



# **SEPS Rules**

March 20<sup>th</sup>, 2010

# Contents

1. Organization.....	3
1.1. Information.....	3
1.2. Judges.....	3
1.3. Player Registration and Identification.....	3
1.4. Field of Play.....	3
2. Rosters.....	4
2.1. Roster Class.....	4
2.2. Player Class.....	4
2.3. Roster Changes/Penalties.....	4
3. Ranking and Seeding.....	4
3.1. Ranking.....	4
4. The Game.....	5
4.1 Game Start.....	5
4.2 Player Status.....	5
4.3. Occupation, Possession and Exchange.....	6
4.4. Flags and Flag Carriers.....	6
4.5. Eliminated Players.....	6
4.6. Hits.....	6
4.7. Game Stoppages.....	7
4.8. Game Completion.....	7
5. Penalties.....	7
5.1. Interference and Sportsmanship.....	7
5.2. Game Penalties.....	8
5.3. Non-Game Penalties.....	8
5.4. Assessing Penalties.....	8
5.5. Suspensions.....	8
5.6. Ejections.....	9
6. Tournament Structure.....	9
6.1. Scoring.....	9
6.2. Tiebreakers.....	9
6.3. Advancing from Preliminary Round.....	9
7. Equipment.....	10
7.1. Clothing.....	10
7.2. Protective Gear.....	10
7.3. Markers.....	10
7.4. Velocity.....	11
7.5. Paintballs.....	11
7.6. Other Equipment.....	11
8. Miscellaneous.....	12
8.1. Appeals.....	12
8.2. Rules Modifications.....	12

# **1. Organization**

## **1.1. Information**

- 1.1.1. The most recent, official version of these Tournament Paintball Rules can be found at [www.southeasternpaintball.com](http://www.southeasternpaintball.com).
- 1.1.2. A team and its players are responsible for learning and understanding these rules, as well as for staying abreast of changes to these rules.
- 1.1.3. A captains' meeting will be held at 9:00am the day of the event. The purpose of this meeting is to provide information to the captains of the teams attending concerning the organization, administration and additional rules and regulations governing the event. All teams should have 1-2 team representatives in attendance.

## **1.2. Judges**

- 1.2.1. Each field's ultimate judge is the highest authority on that field.
  - 1.2.1.1. Any call made by the ultimate judge on their field is final.
  - 1.2.1.2. Referee Coordinator will not overturn any on-field calls by the field ultimate.
- 1.2.2. The Referee Coordinator is the highest authority at an event.
  - 1.2.2.1. Any decision of the Referee Coordinator is final.
- 1.2.3. The proper way to eliminate a player is one hand on your head and the other hand pointing at the eliminated player saying "PLAYER ELIMINATED".

## **1.3. Player Registration and Identification**

- 1.3.1. All players and staff must register on APPA.
- 1.3.2. Registered players and staff will be required to have a photo on APPA that matches their government issue ID.
- 1.3.3. The name on a player's APPA ID must be that player's legal name, and all other information on the player's ID card must be accurate. Players who use or attempt to use a APPA ID Card with inaccurate information will be ejected from the event. And the said team will also be ejected.
- 1.3.4. Players and staff between 10 and 16 years of age will be required to provide one of the following sets of identification to receive their PSP ID Card:
  - 1.3.4.1. Government-issued photo identification with birth date, or
  - 1.3.4.2. Photo Student ID card with the person's birth date, or
  - 1.3.4.3. Photo Student ID card and a certified copy of the person's birth certificate, or
  - 1.3.4.4. Certified copy of the person's birth certificate and a copy of the person's school yearbook with the person's picture and name.

