

2026 New Zealand Paintball Circuit: Technical Standards, Rules, and Regional Directory

This report provides a consolidated technical overview of the New Zealand competitive paintball circuit for the 2026 season. It details the specific tournament formats, firing standards, the M500 paint limit, and organizational contacts for primary regional hubs.

1. 2026 Tournament Schedule and Locations

The 2026 season is dominated by three main regional hubs offering varied competitive formats.

Event Hub	Event / Round	Scheduled Dates
Arena Paintball (Feilding)	5-Man Race Series: Round 1	April 4–5, 2026
	5-Man Race Series: Round 2	July 11–12, 2026
	5-Man Race Series: Round 3 (Finals)	October 24–25, 2026
Ashburton Paintball League (APL)	APL Round 7 (Series Final)	April 25–27, 2026
	APL Open Cup	Registration Closes April 17, 2026
	APL Top Shooter Event	April 25, 2026
BOP Paintball Club (Tauranga)	BOP Paintball Club Triples	June 7, 2026

2. Arena Paintball 5-Man Race: Technical Rules

The Arena series is defined by high-intensity "Race" formats and strict paint management policies designed to emphasize tactical movement over suppression.

2.1 Match Formats

- **Race to 2:** Commonly used in preliminary rounds; the first team to win two points wins the match.
- **Mercy 4:** If a team gains a 4-point lead, the match concludes immediately.
- **Split-Deck:** Points are played in alternating sets to maximize field efficiency and player recovery.

2.2 The M500 Paint Limit

The series enforces the **M500 format**, a standardized technical constraint on ammunition:

- **Allocation:** Each player is limited to **one loader (hopper) and two pods** per point.
- **Technical Objective:** This limit (approx. 500 rounds) prevents "infinite lane" suppression and mandates precision-based gameplay and communication.

2.3 Firing and Safety Standards

- **Firing Mode:** NXL/Millennium Ramp @ 10.5 BPS (Balls Per Second). Markers must be semi-auto for the first three trigger pulls.
- **Chronograph Limit:** 285 FPS (Feet Per Second) is the enforced safety maximum at Arena Paintball.
- **Officiating:** Professional third-party refereeing (Pro NZ Ref Team); peer-refereeing is prohibited.

3. Ashburton Paintball League (APL): Operational Characteristics

The APL focuses on high-speed engagements through specific field and organizational rules:

- **Field Dimensions:** Uses a shortened and narrowed field to increase engagement frequency.
- **Layout Policy:** Tactical layouts are generally released only **24 hours before the event**, requiring teams to exhibit rapid field-reading and adaptation skills.

4. GunzUp! Software: Tactical and Planning Platform

GunzUp! is the primary digital tool for field layout management and tactical scouting in the NZ and Australian circuits.

- **Scale Geometry:** Provides 3D scale models of bunker layouts (Tombstones, Temples, Snakes) allowing players to analyze sightlines and firing lanes.

- **Integration:** Used by the APL and Australian Super 7s for official layout distribution and team roster management.
- **Development:** Created by Ryan Michele (Paintball Dev) as a global standard for competitive scouting.

5. Contact Directory for Competitive Paintball Organizations

Organization	Contact Details	Primary Web Resource
Arena Paintball / Paintball Direct	hello@arenapaintball.co.nz 06 353 0444	arenapaintball.co.nz
Ashburton Paintball (APL)	ashburtonpaintball@gmail.com 027 570 1511	ashburtonpaintball.co.nz
Bay of Plenty Paintball Club	boppaintball@yahoo.com 021 222 1314	bayofplentypaintball.co.nz

6. References

1. **NXL Official Rulebook:** Technical standards for player equipment, field mechanics, and penalty structures.
2. **Arena Paintball Pro Events:** Source for the 2026 Race Series schedules and M500 paint limit regulations.
3. **GunzUp! Digital Scout:** Primary source for 3D layout architecture and field geometry data.
4. **WPBO Standard Rules:** Global governing body logic for BPS caps and field safety protocols.