THE END OF THE MATCH to be said to have HELD *The Castle* and will score **three (3) League Points**.

If the Team has HELD *The Castle* at the end of the Match and their opponents have never activated a *HoldBX*TM to their designated (Yellow or Blue) colour (recorded by such technology as determined by SAL) this shall be deemed a 'Wipeout', and will score **one (1) Wipeout League Point**.

The team with the **lowest** number of reSpawns will score **one (1) Survive League Point**.

NB Objectives will always score higher than Survival.