



2011 Official Tournament Rules

Before we begin,

1. The spirit and intent of these rules and the duty of the enforcing officials is to ensure safe play; to promote fair, unbiased competition; and to sustain the level of organization and good sportsmanship necessary to keep tournament-level paintball a positive activity.
2. The tournament producer is the final authority regarding these rules. The producer may designate an overall director of judging. The judging staff ("referees" or "marshals") also may include one or more ultimate judges, head field judges, field judges, chronograph judges, and other designated members of the judging staff.
3. Modifications to these rules may be required by particular situations, including but not limited to insurance requirements, laws, or regulations; in such instances, the tournament producer may modify these rules as necessary. Modifications will be discussed in the captains meeting before the tournament begins.

1.0 EVENT STANDARDS

- 1.1 A captains meeting will be held on the morning of each competition. The purpose of this meeting is for the judging staff to answer questions concerning the rules.
- 1.2 A complete schedule for preliminary round play, consisting of each team's opponents, the fields it will play on, and its scheduled game times will be distributed during each team's check-in prior to the competition and, thereafter, posted on the scoreboard.
- 1.3 All playing fields will be available for review by any team competing in the event for at least 1 hour prior to the first game of play thereon.
- 1.4 Teams may examine the fields to prepare for tournament play. No team or member thereof shall in any way alter any playing field.

2.0 FIELD STANDARDS

- 2.1 All game fields shall be free from anything that would pose an unnecessary risk to players, including stumps, holes, and areas with jagged rock, etc.
- 2.2 Both players and judges should be able to move freely on game fields, and game fields should not contain significant wet or swampy areas, dense undergrowth and the like to impede free movement thereon.
- 2.3 Game fields shall be balanced so that the better and more talented of two teams will usually win.
- 2.4 All bunkers shall be adequately secured in a stationary position so as to withstand a reasonable amount of force and remain in place. A bunker shall be arranged on the playing field in such a manner to be playable from both the left hand and right hand sides.
- 2.5 Flags are to be hung so that the lowest reachable point on the flag is within the grasp of the smallest players on the field. Minimum reach being around 5 foot from its hanging place.
- 2.6 Game flags shall be secured in such a manner as to prevent the game flag from being shot Down.

3.0 FIELD STAFFING & OFFICIATING STANDARDS

- 3.1 Each five player game field shall be staffed by a minimum of 5 field judges.
- 3.2 There shall be a minimum of one chrono judge for each 5 player game field.
- 3.3 All judges shall be thoroughly familiar with the rules and regulations contained herein and shall put forth their best efforts in discharging their duties as judges. Any judge that fails to put forth the effort necessary to perform the duties of judging is subject to a deduction of points from his team's refereeing score for the event.

3.4 All judges shall perform their obligations and shall make decisions in a totally unbiased manner. If any judge is found to have been biased in his judging activities for or against any team, such person shall be dropped from the judging team for the remainder of the tournament.

3.5 Radios may be used by the judging staff for communication with each other.

3.6 Judges will wear shirts and pants of bright colors that will distinguish the judges from the players. Ultimate judges will wear shirts that indicate their status on the game field.

3.7 Clerical or mathematical errors may be corrected at any time prior to the start of the next round.

3.8 Judges will not provide information to teams regarding the game time, or progress of a game during the game except with respect to safety concerns. Judges will not, through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game. Judges will not impede the progress of the game.

4.0 EQUIPMENT & SUPPLIES

4.1 Markers & Power Systems:

4.2 Markers must meet manufacturer and insurance safety guidelines regarding triggering mechanisms, the trigger guard, and safety devices such as a barrel sock (a squeegee is not a barrel plug).

4.3 Each player may carry and use only one marker, tank, and barrel per game.

4.4 No external velocity adjusting devices, which would allow a player to adjust the velocity of his marker without the use of tools or disassembly, are permitted. All velocity-affecting pressure regulators, which can be adjusted without the use of tools or by disassembly, must have locking rings or tournament caps.

4.5 Only pump or semi-automatic markers are allowed. It is each player's responsibility to consult with the tournament producer prior to the event regarding definitions and limitations of this rule.

4.6 Marker Power Sources: All markers must use either CO₂ (carbon dioxide) or compressed air/nitrogen as the power source unless the producer specifically approves other sources. All components (fittings, hoses, valves, cylinders, etc.) of the high-pressure system must meet the manufacturer's safety standards.

4.7 A marker must pass the following criteria to be considered legal:

(1) TEST 1 - Mechanical Bounce - Markers will be tested for mechanical bounce by a bumping or jarring of the marker. Markers will be bumped on the tank or hopper. No contact will be made with the trigger. The marker will be deemed to have mechanical bounce if the marker fires during the bump test.

(2) TEST 2 - Electronic Bounce / Ramping - Markers will be tested for electronic bounce and ramping by shooting the marker. The marker trigger will be firmly pulled 10 consecutive times. During these 10 pulls, the marker may only fire 10 shots. Any marker that produces more than 10 shots on the 10 pulls will be deemed to have electronic bounce.

(3) TEST 4 - "Runaway Guns" - All markers will be checked for "runaway" triggers. The marker will be fired rapidly. The testing judge, while rapidly firing the marker will suddenly cease to pull the trigger. Any marker that continues to fire while the trigger is NOT being pulled will be deemed to be a "Runaway Gun" and will not be allowed on the field.

