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INTRODUCTION

LEAGUE RULES

International SPL League was founded in 2013. The primary purpose of the league is to bring fun back to the competition scene. It also brings a balance to the multiple types of metering that happen in each sound competition organization, eliminating advantages of certain vehicles and displays a more realistic SPL score. There are four divisions in ISPLL: Real SPL (Peak Score), All Around SPL (Musical Average), Demo Showdown (Musical Average), and Subsonic Suicide (Low Frequency Musical Average). These divisions are explained further in this rulebook. Within each division, there will be classes to separate vehicles and equipment.

If you ever have a question, concern, or comment about ISPLL, feel free to contact Tim Johnson directly at tjohnson@ispll.com

INTERESTED IN BECOMING A JUDGE?

Please contact judges@ispll.com for openings in your area! The League must approve ("sanction") all events ("shows"). Any person found to be running an unapproved show will be banned from competing in or running any further shows with ISPLL.

The League does not record competitor points in a traditional manner. Competitors may accrue points by attending and competing in ISPLL shows. Each division that you compete in will earn you 1 point. Thus, the maximum per 1X show is 4 points. 2X shows will be offered on a limited basis. 3X shows will be reserved for very large events.

- Finals requirements are 12 points in the same class you wish to compete in and active ISPLL membership. If you have 12+ points in Subsonic Suicide Trunk 1, that is the class you must compete in at finals. You may qualify for unlimited classes at finals assuming the requirements to the class are met and you have the points. You may only compete at ONE location.
- Trunk classes are restricted to single cab pickups with no rear seat (all equipment located in cab and below window line) and sedan types that have an OEM (i.e. fold up rear seats to seal it) cargo compartment, see page 18 for further trunk details. Other pickups will be classed as No Wall according to the rules on page 19. Wall rules are on page 20.

All clamped class competitors (T1-2, NW1-3, and W1-3) must have easily accessible and fully visible subwoofer wires and connections for the Term-Lab Magnum clamp/probes. If the wires cannot be clamped/probed, the competitor will be moved to unlimited power classes. If the amplifier will not clamp properly after two runs, the competitor will be moved to unlimited power classes.

The League's head offices will have the final say in all disputes. In cases of a competitor cheating, the officiating judge may make the immediate ruling. A first offense will result in immediate revocation of ISPLL membership without refund and a one year ban from competition. A second offense will result in a lifetime ban from ISPLL. Offenses include (excludes NR), but are not limited to:

- Sensor Manipulation (compressed air)
- Ports Extending Beyond B-Pillar
- Obstructing/Hiding Equipment
- Clamp Defeat Methods





AMPLIFIERS FROM 600-7500W | MONOBLOCK & 4-CHANNEL



TWO SUBWOOFER LINES | 2.5" & 4" VC 6.5" | 8" | 10" | 12" | 15" | 18"



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REAL SPL RULES

- Competitors are allowed to use any source of sound (i.e. music, tones, etc.). They may also use CD, MP3, iPod, USB, or any other source device.
- The maximum frequency to be used is 90Hz. There is no minimum frequency.
- There must be three separate scores recorded, typically from three separate burps, but two burps are sufficient if two sensors are used on the second burp.
 - The first burp will take place on the passenger side windshield (legal position). All doors, windows, hatches, trunks, etc. must be closed during the run. The second and third burp will allow any opening with the passenger side windshield and either kick location being used, respectively.
- 5 Seats may be removed.
- Cone area restrictions: T1 <253" | T2 <354" | NW1 <354" | NW2 <708" | W1 <531" | W2 <763" | All other classes unlimited.
- There is no maximum charging or operating voltage due to clamped power.
- There are no battery limits in any class. ISPLL believes that this unnecessarily restricts the ability of competitors to use their system fully outside of competitions (i.e. demo and daily usage).

- Engine RPM should not go above 2500RPM consistently during metering.
- Competitors are allowed to change/alter ports (you may not change the box/subwoofers/amplifiers-excl. settings) between runs. They have 3 minutes to perform all alterations and then the judge will start the next run.
- Competitors must wear hearing protection during metering if their vehicle exceeds 150dB.
- All vehicles must be daily drivable (drive at least 50 miles on one tank of gas and drive the posted speed limit).
- The NR class will ignore rules 2 and 12. This is the No Rules class and shall only follow the general guidelines of a 4 wheeled box with a window and the required metering location(s).

