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**REGULATIONS**



**1.1** **INFORMATION**



4.1.1. The Woodsball Tournament Series (WTS) promotes safe, fair and competitive paintball games. The WTS's efforts aim to make paintball more attractive for all players, and to help with the unification of a world paintball standard. The WTS encourages all participants to use proper care to make our sport safer, to wear approved goggles, block the barrels with barrel socks, keep the ball’s muzzle velocity within a safe limit, maintain gas cylinders, and follow all additional safety rules on the playing fields, and player’s area. The WTS considers the safety and fair play as the priorities.

4.1.2. It is the responsibility of the players and staff of any and all participating teams to know and understand the rules governing WTS events.

4.1.3. If the meaning of any portion of this Rulebook is unclear, the simplest interpretation and the one most consistent with the body of the rules is most likely the correct one. Omissions are not loopholes. When examples are provided they are not intended to be the sum of all possibilities, but simply representative examples.

**1.2** **5-MAN FORMAT**



1.2.1. 5-Man will be a 1-flag format. The Flag with start in the center.

1.2.2. The Objective is to be the first team to successfully capture the Center flag and return it to your opponents start base.

1.2.3. **Time** – Each game will have an 8 minute time limit.

1.2.4. **Points** – Teams can receive points multiple different ways. There is a maximum of 100 points a team canscore each game. 50 points for the first team that successfully returns the opposing teams flag. 25 points for successfully pulling the opponents flag. 5 points for each eliminated player on the opposing team

1.2.5. **Markers** – Players may use either mechanical markers or electronic markers. Electronic markers must becapped at 5.5 balls per second and can be shot in either semiautomatic mode or NXL mode.

**1.3** **7-MAN FORMAT**



1.3.1. 7-Man will be a 2-flag format. A flag will start on each teams start station

1.3.2. The Objective is to be the first team to successfully capture the oponents flag and return it to your start base.

1.3.3. **Time** – Each game will have an 10 minute time limit.

1.3.4. **Points** – Teams can receive points multiple different ways. There is a maximum of 100 points a team canscore each game. 40 points for the first team that successfully returns the opposing teams flag. 32 points for successfully pulling the opponents flag. 2 points for each eliminated player on the opposing team and 1 point for every player that is alive at the end of regulation.

1.3.5. **Markers** – Players may use either mechanical markers or electronic markers. Electronic markers must becapped at 5.5 balls per second and can be shot in either semiautomatic mode or NXL mode.

**1.4** **FIELD REQUIREMENTS**



1.4.1. Fields will contain two start stations.

1.4.2. Start stations will be placed near the center of the back boundary line on opposite sides.

1.4.3. All out of bounds lines will be clearly marked.

**2 THE REFEREES**



**2.1** **OFFICIATING**



2.1.1. Each field’s Head Referee is the highest authority on that field.

2.1.2. Any call made by the Head Referee on their field is final.

2.1.3. The Ultimate Referee will not overturn any on field calls by a Head Referee.

2.1.4. The Ultimate Referee is the highest authority at an event in regards to play-of-the-game or on field disputes.

2.1.5. Any decision of the Ultimate Referee is final*.*

**2.2** **REFEREE HAND SIGNALS**



2.2.1. **Eliminated** – Referee will signal when a player is eliminated by putting one hand on his head and pointing withthe other hand stretched and flat at the eliminated player. The referee cannot put a player back in after calling them eliminated with a hand signal. At the same time the referee shouts loud and clearly “OUT”. At the time of the elimination referees will retrieve the player’s armband.

2.2.2. **Clean** – A referee will signal that a player is clean of any valid hits and has not been eliminated, by lifting a fingeror a towel in the air and moving it in a circular motion.

2.2.3. **Penalty signals**

2.2.3.1. The type of penalty signals used by referees must remain consistent among all the referees during a game.

2.2.4. **Minor (One-for-one) penalty signal**

2.2.4.1. Referees will first signal the elimination of the player who committed the infraction. The referee will also verbally call the penalty. The referee will hold one arm in the air until the penalty is assessed. The referee will shout “OUT” to each of the eliminated players and retrieve each eliminated players armbands.

2.2.5. **Major (two-for-one) or Gross Major (three-for-one) penalty signal**

2.2.5.1. Referees will first signal the elimination of the player who committed the infraction. The referee will also verbally call the penalty. The referee will hold two arms in the air, dropping them as penalties are assessed. The referee will shout “OUT” to each of the eliminated players and retrieve each eliminated players armbands.

2.2.6. **10 seconds before the start of a game–** All referees will raise both hands with flat stretched handsfacing the field at the 10- s e c o n d buzzer sign. The Head Referee may shout “10 seconds”. All referees shall lower their arms immediately after the buzzer starts.

2.2.7. **Time –** One or more referees raise their hands forming a “T” above their heads with both flat stretched hands.

**3 TEAMS**



**3.1** **TEAM MEMBERS**



3.1.1. **Team Representative, Coach, Captain**

1. Representative, as team leader, is responsible for the organization, supervising and discipline of the team members.
2. The team representative is the only person authorized to discuss questions with the Head Referee or Tournament officials.
3. The representative must be present at the captains or technical meetings, if held.
4. One person can fulfill the obligations of Team Representative and Coach at the same time.
5. Only players in compliance with the Tournament Regulations can participate in the tournament.
6. Players must abide by the tournament Rules and Regulations.
7. Players may not interfere in the referees work.
8. Any spare player from the tournament roster can replace a basic or suspended player at any time during the tournament.

**3.2** **ROSTERS**



3.2.1. All the team`s players taking part in the event should be included in that team’s roster.

3.2.2. Only people included in the team's roster as players have a right to play in WTS events.

3.2.3. No player may appear on more than one team roster per event.

3.2.4. All teams must submit complete rosters at the registration. A player may not be removed from a team’s roster after the start of the tournament. Team rosters will be accepted only after all applying fees have been completely paid.

3.2.5. A player that plays in the same tournament for 2 different teams will get immediately suspended from the tournament and all the games he has played will be declared as a loss.