(4) TEST 5 - Marker Chronographing - All markers will be chronographed prior to going onto the field. The maximum muzzle velocity allowed will be 290FPS on and 300FPS off. Markers will be tested by firing over RADARCHRON paintball chronographs.

(5) Ultimate Judge Ruling – Unfortunately with today's board programming the sum of all these tests do not always add up to a legal gun, the Ultimate Judge will have final say on what is legal and what isn't.

4.8 Players may not use cloth, neoprene, or other material to cover the paint loaders on the marker. Cloth and neoprene tanks covers will be allowed on nitrogen and HPA tanks.

4.9 Barrel condoms OR barrel blocking devices are required at all times except on the field or the target range. Squeezees or old fashioned barrel plugs do not qualify as a barrel blocking device.

5.0 Goggle Systems:

5.1 It is mandatory for every person (judges, players and spectators) to wear an approved goggle system when they are directly exposed to fields while games are in progress, or when they are directly exposed to any authorized shooting area while markers are being discharged.

5.2 Each goggle system must include an ASTM approved full facemask and ear protection made specifically for that model of goggle. The goggle system components shall not be altered from their original factory condition. All goggle systems are subject to safety inspection and approval.

5.3 A player whose goggles are accidentally dislodged (sufficient to expose the eyes) during a game shall be eliminated from the game; if, when this occurs, the player whose goggles accidentally dislodged has already been eliminated, the judge shall not eliminate an active player.

5.4 An active player who deliberately removes his goggles (sufficient to expose the eyes) during a game, other than with the approval and under the direct supervision of a judge shall be eliminated from the game.

6.0 Clothing & Gear:

6.1 Players must wear full-length pants and a long-sleeve top (e.g., shirt, jacket or pullover). Pants and shirtsleeves must be fully extended during game play to the ankles and wrists respectively. A player may

wear only one layer of clothing underneath his exterior pants and top. The player's clothing may not resemble or be of a similar color to that of the judges, and it may not be of a color/pattern similar to that of the flag(s) or armbands being used at the event. A player may not wear or carry any multi-colored or patterned clothing and equipment that make distinguishing a paint mark difficult for the judges.

6.2 Harnesses, vests, pouches or similar gear must be worn on the outside of all clothing. Tops must be tucked into the pants or harness belt. Knee, shin, and elbow pads, and neck protectors can be worn on the outside, or underneath of the player's clothing.

6.3 Clothing must be sized to fit the player. A player may not wear oversized, draping and/or excessively baggy clothing. Clothing may not be made of overly absorbent cloth or highly padded cloth, or of water repellant cloth/material that allows a paint mark to be wiped away quickly and cleanly. Ghillie-type material, which makes paint marks difficult to locate and identify quickly, may not be worn or attached to the player's equipment or goggles.

6.4 Prohibited Devices. Players shall not use and/or carry onto the playing field: artificial sounding devices (e.g., whistles, clickers, horns); shielding devices; artificial light sources; heat generators (e.g., matches, lighters, heat packs); weapons, flares, paint grenades, paint mines, or any form of pyrotechnic devices; tools and spare parts capable of affecting a marker's velocity; silencers or sound suppressers; slingshots, blowguns or any device capable of propelling a paintball other than the single approved marker per player; radios and similar communication, signaling or listening devices; or items that might be mistaken for a flag.

6.5 OTHER EQUIPMENT

6.6 Players may carry any number of pouches, clips or loaders.

6.7 Vests and pouches may not be constructed in such a fashion that they constitute padding.

6.8 Players may carry multiple squeegees and or swabs.

6.9 Two live players may exchange equipment.

6.10 Players who are eliminated must exit the field with all equipment they were carrying when they were eliminated.

6.11 Players must carry all paint, gas and equipment to be used during the course of the game on their person at the start of the game.

7.0 Paintballs:

7.1 A player only may use event paintballs that were purchased the day of the event. Players not using event paint will be disqualified.

8.0 Rosters

8.1 A five player teams may have up to 8 players on their roster, but may field a maximum of 5 in any one game. A 3 man team may have up to 5 players on their roster, but may field a maximum of 3 in any one game.

8.2 No player may appear on more than one team roster per tournament.

8.3 Team rosters for the up coming tournament will only be accepted after all fees have been paid in full.

8.4 All teams must submit complete rosters prior to play.

8.5 To qualify as the same team, a team must have no less than three of its original roster members from its first date of play in the season.

8.6 Any team that keeps its lineup in tact but chooses to change names in mid-season will carry seed points from the old name to the new name, provided the team submits in writing, notification of the name change to the league.

8.7 Amateur teams may roster one (1) professional player and any combination of Amateur, Novice and Rookie players on an AMATEUR roster.

8.8 Novice 3 man teams may roster one (1) amateur player and any combination of Novice and Rookie players on a NOVICE roster. Novice 5 man teams may roster two (2) amateur players and any combination of Novice and Rookie players on a NOVICE roster.

8.9 Rookie teams may roster one (1) Novice player for a 3 man team, and two (2) Novice players for a 5 man team.

8.10 Any player who rosters for an Amateur team will be an Amateur player from that event forward.

8.11 Any player who rosters as a Novice player for more than 4 Novice events will be a Novice player from the 5th event forward.

9.0 PLAYER CLASSIFICATION - Professional

9.1 A player will be considered PROFESSIONAL if they meet any of the following criteria:

- (1) If the player has been rostered on an NXL team roster in the past 12 months, or
- (2) If the player has been rostered on a PSP Professional team roster in the past 12 months, or
- (3) If the player has been rostered on a PSP Open team roster in the past 12 months, or
- (4) If the player has been rostered on an NPPL Professional team roster in the past 12 months, or
- (5) If the player has been rostered on an NPPL Semi-Pro team roster in the past 12 months.

