

# GRIT

## GEL RECREATIONAL & INVITATIONAL TOURNAMENT

The Gel Recreational & Invitational Tournament (GRIT) is a 3-month pilot project initiated by Red Dynasty Paintball Park to drive the development and growth of the gel ball scene in Singapore.

GRIT is designed to create awareness and interest in gel ball as an accessible, engaging, and team-oriented activity, attracting both existing enthusiasts and newcomers. The program aims to establish a sustainable foundation for the gel ball community by combining casual weekend gameplay with community engagement and structured competition.



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## MISSION

- To promote gel ball as a fun and inclusive recreational activity.
- To build and strengthen the local gel ball community through regular weekend sessions.
- To encourage participation from new players, allowing them to experience the sport as casual "weekend warriors."
- To create pathways for competitive play, culminating in an organized tournament at the end of the pilot phase.
- To evaluate community interest and participation for potential long-term development of gel ball events.



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## OVERVIEW

**\$150 GRIT Player (3 Months)**  
**\$25 WALK-IN Player (Per Visit)**

**FROM NOV 2025 - JAN 2026 (3 MONTHS)**  
**EVERY SUNDAY - FROM 9AM TO 1PM**

These sessions aim to create an inclusive environment where players of all skill levels can participate, socialize, and grow together.



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## TOURNAMENT

### GRIT INVITATIONAL TOURNAMENT

(EXCLUSIVELY FREE FOR GRIT PLAYERS ONLY)

NON-GRIT PLAYERS - \$85 PER PERSON

**8 FEBRUARY 2026 - SUNDAY FROM 9AM ONWARDS**

**GAME FORMAT - QUALIFICATION  
ROUND ROBIN & KNOCKOUT  
5V5, 3V3, 1V1  
MORE DETAILS TBA**



GEL RECREATIONAL & INVITATIONAL TOURNAMENT

## GRIT – Gel Ball Recreational & Invitational Tournament 2026

### Official Rules & Regulations

**Venue:** Red Dynasty Paintball Park, Orchid Country Club, Singapore 769162

**Organizer:** Red Dynasty Paintball Park

**Disclaimer – Rules and regulations form the basis as the rule of law for this invitational tournament. Integrity, fair play and fairness prevail above any forms of possible human error not limiting to judgement and perspectives which may be overlooked, misrepresented or misjudged during the game. We do not cordon any form of cheating to win or pledge of ignorance to win. A player MUST be aware of his own hits.**

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## MISSION

- To promote gel ball as a fun and inclusive recreational activity.
- To build and strengthen the local gel ball community through regular weekend sessions.
- To encourage participation from new players, allowing them to the sport as causal “weekend warriors”.
- To create pathway for competitive play, culminating in an organized tournament at the end of each quarter phase.
- To evaluate community interest and participation for potential long-term development of gel ball events.

## 1. PURPOSE & PHILOSOPHY

GRIT is designed to:

- Promote **safe, fair, and recreational gel ball sports.**
- Encourage **teamwork, strategy, and sportsmanship.**
- Provide a structured recreational platform similar in competitive team vs team format games.

**GRIT emphasizes on safety, fair play, respect for officials and opponents and cultivating a positive community culture and practices.**

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## 2. TOURNAMENT FORMAT

**GRIT comprises of 3 game format 5 vs 5, 3 vs 3 and 1 vs 1, otherwise refer to as V5, V3 and V1. Game format to be determined after closing of team registration.**

### PLAYER REPRESENTATION

Each player can be registered for all game formats but unable to represent more than one team in each format.

#### 2.1 Team Structure

- Teams can register **up to 6 or 4 players for V5 and V3 respectively.**
- Up to **5 or 3 main players with 1 reserved player.**
- Minimum players to start a match: **3.**

#### 2.2 Match Format – V5 (Maximum 8 Teams)

- Matches are played in a **point-based system.**

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- Each match consists of:
  - **2 halves of 3 minutes** OR first team to reach 150 points.
  - Game will comprise of 2 halves of 3 minutes with a 2 minutes break interval for ammo top up. Teams will change side during the interval.
  - Players who does not have one feet inside the **start zone** (demarcated by a hoop) after the game start buzzer will not be allowed to continue in the game. Start zone positions are placed in the most appropriate and symmetrical manner at both ends of the field. Positions of start zone can change at each qualification stage according to organizer's discretion.

### 2.3 Point Objectives

A team scores the following points by:

- Capturing a flag – 20 points (5 flags on each opposing side).
- Kill confirmed an opponent – 10 points.