Real SPL is a peak hold (burp) division of ISPLL. Real SPL is metered on the windshield with all doors closed, the windshield with anything open, and the kick with anything open. All 3 scores will be averaged to indicate the Real SPL score. This allows for a more realistic assessment of the competitor's system.







You will be placed in these classes based on both cone area and clamped power.

Trunk	No Wall	Wall	
T1 - 0-2500W	NW1 - 0-2500W	W1 - 0-5000W	
T2 - 2501-5000W	NW2 - 2501-5000W	W2 - 5001-10000W	
T3 - 5001W+	NW3 - 5001-10000W	W3 - 10001-15000W	
	NW4 - 10001W+	W4 - 15001W+	
NR - NO RULES			

Red - Cone Area Restricted

Woofer Diameter					
	8"	10"	12"	15"	18"
QTY	QTY Total square inches				
1	50	78	113	176	254
2	100	157	226	353	508
3	150	235	339	529	763
4	200	314	452	706	1017
5	251	392	565	883	1271
6	301	471	678	1059	1524
7	351	549	791	1236	1780
8	401	628	904	1414	2034
9	452	706	1017	1589	2289
10	502	785	1130	1766	2543



All Around SPL is an average musical division of ISPLL. All Around SPL is a 30 second average of any music source chosen by the competitor. The score is comprised of three locations. Each location will be defined as the headrest, the windshield, and the kick-panel to collect three scores that will then be averaged. This may be performed in one run with three sensors or three runs with one sensor.



ALL AROUND SPL CLASS MATRIX

Trunk	No Wall	Wall	
T1 - 0-2500W	NW1 - 0-2500W	W1 - 0-5000W	
T2 - 2501-5000W	NW2 - 2501-5000W	W2 - 5001-10000W	
T3 - 5001W+	NW3 - 5001-10000W	W3 - 10001-15000W	
	NW4 - 10001W+	W4 - 15001W+	

Red - Cone Area Restricted

- Competitors are allowed to use publicly available music (no music with solid tones). They may use CD, MP3, iPod, USB, or any other source device.
- The maximum frequency to be used is 90Hz. There is no minimum frequency.
- Metering will take place on the passenger side windshield (legal position), passenger seat headrest, and passenger side kick (outlaw position). Any door may be opened during metering.
- Any seat but the passenger seat may be removed during metering.
- Cone area restrictions: T1 <253" | T2 <354" | NW1 <354" | NW2 <708" | W1 <531" | W2 <763" All other classes unlimited.

- There is no maximum charging or operating voltages due to clamped power.
- There are no battery limits in any class. ISPLL believes that this unnecessarily restricts the ability of competitors to use their system fully outside of competitions (i.e. demo and daily usage).
- Engine RPM should not go above 2500RPM consistently during metering.
- Competitors are allowed 1 minute between each round to allow their system to recharge/rest. They are not allowed to change any part of the enclosure or equipment.
- Competitors must wear hearing protection during metering if their vehicle exceeds 150dB.
- All vehicles must be daily drivable (drive at least 50 miles on one tank of gas and drive the posted speed limit).
- The NR class will ignore most rules. This is the No Rules class and shall only follow the general guidelines of a 4 wheeled box with window that has the required meter location(s).

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Demo Showdown is a musical average division of ISPLL.

Demo Showdown is a 90-second average of any music source chosen by the competitor. The score is comprised of one round. The round will be measured at the headrest and in the driver window to collect two scores that will then be averaged.

- Competitors are allowed to use publicly available music (no music with solid tones). They may use CD, MP3, iPod, USB, or any other source device.
- The maximum frequency to be used is 90Hz.
- Metering will take place on the passenger side headrest and the driver side window (approx. 3-6" outside the vehicle). The driver side window location will be as close to center of the window opening as the vehicle physically allows (the sensor is placed on a microphone stand standing on the ground outside the vehicle, almost against the door). Only the driver side window and/or passenger side window may be open during the rounds, no doors.
- Any seat but the passenger seat may be removed during metering.
- Trunk 1: Cone area <253"
 Trunk 2: Cone area <354"
 No Wall 1: Cone area <354"
 No Wall 2: Cone area <708"
 Wall 1: Cone area <531"
 Wall 2: Cone area <763"

 There is no maximum charging or operating voltage in any class due to clamped power.