9.2 A player will be considered PROFESSIONAL if they are currently rostered on any of the following types of teams:

- (1) NXL Franchises
- (2) PSP Professional
- (3) PSP Open

- (4) NPPL Professional
- (5) NPPL Semi-Pro

10.0 PLAYER CLASSIFICATION - Amateur

10.1 A player will be considered AMATEUR if they meet any of the following criteria:

- (1) If the player has been rostered on a PSP Division 1 (one) X-Ball team in the past 12 months,
- or
- (2) If the player has been rostered on a PSP Division 2 (two) X-Ball team in the past 12 months,
- or
- (3) If the player has been rostered on a NPPL Division 1 (one) team in the past 12 months, or
 - (4) If the player has been rostered on a NPPL Division 2 (two) team in the past 12 months, or
 - (5) If the player who has been recognized by the PSP or NPPL as a D1 or D2 player in the past 12 months, or
 - (6) If the player has been rostered on an Amateur team in the past 12 months.

10.2 A player will be considered AMATEUR if they are currently rostered on any of the following types of teams:

- (1) PSP Division 1
- (2) PSP Division 2
- (3) NPPL Division 1
- (4) NPPL Division 2
- (5) Any Division 1 or Division 2 team
- (6) Any Amateur team

11.0 Player Classification - Novice

11.1 A player will be considered NOVICE if they meet any of the following criteria:

- (1) If the player has been rostered on a PSP Division 3 X-Ball team in the past 12 months
- (2) If the player has been rostered on a NPPL Division 3 team in the past 12 months
- (3) If the player has been rostered on a NEPL Novice or Intermediate team in the past 12 months
- (4) If the player has been recognized by PSP, NPPL, or NEPL as a Division 3 / Novice player
- (5) If the player has been rostered on a Novice team in the past 12 months.

11.2 A player will be considered NOVICE if they are currently rostered on a Novice team, or if they do not qualify for either Amateur or Rookie Divisions.

12.0 Player Classification - Rookie

12.1 A player will be considered ROOKIE if they meet any of the following criteria:

- (1) If the player has not been rostered on a PSP Divisional X-Ball roster, or
- (2) If the player has not been rostered on an NPPL Divisional 7-Man roster, or
- (3) If the player is currently rostered on an NEPL Rookie 3-man roster, or
- (4) If the player has not been rostered on a NOVICE team roster for more than 4 events.
- (5) If the player has not been on a team that has won 2 events in a single season.

12.2 The producer reserves the right to review and correct the playing status of any player at any time.

13.0 OFF-FIELD PRE-GAME STRUCTURE

13.1 Each team is expected to report to the game field at least 10 minutes prior to the scheduled start of their game.

13.2 All teams will be afforded the opportunity to chronograph their equipment before going to the field to play. It is each team's responsibility to ensure that it's players are under 300 fps. There will be a mandatory pregame chronographing of each team. Players will be chronied prior to the game. Any player found to be shooting over 300 fps will not be allowed on the game field until their marker has been adjusted down to an acceptable muzzle speed, or the offending marker has been replaced by a marker that doesn't exceed the maximum chronograph speed.

13.3 The chrono judge may inspect a marker for the following:

- (1) the presence of foreign matter in the barrel, feed port or loader;
- (2) tightness of screws, barrel, tank and other working parts which can increase or decrease velocity;
- (3) presence of valves or expansion chambers which can be turned on or off; all valves will be placed in the fully open position;
- (4) presence of external velocity adjusters which are not covered or fixed in place; and
- (5) any other device, part or item which would enable a player to increase the muzzle velocity of the marker on the game field without resorting to the use of tools.

13.4 Players are responsible for removing old hits or bringing the same to the attention of a field judge so that it may be dealt with in a manner that would not result in it resulting in an elimination of a player.

13.5 Players are not allowed to bring tools or other prohibited equipment onto the game field. Presence of such equipment may result in a penalty and disciplinary proceedings against the offending player and/or team.