**Kill confirmed refers to physically tapping the shot player to confirm the kill. Shot player MUST not avoid or resist an opponent's tap. Failing to do so will result in points awarded to opponent's team.**

Once hit, a shot player MUST register the hit by raising his hand (above head level) and MAY shout "HIT" once. This is to indicate that a hit has been registered, indicating to opposing players to stop shooting and for his team mate to register a need for revival. While waiting for revival, a shot player MUST indicate clearly that he is NOT in play by raising his hand (not lower than head level) and MUST not pretend to be in play (dead man alive). Failing which he may be shot at and sit out for the next game with no replacement player.

**Once tap, the opponent is considered as eliminated. A shot player can be revived by their own teammates by tapping.**

### 2.4 Match Format – V3 (Maximum 8 Teams)

- Matches are played in **domination system**.
- Each match consists of:
  - **4 minutes** OR first team capture all domination zone.
  - Players who do not have one feet inside the **start zone** (demarcated by a hoop) after the game start buzzer will not be allowed to continue in the game.

## 2.5 Point Objectives

A team scores the following points by:

- Capturing all domination zones – 50 points each.
- Kill confirmed an opponent – 10 points each.

**Kill confirmed refers to physically tapping the shot player to confirm the kill. Shot player MUST not avoid or resist an opponent's tap. Failing to do so will result in points awarded to opponent's team.**

Once hit, a shot player MUST register the hit by raising his hand (above head level) and MAY shout "HIT" once. This is to indicate that a hit has been registered, indicating to opposing players to stop shooting and for his team mate to register a need for revival. While waiting for revival, a shot player MUST indicate clearly that he is NOT in play by raising his hand (not lower than head level) and MUST not pretend to be in play (dead man alive). Failing which he may be shot at and sit out for the next game with no replacement player.

**Once tap, the opponent is considered as eliminated. A shot player can be revived by their own teammates by tapping.**

- Domination refers to a FULL security (inside) of the domination zone. If there are 2 opposing players in the domination zone at end of game time, no points will be awarded.
- Positions of start zone can change at each qualification stage according to organizer's discretion.
- Domination zones can increase at each qualification stage.

## 2.6 Match Format – V1 (Maximum 16 Players)

- Matches are played in **elimination system**
- Each match consists of:
  - **2 minutes** OR first player elimination.
  - Players who do not have one foot inside the **start zone** (demarcated by a hoop) after the game start buzzer will not be allowed to continue in the game.

## 2.7 Point Objectives

A player scores the win by:

- Eliminating opponent.

Once hit, a shot player **MUST** register the hit by raising his hand (above head level) and **MUST** shout “HIT”. This is to indicate that a hit has been registered, indicating to opposing player to stop shooting.

- At the end of 2 minutes, if a winner cannot be determined, player nearer to opponent’s half wins the game.

## **2.8 Start Procedure**

- Players must begin with:
    - Single feet inside start zone.
    - False starts result in **player elimination at the start of the game.**
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## **3. FIELD & GAME PLAY**

### **3.1 Field Layout**

- Field layout is fixed for the event and may not be altered.
- Start zone and domination zone can change with qualification stages.

### **3.2 Boundaries**

- Players who are eliminated **MUST** return to end of the field beyond the furthest start zone. While walking back, players are encouraged to raise their hand (above head level) to indicate as eliminated else risk getting shot by possible strays or deem as live player by opposing players.
- Intentional boundary abuse. Players are not allowed to hide/use netting as obstacles. Obstacles cannot be moved, acting as player’s cover.

### **3.3 Eliminations**

**A player MUST be aware of his own hits.**

A player is hit if:

- Hit by a gel ball.
- Calls own elimination by raising hand above head level.
- Receives referee signal.

Eliminated players must:

- Shout “Hit”, raise hand above head level. While waiting for revival, raise hand at head level.

- Exit immediately without communicating
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## 4. EQUIPMENT REGULATIONS

### 4.1 Approved Markers

Only **gel blasters approved for sales by the Singapore Police Force** may be used.

Markers must:

- Fire **6–8mm water-based gel balls only**.
- No restriction on firing mode.
- Pass safety chronograph check maximum 300 FPS (Feet Per Second). Blasters exceeding limit will be removed from the game.

### 4.2 Ammunition

- Only recreational/**commonly used gel balls** allowed.
- No modified or frozen gels. Only gels that are safe for use in gel blaster activity.

### 4.3 Prohibited Equipment

- No metal BBs or other firing projectiles except for water based gel balls.
  - No laser aiming devices
  - Unapproved modified high pressure system
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## 5. SAFETY RULES

### 5.1 Eye & Face Protection

- **Full-seal protection (eye and mouth) mandatory at all times** inside playing zone.
- **Players who are using only eye protection (e.g. eye goggles) MUST adopt mouth cover protection as well, e.g. scarf, bottom cover, mesh cover, towel, balaclava, etc.**
- **It is strongly recommended for all players to adopt the use of ASTM approved paintball masks for fully protection and safety.**
- Mask removal in live zone = immediate removal from match.