DEMO SHOWDOWN RULES

Trunk	No Wall Wall	
T1 - 0-2500W	NW1 - 0-2500W	W1 - 0-5000W
T2 - 2501-5000W	NW2 - 2501-5000W	W2 - 5001-10000W
T3 - 5001W+	NW3 - 5001-10000W	W3 - 10001-15000W
	NW4 - 10001W+	W4 - 15001W+
NR - NO RULES		
-		1

Red - Cone Area Restricted

- There are no battery limits in any class. ISPLL believes that this unnecessarily restricts the ability of competitors to use their system fully outside of competitions (i.e. demo and daily usage).
- Engine RPM should not go above 2500RPM consistently during metering.
- Competitors must wear hearing protection during metering if their vehicle exceeds 150dB.
- All vehicles must be daily drivable (drive at least 50 miles on one tank of gas and drive the posted speed limit).
- The NR class will ignore rules. This is the No Rules class and shall only follow the general guidelines of a 4 wheeled box with a window and required meter location(s).



SUBSONIC SUICIDE RULES

Subsonic Suicide is a low frequency musical average division of ISPLL. The focus of this division is achieving a high SPL at the lowest frequency. This division will be a 2 minute average. A set of musical tracks with a consistent bass line will be provided if needed. The highest frequency allowed is 32Hz.

Trunk	No Wall Wall	
T1 - 0-2500W	NW1 - 0-2500W	W1 - 0-5000W
T2 - 2501-5000W	NW2 - 2501-5000W	W2 - 5001-10000W
T3 - 5001W+	NW3 - 5001-10000W	W3 - 10001-15000W
	NW4 - 10001W+	W4 - 15001W+
NR - NO RULES		

Red - Cone Area Restricted

- There are no battery limits in any class. ISPLL believes that this unnecessarily restricts the ability of competitors to use their system fully outside of competitions (i.e. demo and daily usage).
- Engine RPM should not go above 2500RPM consistently during metering.
- Competitors must wear hearing protection during metering if their vehicle exceeds 150dB.
- All vehicles must be daily drivable (drive at least 50 miles on one tank of gas and drive the posted speed limit).
- The NR class will ignore most rules. This is the No Rules class and shall only follow the general guidelines of a 4 wheeled box with a window and required metering location(s).



- Each 1Hz below 32 you play at will add 0.25dB to your final score (i.e. you play the 28Hz track, you will receive a 1dB bonus on your final average). If you play the 20Hz track or below, you will receive an additional 2dB bonus to your final score. If you play the 15Hz track, you will receive a final additional bonus of 1dB (for a total of 7.25dB added to your average).
- Competitors are allowed to use publicly available music (no music with solid tones). They may use CD, MP3, iPod, USB, or any other source device.
- Metering will take place on the passenger side windshield (legal) position. Any door or window or other opening on the vehicle may be opened or closed.
- Any seat may be removed during metering.
- Trunk 1: Cone area <253"
 Trunk 2: Cone area <354"
 No Wall 1: Cone area <354"
 No Wall 2: Cone area <708"
 Wall 1: Cone area <531"
 Wall 2: Cone area <763"
- There is no maximum charging or operating voltage in any class due to clamped power.





Grudge classes are offered in all four divisions (Real SPL, All Around SPL, Demo Showdown, and Subsonic Suicide). No awards, just bragging rights. Competitors can challenge each other in any format with any equipment. Challenged competitor is not required to accept. Each competitor must throw down at least \$5 to the judge, but can wager against each other on top of that. If competitors want to bet \$20 against each other, they can. If competitors just want to run against each other, but are normally in separate classes, they can. Competitors can modify the rules of classes (i.e. make Subsonic 5 minutes long or make Real SPL door open). None of their scores are recorded officially, but they can brag about it and call out others. Basically a make your own format with no set rules where they can talk sh*t and settle it.