13.6 Each player will be given an armband in a distinctive team color and will wear the same on his left arm.

14.0 GAME STRUCTURE

- 14.1 A game will end at the earliest of:
- (1) a successful flag hang,
 - (2) the elimination of all players on the game field, or
 - (3) 5 minutes after the start of the game for a 5-man tourney, and 3 minutes after the start of the game for a 3-man tourney.
- 14.2 Flag stations for all rounds will be determined by coin toss prior to the start of the game.
- 14.3 Starting procedures will be standardized at every field. Players will place their gun barrels on some portion of the starting station. Players may turn their bodies including their faces in any direction that the player chooses. Any player that doesn't have his/her barrel touching the starting station at the start of the game is subject to be eliminated. All forms of starting stations shall be in bounds and in play.
- 14.4 The head judge on the field will begin a game by giving a ten second warning so that each team may hear clearly such warning. The head judge will give such warning with a countdown of "Three, two, one, ten seconds." Thereafter, the game will start by the head judge shouting so that each team may hear, by radio or otherwise, either, "Game on." or "Go, go, go."
- 14.5 A first flag pull occurs when a player not eliminated and has physical possession of the center flag, before a player from the other team manages to do the same. Only one team in a game may earn first flag pull points. Having possession constitutes pulling the flag cleanly away from its support.
- 14.6 Flag hang points are awarded when a player breaks the plane of a flag station with a flag. Flag hangs may be awarded in conjunction with or independently of first flag pulls. Flag hangs are only awarded when a flag is hung in the opponent's flag station. Flag hangs may be awarded to the team that is not in possession of the flag when it is hung, since it is the flag and the station that it is hung in that determines the points awarded and to whom. Flag hangs will not be immediately awarded upon the flag breaking the boundary plane of a flag station, The status of the flag carrying player will first be verified and before a flag hang is considered to be official. The time that the flag carrier breaks the plane of the flag station with the flag will be recorded by the flag field judge, and should that player be determined to be live after being checked by the field flag judge, the hang will be announced and the game will have ended as of the time that such player broke the plane of the flag station.
- 14.7 A game will end only by the head judge on the field announcing, "Game over."
- 14.8 Players that are eliminated, immediately upon elimination, must exit the game field by the most direct route to the dead box or as directed by a field judge.
- 14.9 All live players at the end of a game must present themselves to a field judge at the exit point for inspection. At this time a field judge will inspect the player for hits and if any are found, the head judge will be notified and proper penalties will be assessed.
- 14.10 Players may not re-enter the playing field without the, permission of a field judge.
- 14.11 In the event of an emergency situation, the judge discovering the emergency will request that all judges immediately cause all action to stop. Game time will also be halted for the duration of the emergency.
- 14.12 Official game time will be kept by the head judge or a field judge appointed thereby. In the event that a game is to be, interrupted, because of a medical emergency, or otherwise, he will mark the time or cause the field judge appointed thereby to keep the official game time to mark the time. Once the condition causing the game stoppage has abated or been resolved all the live players and flags are placed in proper positions by the field judges, the head judge will restart the game and the time will begin by a ten second warning followed by the game on signal. Time will begin to run upon such restart.
- 14.14 Game stoppages will only occur in case of an emergency, dangerous weather conditions, other "acts of God" or a physical altercation on the game field.
- 14.14 Only the ultimate judge may declare the event stopped.
- 14.15 In the event of an emergency, dangerous weather conditions, other "acts of God" that would cause a Tournament to be stopped before the completion of the event, the final results for each division will be taken from last completed round.... i.e. event stops in the middle of the 3rd round of the semi-finals, final scores would be taken from the last completed round (2nd round of the Semis). Should an event end during, but without completing the semi-finals, when the last completed round is determined, the top 2 scores from each bracket will be advanced as if going to the finals. From this point, final standings will be determined.

15.0 FORFEITS

- 15.1 A forfeit will be declared for each game that a team fails to report in a timely fashion for its pregame chronographing, or for any game in which a team refuses to take the field, as long as its opponent is willing to and/or does take the field. In the event that both teams fail to show for a game or both teams are unwilling to take the field, both teams will have forfeited that game.
- 15.2 Any team which is scheduled to oppose a team that has forfeited a game will receive 48 points or the average of all their games in that round which ever is higher and the forfeited team will receive zero points for that game, unless the opposing team also forfeited that game, in which case both teams will receive zero points for that game.
- 15.3 Once a forfeit has been declared, the forfeited game will not be rescheduled and the score will stand.

16.0 CHRONOGRAPHING & CHRONOGRAPH PENALTIES

- 15.1 Maximum Paintball Velocity: The maximum allowable velocity for any event is 300 feet per second

(fps).

16.2 All markers are subject to a chronograph check before, during and after a game.

16.3 Pre-game Chrono Check: Before each game every player must report to the field's designated chronograph. An equal number of players from each team will be chronographed. The velocity check shall consist of three (3) consecutive shots over the chronograph. A set of three (3) shots must be taken with each power source/cylinder a player takes onto the game field. No single shot may exceed the event limit. Any marker shooting over the event limit shall not be allowed in the game. Players may attempt to re-qualify markers, providing games are not delayed. A player may go into a game without a marker.

16.4 Between chronographing on before a game and chronographing off after a game, without the express permission and supervision of a judge, a player commits an infraction if he adjusts, disassembles, turns off, or otherwise alters or tampers with the velocity regulating components of his marker. If the player is active, the judge will eliminate him; if the player has already been eliminated, the judge will assess a POINTS PENALTY of -50 (50 points are subtracted from the team's score).

16.5 An eliminated player, or an active player after the game ends, commits an infraction if he discharges his marker, bleeds off gas, removes the cylinder, or turns off the valve before completing the post-game chrono check; the judge will assess a POINTS PENALTY of -50 (50 points are subtracted from the team's score).

16.6 During a game, a player must allow a judge to chronograph his marker upon request. The judge will call the player neutral, and the player must cease all play-related actions and follow the judge's instructions. If the player refuses to follow the judge's chrono check directions, the judge will eliminate him; in addition, the judge will assess a POINTS PENALTY of - 50 (50 points are subtracted from the team's total). The game check shall consist of one (1) shot over the chronograph without any clearing shots. This shot may not exceed the event limit. If this shot exceeds the event limit, the judge will eliminate the offending player. The player must submit to a post-game chronograph check where a further Points Penalty may be assessed according to post-game chrono check rules.

16.7 Post-game Chrono Check: Every player must report to the field's designated chronograph immediately after the game ends. After each game an equal number of players per team will be chronographed. The velocity check shall consist of one (1) clearing shot immediately followed by one (1) shot over the chronograph. If the single chronograph shot exceeds the event limit, two (2) additional chrono shots are required; those three chrono shots will be totaled and the judge will assess a POINTS PENALTY of -1 point for each fps over three times the event speed limit (1 point for each fps will be subtracted from the team's total score, up to a maximum of 50 penalty points per player per game).