**3.3** **ROSTER SIZE LIMITS (5-MAN)**



3.3.1. There may be no more than 8 players on a roster.

**3.4** **ROSTER SIZE LIMITS (7-MAN)**

3.4.1. There may be no more than 10 players on a roster.

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**4 TOURNAMENT STRUCTURE**



**4.1** **PRELIMINARY ROUND SEEDING**



4.1.1. Teams in each division in the preliminary round will be seeded according to their rank in the division they will be playing.

**4.2** **ADVANCING FROM THE PRELIMINARY ROUND**



4.2.1. The same number of teams from each bracket will advance, except

4.2.2. If the number of teams advancing is not evenly divisible by the number of brackets, the number of wildcard teams necessary to meet the number of advancing teams will also advance.

4.2.3. Teams will first be selected on a per-bracket basis (Same number of teams from each bracket) based on round score amongst teams in the same bracket, and then any wildcard teams will be selected based on score amongst remaining teams in all brackets.

**4.3** **PLAYOFF SEEDING**



4.3.1. Teams will be placed into semi-final groups using the snake method based on their preliminary ranking.

4.3.2. Teams will be placed into the final round group using the snake method based on their semi-final ranking.

**4.4** **PLAYOFF BRACKET SCHEDULE (5-MAN)**



4.4.1. In every round proceeding the preliminary round, teams will play a head to head game to determine who advances

**4.5** **PLAYOFF STRUCTURE**



4.5.1. In divisions of 4 teams or less, no playoffs will be played.

4.5.2. In divisions of 5 to 7 teams, the top three teams will advance

4.5.3. In divisions of 8 to 12 teams, the top four teams will advance

4.5.4. In divisions of 13 to 15 teams, the top six teams will advance.

4.5.5. In divisions of 16 to 20 teams, the top eight teams will advance.

4.5.6. In divisions of 21 to 30 teams, the top twelve teams will advance.

**5 EQUIPMENT**



**5.1** **GENERAL REQUIREMENTS**



5.1.1. The WTS is authorized to publish a specific list of allowed or banned equipment from its tournaments. It is strongly recommended for players to use equipment allowed by the WTS to avoid potential suspension of tournaments.

5.1.2. Two live players may exchange equipment during the game.

**5.2** **GOGGLE**



5.2.1. The goggle systems used by players and all others must be manufactured for paintball use, in good repair and with undamaged lenses. These goggles must meet or exceed EC & ASTM Standards. Goggle manufacturers must submit independent laboratory test results to the league at least 10 days prior to the start of a tournament demonstrating that the goggle system meets or exceeds EC & ASTM standards for any goggle system such manufacturer wishes to be allowed for use during that tournament.

5.2.2. Goggles must be worn at all times in areas where markers are allowed to be discharged, including but not limited to:

* Playing fields
* Chronograph stations
* Shooting ranges

5.2.3. Violation of the rules in this section will result in an official warning given to the captain of the player’s team for the first offence. For the second offence, the offending team member will be excluded from playing the tournament. If the person can't be associated with any team, the person should be ejected from the site.

5.2.4. Anyone on the field must wear full-face protection as it comes from the manufacturer in its original form. The face or ear protection of goggle systems will not be allowed to be turned or twisted upward or in any way modified from their original form at any time or place where goggles are required.

5.2.5. Goggle fans and decorative additions that are not padded or absorbent are acceptable.

**5.3** **BARREL SOCK**



5.3.1. Barrel socks must be properly attached at all times to all markers with an air system attached at the tournament site, anywhere in the vicinity of the tournament site including, but not limited to, parking lots/car parks and at hotels used in connection with the tournament. Removing the barrel or part of the barrel, or inserting a squeegee, swab or barrel plug will not suffice to fulfill the requirements of this rule.

5.3.2. The only exceptions to this requirement are:

1. During velocity check at chronograph stations
2. During test shooting in locations set up for such purposes
3. On the field prior to the start of a game
4. While cleaning markers

5.3.3. Violation of deploying barrel socks will result in an official warning given to the captain of the player's team for the first offence, for the second offence, the offending team member being excluded from playing the tournament. If the person can't be associated with any team, the person should be ejected from the site.

**5.4** **CLOTHING**



5.4.1. Each player may only wear two layers of clothing (Each layer consists of a standard cotton T-Shirt garment with approximately 150g/m), unless the temperature has been officially announced to be below 10°C (50°F) in which case three layers will be allowed. This clothing shall consist of one pair of underpants (or, additionally, a pair of long underpants with the lower temperature) and one (or two with the lower temperature) short-sleeve or long-sleeve undershirt(s).

5.4.2. Players must wear full pants, and long sleeve jerseys as their outer layer.

5.4.3. Player’s clothing including pants and jersey must be free from rips and tares, must fit well and cannot be oversized. Players may not wear pants or jerseys that are made out of highly absorbent material, such as felt or fleece, or of a highly padded or slick in nature material, such as nylon or rubber.

5.4.4. Quilting is defined as two layers of clothing stitched over each other. Quilting counts as two layers of clothing in the area that is quilted.

5.4.5. Players may not wear shoes with metal/ceramic cleats, sharp-pointed cleats or spikes.

5.4.6. Players may wear a single pair of padded gloves.

5.4.7. Players may wear up to, but not exceeding, two items on their head.

5.4.7.1. Players may wear headgear that does not extend beyond 2cm below the shoulders.

5.4.7.2. Sweatbands are only allowed as headbands as long as they don't exceed 5cm width and 1 cm thickness.

5.4.8. If a player is found to be wearing illegal clothing during the game he will be eliminated.

5.4.9. Stickers are not allowed on clothing.

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

**5.5** **PROTECTIVE GEAR**



5.5.1. A Player’s protective gear cannot be modified from the manufacturer’s original form and must meet the international standards. Other protection is prohibited.

5.5.2. Players may wear one layer of forearm and elbow protection, provided that the padding on such protection has not been modified from the manufacturer’s original form. Such protection may be worn over or under clothing.

5.5.3. Players may wear one layer of shin and knee protection, provided that the padding has not been modified from the manufacturer’s original form. Such protection may be worn over or under clothing.