TRUNK RULES

- Enclosure must exist solely in the factory trunk compartment. See Figure 1. If the enclosure extends beyond the trunk compartment, the vehicle will be classed as No Wall.
- Rear deck must appear OEM in shape and appearance.
 If it is modified for the purpose of increasing SPL (full range speakers or cosmetic modifications excluded) and no longer appears OEM, the vehicle will be classed as Trunk 4 regardless of power. Note: This applies to "fourth order rear deck blowthroughs" if the deck is cut to accommodate it.
- Port may extend beyond trunk compartment that rule 1 defines, but only up to the bottom of the seat plane extending vertically. See Figure 2. If the port extends beyond this plane, the vehicle will be classed as No Wall.
- Solid metal separator behind rear seats may be cut and removed as long as the rear deck remains intact. See Figure 3. Note: This typically occurs with older vehicles that do not have folding rear seats.
- Rear seat bottoms must remain in factory position, tops may be removed. If entire seat is removed, the vehicle will be classed as Trunk 4 regardless of power.
- All sub-stage related equipment must remain in the trunk (i.e. amps, batteries, etc.). However, you may mount subwoofer amplifiers on the rear seats provided they still function (lock into factory position) with enclosure in place. If the equipment does not meet these requirements, the vehicle will be classed as Trunk 4 regardless of power. Note: This rule only applies to sub-stage equipment, not full-range amplifiers for front stage use.
- Single cab pickup cabs competing in trunk classes, must have all subwoofers and enclosures located behind the seats. Center console builds are allowed to house amplifiers and full-range speakers.



Figure 1



Figure 2



Figure 3



NO WALL RULES

- Enclosure and anything attached (subwoofers, amplifers, etc.) must exist solely behind the B-pillar. (figure 1) If the enclosure extends beyond the B-pillar, the vehicle will be classed as NR.
- Enclosures (and anything attached to them, subwoofers, amplifiers, etc.) must either be a minimum of 12" from headliner (figure 2) OR below window line (figure 3), the competitor may decide which measurement to build to. If the attached equipment (typically inverted subwoofers) exceeds these measurements but does not completely obstruct the view through the rear window(s), the competitor will be reclassed to No Wall 4 regardless of power.
- Rear seats may be removed.
- All sub-stage related equipment must remain behind the B-pillar (i.e. amps, batteries, etc.). If the equipment does not meet these requirements, the vehicle will be classed as No Wall 4 regardless of power. Note: This rule only applies to sub-stage equipment, not full-range amplifiers for front stage use.
- No modifications are allowed to the windows. If the side windows behind the B-pillar are replaced or covered by any non-glass material, the vehicle will be reclassed to No Wall 4 regardless of power (excludes tint or decals). If the rear window is replaced with any non-glass material, the vehicle will be reclassed to the Wall division.



Figure 1



Figure 2



Figure 3



WALL RULES

- Enclosure and anything attached (subwoofers, amplifers, etc.) must exist solely behind the B-pillar (figure 1 on previous page). If the enclosure extends beyond the B-pillar, the vehicle will be classed as NR. The only exception is front stage equipment or controls/source units.
- Seats may be replaced or removed (where allowed).
- Build downs (i.e. wood roofs) or build ups (i.e. fiberglass or steel floor) must not exceed 3". Stripper poles are allowed under 3" diameter or 4" width.
- Pickup trucks with the rear of the cab cut out for a "blowthrough/walkthrough" will be classed as a wall.

METER POSITIONS

- Dash/Legal placement shall be defined as follows:
 - 1. 4" above top of dashboard. See Figure 1.
 - 2. 12-13" from passenger side A pillar. See Figure 1.
- Headrest placement shall be defined as follows:
 - 1. Placed at passenger headrest. See Figure 2.
 - Alternatively, if judge has a microphone stand/jig the sensor must be 26" from base of seat.
 - Sensor must be at least 18" from windshield.
- Kick placement shall be defined as follows:
 - Anywhere within footwells (passenger or driver is acceptable) including above carpeted area. See Figure 3.
- Driver Window placement shall be defined as follows:
 - 1. Center of driver side window. See Figure 4.
- Any sensor placement must be at least 12" away from any enclosure port.





Figure 1

Figure 2



Figure 3



Figure 4



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