17.0 ELIMINATIONS & MARKINGS

17.1 A player is eliminated from the game when he is ordered off the field or eliminated by a judge, or when a player signifies his elimination whether marked or not.

17.2 Out of bounds: A player whose body or equipment accidentally or deliberately extends beyond the vertical plane of the boundary shall be eliminated.

17.3 A player who deliberately shoots at another player across a boundary or from out of bounds commits an infraction. When witnessed by a judge, a player marked by a paintball from across a boundary will be returned to active status.

17.4 A player who climbs on a tree, a bunker, a structure or a prop will be eliminated.

17.5 A player who deliberately alters terrain or structures, or tampers with a bunker, will be eliminated.

17.6 A player who deliberately uses a non-participant or a movable object as a shield will be eliminated.

17.7 Start of Game. The countdown and "game-on" signals will be issued to both teams simultaneously. No more than the prescribed number of players may be on the playing field when the game-on signal is given or at any time during the game. A team may start the game with fewer than the prescribed number of players. Games will not be delayed for late players or for equipment malfunctions. A referee will eliminate any player who is not within his team's starting area when the game-on signal is given or who leaves the starting area before the "game-on" signal.

17.8 Each player must maintain possession of any equipment or clothing (including his armband) that he carried onto the field except for the following disposable items: paint pods/loading tubes, squeegees, paper towels, and spent 12- gram cartridges. Intentionally discarding equipment is an infraction. Unintentionally losing possession of nondisposable equipment for more than five seconds also is an infraction. Any equipment more than 3 feet away from the player is considered discarded equipment.

17.9 A player is eliminated from the game when he is marked anywhere on his body, clothing or equipment with a splat caused by a direct hit from a single paintball.

17.10 A player is NOT eliminated from the game when he is marked anywhere on his body, clothing or equipment with a splat caused by an indirect (when a paintball breaks against a secondary object and splatters/sprays the player) hit from a single paintball.

17.11 If two or more players are marked simultaneously, both shall be eliminated. A judge will decide which player(s) is eliminated when the players involved do not agree on the order in which they were marked.

17.12 It is the player's responsibility to notify a judge and receive the judge's acknowledgment when he is marked other than by a shot (e.g., by kneeling on a paintball, from cleaning his marker, from leaning against a paint-stained object, etc.). If the judge determines the mark was not from a hit, the judge will wipe off the mark.

17.14 It is each player's responsibility to check himself and call himself out when he has been marked from an obvious hit. An "obvious" hit is a direct impact that leaves a splat and that, in the judge's

determination, the player should physically sense.

17.14 When a player receives an "obvious" hit that the player can visually verify, he must signify his elimination immediately. A player may seek reasonable cover in the immediate area if he is unable to visually verify an obvious hit and if remaining in his current position while waiting to be paintchecked will leave the player exposed.

17.15 Blatantly shooting a player after he has signified his elimination is an infraction.

17.17 A player who fails to continuously call for a paint check after an **obvious hit** which the player cannot visually verify commits an infraction. The player also can't move while awaiting this check.

17.17 A player who receives an obvious hit and continues aggressive play (shooting, advancing, communicating with teammates, handing off supplies, etc.) commits an infraction.

17.18 A "questionable" hit is a mark that, in the determination of a judge, the player probably did not physically sense. A player who receives a questionable hit will be eliminated from the game but has not committed an infraction. If, however, a judge determines that the player became aware of a questionable hit and then continued to play, the player has committed an infraction by continuing aggressive play after an obvious hit.

17.19 A player who has been eliminated and/or signals himself eliminated, and who then shoots at an opponent from on or off the field, commits an infraction.

17.20 A player who deliberately attempts to hide, remove, or conceal a paint mark commits an infraction.

17.21 A player may not use a bunker to support his or her body while making a move.

18.0 PROCEDURES FOR ELIMINATED PLAYERS

18.1 An eliminated player is allowed to verbally signify his elimination once only, simultaneously with his visual elimination signal.

18.2 A player must immediately signify his elimination by fully extending his marker above his head and keeping it raised until he has crossed the field boundary; failure to do so is an infraction. A player shall allow a judge to take his armband off, but if a judge is not available to do so, the player shall remove his own armband and give it to a judge.

18.3 An eliminated player must exit the field as quickly and directly as possible, following the directions of the judges. A player should insert a barrel plug into his marker's barrel when he crosses the field boundary. An eliminated player commits an infraction if he fails to proceed promptly and directly to the field's holding station. 6.4 An eliminated player who communicates, verbally or visually, with his teammates, commits an infraction.

18.4 An eliminated player who discards or passes off equipment or supplies commits an infraction.

18.5 A player who fails to call for a paintcheck and waits until after the game ends to signify his elimination, and/or who has an obvious hit but attempts to report as "live" (active) after a game, commits an infraction. The offending player shall be counted as an elimination; additionally, the judge will assess a POINTS PENALTY of -20 points (20 points will be deducted from the team's score).

19.0 PAINTCHECKS

19.1 Paintchecks may be requested by any active player any time during a game, but judges are not required to respond to superfluous and/or distracting requests. Nor will judges answer questions regarding game situations (e.g., time remaining, location of flags, disposition of active players, etc.). The time clock is not stopped for paintchecks.