## **1.4. Field of Play**

- 1.4.1. The field of play will consist of a rectangular area called the "in-bounds" area, and any area between the in-bounds area and the netting surrounding the in-bounds area.
- 1.4.2. The field of play will be free of any undue obstacle or hazard to participants or officials.
- 1.4.3. The edge of the in-bounds area will be marked by a boundary tape or line. The boundary tape or line and any object or ground outside of the boundary tape or line is out-of-bounds.
- 1.4.4. The in-bounds area will include at least 30 obstacles arranged symmetrically across the midpoint or the midline of the in-bounds area.
- 1.4.5. Bunkers will be at least 5 feet away from any boundary tape or line.
- 1.4.6. The field of play will include a vertical rectangular starting station at least six feet high by at least six feet wide in the center of and parallel to the boundary tape or line at each end of the inbounds area. The starting station is in-bounds.
- 1.4.7. The layout of the field will not be a common layout as to give unfair advantage to any team.

## **2. Rosters**

### **2.1. Roster Class**

- 2.1.1. A D5 may only have one D4 player on the roster.
- 2.1.2. A D4 team can only have one D3 player on the roster.
- 2.1.3. An open team may only have one pro or D1 but not both.
- 2.1.4. A roster can have a maximum of 8 players on roster.
- 2.1.5. A player can play for teams in two different divisions as long as the roster fits within above limits and the player does not cause an interference with the schedule.

### **2.2. Player Class**

- 2.2.1. A player's class is as determined by the APPA using PSP rules.

### **2.3. Roster Changes/Penalties**

- 2.3.1. A team with space available on their roster may add a player or team staff member to their roster at any time.
- 2.3.2. A team may remove a player or staff member from their roster at any time prior to the start of the team's first game of an event.
- 2.3.3. All players and team staff must be at least 10 years of age.
- 2.3.4. A person whose legal name and birth date does not exactly match a name on a team's roster is not listed on that team's roster.
- 2.3.5. Any person who is not listed as a player on the roster of a team they play for will receive a major suspension and \$100 fine.
- 2.3.6. Any team who plays with a person not listed as a player on that team's roster will be ejected from the tournament, unless the person is listed as a team staff member and is not in possession of a paintball marker.
- 2.3.7. A suspended player who attempts to play while suspended will be assessed an additional major suspension which will begin at the conclusion of all the player's previously assessed suspensions.
- 2.3.8. Any team who places a suspended player on their roster, including staff or plays with a suspended player will be ejected from the tournament.
- 2.3.9. A team which plays with an illegal roster will be ejected from the tournament. The APPA system should catch any problems, but ultimately the team is responsible for making sure their roster is legal.

## **3. Ranking and Seeding**

### **3.1. Ranking**

- 3.1.1. Each team will receive  $(11 - (\text{Place of Team} - 1) + 4)$  season ranking points.
- 3.1.2. For judging an event,
  - 3.1.2.1. Team will receive 1 point per player for judging plus,
  - 3.1.2.2. Team will receive 1 point per player for passing rules test with 70% or better plus,
  - 3.1.2.3. Team will receive 1 point per player for staying all day and working hard all day.
  - 3.1.2.4. If team brings more than 5 players, best 5 scores count towards total.
- 3.1.3. In the event of a tie, all teams tied with each other will receive the average score of their places.
- 3.1.4. A team that plays in a division other than the division they last played in will forfeit 20% of their ranking points earned prior to that event for each event held previously that season.
- 3.1.5. If there is a tie in the number of ranking points, the team with the highest number of ranking points earned in events in which the team appeared in the finals of events in that division in the current season will be ranked higher.
- 3.1.6. If the first tiebreaker fails to break the tie, the team with the highest number of ranking points earned in events in which the team appeared in the semifinals of events in that division in the current season will be ranked higher.

- 3.1.7. If the second tiebreaker fails to break the tie, the team with the highest number of ranking points earned in events in which the team appeared in the quarterfinals of events in that division in the current season will be ranked higher.
- 3.1.8. If the third tiebreaker fails to break the tie, the team with the highest margin of victory in matches in the finals of events in that division in the current season will be ranked higher.
- 3.1.9. If the fourth tiebreaker fails to break the tie, the team with the highest margin of victory in matches in the semifinals of events in that division in the current season will be ranked higher.
- 3.1.10. If the fifth tiebreaker fails to break the tie, the team with the highest margin of victory in matches in the quarterfinals of events in that division in the current season will be ranked higher.
- 3.1.11. If the sixth tiebreaker fails to break the tie, the team with the highest margin of victory in all rounds events in that division in the current season will be ranked higher.
- 3.1.12. If the fourth tiebreaker fails to break the tie, the team with the highest ranking at the end of the preceding season will be ranked higher.
- 3.1.13. If the fifth tiebreaker fails to break the tie, teams will be given the same ranking.