5.5.4. Players may wear one layer of chest protection manufactured for the use in paintball, provided that the padding has not been modified from the manufacturer's original form. Chest protector’s total layers thickness must not exceed 2cm. A chest protector will count as one layer of the two allowed layers clothing.

5.5.5. Players may wear sliding pants, provided that the padding has not been modified from the manufacturer's original form.

5.5.6. Players may wear groin protection.

5.5.7. Players are encouraged to wear neck protection consisting of close fitting neoprene around the whole neck, with a total layers thickness not exceeding 2cm. Scarves and similar clothing are forbidden.

5.5.8. Players are encouraged to wear head protection for the purpose of protecting the cranial area with a maximum thickness of 1 cm.

**5.6** **PAINTBALLS**



5.6.1. Players may carry any number of paintballs.

5.6.2. Paintballs used at any WTS event must comply with ASTM standards and meet the league’s non-staining & environmental criteria.

5.6.3. Paintballs must be completely water-soluble.

5.6.4. Only authorized paintball manufacturers paint shall be shot at WTS events.

**5.7** **OTHER EQUIPMENT**



5.7.1. Players may carry any number of pods and squeegees, but no pods that are padded or absorbent in nature.

5.7.2. Players may wear up to, but not exceeding one pack, designed to carry pods.

5.7.3. Players may carry up to, but not exceeding one time keeping device.

5.7.4. Players may carry or wear items that are made necessary by a medical condition or to protect an existing injury, as long as such objects are not unnecessarily padded or absorbent. It is the player’s responsibility to bring the use of such items to the attention of the refereeing crew prior to play beginning in order to assure no calls are made by mistake.

**5.8** **PROHIBITED EQUIPMENT**



5.8.1. Prohibited equipment includes:

* Listening devices, communication devices or any form of electronic surveillance device;
* Incendiary devices or smoke-producing devices;
* Paintballs are toxic or not biodegradable or indelible, or paintballs which have a shell, fill or both altered or augmented in anyway;
* Propellant cylinders with expired certification dates, without valid certification seals, which are not in a good working order and / or have had safety warnings removed or covered.
* Any tool that can be used to adjust a markers velocity.

5.8.2. Teams found using prohibited paintballs or carry- prohibited paintballs in their pods or loaders (hoppers) or with an open box of such paintballs will be subject to suspension and or fine.

5.8.3. Any other clothing or equipment not expressly permitted by the rules is prohibited unless permitted by the Ultimate Referee. Players possessing prohibited clothing or equipment on the field of play will be assessed a minor penalty.

**6 PAINTBALL MARKER**



**6.1** **AIR SYSTEM**



6.1.1. Only air and CO² are permitted as gas propellants. The filling stations must meet the requirements of the specific type of gas filling. Must have fitted the relevant manufacture’s safety devices that are not to be modified in any manner. The maximum pressure permitted for air systems is 4500 psi or any local legal requirements if lower. All date stamps must be in date for the entirety of an event.

6.1.2. Bottles must be originally manufactured to meet the international safety standards. Using of the bottles with an expired certification date is forbidden. Violation of this will cause suspension of player from the event.

6.1.3. High-pressure bottles can be covered by neoprene for safety reasons.

6.1.4. A player may enter the field with only one bottle.

6.1.5. It is strictly forbidden to throw the bottle to the ground (especially if connected to the marker body) for any reasons. Violation of this will cause suspension of player from the event.

**6.2** **MARKER**



6.2.1. Players may use a single paintball marker of .68 caliber, which consists of a single barrel and a single trigger system. Double-action triggers are prohibited.

6.2.2. The definition of a trigger is the moveable lever or button that comes in contact with the finger. The cycling of a trigger requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger for each trigger cycle.

6.2.3. The marker must have a trigger guard that is unaltered from the manufacturer’s original grip frame. The trigger guard must protect the trigger of the marker.

6.2.4. Markers with electronic firing systems must be locked in a tournament mode. The player may not be able to adjust dwell, de-bounce or shooting mode while on field. A paintball marker capable of firing in other than tournament legal mode shall be rendered incapable of firing in such mode in such a manner that requires the use of external tools or substantial disassembly of the marker.

6.2.5. All markers with any form of external velocity adjusters must be modified in such a way that the velocity adjuster is not readily accessible during the course of the game. All regulators require tournament caps such that they cannot be adjusted without a tool.

6.2.6. Players may not use cloth, neoprene or other material to cover the paint loaders, barrels or markers.

6.2.7. Stickers on markers are limited to one 5x10 cm (2x4 inches) sticker on each side of marker.

**6.3** **ELECTRONIC MARKER SETTINGS**



6.3.1. Electronic markers maybe shot in either capped semi-automatic mode or NXL ramping mode.

6.3.2. Electronic markers may enter ramping on the fourth trigger pull following three semi-automatic trigger pulls, as long as the time between each trigger pull does not exceed 200 milliseconds (5 trigger pulls per second).

6.3.2.1. Markers may then remain in ramping until the time between any two consecutive trigger pulls exceeds 200 milliseconds.

6.3.3. If at anytime the trigger is not pulled within 200 milliseconds of the previous trigger pull, the following three shots (minimum) must be in semi automatic.

6.3.4. Markers shall fire no more than one paintball within a 181 milliseconds (5.5 bps) period of time.

6.3.5. 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.

6.3.6. A player on the field of play whose marker fires two shots at 6.0 to 7.0 bps will result in the game automatically go to the opposing team.

6.3.7. A player on the field of play whose marker fires two shots above 7.0 bps will result in the game automatically go to the opposing team. The player who receives the penalty will be suspended for the rest of the tournament.

6.3.8. Any illegal marker (illegal mode and/or settings) is not allowed on the field of play. Players carrying an illegal marker on the field of play will be assessed a major penalty. A player bringing an illegal marker onto the field of play after being informed by a referee that the marker is illegal will be assessed a gross major penalty.

**6.4** **MECHANICAL MARKERS**



6.4.1. A marker with no electronic components

6.4.1.1. Shall not fire more than one shot per press and release of the trigger.

6.4.1.2. Shall only fire a shot when the trigger is pressed.

6.4.1.3. Shall not increase or decrease the force required to pull or hold the trigger to or at any position without the use of tools (“reactive trigger”, “pneumatic trigger assists”).