### 5.2 Blaster Safety

- All blasters **MUST** be put to safe mode when players exit the field.

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### **5.3 Blind Firing**

Prohibited. Players must:

- Have line of sight when shooting. Not firing outside of playing field.

### **5.4 Overshooting**

Excessive shooting at a clearly eliminated player is penalized.

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## **6. PLAYER CONDUCT & SPORTSMANSHIP**

### **6.1 Expected Behavior**

Players must:

- Respect referees and staff.
- No abusive language.
- Accept all referee's decision.

### **6.2 Prohibited Conduct**

**Player may be banned from all activities based on the followings:**

- Physical contact
- Marker throwing
- Aggressive confrontation
- Cheating (wiping hits, playing on)

We will not hesitate to call for assistance from governing authorities (e.g. management security or Police) for any act of violence which are beyond our control.

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## **7. ATTIRE & PROTECTIVE GEAR**

### **7.1 Mandatory**

- Face protection (Eye and Mouth)
- Sleeves shirt (no singlets)
- Long pants (no shorts, bermudas or 3 quarters)
- Closed-toe shoes

### **7.2 Recommended**

- Gloves

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- Neck protection
- Knee pads

### 7.3 Uniforms

- Teams are encouraged to wear matching colors
  - No offensive symbols or language
  - Clothes or accessories (e.g. excessive rigs) which can aid in “bounce” or “no feel” are strongly discouraged. While we do not have a standard disapproved attire, players are to exercise common acceptance by the local community. The organizers will have the right to refuse any attire deemed unsuitable for the event.
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## 8. REFEREES & OFFICIATING

### 8.1 Referee Authority

Referee decisions are **final** during matches. No argument will be allowed.

### 8.2 Hit Checks

Referees may:

- Declare elimination.
  - Stop game due to unforeseen circumstances (e.g. injury or game restart).
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## 9. PENALTIES

### 9.1 Minor Penalty

Player elimination

- False start.
- Player not ready to play during game commencement.
- Feet outside of start zone when starting game.
- Player elimination.
- No raising of hand on elimination.
- Dead man talking beyond “HIT”.
- Communication after elimination.
- Capture wrong flag.
- Unclear of game rules.
- Removal of mask during game.
- Sideline watching after elimination.

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- Failure to comply to referee's signal.
- Friendly fire.
- Self-elimination.
- Shooting outside of playing area.
- Blind firing with no sighting.
- Not registering hit.
- Safety infringement.

## **9.2 Major Penalty**

A - Player elimination.

B – Teammate removal.

C – Next game ban with no replacement.

- Not registering hit and ignoring referee's signal (A+B).
- Playing on after hit (A+B).
- Overshooting (A+B+C).
- Any form of verbal abuse or vulgarities directed at anyone (A+B+C).
- Any form of argument directed at anyone (A+C).

## **9.3 Gross Misconduct**

Ejection from event.

- Any physical or inappropriate abusive misconduct with intention to hurt.
- Cheating to win.
- Integrity issues.
- Unfair play.
- Rude with attitude directed at anyone.
- Event sabotage.

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## **10. MATCH PROCEDURES**

### **10.1 Between Points**

- Teams have 2 minutes seconds to reset.
- Ammo top up to be prepared and ready.

### **10.2 Timeouts**

- 1 minute timeout extension. Cannot be used at start of first half.

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## **11. WEATHER & FIELD CONDITIONS**

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Tournament may pause or adjust:

- Heavy rain.
  - Lightning risk.
  - Unsafe surface conditions.
  - 1777 call for ambulance for non-emergency and 955 for emergency. Send to KTP Hospital in Yishun.
  - Use of medical first aid box located at main office for cuts and bruises.
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## 12. PROTESTS & DISPUTES

- Only Team Captain can raise feedback with referee.
  - Final ruling by referee and organizers.
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## 13. MEDIA & PROMOTION

Participants agree that:

- Photos/videos may be used for promotion.
  - No unauthorized commercial filming.
  - Seek permission for self-appointed media.
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## 14. CODE OF COMMUNITY CULTURE

GRIT promotes – Respect, Community spirit, Fair play, Positive atmosphere

This is a **sport**, not combat simulation.

Red Dynasty Paintball Park reserves the right to:

- Amend rules for safety
- Interpret unclear situations
- Make final decisions in all matters

Items not listed in this document is not a result of omission and should not be considered as non-considerable. Players **MUST** exercise communal understanding and fairness into consideration when participating in this event.

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