19.2 Judges may visually check a player without performing a "neutral" paintcheck (without "calling him neutral"). During these non-neutral paintchecks, play continues across the field without restrictions to shooting and movement.

19.3 Neutral paintchecks: A judge will perform a "neutral" paintcheck if, in the performance of the check, he will expose the player to hits or interfere with normal game activity. A player becomes neutral only when a judge gets close enough to touch the player, tells the player he is neutral, and signals the player's neutrality to the rest of the field. A player who calls for a paintcheck on himself remains in play unless and until a judge performs a "neutral" paintcheck on him.

19.4 When a judge performs a "neutral" paintcheck, he must signal the player's neutrality to the rest of the field by 1) raising a neutral flag high above the player's head or 2) raising one arm/hand high above the player's head.

19.5 A judge may signal a player "eliminated" by outstretching one arm/hand to point at the player and putting his other hand on his head. A judge may signal a player "clean" by outstretching one arm out to each side.

19.6 An active player shall not shoot or advance directly toward a neutral player, and shall not enter a 25-foot (25') radius around the neutral player.

19.7 A neutral player becomes active when the judge tells him he is clean/may resume play, and signals to the rest of the field that the player is now active.

19.8 Judges, not the player, will wipe off indirect spatter and wrongful hits, such as when players are hit after being called neutral.

19.9 A player who attempts to remove paint splatter and/or spray off his clothing or equipment commits an infraction. However, the exception is a player's goggle lens; a player may wipe off his lens only after receiving direct permission from a judge.

20.0 SPECTATORS

20.1 Spectators shall not point at nor communicate with active players, nor shall they distract judges and/or interfere with the game.

20.2 Spectators must follow the directions of the judges. Non-playing spectators must have in their possession some type of picture ID, and they must show it to a judge upon request.

21.0 FLAGS & FLAG CARRIERS

21.1 A flag is designated as "pulled" or "secured" when it is removed from its station and held in the possession of an active player.

21.2 A player shall not be eliminated for taking possession of a flag with paint marks on it. A hit to the flag while it is in a player's possession must be witnessed by a judge to be deemed an elimination of the flag carrier.

21.3 A flag carrier must hold the flag in the hand and must keep the flag visible at all times. The flag may be handed off between active players.

21.4 Any active player may pick up a dropped or discarded flag, but in a dual flag game, players may not intentionally touch, move, shoot or disguise their team's own flag. A player is presumed to know which flag is his own team's flag.

21.5 To have possession of the flag, a player must have positive control of the flag. If the flag is not in positive control of a player and the match ends, they do not get possession points; points for first pull will still be awarded.

21.6 In single-flag (center flag) games, a flag "hang" is awarded when an active player touches the suspension point or breaks the plane of his opponent's starting station with the flag. In dual-flag games, a flag hang is awarded to the first active flag carrier from either team to touch the suspension point or break the plane of his team's flag station with the opponent's flag.

21.7 A flag carrier automatically becomes neutral when he breaks the plane of the station or touches the suspension point. A judge will check him for paint marks. If the flag carrier is clean, the game ends. Should game time expire during the check of the flag carrier, the flag hang will be awarded if the carrier is clean. If the flag carrier was marked prior to breaking the plane or touching the suspension point and game time did not expire during the check, the judge will back the neutral flag carrier out of the station approximately 25 feet (in the direction he came from). Play continues at the judge's signal to the rest of the field.

21.8 If the flag carrier is eliminated he shall drop the flag and exits the field. If the flag is not in plain view, the closest referee will move the flag into plain sight under his discretion.

22.0 GAME END

22.1 The head judge will give the game-end signal when a flag is hung, the time period for the game expires, or the last player on a team is eliminated via a penalty. All shooting must cease at the game end signal, and players on the field should install barrel plugs.

22.2 A player who signals the end of a game commits an infraction.

22.3 The head judge of a field may "freeze" the field, signaling all play to stop, because of an emergency, injury, safety hazard or other serious game problem. The judges will instruct the players as to the actions required. The head judge will resume play with a 10-second countdown after notifying the field how much time remains in the game.

23.0 PENALTIES - PLAYING ON

23.1 Playing on entails continuing to act as a player in the game after being eliminated. Playing on includes, but is not limited to, Continuing to fire or otherwise engage the Opposition, continuing to move, except with respect to exiting the field by the most direct route or at the direction of a judge, talking, signaling or otherwise communicating, either to a judge opposing players or teammates, except that a player may say, "I'm hit." or, "Out." or something to that effect once, impeding the progress of opposition players or a judge, hampering a judge in making a paintcheck or a call, discharging or degassing the marker or providing teammates with paintballs or equipment. The penalty for playing on is the removal of a teammate in a one-for-one call, unless, in the judges opinion, such playing on has materially influenced the course of the game, giving the offending player's team an advantage, in which case the penalty for playing on is the removal of two teammates in a two-for-one call.

24.0 WIPING

24.1 Wiping is defined as the active and deliberate removal of paint by a player in order to avoid an elimination or avoid a judge's call.

24.2 Wiping is penalized by the immediate removal of the player from the game and the simultaneous removal of three additional players from the same team.

25.0 FREIGHT TRAINING

25.1 Freight training is the act of utilizing multiple players who move and act in such a manner so that the lead players after being marked and eliminated impede or prevent the timely elimination of other players in the train.

25.2 Judges will allow a freight train to continue, but will remove one player for each instance of continuing to play by any of the freight-training players. When the freight train stops, the players who took multiple hits will also be removed from play.