6.4.2. Guns with triggers that only activate a pneumatic switch in order to fire the gun are restricted to a trigger guard with an internal size no larger than 1.300” in height.

6.4.2.1. Pneumatic switch - Any pneumatic device actuated by the trigger that controls the flow or exhaust of air/gas in the firing cycle of a paintball marker would be considered as a pneumatic switch.

6.4.3. “Beaver tails” must be in place on any ‘Autococker’ based markers that use a cocking rod.

6.4.4. A pump marker may only be manually re-cocked between each shot, thus allowing for the hammer to reset.

6.4.4.1. This pump action must consist of one complete backward (pull) and return forward (push) cycle of

the pump mechanism.

6.4.4.2 The trigger may consist of one of two types:

1. A standard trigger that requires a pull and release for each pump cycle.
2. An auto-trigger, which consists of a trigger that can be held in the ‘pull’ position while cycling the pump mechanism.

**6.5** **BARREL**



6.5.1. Barrels may be equipped with porting, slots and/or rifling and inserts, but may not have a sound suppressor attached or integral to the construction of the barrel.

6.5.2. Only one barrel per player will be allowed on the field.

6.5.3. Barrels with a control system modifying the ball curve are prohibited.

6.5.4. Barrels may only be covered by solid color tape.

**6.6** **LOADER (HOPPER)**



6.6.1. Loaders cannot be clear.

6.6.2. A solid color loader is suggested but not required, solely to not impede with the referee’s judgment. A Head Referee does have the right to ban a player’s hopper if he feels that the colors do impede with the referees judgment.

6.6.3. Loaders cannot be covered with any kind of materials.

6.6.4. Stickers on loaders will not be allowed except for one 5 x 10 cm (2x4 inches) sticker on each side of the loader.

6.6.5. Transparent lids on loaders are permitted.

6.6.6. Only one loader per player will be allowed on the field.

**7 GAME STRUCTURE**



**7.1** **GAME TIME**



7.1.1. Each game will consist of a limited game time.

**5-man**

* Each game will start with 8 minutes of game time.

**7.2** **SCORE SHEETS**



7.2.1. Any referee or designated official may complete a score sheet. The scorekeeper may show the score sheet to the captain of each team.

7.2.2. Any correction made to the score sheet must be initialed by a Head Referee, unless the correction corrects an obvious mathematical error, the correction may also be initialed by a scorekeeper.

7.2.3. In the event that one or both team captains do not agree with the contents of a score sheet and thus will not sign the score sheet, the Head Referee may decide whether the score sheet must be amended and/or validate the score sheet themselves.

**8 THE GAME**



**8.1** **STAGING-AREA**



8.1.1. No person appearing on the roster of a team may employ an electronic or mechanical device or voice enhancing device like a megaphone to communicate with any other person during any of the team’s games.

8.1.2. No communication is allowed by anyone from the designated staging area or spectator to the active field of play during any game. “Communication” at the referee’s discretion may be determined to be non-verbal as in sounds, signals, physical gestures, etc.

8.1.2.1. Any such communication may result in a simple warning or up to a major penalty.

8.1.2.2. With the penalty to be assessed at the time of the infraction, the referee making the call will impose the penalty on the nearest active players of the team penalized.

8.1.3. Should a pattern of illegal communication be determined the team committing the infraction(s) is subject to fine and/or game forfeiture.

8.1.4. Circumventing paddock and/or staging area security may result in ejection from the event and even future events at the discretion of the event organizer.

**8.1.5.** **Choosing side**

8.1.5.1. The starting bases will be decided by a coin flip.

8.1.5.2. Either the field head referee or scorekeeper will preform the coin flip.

8.1.5.3. A represented of both teams must be present for the coin flip.

8.1.5.4. The WTS Official that preforms the coin flip will decide which team representative calls heads or tails.

**8.2** **PRE-GAME MARKER INSPECTION**



8.2.1. All games will be preceded by a pre-game marker inspection, pursuant to which each player’s marker will be chronographed and checked for compliance to the marker rules. Pre-game marker inspection will be performed on the field before the scheduled games.

8.2.2. The referees may take a player's marker and inspect it for the following:

1. Presence of foreign matter in the barrel, feed port or loader (hopper);
2. Any device, part, item, adjustment or lack thereof which would enable a player to increase either the velocity of the marker or change the shooting mode on the game field without resorting to the

use of tools.

8.2.3. After a marker passes the above inspection, such marker may then be checked for bounce, runaway, velocity, rate of fire and illegal modes.

8.2.4. Marker Checking Procedure:

1. ***“Runaway Guns” test*** - All markers will be checked for “runaway” triggers. The marker will be firedrapidly. The testing judge, while rapidly firing the marker will suddenly cease to pull the trigger. Any marker that fires more than 1 additional shot after the final trigger activation, with a maximum delay of 100 ms, will be deemed to be a “Runaway Gun” and will not be allowed on the field.

1. ***Marker Velocity and rate of fire test*** - All markers will be chronographed prior to going onto thefield. The maximum velocity allowed will be 300 feet per second. Electronic markers rate of fire will be tested prior but not limited to the start of the game. The maximum rate of fire allowed will be

