

// V.1.10.2025



Field size and structure

- Recommended size of the field is 18m x 35m. Smaller and bigger fields are allowed as well.
- Field is advised to have hardcover bunkers, Sup air bunker are allowed as well. The field is responsible for the layout.

Field boundaries and safety

- Shooting under bunkers or through gaps that are not intended to be there is not allowed.
- All hip-sized bunkers are considered jumpable ones, except the outside of "plexi".
- Direct jumping over or through a bunker is not allowed.

Pulse Format

- A pulse match consists of 6 rounds/ breakouts.
- Teams have role as attacker and defender. The role changes after every round. Each team will play 3 times as attacker and 3 times as defender.
- The objective of each match is to obtain the most points after all rounds are played.
- Points can be earned by passing marked lines 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*"). In order 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.
- 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 in the 3 tries a team has per match will result in the following points:

Try 1: 12 Points

Try 2: 11 Points

Try 3: 10 Points

Snatching the flag in any try will stop the game and reward always 5 points. If the attackers brought the flag already into one of the scoring zones these points will be rewarded as well.

The maximum points a team can score in a match is 48 Points.

In order 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. Fields can decide if they want to play a knockout phase or just a round robin.

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. These decisions are not up for debate.

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 (other team members are not allowed to do this).

Penalties

There are 3 types of penalties: 2nd Degree, 1st Degree, Disqualification

2nd Degree: The player receiving it will have to sit out the next round, his team plays with 4 players. -3 points is also given to the team

1st Degree: The player receiving it and another player have to sit out for the next round, their team plays with 3 players. -9 Points is also given to the team.

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

Disqualification

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

1st Degrees:

- 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

2nd Degrees:

- No Calls: During Slides and runs where it is hard to feel hits, hit on belts, backpacks, guns, chesttrigs
- 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 to 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:

- All Replicas 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)
- 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.

Rights of Fields:

- The field is responsible for the execution of the rules and tournaments.
- Different game modes such as: GBB only, pistol only, Shotguns only, Sniper only can be done.
- Fields are advised to use challonge.com to structure their tournaments, however fields can use their own software if they wish to.
- Fields can setup entire league systems using the Pulse format.
- Fields can decide which brands they want as sponsors for their field.
- Fields can broadcast their tournaments.
- Players and fields can send montages or aftermovies to info@pulse-worldwide.com in order to get featured on the the Pulse YouTube Channel.
- Fields are not allowed to create their own merchandise using the Pulse logo/identity, there can be collaborations between fields and Pulse.
- For more info contact Pulse under info@pulse-worldwide.com