## **4. The Game**

### **4.1 Game Start**

- 4.1.1. At the start of the game all players shall have their barrels touching the start box and the barrels will be below the waist. Any player not touching or having their barrel below their waist will be eliminated at the start of the game.
- 4.1.2. All games will be 5 minutes long.
- 4.1.3. All games will start with a "3-2-1-10 seconds." The game may start with "Go-Go-Go," whistle, buzzer, or other device specified in the captain's meeting.

### **4.2 Player Status**

- 4.2.1 An "active" player is any player in the in-bounds area at the start of the game who has not subsequently become inactive.
- 4.2.2. An "inactive" player is a player who has not been eliminated and
  - 4.2.2.1. Has shot their marker after the start of the game but prior to touching their barrel to their team's starting station, or
  - 4.2.2.2. Has not touched their barrel to their team's starting station prior to the start of the game, or
  - 4.2.2.3. Has touched any ground, area or object that is out-of-bounds, or
  - 4.2.2.4. Has an unobvious hit, or
  - 4.2.2.5. Has lost possession of equipment other than pods, squeegees, paintballs or a flag, or
  - 4.2.2.6. Has passed between two bunkers that were in physical contact with each other.
- 4.2.3. An inactive player will be eliminated by a judge.
- 4.2.4. An "eliminated" player is any player
  - 4.2.4.1. With an obvious hit; or
  - 4.2.4.2. Who was not on the field of play at the start of the game; or
  - 4.2.4.3. Has signaled their elimination by
    - 4.2.4.3.1. Removing or losing their goggles, or
    - 4.2.4.3.2. Saying "hit" or "out", or
    - 4.2.4.3.3. Raising their marker or an open hand above their head, or
    - 4.2.4.3.4. Placing their barrel sock on their barrel, or
  - 4.2.4.4. Has been eliminated by a judge or,
  - 4.2.4.5. Scored as active by a judge after the end of the game.
- 4.2.5. Under no circumstances may an eliminated player be made inactive or active or may an inactive player be made active.
- 4.2.6. A player being approached by an official may not advance. Players who advance to avoid an official will be assessed a minor penalty.

### **4.3. Occupation, Possession and Exchange**

- 4.3.1. Equipment in the physical control of a player or that was in the physical control of a player at the start of the game is possessed by the player, except for squeegees, pods, and paintballs that leave the physical control of the player, any other equipment that is separated by more than five feet from the player and except equipment which is in the physical control of another player or a judge.
- 4.3.2. Players may not possess any equipment during a game that was not in their or their teammate's possession at the start of the game, except that players may take possession of the flag. Players who take possession of any other equipment will be eliminated.
- 4.3.3. Players on the field of play who lose possession of any equipment other than pods, squeegees, paintballs and flags will be eliminated, except that a judge may take equipment from a player and an eliminated player may discard equipment out-of-bounds.
- 4.3.4. A player who loses possession of the flag will be eliminated unless the flag is possessed by another live player or a judge.
- 4.3.5. Players who lose physical control of any equipment that has a valid hit, except equipment taken by a judge, will be assessed a gross penalty.

### **4.4. Flags and Flag Carriers**

- 4.4.1. Each game will start with a single flag placed at a flag station located equidistant from the two starting stations in the in-bounds area of the field.
- 4.4.2. A flag pull occurs the first time during a game that an active player takes possession of the flag.
- 4.4.3. A player in possession of the flag who hides or attempts to hide the flag from plain view will be eliminated.
- 4.4.4. If a player is eliminated while possessing the flag, the player will drop the flag at the point of elimination. A judge may hang the flag on a nearby bunker.
- 4.4.5. A flag is hung when a flag in the possession of an active player touches a starting station.
- 4.4.6. If the flag has not been hung and the last player on a team is eliminated by a penalty, and the last player on the other team was not also eliminated by a penalty, the team opposing the last player eliminated will be awarded the flag hang, and if no team has pulled the flag, the opposing team will also be awarded the flag pull.