|  |  |  |
| --- | --- | --- |
|  |  | 5.5 balls per second. |
|  | 8.2.5. | Players whose markers do not pass such inspection will be informed and will be given an opportunity to |
|  |  | remedy the situation if the time permits. |
|  | 8.2.6. | Players who are unable to bring their markers into compliance with the rules on a timely basis, which allows |
|  |  | the game to start according to schedule, may choose to enter the playing field without their markers and play |
|  |  | the game or stay in the staging area. |
|  | 8.2.7. | All markers are subject to a more rigorous inspection in anytime of the game at the discretion of the Head |
|  |  | Referee to check for compliance with the marker rules. |
| **8.3** | **GAME START** | |
|  | 8.3.1. | Team may start the game with a short squad. Opposing team will receive 5 points for each player that a |
|  |  | team starts short. |
|  | 8.3.2. | Players must start with game armbands placed on their left arm. |
|  | 8.3.3. | Players start the game inside the playing field boundaries with the muzzle (tip) of their barrels (or touching with |
|  |  | the hand if they play without marker) touching the front of the base. |
|  | 8.3.4. | Any player false starting by removing the tip of the barrel of the gun (or hand) from the start gate before the |
|  |  | start signal is given, will NOT be automatically pulled from the game, as long as they immediately return it to the |
|  |  | gate (touch back). |
|  | 8.3.5. | Even if the signal goes before they have returned it, they may still return their barrel to the gate (touch back) |
|  |  | and then can continue. If they fail to return the barrel to the gate (touch back) either before or after the start |
|  |  | signal is given, they will be eliminated. |
|  | 8.3.6. | However, if a player posts their marker or fires it before or after the start signal regardless as to whether |
|  |  | they later touch back, they will be eliminated in the normal manner. |
|  | 8.3.7. | Players must carry all equipment to be used during the course of the game on their person at the start of the |
|  |  | game. |
|  | 8.3.8. | Players may remove their barrel socks after entering the field. |
|  | 8.3.9. | The game time will begin to countdown at the start of the game. |
|  | 8.3.10. The official game time will be kept with a countdown timer by either the Field Scorekeeper or Head Referee. | |
| **8.4** | **START PROCEDURE** | |
|  | 8.4.1. | **Game start** |

* A clearly heard and recognizable signal (different from other sounds) should be given for the start of each game. When there is no electrical system in use, the game start must be given by a whistle or any other similar device.
* All the infield referees lower their hands to confirm the start of the start.

**8.5** **ON FIELD CHRONOGRAPHING**



8.5.1. Chronographing on the field may be done at any time, at the discretion of any Field Referee to determine if a marker's velocity has risen above legal limits or the Rate of Fire Cap is being exceeded. Referees will seek to perform on field chronographing in a manner which least interferes with play.

8.5.2. Players with markers chronographed during a game at 300 feet per second or less and shoots less or equal than one ball in 181 ms (5.5 bps) will continue to play without elimination or penalty.

8.5.3. Players with markers which velocity is over 300 feet per second but less than or equal to 314 feet per second will be eliminated from play and given a Minor penalty.

8.5.4. Players with markers which velocity is over 314 feet per second, but less than or equal to 329 feet per second will be eliminated from play and given a Major penalty.

8.5.5. Players with markers which velocity is 330 feet per second or above will result in the game automatically go to the opposing team with a score of 100. The player who receives the penalty will be suspended for the rest of the tournament and the team will receive a score of -30 for the game

8.5.6. A player on the field of play whose electronic marker fires two shots at 5.6 to 5.9 bps will be assessed a major penalty.

8.5.7. A player on the field of play whose electronic marker fires two shots at 6.0 to 7.0 bps will result in the game win automatically go to the opposing team with a score of 100. Penalized team will receive a score of 0 for that game.

8.5.8. A player on the field of play whose electronic marker fires two shots above 7.0 bps will result in the game automatically go to the opposing team with a score of 100. The player who receives the penalty will be suspended for the rest of the tournament and the team will receive a score of -30 for the game.

8.5.9. In all instances of on-field chronographing that results in a penalty, the referee will show the chronograph result to the player who was chronographed.

**8.6** **PAINT CHECKS**



8.6.1. Paint checks are performed by referees for the purpose of determining if a paintball has both broken on and marked a player.

8.6.2. Paint checks are performed by a referee when the referee has observed a player taking shots, or when shots are directed into an area occupied by a player that the referee cannot directly observe, when the physical location that a paintball may have broken on is not visible to the referee, or when the referee is directed to do so by another referee.

8.6.3. Referees may, but don't have to, make a paint check after a player has requested one.

8.6.4. Referees may call players neutral if they feel they cannot thoroughly preform a paint check without doing so.

8.6.5. A player may not be eliminated while a referee declares them neutral.

**8.7** **GAME INTERRUPTION**



8.7.1. In a situation where a false start happens due to a Referee mistake or miscommunication the Head Referee will stop the game and restart as if the game had never started.

8.7.2. 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.

8.7.3. All Field Referees will note the locations of the players at the time that the game is stopped. Once the game has been stopped, the Field Referees will ensure that players remain in those locations. Once the condition causing the game stoppage has been resolved, all the live players are placed in the proper positions by the Field Referees, the Head Referee will restart the game in accordance with the procedures specified in game start section.

8.7.4. The referees calling “Time” will indicate game stoppages. Each player has to remain in the position he was in when the time call was made.

8.7.5. In the event that a game has to be interrupted because of an emergency, or otherwise, the Head Referee will stop the countdown timer. When the game is restarted the “Start” procedure of these rules will be used. Time will begin to run upon such restart.

8.7.6. In the event that a game has to be interrupted because of an emergency, the Head Referee may instruct all players to place their markers on the ground until he deems that field of play is once again safe.

**8.8** **FLAGS**



8.8.1. Prior to the start of each game, the flag will be hung in the center of the field.

8.8.2. Once a player captures the opposing team’s flag they must carry the flag in full view.

8.8.3. The flag maybe exchanged between teammates.

8.8.5. A player caring the opposing team’s flag may not conceal the flag at any time.

8.8.6. If a player is hit carrying the flag will be dropped and will not be returned to the flag post. flag will only be returned if the flag was pulled by an eliminated player

**8.9** **FLAG HANGS**



8.9.1. When a player carrying the flag touches a opponents start base a referee will declare that player neutral.

8.9.2. A referee will immediately preform a paint check on the player to determine if the flag hang was clean.

8.9.3. If the referee preforming the paint check determines that the player was not hit before they hung the flag the referee will declare that the game is over.

8.9.4. If the referee preforming the paint check determines that the player was hit before they hung the flag the referee will declare that player eliminated and apply the appropriate penalty.

8.9.4.1. If the team still has any number of active players after the penalty is assessed the game will continue and they may try and recapture the flag and touch it to their opponent’s base.

