

# **WOODSBALL TOURNAMENT SERIES RULES AND REGULATIONS**

## **I. GAMES**

- a.** Teams will play a minimum of 6 preliminary games
- b.** Teams will qualify for the finals round based on their points accumulated throughout the tournament. Teams with the most points accumulated move onto the next round.
- c.** Games will be at most 6 minutes long with 2 minutes in between each game. Once a game ends, the 2 minute clock starts.

## **II. CLASSIFICATION**

There will be two divisions

- a.** Seasoned - will be classified as anyone who has played Division 3 speedball or higher in the past or has played in the Open Division or Higher of the UWL.\*
- b.** Rookie - is anyone who is ranked D4 and below or has not played the UWL in higher than tactical
  - i.** \*The League Organizer has the right to bump a team to a higher division if he has enough evidence to support the claim that such team is “Sandbagging”
  - ii.** \*Players/Teams who are classified as “Rookie” do in fact reserve the right and option to compete at the “Seasoned” classification giving them the availability to compete at a level higher than their own. Neither “Seasoned” player(s) nor team(s) may compete as a “Rookie”. Any “Seasoned” person(s) caught falsifying their information to compete at an easier level will be subject to the penalty of “Unsportsmanlike Conduct”.

## **III. SCORING**

- a.** Games will be conducted on a 100 point system
- b.** A team will be awarded 5 points for every player on the opposing team eliminated
- c.** A team will be awarded 25 points if it successfully pulls the flag first
- d.** A team will be awarded 50 points if it successfully hangs the flag in the opposing team’s flag station first

#### **IV. MARKER REGULATIONS**

- a.** Players may carry into a game and use only one 68 caliber pump, semiautomatic “mechanical” marker or an electronic marker with a rate of fire capped at 5.5 balls a second or less.
- b.** Marker must have a single barrel and a single action trigger
- c.** Where applicable, the force needed to pull the trigger of the marker must exceed the bounce back force of the trigger caused by the expenditure of the paintball, eliminating the possibility of a bouncing trigger.

#### **V. FIRE MODE REQUIREMENTS AND INFRACTIONS**

- a.** Players may choose to use electronic markers with a semiautomatic firing mode capped at 5.5 balls per second or they may choose to use 2017 NXL/Millennium ramping firing mode capped at 5.5 balls per second. Full Auto is not allowed.
- b.** A player on the field of play whose marker fires two shots at 5.6 to 5.9 bps will be assessed a major penalty (3 for 1). Or if discovered after a game by a judge, the team will be assessed a -20 points on their score sheet.
- c.** A player on the field of play whose marker fires two shots at 6.0 to 7.0 bps will result in the match automatically being awarded to the opposing team, with the losing team receiving a score of -40 and the winning team receiving a score of 100.
- d.** A player on the field of play whose marker fires two shots above 7.1 bps will result in the match automatically going to the opposing team, with the losing team receiving a score of -70 and the winning team receiving a score of 100. The player who receives the penalty will be suspended for the rest of the tournament. The team will be required to play with 1 less player for the remainder of the event.
- e.** Any illegal marker (illegal mode and/or settings) is not allowed on the field of play. Players attempting to carry an illegal marker on the field of play prior to the start of the game will be assessed a major penalty. A player bringing an illegal marker on to the field of play after being informed by a judge that the marker is illegal will be assessed an event suspension.
- f.** All markers with any form of external velocity adjusters must be modified in such away so that the velocity adjuster is not readily accessible during the course of play.
- g.** All regulators require tournament caps so that they cannot be adjusted without a tool with the marker gassed or degassed.
- h.** Barrels may be equipped with porting, slots and/or rifling, but may not have a sound suppressor attached or an integral part of the construction.
- i.** Cloth, neoprene or other material may be used to cover the air tanks attached to the markers.

- j. Barrel bags must be used off the field of play and away from the chronographing areas.