### **4.5. Eliminated Players**

- 4.5.1. An eliminated player must immediately and swiftly raise their marker or an open hand above their head and proceed out-of-bounds by the most direct route or as directed by a judge.
- 4.5.2. An eliminated player who fails to follow the procedure, except as provided in 4.6.5, will be assessed a minor penalty.
- 4.5.3. An eliminated player who fires or otherwise operates or adjusts their marker or air system prior to exiting the field of play will be assessed a minor penalty.
- 4.5.4. An eliminated player who intentionally re-enters the in-bounds area during the game will be assessed a gross penalty.
- 4.5.5. An eliminated player who shoots an opposing player from in-bounds will be assessed a major penalty.
- 4.5.6. An eliminated player who shoots a player from out-of-bounds will be assessed a gross penalty.

### **4.6. Hits**

- 4.6.1. A hit is any mark left by a paintball striking and breaking on a player or any equipment in the player's possession.
- 4.6.2. An invalid hit is any hit that a judge observes is NOT from a paintball shot by an active player striking and breaking on a player. Only judges 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 judge.
- 4.6.3. A valid hit is any hit that is NOT an invalid hit. If a valid hit is removed from an inbounds player by any means other than by a judge, or a player attempts to remove a valid hit, that player will be assessed a gross penalty.

- 4.6.4. An obvious hit is any valid hit the receiving player should have seen, heard or felt, including any valid hit anywhere on the player's body. A player with an obvious hit is eliminated. A player that continues to play with an obvious hit shall be assessed a major penalty.
- 4.6.5. A player with an obvious hit that is in a location that the player cannot verify may ask a judge or teammate to verify the hit before proceeding as otherwise required by 4.5.1, but may take no other action.
- 4.6.6. Players who are in motion when they receive an obvious hit in a location they cannot verify themselves may proceed to the nearest cover while waiting for a judge or teammate to verify the hit as in 4.6.5.
- 4.6.7. A player who asks a teammate or judge to verify a hit that the player could have verified unassisted will be assessed a major penalty.
- 4.6.8. Unobvious hits are any valid hit that is not obvious. A player with an unobvious hit but no obvious hits will be eliminated.
- 4.6.9. A player who becomes aware of an unobvious hit on themselves or equipment in their possession is eliminated.
- 4.6.10. If an eliminated player shoots a live player from the other team, they will be assessed a minor penalty for each live player shot.

## **4.7. Game Stoppages**

- 4.7.1. The game may be stopped by an inadvertent buzzer or by the ultimate judge in case of an emergency, dangerous weather conditions or other "acts of God".
- 4.7.2. A game will be stopped by the judges yelling "freeze" or by sounding the same device used to start the game. Game time will be stopped.
- 4.7.3. Unless otherwise directed by a judge, every player must stay in the position he was in when the game was stopped.
- 4.7.4. Players must put barrel socks on their markers when a game is stopped and keep their goggles on, unless given permission to remove them by a judge.
- 4.7.5. When the cause of the game stoppage has been addressed, the ultimate judge will restart the game in the same manner a game is normally started, except that players will be in the position they were when the game stopped with their barrel touching the ground. Game time will restart when the game is restarted.

## **4.8. Game Completion**

- 4.8.1. A game will end at the earliest of:
  - 4.8.1.1. A valid flag hang, or
  - 4.8.1.2. The elimination of all players, or
  - 4.8.1.3. The elimination of the last player on a team by a penalty, or
  - 4.8.1.4. The end of game time

# **5. Penalties**

## **5.1. Interference and Sportsmanship**

- 5.1.1. Any person who engages in aggressive or insulting behavior towards another person, except a judge, will be assessed a major penalty.
- 5.1.2. Any person who engages in aggressive or insulting behavior towards a judge will be assessed a gross penalty.
- 5.1.3. 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 of play, except in defense of that person's immediate safety, will be assessed a major suspension.
- 5.1.4. Any person who engages in intentional physical contact with an official will be assessed a major suspension.
- 5.1.5. Any person who throws an air source will be ejected from the tournament and will serve a suspension banning them from the next scheduled event.
- 5.1.6. Any person who throws any equipment on the field of play other than an air source, disposable equipment, or a flag will be assessed a gross penalty.