8.9.4.2. If neither team has any players alive after the penalty is assessed the game will end and neither team will receive points for hanging the flag.

8.9.4.3. If the team does not have enough active players to full fill the penalty the opposing team will automatically receive 75 points for a flag pull and a flag hang, plus any points they earned for eliminations and active players. The penalized team will still receive their points for eliminations and flag pull.

**8.10** **GAME END**



8.10.1. A game will officially be considered over when the Head Referee announces the result after the occurrence of any of the game-ending situations. However, players and their equipment can still be inspected until they exit the field.

8.10.2. game-ending situations are any one of the following:

1. A team successfully hangs their opponent’s flag on their own base.
2. If a player hangs dirty regardless of if it’s obvious or not the hang will go to the opposite team and a major will be assessed resulting in a total of 65 points to the other team. Any points the either team has acquired prior to the hang will stand. And the game will end
3. If a player gets penalized Minor, Major or Gross Major, and the team does not have enough players to pull. In that case the opposing team will automatically receive 90 points plus 1 point for every active player. The penalized team will still receive any points for successful flag pulls and opponents they have eliminated.
4. If the game time comes to an end.

8.10.3. Players may not re-enter the playing field without the permission of a Field Referee.

**9 HITS AND ELIMINATIONS**



**9.1** **DEFINITION OF A HIT**



9.1.1. A player is eliminated if a paintball fired from a paintball marker by a live player strikes that player or anything he is wearing or carrying and such paintball breaks and leaves a mark, regardless of the size.

* If the paintball strikes the player or anything he is wearing or carrying but does not break and leave a mark, such player is not eliminated.
* If a player is hit and marked by a paintball shot by an eliminated member of the opposing team, a referee may determine that the player is not eliminated.
* If a paintball strikes another object first and breaks upon that object before marking a player or anything he is wearing or carrying, such player is not eliminated.

9.1.2. If the referee did not see the source of a paint marking a player has on him that resembles a hit, such player will be declared eliminated (penalties may apply). Generally, if the paint marking is reasonably solid, appears to be a direct hit - rather than smear, splatter, spray, paint from kneeled-on or sat-on paintballs, it will be considered a valid hit.

9.1.3. In the event two opposing players are hit and marked simultaneously, or if the referee cannot determine which player was hit and marked first, both players will be eliminated.

9.1.4. Referees will make every effort to wipe smear, splatter, spray, or paint from kneeled-on or sat-on paintballs off a player at the time they are inspected. If a player continues to play with such paint such player does so at the risk of being eliminated for wearing paint that resembles a valid hit.

9.1.5. Only referees will remove invalid hits, except that a player may remove an invalid hit on the lens of their goggle system with the permission of a referee.

**9.2** **PLAYERS AND HITS**



9.2.1. Players are responsible for becoming aware of hits.

9.2.2. If being hit a player has to immediately cease play and signal his elimination. Failing to do so constitutes playing on.

9.2.3. If a player gets shot at and he cannot check for a hit by himself at certain locations (for example visor, throat, back, harness) he has to immediately cease play and call a referee for a paint check. Failing to do so constitutes playing on.

9.2.4. Players who are in motion and get shot at may continue to the nearest cover whenever there is such cover between them and the nearest opponent. Otherwise they must immediately turn their motion away from the opposition and stop. Upon arrival at such cover the player must immediately check himself for hits. Shooting, posting, communicating, failing to immediately check for a hit and failing to immediately signal his elimination, if indeed hit, will constitute playing on.

9.2.5. Players who are hit in locations that can be self-checked, may not call for a paint check. Calling for a paint check under such circumstances constitutes playing on.

9.2.6. Players who get shot in non-abandoned equipment to which they are separated less than 2 meters (except squeegees and pods) are considered hit.

**9.3** **ELIMINATIONS**



9.3.1. Players will be eliminated if they are not wearing armbands prior to the start of the game, fully exposed on their left arms.

9.3.2. Players will be eliminated if any part of their bodies or anything that they are wearing or carrying touches the ground outside the playing field boundary.

9.3.3. Players will be eliminated if they push out any tape or fencing used as a boundary line. The boundary markings will be considered to be in-bounds.

9.3.4. Players will be eliminated if they lose their goggles.

9.3.5. Players that are found with prohibited equipment on the field or those working on their markers in violation of the provisions specified in marker section will be immediately eliminated.

9.3.6. Players that separate themselves from any piece of equipment or clothing that they brought onto the game field by more than 5 feet, except squeegees, pods will be immediately eliminated.

9.3.7. Players who pick up any equipment (also abandoned), which has a hit on it are considered eliminated.

9.3.8. Players that engage in unsportsmanlike conduct will be eliminated. Unsportsmanlike conduct includes, but is not limited to:

1. Failure to obey a referee's call.
2. Deliberate avoidance of a referee in a manner that prevents a referee from chronographing a marker on the field or prevents him from making a call.
3. Shooting at referees.
4. Shooting a clearly eliminated player with malicious intent to injure or intimidate.
5. Excessive shooting which is defined as shooting a player more than is reasonably enough to effect elimination.
6. Requesting paint checks to distract referees from checking themselves or teammates or to use referees to locate opposition players.
7. Active players that try and conceal their armband in the attempt to preform a dead mans walk.

9.3.9. Players are responsible for removing old hits or bringing the same to the attention of a referee prior to game time, so that they may be dealt with in a manner that would not result in the elimination of the players.

9.3.10. Players that get eliminated, shall do following immediately after:

1. Stop playing.
2. Remove their armband
3. Signal their elimination by putting one hand on their head.
4. Leave the playing field with all equipment they were carrying at the time of their elimination by the most direct route off-field or any other route directed by a referee. Players that take routes that are not the most direct and that are meant to conceal from the other team such players' eliminations or players that refuse to follow a referee's direction on leaving the field will be considered to be “playing on”.

**10 SCORING**



**10.1 GAME POINTS**



* A team can score a maximum of 100 points each game.
* A team scores 50 points when an active player touches the flag at their opponents start box first.
* A team scores 20 points when an active player pulls the flag.
* A team scores 5 points for each of the opposing team’s eliminated players.
* Points scored are awarded at the conclusion of the game played, by the Head Referee.