## **VI. ELIMINATIONS**

- a. A player is eliminated if a paintball shot by a live player of any team strikes and breaks on that player or anything he is carrying.
- b. If the paintball strikes the player or anything he is wearing or carrying but does not break, such player is not eliminated. If a paintball strikes another object first and breaks upon that object before marking a player such player is not eliminated. Generally, if the paint marking is reasonably solid and at least the size of a quarter, it will be considered a valid hit. "Splatter" will not be considered a valid hit.
- c. If two opposing players are hit and marked, simultaneously, or if the judges cannot determine which player was hit and marked first, both players will be eliminated.
- d. Judges will wipe splatter or non-valid hits off a player while on the field if doing so does not interrupt game play.
- e. Players will be eliminated if any part of their body leaves the playing field.
- f. Players may be eliminated as the result of a penalty called by a judge for infractions committed by teammates pursuant the provisions contained herein.
- g. Players who are eliminated are expected to immediately signal their eliminations by announcing "HIT" or "OUT" at the time of such eliminations. Failure to announce one's own elimination and knowingly "playing-on" will cause such player(s) to be subject to penalty.
- h. Eliminated player's armbands will be removed by a judge upon the player's elimination. When a player is eliminated, such player must turn off marker and hopper, attach barrel condom and hold their marker either in the air above their head or below their waist not by the trigger frame but by the front grip or back grip. Eliminated player must walk to the nearest boundary line and proceed out of bounds to their respective dead box. The eliminated player may not talk or otherwise communicate in any way with any live player on the field. Eliminated players are not permitted to enlighten teammates about their elimination or any other knowledge whatsoever by any means. Any player who, in the opinion of a judge, is considered to be communicating during his/her elimination to a live player will be considered to be "playing on" and be subject to penalty.
- i. Players without armbands or with hits will be eliminated. It is the player's responsibility to obtain an armband before the start of the game as well as wipe old hits. Once the game is signaled to commence, any player without an armband or with a hit on them or their equipment will be eliminated immediately.
- j. Players must have their marker and all accessories on them at all times (except for used pods). Anything left behind other than used pods when making a bunker change will result in elimination of such player.

## **VII. CHECKOUT PROCEDURES**

- a.** Eliminated players have to wait in their respective dead box until the “Game Over” has been announced by field officials.
- b.** After the completion of the game, all eliminated players may gather equipment on the field such as pods left behind for example. All live players must proceed directly to the nearest judge for inspection. Both loaders and markers of that of “live” players must remain on until the judge inspecting such player(s) instructs them to turn them off. At this time, a judge will inspect the player(s) for hits and may inspect the player’s marker for firing mode or re-chrono check at such judge’s discretion. If any player(s) are found to have hits or unapproved marker settings upon inspection, the Head Judge will be notified and proper penalties will be assessed. “Live” players who fail to present themselves(s) at the live player inspection are subject to being counted as eliminated.
- c.** Players may not re-enter the playing field without the permission and escort of a Judge or other field official.
- d.** No player may touch another player during game play this will be seen as wiping a player and this will result in a 2 for 1.

## **VIII. ON FIELD CHRONOGRAPHING**

- a.** Chronographing on the field may be done at any time at the discretion of any Field Judge to determine if a marker muzzle velocity has risen above legal limits. Judges will seek to perform on field chronographing in a manner which least interferes with play.
- b.** Players with markers chronographed during a game Over 290 feet per second will be eliminated from play and given a “One-for-One” penalty.
- c.** Players who are observed working on their markers during the course of a game, with the exception of cleaning paint out of barrels, loaders or feed ports will be immediately eliminated from play. Operating buttons in any way will only be allowed with agreement by a judge.

## **IX. EQUIPMENT/CLOTHING**

- a.** Standard Clothing: All standard playing clothing such as Paintball pants and jerseys are approved as well as long sleeve shirts. Legs and arms must be covered by a clothing material at all times while on the field.
- b.** Sizing: Players may not wear over-sized clothing. If a judge deems that a players clothing is over-sized, the judge may require new attire or make temporary adjustments using tape, pins, etc.
- c.** Materials: Clothing pieces which are made of highly absorbent material, such as felt or fleece, or of a highly padded or slick nature, such as nylon or rubber is not

permitted. If a player is found to be wearing such materials, he/she will be required to obtain and wear suitable replacement clothing.

