



## **PSP 5-man X-Ball - Addendum**

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[Revision 1]



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In the case of a conflict between PSP General Rules and PSP 5-man X-Ball rules, the 5-man X-Ball rules shall prevail.

### 1. Roster Limits

#### 1.1. Roster Classification Limits

- 1.1.1.1. Any number of Division 3 or lower players and up to one Division 2 player may appear on a Division 3 5-man X-Ball roster.
- 1.1.1.2. Any number of Division 4 or lower players and up to one Division 3 player may appear on a Division 4 5-man X-Ball roster.

#### 1.2. Roster Size Limits

- 1.2.1. There may be no more than 8 people listed on a roster.

### 2. Structure

#### 2.1. Match Structure

- 2.1.1. Each match consists of a series of games.
- 2.1.2. Each game starts with 5 minutes of game time.
- 2.1.3. A team scores
  - 2.1.3.1. 50 points for successfully hanging the flag

- 2.1.3.2. 20 points for being the first team to pull the flag<sup>1</sup>
- 2.1.3.3. 4 points per opposing player eliminated
- 2.1.3.4. 2 points per active player on the team at the end of the game
- 2.1.4. A match ends at the earliest of:
  - 2.1.4.1. The end of the third game of the match
  - 2.1.4.2. The end of any game where one team has scored at least 180 game points during the match<sup>2</sup>

## 2.2. Scoring

- 2.2.1. Each team scores a number of match points equal to the sum of the team's highest two game scores in the match.
- 2.2.2. In the event of a tie, ties will be broken by
  - 2.2.2.1. Head-to-head competition<sup>3</sup>, followed by
  - 2.2.2.2. Fewest games played, followed by
  - 2.2.2.3. Most opponents eliminated, followed by
  - 2.2.2.4. Fewest players eliminated, followed by
  - 2.2.2.5. Scores in preceding rounds, most recent round first, followed by
  - 2.2.2.6. Seed into the tournament

## 2.3. Tournament Structure

- 2.3.1. Preliminary Round Seeding
  - 2.3.1.1. Teams will be seeded into preliminary round brackets of 5, 6 or 7 teams using the most number of 5-team brackets possible, then the most number of 6-team brackets possible, followed by 7-team brackets as necessary, except
  - 2.3.1.2. Divisions with 8 or 9 teams will play in a single, seeded, round-robin bracket, playing four opponents.
  - 2.3.1.3. In preliminary brackets of 5 teams, each team will play each other team in the bracket once.
  - 2.3.1.4. In preliminary brackets of 6 teams, each team will play each other team in the bracket once, except the top-seeded team will not play the 6th-seeded team, the 2nd-seeded team will not play the 5th-seeded team, and the 3rd-seeded team will not play the 4th-seeded team.
- 2.3.2. Advancing from the Preliminary Round
  - 2.3.2.1. The same number of teams from each bracket will advance.
  - 2.3.2.2. 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, based on their score compared to all other teams in the preliminary round.
- 2.3.3. Playoff Seeding
  - 2.3.3.1. Teams advancing from a head-to-head matchup will be seeded based on the seed into the previous head-to-head round of the highest seeded team in the matchup.<sup>4</sup>
  - 2.3.3.2. Teams advancing from brackets will be seeded based on performance compared to all other teams advancing from the same round.<sup>5</sup>
  - 2.3.3.3. Teams that did not play the immediately previous round will always be seeded higher than teams that did play the immediately previous round.<sup>6</sup>

<sup>1</sup> The first team to possess the flag

<sup>2</sup> Not counting penalty points.

<sup>3</sup> Comparison of total points scored by one team against the other in the current round

<sup>4</sup> If 16 teams are advancing from the prelims, the top 8 teams will advance to the quarterfinals, leaving the 9th through 16th seeded teams to play off for the remaining four spots, with 9th playing 16th, 10th playing 15th, etc. According to this rule, the winner of the 9th vs 16th matchup gets the 9th seed, regardless of the margin of victory in the other playoff brackets. Basically, the top-seeded team in each matchup is 'defending' their seed from the lower-seeded team, and if the lower-seeded team wins, they get that seed - the teams are NOT reseeded after the head-to-head matchups are played out.

<sup>5</sup> If 8 teams advance from prelims, the top two teams get byes, and then the 3rd, 6th and 7th teams play off in one bracket, while the 4th, 5th and 8th teams play in another bracket. The team that wins each bracket advances, but if the 4th place team has a better score in the quarterfinals than the 3rd place team (points, wins, margin, etc), that team gets the 3rd seed in the semifinals.

<sup>6</sup> Teams with byes are seeded higher than teams without byes.

#### 2.3.4. Playoff Bracket Schedule

2.3.4.1. Teams playing a head-to-head matchup will play one match with the winner of the match advancing.

2.3.4.2. Teams playing in a bracket will play one game against each other team in the bracket with the two teams in each bracket with the best two total scores advancing.