**10.2 FORFEITS**



10.2.1. A forfeit will be declared for each game that a team fails to report in a timely fashion for its pre-game chronographing or for any game in which a team refuses to take the field. In the event that both teams fail to show for its pre-game chronographing or both teams are unwilling to take the field, both teams will have forfeited that game.

10.2.2. Any team that is scheduled to oppose a team that has forfeited a game will receive 95 points or their average score for that round. Whichever score is higher and the forfeited team will receive a score of 0 for that game.

10.2.3. Once a forfeit has been declared, the forfeited game will not be rescheduled and the score will stand, except if the reason for having missed the game was a fault from the organization staff and the relevant round is not over yet.

**10.3** **TIE BREAKERS**



10.3.1. In any group of two or more tied teams, tiebreakers are successively applied until one team wins, or no team wins and one team loses the tiebreaker.

10.3.2. If one team wins a tiebreaker, that team is removed from the group and is ranked higher than all other teams in the group.

10.3.3. If no team wins and one team loses a tiebreaker, that team is removed from the group and is ranked lower than all other teams remaining in the group.

10.3.4. Once a team is removed from the group, tie-breaking the remaining teams in the group are restarted with the first tiebreaker.

10.3.5. In the event of a tie in any round, ties will be broken, in order, by:

* Number of points in current round.
* Head-to-head competition amongst the tied teams in current round.
* Number of games won in current round. A game will be considered won if a team scores more points than the other team regardless of any flags pulled or flag hangs.
* Number of flag hangs in current round.
* Number of flag pulls in current round.
* Highest number of eliminations in current round.
* Highest number of active players in current round.

10.3.6. If the tie is not broken after applying the tiebreakers listed above, the same tiebreaker list will be used from the tied teams previous round.

10.3.7. If the tie is in the final round and is still not broken after applying the tiebreakers from the final round and then the semi-finals round. The same tiebreaker list will be used from the tied teams preliminary round.

10.3.8. If for some unbelievable reason the tied teams are still tied after applying the tiebreaker list from the tied teams preliminary round, the final tiebreaker will be the teams WTS current season ranking. (A coin flip will be used in the WTS inaugural event.)

10.3.9. If after the final round two teams are still tied for first place after applying the tiebreaker list for the current round. A sudden death 3 min one-on-one will be played to determine the winner. The first player to eliminate their opponent will win the tournament for their team. If the one-on-one ends in a stalemate, then the teams will be a different player and another one-on-one will be played. This will repeat until a winner is decided.

**10.4 TOURNAMENT RANKING**



10.4.1. Ranks 1-4 decided by final round.

10.4.2. Team eliminated in the semi-finals round will be ranked by their scores in the semi-final round.

10.4.3. Losers of prelims are ranked by:

* Number of points in current round.
* Head-to-head competition amongst the tied teams in current round.
* Number of games won in current round. A game will be considered won if a team scores more points than the other team regardless of any flags pulled or flag hangs.
* Number of flag hangs in current round.
* Number of flag pulls in current round.
* Highest number of eliminations in current round.
* Highest number of active players in current round.

**11 PENALTIES**



**11.1 ASSESSMENT OF PENALTIES**



11.1.1. **Verbal warnings**

Referees will issue verbal warnings for the following infractions (not only limited to):

1. First offence of failure to obey a referee's instructions.

11.1.2.**Elimination**

Referees will eliminate players on the field for the following infractions (not only limited to):

1. Abusive calls for paint checks.
2. Subsequent failure to obey a referee's instructions.
3. Going out of bounds or moving the boundary tape.
4. Marked with a valid hit.
5. Failure to make a touch back while not having the barrel tip touching the front of the base at the start signal.
6. Posting of the marker or firing it after the start signal regardless as to whether they later touch back.
7. Failure to wear goggles inside the field during the game period.
8. Interference or communication during the game in the pit-area by a person affiliated with the team.
9. Excessive shooting (shooting a player more than is reasonably enough to effect elimination).
10. Altering the playing field in game on purpose.
11. A player forcing themselves between two bunkers that have been positioned together to create

one bunker.

11.1.3. **Minor penalty** (removal of the player who committed the infraction and a teammate). Assessment of theone-for-one penalty to players on the field will take place for the following infractions (not only limited to):

1. Continuing to play with a hit that a player can’t feel is an unobvious hit. An unobvious hit can be but is not limited to your pod pack.
2. Checking in as a live player at the end of a game with a hit.
3. Using a marker that is chronographed on the field at 301-314 feet per second.
4. Communicating to anyone after being eliminated.
5. Possessing prohibited clothing or equipment on the field of play
6. Any person who shoots towards the spectator sideline or opponent’s end line during a break period
7. Any person who engages in aggressive or insulting behavior towards another person, except a

referee.

11.1.4. **Major Penalty** (removal of the player who committed the infraction and two teammates). Assessment ofthe two-for-one rule to players on the field will take place for the following infractions (but not only limited to):

1. Continuing to play with an obvious hit. An obvious hit can be but is not limted to the mask or the side of your loader.
2. First offense of a player carrying an illegal marker on the field of play.
3. Using a marker that is chronographed on the field at 315-329 feet per second.

11.1.5. **Gross Major Penalty** - removal of the player who committed the infraction and three teammate.Assessment of the three-for-one rule to players on the field will take place for the following infractions (not only limited to):

1. **Wiping.** Wiping means that a player is actively and deliberately removing or attempting toremove paint markings in order to avoid being eliminated or avoid a referee's call.
2. Players who are observed discarding squeegees, rags or pods on which there is a hit or paint marks that resemble a hit in order to avoid elimination or avoid a referee's call shall be penalized

for wiping.