- d.** Colors and Designs: Players on-field clothing may not resemble the judge's uniform. If a judge or field official deems that a player's clothing color or design resembles that of the field judges, such player(s) will be required to wear suitable replacement clothing.
- e.** Layers: Players will be allowed two layers of clothing not including padding. No fluffy sweatshirts or jackets under jerseys. No sweatpants or jeans under pants. Acceptable examples of top layering would be i.e. (Jersey over long sleeve shirt, T-shirt or thermal under armor type shirt / T-shirt over jersey, long sleeve shirt or thermal under armor type long sleeve / Long sleeve shirt over T-shirt, jersey or thermal under armor type shirt/ ). Acceptable examples of bottom layers would be i.e. (Pants over thin pajama pants, compression shorts, and slider shorts). Players will also be allowed two layers of headwear beneath their mask, i.e. (headband, bandana, sandana, or beanie). There is no limitation on the layer count of socks worn beneath footwear. As per judge or field official's discretion, such authorities reserve the right to inspect player's layers at any time.
  - i.** (Note: more layers may be added per event basis depending on weather ask the event coordinator at each event.)
- f.** Padding: Elbow and knee padding will be allowed as well as gloves, neck guards, and athletic cups. Any and all other forms of padding such as soft cushion or firm plated chest protectors are not permitted. No foam, cushion, or plate material may be worn beneath player's clothing. Only clothing that is embedded with padding during the production process of such clothing such as padded jerseys will be permitted. Any player caught concealing any form of unapproved padding will be subject to penalty as well as player's entire team as per officials discretion. All above except stated otherwise by a legitimate signed and dated letter of approval from such player's primary care physician explaining that such player(s) in question are in possession of a special/specific medical condition which requires the usage of such forms of protections.
  - i.** Vests and pouches may not be constructed in such a fashion that they constitute padding.
- g.** Footwear: Any and all forms of footwear such as cleats, boots, and sneakers for example are approved. Except; no sharp or pointy type of footwear such as spiked cleats or boots will be permitted on any field area where inflatable air bunkers are present. Any damages caused to field property such as "popping a bunker" that is proven to be directly caused by a player's unapproved footwear will cause such player to be fined to pay for damages.

## **X. JUDGE**

- a.** Each field will be staffed by at least 5 judges
- b.** All judges shall perform their duties and shall make decisions in an unbiased manner. If any judge is found to have been bias in his judging activities, for or against any team, such person shall be dropped from the judge staff for the remainder of the tournament.
- c.** Judges will not provide information to teams during the game, except with respect to safety concerns, warnings, neutrality, and eliminations.
- d.** 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.
- e.** All calls and judgments on a field are subject to the review by the Head Judge of that field. All calls and judgments made or approved by the Head Judge are final, and are not subject to further review and may not be changed except by him.

## **XI. GAME STOPPAGES**

- a.** Game stoppages will only occur in the event of an emergency. In the event of an emergency, field judges will radio a stoppage request with explanation to the Head Judge.
- b.** Only the Head Judge has the authority to stop or end a game.
- c.** When/if approved by Head Judge to end or pause the game, the stoppage will be indicated by the judges calling "Freeze!", and/or blowing whistle repeatedly in burst.
- d.** In the event of a stoppage of a game, players are required to stay in their position, take a knee and turn off gun and hopper. If player possess a barrel cover during this time, player must also use that. Accidental discharge of marker could cause more damage than has already been done and must be prevented. Players will then await further instruction from officials.

## **XII. PLAYOFF STRUCTURE**

- a.** In divisions of two teams, no playoffs will be played.
- b.** In divisions of three teams, the top two teams advance directly to finals.
- c.** In divisions of Seven or less teams, the top team will advance directly to the finals and the second and third seeded teams will advance to the semifinals, where the winner will advance to play the top team in the finals.
- d.** In divisions of 8 to 12 teams, the top four teams will advance to semifinals, where
  - i.** If two teams are advancing from two brackets, the first place team from one bracket will play the second place team from the other bracket, otherwise

- ii. The top-seeded team will play the fourth seeded team, and the second seeded team will play the third seeded team, and the winners of each semi-final match will play for first and second place, and the losers of each semi-final match will play for third and fourth place.
- e. In divisions of more than 12 teams, teams will advance into a single-elimination head-to-head seeded bracket leading to the four-team semifinals.
- f. In divisions of 13 to 15 teams, the top six teams will advance.
- g. In divisions of 16 to 20 teams, the top eight teams will advance.
- h. In divisions of 21 to 30 teams, the top 12 teams will advance.
- i. In divisions of 31 to 40 teams, the top 16 teams will advance.
- j. In divisions of 41 to 60 teams, the top 24 teams will advance.
- k. In divisions of 61 to 80 teams, the top 32 teams will advance.
- l. In divisions of 81 to 120 teams, the top 48 teams will advance.
- m. In divisions of 121 to 200 teams, the top 64 teams will advance.