26.0 INTERFERENCE

- 26.1 Spectators may be allowed to observe games and the activities on a field but may not:
- (1) issue instructions to players on the field.
 - (2) make comments about play which are likely to be heard by players on the field,
 - (3) have guns in their possession, or
 - (4) otherwise interfere with play in any manner whatsoever.
- 26.2 Team members and associates of the competing teams who interfere with the play of that game will immediately receive a penalty as if a player "played on" on the field and will result in the removal of one or more players from the associated team.

27.0 ASSESSMENT OF PENALTIES

- 27.1 Judges must assess the penalty prescribed for playing on or wiping.
- 27.2 Only Head judges may assess penalties that remove points earned on the field.
- 27.3 Judges will eliminate players for the following infractions:
- (1) Unsportsmanlike conduct.
 - (2) Intentionally shooting at refs.
 - (3) The use of inappropriate language.
 - (5) A player going out of bounds or moving the boundary tape.
 - (6) A player hit in an unobvious location.
 - (7) A player having tools on the field.
 - (8) Player fails to tag up with the starting station after a false start.
 - (9) Failure to wear goggles.
- 27.4 Assessment of the one-for-one rule (the removal of the player committing the infraction, and a teammate) will take place for the following infractions:
- (1) A player having tools on the field
 - (2) Freight training, applied for each infraction.
 - (3) Continuing to play, hit in an obvious location.
 - (4) Reentering the field after elimination.
 - (5) Interference during the course of a game by a person affiliated with the team, not playing in the game.
 - (6) Playing on after being eliminated. Altering the course of the game.
 - (7) Engaging in physical contact with another person on the field in a hostile manner.
 - (8) First Offence for marker violations.
- 27.5 Assessment of the two-for-one rule (the removal of the player committing the infraction and two teammates) will take place for the following infractions:
- (1) Continuing to play, hit in an obvious location, which results in an alteration of the course of the game.
 - (2) Use of a marker, firing in a prohibited mode.
- 27.6 Assessment of the three-for-one rule (the removal of the player committing the infraction and three teammates) will take place for the following infractions:
- (1) Wiping
 - (2) Shooting after acknowledging your elimination or from the dead box.
 - (3) Second Offence of marker violations.

28.0 ADDITIONAL PENALTIES

- 28.1 A Head judge may assess additional one-for-one penalties during the game or successive 10 point penalties off of the field for the following infractions:
- (1) Each time a player fails to obey a judge's instructions.
 - (2) Fighting or other hostile contact.
- 28.2 If a penalty is called that results in the removal of the last player from a team, the other team will be awarded the flag hang automatically.
- 28.3 Assessments of one-for-one, two-for-one, and three-for-one penalties when no live players are left will result in the following penalty points being assessed against the offending team:
- (1) 12 point penalty in lieu of a one-for-one penalty.
 - (2) 24 point penalty in lieu of a two-for-one penalty.
 - (3) 36 point penalty in lieu of a three-for-one penalty.
- 28.4 A player prohibited from a playing on a team, because his name appears on another team's roster, or otherwise will cause the forfeiture of all the games of such team.
- 28.5 Any team that intentionally gives up points to its opponent will be disqualified from the tournament and all members of the team playing at the time of the infraction shall be suspended for life from playing in any sanctioned event.
- 28.6 Any team that plots with opponents to set scores will be disqualified from the tournament and all members of the team playing at the time of the infraction shall be suspended for life from playing in any sanctioned event.
- 28.7 Referee's calls during a game will stand and cannot be changed after a game except in extreme situations with the Ultimate Judge's approval.
- 28.8 Any player who intentionally slams/spikes a marker will be disqualified for the remainder of the event and will be assessed a 50 point penalty. The offending player's team will finish that event playing short-handed with only 4 players on the field, regardless of the number of players on their team roster.

Any player who commits a second offense of slamming/spiking a marker will be disqualified for the remainder of the season.

28.9 Any player who commits their third offence for marker violations will cause his team to have all points amassed up to the point of such discovery removed and such player will no longer be allowed to continue to participate in the Tournament. The team of any player who commits his third offence for marker violations will only play with 4 bodies for any remaining games they may have, regardless of the number of players on the team's roster.

29.0 UNSPORTSMANLIKE CONDUCT

29.1 A person may not argue with a judge, hinder/interfere with a judge's performance, and/or disregard a judge's warning during a game.

29.2 A person may not engage in loud arguing, cursing or insulting name-calling regardless of where or to whom it is directed (toward a judge, player, spectator, self, etc.).

29.3 Engaging in confrontational arguing or severe, abusive cursing or name-calling, and/or threatening physical harm to another person, is an infraction. If the offending player is active, the judge will eliminate him; if the offending player has been eliminated, the PENALTY is +1. In either case, the judge also will assess a POINTS PENALTY of -50 (50 points are subtracted from the team's score).

29.4 Making belligerent physical contact with another person by deliberate bumping, pushing, shoving, use of an object, etc., is an infraction. When this occurs, the judge will END THE GAME and the offending player's team shall forfeit the game. Additionally, the judge will assess a POINTS PENALTY of -100 (100 points are subtracted from the team's score). If a player from each team commits this infraction, both teams shall forfeit and the POINTS PENALTY of -100 shall be deducted from each team's score.

29.5 Unsafe actions such as throwing a paintball marker or other equipment that could cause a safety problem will result in a PENALTY and the judge will also assess a -50 (50 points are subtracted from the team's score).