11.1.6. **Minor Suspension** (removal of the player who committed the infraction and three teammates, also theplayer who committed the infraction will receive a minor suspension (suspended for the remainder of the game and the team’s next game)). Assessment of the three-for-one rule to players on the field will take place for the following infractions (not only limited to):

1. An eliminated player who shoots at a player from out-of-bounds
2. **Re-entering the field** after elimination in order to interfere in the on-going game without beingasked by a referee.
3. Second offense of a player carrying an illegal marker on the field of play.
4. Tampering with one’s marker during the game of play. Using any tool or adjusting setting during the game is forbidden, including from the time the game starts until the time the player exits the field and re-enters the pit area. Excluding a player turning the marker on and off, and turning the vision system of the marker on and off.
5. Any person who engages in aggressive or insulting behavior towards a referee.
6. Any person, who throws any equipment on the field of play other than an air source or disposable equipment.
7. Using a marker that is chronographed on the field at 330 feet per second or above.

**11.2 NOT ENOUGH PLAYERS RULE**



11.2.1. Assessments of Minor, Major and Gross Major penalties when not enough live players are left:

* The game is stopped and the win is awarded to the opposing team,
* The opposing team does not need to have any active players to be awarded the win.
* The opposing team will be awarded a score of 90 points plus 1 point for any active player.
* The penalized team will still receive any points for flag pulls and eliminated players.

11.2.2. If the last player of a team gets a Minor, Major or Gross Major penalty, the opposite team will be awarded the win with a score of 90 points plus 1 point for any active player. The penalized team will still receive any points for flag pulls and eliminated players.

11.2.3. Assessments of Minor, Major, or Gross Major penalty when the exact number of live players are left to fulfill the penalty, and the opposing team does not have any active players. The will end.

**11.3 COLLUSION**



11.3.1. Any team that plots with opponents to set scores will be disqualified from the tournament and all members of the team being on their roster will be (but not limited to) suspended from the remainder of the event and surrender all seed points in that event.

1. **SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT**



**12.1 ASSESSMENT OF SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT**



12.1.1. **Responsibility of team members.**

Teams are responsible for the conduct of everyone on their roster, which includes players, pit-crew and supporters. During the event the following may apply to fines, suspensions and ejections.

When game suspensions are issued to a player, the team must play short if they do not have a substitute player on their roster.

12.1.2. **Responsibility of spectators.**

Any spectator engaging in unsportsmanlike conduct to any other event participant will be forced to leave the site.

Spectators are forbidden to communicate, signal, or interfere at any time with the game of play. If a spectator does communicate, signal or interfere with the game of play they might be subject from a warning to an ejection from the site. The exact way the interference of a spectator is enforced and penalized is upon the specific league or tournament officials.

12.1.3. **Player’s suspension.**

Any Head Referee may issue a suspension on the field of play. Any authorized event staff may refer a person outside the field of play to the Ultimate Referee for suspension.

Any person who engages in any minor acts of unsportsmanlike behavior may be assessed a minor or a major penalty.

Any person who engages in other major or severe acts of unsportsmanlike behavior may be assessed a minor or major suspension by a Head Referee.

12.1.4. **Player’s ejection**

Players will be ejected from the tournament grounds for the following infractions:

1. Intentional physical contact (contact using a marker, chest bump, grabbing, pushing, spitting or similar)
2. Failure to surrender a marker upon request to a referee or activation of a switch, button or trigger when requested to surrender marker.
3. Any applicable maker infraction in section “Markers”.
4. Abusive language directed at any player, referee or spectator.
5. Deliberately shooting from outside the field or boundary
6. Deliberately shooting referees.
7. Re-entering the field after elimination in order to interfere in the on-going game without being asked by a referee.
8. Shall not play for the remainder of the game and the next game, even if the next game is in the next round or tournament.
9. Must be present for all games played by their team and must silently remain in an area designated by the Head Referee for the duration of the game.
10. May not be on-site at any event for the duration of the suspension, and
11. May be suspended up to a year by the Ultimate Referee, and
12. May be assessed a fine of up to $1000. A person may not play any further events until such fine

is paid.

12.1.7. Major suspensions include but are not limited to:

* Any person who engages in hostile physical contact with another person, including shooting another person who is not participating in a game or shooting from outside the field
* Any person who engages in intentional physical contact with an official
* Any person who throws an air source, whether attached to a marker or not
* Any person who intentionally shoots in the direction of another person who is not wearing a paintball goggle system

12.1.8. **Team ejections**

* + Only the Referee Manager may eject a team from an event.
  + A team that is ejected from an event will forfeit any entry fee paid and any prizes or points earned at the event.
* Teams ejected for having an illegal roster or playing with ineligible players will forfeit all games in

that event. Teams will otherwise forfeit all remaining games.

12.1.9. **Player’s ejection, Player fines, and Player’s suspension from several ICPBL events**

* All league and tournament suspensions are subject to ICPBL suspensions; all suspensions if deemed serious enough will be reviewed by the ICPBL Commissioner to determine if further actions need to be applied.

**12.2 CONFLICT IN THE RULES**



12.2.1. In case of a situation not covered by this Rulebook or any conflict between the two sections of this Rulebook, the authorized officials will make its decision based on the laws and common sense.

12.2.2. Decisions taken by the responsible person(s) in a situation within the bounds of this section cannot be revised.

12.2.3. Any situation within the bounds of this section shall be passed to WTS Commissioner as soon as possible. The WTS Commissioner has a right to modify or amend these Rules even if this amendment would go against the decision originally taken.

**14 MISCELLANEOUS**



**14.1 MAINTENANCE AND CLEANUP**



14.1.1. All persons shall adhere to the administrative rules and regulations promulgated by the promoter

with respect to maintenance and cleanup of the event facility.

All persons will dispose of all trash they generate in designated trash receptacles.

Teams will remove paint boxes from enclosed team pit areas.

Any person that fails to adhere to rules and regulations **contained in section 14.1 or** promulgated by the promoter may be fined up to $250 by authorized personnel.

**14.2 APPEALS**



14.2.1. Calls made on the field of play may be appealed to the Head Referee of the field.

14.2.2. No referee shall overturn eliminations.

14.2.3. The decision of the Head Referee of a field is final, except for suspensions and ejections.

14.2.4. Any player or team subject to a suspension may appeal the imposition of that suspension to the Ultimate Referee immediately.

14.2.5. A team may file a written grievance with the Ultimate Referee regarding the decision of authorized personnel, a scoring official, a referee, or a Head Referee.