### **XIII. OVERTIME**

- a. Overtime is only played in playoffs.
- b. Should any playoff match be tied at the end of regulation, overtime will determine the match winner.
- c. Teams will start the overtime period on the opposite side of the field from the prior point
- d. If two teams are tied at the end of regulation time a 5-minute 5-on-5 overtime is played.
- e. If the 5-minute overtime results in a stalemate (expiration of game time or neither team having any active players), the two teams will each select a player to compete in a One-on-One.
- f. The One-on-One will be 2-minutes and is sudden death; the first player to eliminate the opposing player or hit the buzzer at the opponent's base will win the match.
- g. If in case of a stalemate (expiration of game time or neither team having any active players) in the One-on-One there will be a break time of one minute and the teams must choose a different player to compete in a second One-on-One.
- h. This will be repeated until a team wins a One-on-One.
- i. No player may compete in more than One-on-One.

#### **XIV. FORFEITS**

- a.** A forfeit will be declared for each game that a team fails to report in a timely fashion or for any game in which a team refuses to take the field.
- b.** In the event of a forfeit, the opposing team will receive 100 points. The forfeiting team will receive zero points for that game.
- c.** Teams will not be able to replay a forfeited game once it has been declared such by the Head Judge.

#### **XV. PENALTIES**

- a.** Unsportsmanlike Conducts - Players will be eliminated from the game if they engage in unsportsmanlike like conduct and can be subject to further penalties
- b.** Unsportsmanlike conduct may include, but is not limited to
  - i.** Deliberately shooting judges
  - ii.** Excessively shooting and emitted player with intent to cause injury
  - iii.** Requesting a paint check to distract judges
  - iv.** Verbally abusing any player, spectator or Staff
  - v.** Throwing equipment
- c.** Assessment of Penalties - Assessment of the one-for-one penalty (the removal of the player committing the infraction and a teammate) may take place for the following infractions:
  - i.** Playing-On: A player that continues to play after an un obvious hit is playing on .A unobvious hit is a hit that the player cannot feel, like a hopper hit, graze of the mask, or pack hit.
  - ii.** Affiliated Spectator Interference: Spectator that is known to be affiliated with a team or player who provides strategic advice. (Spectator is removed and player is eliminated).
  - iii.** If a player possesses a tool on the playing field
  - iv.** Velocity Violation: Shooting 290 FPS up to 319 FPS. Any player caught consistently shooting 320 FPS or above will be subject to forfeit from tournament and possible ejection from field at Head Judge's discretion.
  - v.** Distraction Tactics: requesting paint check to distract a Judge from a hit on one's self or a teammate.
  - vi.** Freight Training – Is the act of utilizing multiple players who move and act in such a manner that the lead players, after being marked and eliminated to



impede or prevent the game's timely elimination of other players in the train. Judges will remove one additional player for every person in the freight train.

- d.** Assessment of the two-for-one rule (the removal of the player committing the infraction and two teammates) may take place for the following infractions
  - i.** Playing-On: A player that continues to play after an obvious hit is playing on .A obvious hit can be but is not limited to the mask or the side of your loader.
  - ii.** Wiping: Player deliberately removes paint in order to avoid elimination.
  - iii.** Physical Aggression: A player attempts physical contact with another person on the field in a hostile manner. Offending Player will also be removed from tournament and ejected from field possibly with the escort or local law enforcement by discretion of Head Judge due to the nature of the assault.
  - iv.** Shooting from the dead box: If an eliminated player shoots from the dead box, it will result in a two-for-one. Judge's rulings on such matters are non-appealable and final.