



**NEW LEGEND
AWAITS**

- PEWPEW GUNFIGHT GRAND PRIX -

PewPew Gunfight Grand Prix Season 2

Regulation & Rulebook

Ver. Pistol 2.0

POINTS SYSTEM / QUALIFYING MATCH / 1V1 DOA

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SEASON & COMPETITION FORMAT

PewPew Grand Prix operates on a separate six-month season system. Season 1 was an experimental season. After each season, the scoring rules and rank promotion/demotion system may be adjusted for balance.

At the end of each season, the three highest-ranked participants among all players in the current season are eligible for the PewPew Airsoft "Super Surprise" prize draw.

Prizes and rewards may be updated each season.

Competition Format:

The format is adjusted according to participant numbers and may include, but is not limited to:

- Double-elimination
- Standard points competition
- Single-elimination

Points:

1st Place +75 2nd Place +60 3rd Place +50

Penalties:

Last Place -75 2nd Last -60 3rd Last -50

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MATCH FLOW

Each regular competition day will have its detailed format determined according to the number of registered and actual participants.

Each individual match is Best of 3.

The final match of the day is Best of 5.

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PLAYER RANK PROMOTION & DEMOTION

All players initially start at Rank 0, the unrated/new-player rank.

For all Rank 0 players, their first competition is treated as a placement match. Normal points earned during the placement match are doubled. Additional points are calculated separately.

Each rank contains 100 rank points. Whenever a player accumulates 100 or more points, they advance to the next rank. Any excess points carry over to the next rank.

Regardless of how many points a player loses in a competition, the player's points can drop to a maximum of 0 points during a single competition. This is the rank protection mechanism.

If a player has 0 points and loses points again in their next competition, they are demoted to the previous rank.

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PLAYER RANK PROMOTION & DEMOTION

Rank Example:

Player A is currently Rank 3 with 10 rank points.

In the current competition, Player A receives a net score of -20 points.

At the end of the competition:

Rank: 3

Rank points: 0

The rank protection mechanism is triggered.

If, in the next competition, Player A's net score would cause their rank points to fall below 0, they will be demoted by one rank.

Final rank: Rank 2.

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EQUIPMENT BONUS POINTS

Unless otherwise specified for a special event:

Standard Protective Equipment:

Eye protection + face mask + gloves + tactical belt only.

Wearing plate carrier **-10 points**

Wearing a tactical helmet: **-5 points**

Using tracer unit **-5 points**

Wearing tactical/heavy duty boots: +5 points

Reckless Knife Runner — +50 points

Competing using only a safe melee weapon. No other bonus-point categories are counted.

Sniper Elite — +20 points

Competing using a bolt-action sniper rifle. No other bonus-point categories are counted.

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FEMALE PLAYER EXCLUSIVE BONUS POINTS

Unless otherwise specified for a special event:

One of a Kind — +10 points

A team containing a female participating player.

Double Beauties — +20 points

2 Female premade team.

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COMPETITION PENALTY POINTS

Unless otherwise specified for a special event:

Premade teams: **-50** points

Using the middle finger to pull the trigger: **-10 points**

Using more than one grenade per game: **-10** points per grenade

Spamming: **-5** points

Fanning the trigger or using an extended trigger to achieve rapid fire.

Using flashlight : **-10** points when observed. factory-original accessories are exempt.

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PLAYER PREPARATION & SPECTATORS

All participating players must pay attention to their preparation time.

During the interval between matches, players should reload, drink water, eat, smoke, and complete other preparations. When the referee announces that players need to enter the field and prepare for their match, players must enter the competition area on time.

If, for personal reasons, a player has not completed preparation one minute before the match begins, they may no longer reload. They must enter the field and begin the match directly. Any resulting match or point losses are the player's responsibility.

During preparation, players may not change their weapons or tactical equipment. If they do, applicable equipment bonus points will not be counted. Referees may conduct random inspections.

Spectator Rules:

Spectators must not affect match fairness by calling out an opponent's location, pointing out directions, shouting loudly, or performing other actions that could influence the match.

Violators may receive a verbal warning, a loss in their next match, or more serious disciplinary action.

If a player is injured or another accident occurs, spectators must leave the competition area under referee direction and may return only after organizers announce that it is safe to do so.