30.0 SCORING

30.1 Game Points: Game points are earned by teams according to their performance. Accumulated points will be used to rank contestants throughout the event for seeding positions and to determine which teams advance to the next round.

30.2 Standard Game Points System:

Event	3 player	5 player		
possession of flag	15 points	15 points		
opponents eliminated	10 each	5 each		
first flag pull	20 points	25 points		
flag hang	50 points	50 points		
TOTAL	100 points	100 points		
Possession only if there is no hang				

30.3 Ties for total points going from the preliminaries into the finals will be decided by the last match played by the two teams in question. The winner of that match will be ranked above the other team in the tie.

31.0 PENALTIES

31.1 This Tournament Rules Book is not an exhaustive reference regarding rules, infractions and penalties. Penalties may be increased, decreased, or declined by the director of judging or an ultimate judge, at his discretion, in particular circumstances.

31.2 It is each player's responsibility to consult with the tournament producer prior to the event regarding definitions and limitations of the rules.

31.3 A violation of these specific rules, as well as a violation of the spirit and intent of these rules, is an infraction.

31.4 Each player must immediately submit his equipment, his paint, and himself for an inspection whenever requested by a judge.

31.5 Players must follow all of the directions of the judges. Since the instructions of the judges supersede these rules, a player shall not be penalized for following the directions of a judge.

31.6 Appeals. All decisions by the judges are final. Questions or appeals may be addressed by the team captain(s) to the head judge of the field immediately after the players have chronographed off after the game.

31.7 A "+1" signifies that the judge will eliminate one active teammate of the offending player. A "+2" signifies that the judge will eliminate two active teammates of the offending player.

31.8 Successive or continuing infractions are grounds for successive penalties. Example: the offending player is an active player and commits the infraction of arguing with a judge; the judge eliminates him

from the game. He continues to argue with a judge; the judge eliminates an active player from his team. If he continues to argue, the judge eliminates another active player from his team.

31.9 Certain infractions result in Penalty Points. Successive or continuing infractions are grounds for successive penalties.

31.10 When a penalty eliminates the last player from a team, the other team will be awarded the flag hang automatically. First pull also will be awarded if one has not occurred earlier in the game.

32.0 SUSPENSIONS & EXPULSIONS

32.1 The producer or his designated representative is the only person authorized to penalize a player with probation, suspension, and/or expelling a person from a tournament.

32.2 A person expelled or suspended from a tournament must leave the premises and not return.

33.0 SEEDING & SEED POINT DISTRIBUTION

33.1 Five player team seed points are earned as follows:

- (1) 100 points for first place;
- (2) 98 points for second place;
- (3) 96 points for third place;
- (4) 94 points for fourth place;
- (5) 92 points for fifth place;
- (6) 90 points for sixth place;

There will be a 2 point decline in points per place of finish as in this example. Minimum points awarded will be 10. Amateur, Novice and Rookie divisions will carry their own seed point standings.

33.2 Any team that elects to change their status by moving up a division will be allowed to keep a percentage of the seed points earned up to that point. The percentage of points kept will be determined by when the team elects to move up.

- (1) After the first event: 85%
- (2) After the second event: 70%
- (3) After the third event: 55%
- (4) After the fourth event: 40%
- (5) After the fifth event: 25%
- (6) After the sixth event: 10%

33.3 Amateur teams may not drop down to the novice division at any time

33.4 To maintain seed points, a team must have no less than three players off of its original series roster (5 man) or 1 player for 3 man. Less than 3 (5 man) of the team's original roster members constitute a different team, which in turn will carry separate seed points.

33.5 Any team that decides to change names in the middle of the series will be allowed to keep and carry over the seed points from the original name to the new name provided that the team notifies the league in writing of the change of names.

33.6 Registered teams that do not cancel and do not attend the event will receive a 50 point penalty.

33.7 In the event of a tie between teams after final seed points are awarded for the season. If this tie conflicts with any End of Season prizes or awards from the, there will be a one game playoff between the teams to immediately dissolve the tie. The one game playoff will be played prior to The End of Season Awards Ceremony.

33.8 Seed points from four events will be added together in order to achieve the final total score. Teams electing to play all five events will have their lowest score dropped. Teams playing four events or less will stand on all posted scores.

2005 Amendments

1.0 Tiebreakers: First, head-to-head games within the current preliminary, semi or final round. Second, seeding rank at the beginning of the current round. Both seeding rank and scores are zeroed out between each round. Different squads from the same team that end up in the same bracket will play each other in the first game of the round.

2007 Amendments: added section 12.1, subsection 5.
Modified rules 8.8 and 8.9 to reflect 5-man as well as 3-man.

2008 Amendments: revised sections 10.2 and 11.1 to reflect changes in the NEPL ranking system. NEPL Intermediate is considered the same as D3.

2009 Amendments: fixed a wording issue in section 8.0

2010 Amendments

1. Section 1.4 – removed teams rights to “conduct any activity” on the field prior to the event.
2. Section 2.3 – Removed
3. Section 14.1 – Noted that 3 man matches have a 3 minute time limit.
4. Section 14.5 – Added emphasis to controlling the pull for first pull points.
5. Section 21.5 – Restated possession rule.
6. Section 21.8 – If the flag carrier is hit, he no longer holds onto the flag, he just drops it.

7. Section 30.3 – Added information about ties from prelims to finals.
8. Section 33.4 – Removed points for judging teams.