

hHot Pot 5v5 Ruleset

Safety

- No physical contact with other players.
- Players and spectators must wear eye protection.
- If you are tagged or otherwise must step out of the game, raise your hand and/or blaster and **quickly** exit the field.
- 220 FPS flat cap (taken over a 5 shot average with fresh worker HE darts). Only half-darts, full length darts, and rival balls are allowed. Unsafely constructed or highly FPS variable blasters will not be allowed.
- No lasers, flashlights, or strobe lights, shields, or melee.

Gameplay

- A player is tagged when an enemy dart contacts their person, clothes, hair, blaster, or gear.
- No bang-bang, muzzle taps, or hand tags. There is no minimum engagement distance, but players can surrender at any time.
- Friendly fire and ricochets do not count as tags.
- No scavenging darts during rounds.
- Players can drop/share magazines or blasters when they are in play. Tagged players cannot drop, throw, or pick up anything.

The Gamemode

- Matches are 5v5. No alternates or coaches are allowed to interfere once a round has started.
- 120 darts per team per round. This will be checked by refs before every match.
- Each team will start in front of their spawn bunker with their muzzle touching it.
- The referee will confirm with both teams that they are ready, then start the game.
- The game lasts 2 minutes.
- There are 3 possible outcomes to a match:
 - A team eliminates all opposing players and earns a point.
 - A team captures the objective before they are all eliminated and earns a point.
 - Neither team is eliminated or captures the objective and no point is awarded.
- There are no respawns. When a player is tagged out they may make callouts **after** they are behind the rear boundary.
- At the 1 minute mark the bucket will activate.
- Holding any button on the bucket for 3 seconds will end the game and reward a point.
- If no team claims the bucket, there are players remaining on each team, or the final players trade out, no points are awarded.
- This tournament will be a round-robin format. The team that ends the day with the most points wins.

Enforcement

- There will be at least two referees watching every match.
- This event is intended to be a learning experience, so penalties will be lenient.
- These infractions will result in a player being considered tagged out of the round:
 - False start
 - Stepping out of bounds
 - Making callouts before reaching your spawn point
 - Substantially moving cover
 - Blind firing
- There will be a zero tolerance policy for:
 - Intentional physical contact
 - Ignoring referees
 - Clearly ignoring tags
 - Inappropriate conduct
 - Circumventing equipment rules