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EQUIPMENT REGULATIONS

Unless otherwise specified for a special event:

Ammunition Limit: Pistol — 10 rounds per magazines × 2 mags per match.

Muzzle Velocity: Maximum 1.2 J (0.2 g BB at 360 FPS).

Weapons: Gas-powered or CO₂-powered pistols.

The Outer barrel must be longer than the inner barrel.

The outer barrel must be 7 inches or shorter.

Foregrips are prohibited.

Stocks are prohibited.

All equipment used in each competition is fixed before the competition.

Referees may conduct temporary/random inspections.

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DOA (DEAD OR ALIVE) MODE

During each event, every player has one opportunity to challenge a player ranked 1–2 ranks higher than themselves.

Every player also has one opportunity to be challenged by a player ranked 1–2 ranks lower than themselves.

Format:

Solo — Best of 5

Challenge Scoring:

Challenger wins: +50 points

Challenger loses: –25 points

Challenged player wins: +25 points

Challenged player loses: –50 points

Challenge matches do not receive any additional bonus-point modifiers.

Players may freely choose their equipment and weapons for challenge matches.

The number of DOA matches held during each event may be adjusted according to the actual circumstances and available time.

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VIOLATION PENALTIES

Any form of rule violation, including exceeding the ammunition limit or failing to call hits, will be handled as follows during a regular competition schedule:

First Violation: Verbal warning.

Second Violation: Loss of the current match.

Third Violation: Yellow card.

All points positively earned during the day's competition become zero.

The player's current rank points become zero.

Fourth Violation: Player is removed from the current season.

The event organizers reserve the right to determine whether the player will be permanently banned.

Overpowered Weapons:

Any weapon exceeding the specified velocity limit will not be permitted to participate in any competition.

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VIOLATIONS

Exceeding the ammunition capacity specified for the competition. Subject to random referee inspection.

Cheats who failed to call hits: if multiple credible players complain about a player and the situation is determined to constitute hit-not-calling, the player may receive a loss in the current match or a yellow card.

Blind Firing: firing without aiming down sights, or firing at close range when the impact point is outside the player's field of vision.

Overshooting: maliciously continuing to shoot an opponent after a kill has already been confirmed. This also includes deliberately causing injury to another player.

Physical Attacks:

Physically attacking another player. Depending on the circumstances: yellow card or permanent ban. The matter will also be handled according to the rules of the venue.

Match fixing or intentional loss: depending on the circumstances, yellow card or permanent ban.

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ADDITIONAL DETAILED VIOLATIONS

Use of laser, depending on the circumstances: loss of one round or yellow card.

What Kind of Gun Is That?:

Using any ranged weapon that is not a 6 mm BB airsoft, including 4.5 mm steel BB guns or real firearms, depending on the circumstances: yellow card or permanent ban, or getting owned by RCMP!

FULL AUTO NOOB:

Shooting in full auto, depends on the circumstances: loss of one round or yellow card.

Intentionally shooting the referees or spectator, depending on the circumstances: loss of one round or yellow card.

Using dangerous tactical actions such as kicking walls, jumping from upper levels, or forcibly climbing over cover.

Penalty: loss of one round or yellow card.

Other violations are handled according to the basic airsoft sports rules and player community guidelines, with decisions made by the event organizers and venue.

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AWARDS & REWARDS

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The duration of each regular competition event is generally determined according to the number of registered and actual participants, and will generally last at around 3 hours.

After all regular competition matches and DOA matches have concluded, the organizers will conduct technical and scoring statistics.

MVP Team & Player:

Awarded to the team and player ranked first overall on that regular competition day.

Sharpshooter:

Awarded to the player with the highest number of valid kills.

Tactical Master:

Awarded to the player with the best technical score, based on additional bonus points and tactical performance during matches.

Recipients of all three titles will receive an electronic MVP-style poster produced by the organizers. Their data will also be added to the PewPew Grand Prix Honors List.

Rank Patches:

Whenever a player is promoted or demoted to a new rank, they receive a new rank patch. Players must return their existing rank patch to the organizers before receiving the new patch.

End-of-Season Rewards:

1st–3rd place in the regular season receive an opportunity to participate in the grand-prize draw. All other participating players receive a commemorative gift for the season.

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