#### 2.3.5. Number of Teams Advancing from the Preliminary Round

2.3.5.1. In divisions of 10 or less teams, the top four seeded teams will advance to semifinals.

2.3.5.2. In divisions of 11 to 20 teams, the top eight seeded teams will advance to quarterfinals.

2.3.5.3. In divisions of 21 to 30 teams,

2.3.5.3.1. The top four seeded teams will advance to quarterfinals, and

2.3.5.3.2. The 5th through 12th seeded teams will advance to ochofinals.

2.3.5.4. In divisions of 31 to 40 teams, the top 16 teams will advance to ochofinals.

2.3.5.5. In divisions of 41 to 60 teams,

2.3.5.5.1. The top eight seeded teams will advance to ochofinals, and

2.3.5.5.2. The 9th through 24th seeded teams will advance to a 2nd preliminary round.

2.3.5.6. In divisions of 61 to 80 teams, the top 32 seeded teams will advance to a 2nd preliminary round.

2.3.5.7. In divisions of 81 to 120,

2.3.5.7.1. The top 16 seeded teams will advance to a 3rd preliminary round, and

2.3.5.7.2. The 17th through 48th seeded teams will advance to a 2nd preliminary round.

2.3.5.8. In divisions of 121 to 200 teams, the top 64 seeded teams will advance to a 2nd of three preliminary rounds.

2.3.5.9. In divisions of 21 to 30 teams,

2.3.5.9.1. The top four seeded teams will advance to quarterfinals, and

2.3.5.9.2. The 5th through 12th seeded teams will advance to ochofinals.

#### 2.3.6. Playoff Structure

2.3.6.1. All rounds preceding the semifinals will consist of snake-seeded round-robin brackets of four teams per bracket.

2.3.6.2. The semifinals will consist of a match between the 1st and 4th seeded teams and a match between the 2nd and 3rd seeded teams.

2.3.6.3. The finals will consist of a championship match for 1st and 2nd place between the winners of each semifinal match and a consolation match for 3rd and 4th place between the losers of each semifinal match.

## 2.4. Overtime Games

2.4.1. If a semifinal or final match<sup>7</sup> ends in a tie, the match will be extended into overtime.

2.4.1.1. The teams will play a one-on-one overtime game.

2.4.1.2. There will be a 60-second timeout between the previous game and a one-on-one overtime game.

2.4.1.3. There will be a 60-second game time.

2.4.1.4. Each team will select one player to take the field who has not already played a one-on-one overtime game in the current match.

2.4.1.5. The first team to eliminate the other team or to successfully hang the flag wins the match.

2.4.1.6. If a team receives a penalty, the opposing team wins the match.

2.4.1.7. If the game ends without a team winning the match, another one-on-one overtime game will be played.

2.4.1.8. If a team does not have any players who have not already played a one-on-one overtime game in the current match, the team with the highest seed going into the match will win the match.

<sup>7</sup> These are matches played in an elimination format. Matches played in a round-robin format will be ties.

## 2.5. Forfeits

- 2.5.1. A team that forfeits a game forfeits the match.
- 2.5.2. A team that forfeits a match will receive 0 points for the match.
- 2.5.3. If the forfeiting team's opponent does not also forfeit the match, the opponent receives the highest of:
  - 2.5.3.1. The average number of match points the opponent scored in their other matches in the current round<sup>8</sup>
  - 2.5.3.2. The average number of match points scored by other teams against the forfeiting team in the current round<sup>9</sup>

## 3. Penalties

### 3.1. Game Penalties<sup>10</sup>

- 3.1.1. A player who receives a penalty is eliminated.
- 3.1.2. If an eliminated player receives a minor penalty, a judge eliminates one of the player's teammates.
- 3.1.3. If a player receives a major penalty, two of the player's teammates are eliminated.
- 3.1.4. If a player receives a gross penalty, three of the player's teammates are eliminated.

### 3.2. Non-Game Penalties<sup>11</sup>

- 3.2.1. Non-game penalties are assessed against the match score of the most recent game played by the penalized team, or the next game if prior to the start of teams first game in the current round.
- 3.2.2. A team will have 10 match points deducted for a minor penalty.
- 3.2.3. A team will have 20 match points deducted for a major penalty.
- 3.2.4. A team will have 50 match points deducted for a gross penalty.
- 3.2.5. If an in-game penalty is assessed with insufficient active players remaining to satisfy the penalty, the penalized team will have 20 match points deducted per player to be eliminated in excess of the number of active players.

### 3.3. Suspensions

- 3.3.1. A player who receives a minor suspension may not play for the remainder of the round in which the suspension occurred and the duration of the following round.

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<sup>8</sup> Not counting other forfeited matches

<sup>9</sup> Not counting other forfeited matches

<sup>10</sup> Penalties assessed during a game a team is playing

<sup>11</sup> Penalties assessed outside of game time.