

Rules and Regulations

Games

1. Teams will play a minimum of 6 preliminary games
2. Teams will qualify for the final rounds based on their points accumulated throughout the Tournament. Teams with the most point's accumulated move on to the next round.

Classification

There are 2 divisions: Seasoned and Rookie

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.

Rookie - is anyone who is ranked D5 and below or has not played the UWL in higher then Tactical.

*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"

*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".

Referee

1. Each field will be staffed with a minimum of 5 Referees
2. All referees shall perform their duties and shall make decisions in an unbiased manner. If any referee is found to have been bias in his refereeing activities, for or against any team, such person shall be dropped from the referee staff for the remainder of the tournament.
3. Referees will not provide information to teams during the game, except with respect to safety concerns, warnings, neutrality, and eliminations.
4. Referees will not, through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game. Referees will not impede the progress of the game.
5. All calls and judgments on a field are subject to the review by the Head Referee of that field. All calls and judgments made or approved by the Head Referee are final, and are not subject to further review and may not be changed except by him.

Marker Regulations:

1. **Firing Mode:** The only firing mode permitted will be Semi-Automatic. Capped or uncapped as per player preference. All other firing modes such as ramp, burst, full-auto, etc... are prohibited. Any player caught using an unapproved firing mode will be subject to penalty.
2. **Speed:** All guns will have a strict speed regulation with a max limit of 290 feet per second, enforced by chronograph. Any player's marker proven to consistently exceed the 290fps limit will cause such player to be subject to penalty.
3. There are no regulations on color, brand, attachments or model of paintball marker.

Equipment/ Clothing

1. 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.

2. **Sizing:** Players may not wear over-sized clothing. If a judge deems that a player's clothing is over-sized, the judge may require new attire or make temporary adjustments using tape, pins, etc.

3. **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.

4. **Colors and Designs:** Players on-field clothing may not resemble the referee's uniform. If a referee or field official deems that a player's clothing color or design resemble that of the field referees, such player(s) will be required to wear suitable replacement clothing.

5. **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 layer 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 referee or field official's discretion, such authorities reserve the right to inspect player's layers at any time.

(Note more layers may be added per event basis depending on weather ask the event coordinator at each event.)

6. **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.

7. Neoprene and cloth tank covers are allowed.

8. Players may use cloth, neoprene, or other material to cover the guns paint loaders.

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

10. **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.

Game Stoppages

1. Game stoppages will only occur in the event of an emergency. In the event of an emergency, field referees will radio a stoppage request with explanation to the Head Judge.

2. Only the Head Judge has the authority to stop or end a game.

3. When/if approved by Head Judge to end or pause the game, the stoppage will be indicated by the referees calling "Freeze!", and/or blowing whistle repeatedly in burst.

4. 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.

5. If duration of available play time remaining on the clock exceeds __ minutes before the stoppage of the game, the game will restart with a re-break from the team's respective break location. If at time of stoppage of game the remaining play time on the clock is less then __ minutes, then that game may be deemed complete by that of the Head Judge's discretion.

Checkout Procedures

1. Eliminated players have to wait in their respective dead box until the "Game Over" has been Announced by field officials.

2. 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 referee for inspection. Both loaders and markers of that of "live" players must remain on until the referee inspecting such player(s) instructs them to turn them off. At this time, a referee will inspect the player(s) for hits and may inspect the player's marker for firing mode or re-chrono check at such referee's discretion. If any player(s) are found to have hits or unapproved marker settings upon inspection, the Head Referee 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.

3. Players may not re-enter the playing field without the permission and escort of a Referee or other field official.

4. 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.

On Field Chronographing

1. Chronographing on the field may be done at any time at the discretion of any Field Referee to determine if a marker muzzle velocity has risen above legal limits. Referees will seek to perform on field chronographing in a manner which least interferes with play.

2. Players with markers chronographed during a game Over 290 feet per second will be eliminated from play and given a "One-for-One" penalty.

3. 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 referee.

Scoring-Games will be conducted on a 100 point system

1. A team will be awarded 5 points for every player on the opposing team eliminated. .

2. A team will be awarded 25 points if it successfully pulls the flag first.

4 A team will be awarded 50 points if it successfully hangs the flag in the opposing team's flag station first

Eliminations

1. A player is eliminated if a paintball shot by a live player of both team strikes and breaks on that player or anything he is carrying.

2. 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.

3. 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.

4. Judges will wipe splatter or non-valid hits off a player while on the field if doing so does not interrupt game play.

5. Players will be eliminated if any part of their body leaves the playing field.

6. Players may be eliminated as the result of a penalty called by a referee for infractions committed by teammates pursuant the provisions contained herein.

7. 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.

8. Eliminated player's armbands will be removed by a referee 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 referee, 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.

9. 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.

10. 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.

Forfeits

1. 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.

2. In the event of a forfeit, the opposing team will receive 100 points. The forfeiting team will receive zero points for that game.

3. Teams will not be able to replay a forfeited game once it has been declared such by the Head Judge.

Tie Breakers will be in this order:

Head to head

Points scored against

Penalties

1. Unsportsmanlike Conducts - Players will be eliminated from the game if they engage in unsportsmanlike like conduct and can be subject to further penalties

a. Unsportsmanlike conduct may include, but is not limited to:

i. Deliberately shooting at Referees.

ii. Excessively shooting an eliminated player with the intent to cause injury, i.e. “bonus balling”.

iii. Requesting of paint checks to distract Referees from checking themselves/teammates

iv. Verbally abusing any players, spectators or Referees.

v. Throwing equipment.

2. 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:

a. Playing-On: A player that continues to play after an unobvious 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.

b. 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).

c. If a player possesses a tool on the playing field

d. 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.

e. Distraction Tactics: requesting paint check to distract a Referee from a hit on one’s self or a teammate.

f. 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 timely

Elimination of other players in the train. - Referees will remove one additional player for every person in the freight train

3. 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

a. 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.

b. Wiping: Player deliberately removes paint in order to avoid elimination.

C. 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.