- 5.1.7. Any person who intentionally shoots in the direction of another person who is not wearing a paintball goggle system will be assessed a major suspension.
- 5.1.8. A judge has the right to enforce an overshooting penalty, if he or she feels that the said player was over shot then a major penalty will be enforced.
- 5.1.9. Any person that is talking after they are eliminated or talking in the dead box will assessed a minor penalty.
- 5.1.10. There shall be no stacking or sitting down in the dead box, any player caught stacking or sitting in dead box will be assessed a minor penalty.
- 5.1.11. If a team's last player is eliminated by a penalty, then the game is over and the flag pull and hang goes to the other team, as long as their last player was not eliminated on a penalty.
- 5.1.12. No person appearing on the roster of a team may employ an electronic or mechanical device to communicate with any other person during any of their team's games. The team of any person violating this rule will forfeit the game during which the infraction occurred.
- 5.1.13. Any person who intentionally alters the field of play will be assessed a minor suspension.
- 5.1.14. Any team whose player, staff or affiliated member alters the field of play will be ejected from the event.

## **5.2. Game Penalties**

- 5.2.1. A player who receives a penalty is eliminated.
- 5.2.2. If an eliminated player receives a minor penalty, a judge eliminates one of the player's teammates.
- 5.2.3. If a player receives a major penalty, two of the player's teammates are eliminated.
- 5.2.4. If a player receives a gross penalty, three of the player's teammates are eliminated.

## **5.3. Non-Game Penalties**

- 5.3.1. Non-game penalties are assessed against the game 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.
- 5.3.2. A team will have 10 points deducted for a minor penalty.
- 5.3.3. A team will have 20 points deducted for a major penalty.
- 5.3.4. A team will have 50 points deducted for a gross penalty.
- 5.3.5. If an in-game penalty is assessed with insufficient active players remaining to satisfy the penalty, the penalized team will have 10 points deducted per player to be eliminated in excess of the number of active players.

## **5.4. Assessing Penalties**

- 5.4.1. Any judge may issue a penalty on the field of play. Any authorized event staff may issue penalties outside of the field of play.
- 5.4.2. Penalties are assessed to people. Action is taken against the penalized person and/or the penalized person's team. A person's team is the team that has that person listed as a player or staff on its roster, or the team on whose behalf the player is acting if the person is not listed as a player on any roster.
- 5.4.3. No more than one penalty may be assessed for a particular action by a player or team. In the event that a given action qualifies for more than one penalty, the most severe penalty will be assessed.

## **5.5. Suspensions**

- 5.5.1. Any ultimate judge may issue a suspension on the field of play. Any authorized event staff may refer a person outside the field of play to the Referee Coordinator for suspension.
- 5.5.2. A person who receives a major suspension will be ejected from the tournament and prohibited from playing any further events to be determined by the Referee Coordinator.
- 5.5.3. 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.

- 5.5.4. A rostered player who is serving a minor suspension must be present for all games and matches played by their team, and must silently remain within an area designated by the ultimate judge for the duration of the match.
- 5.5.5. The team of any person who receives a major suspension will have their prize package for the event reduced by one fifth per player suspended.
- 5.5.6. Any team who has three or more players suspended in any event will be ejected from that event.

## **5.6. Ejections**

- 5.6.1. Only the Referee Coordinator may eject a team from an event.
- 5.6.2. A team that is ejected from an event will forfeit any entry fee paid and any prizes or points earned at the event.

# **6. Tournament Structure**

## **6.1. Scoring**

- 6.1.1. A team scores
  - 6.1.1.1. 15 points for successfully hanging the flag
  - 6.1.1.2. 10 points for being the first team to pull the flag
  - 6.1.1.3. 10 points per opposing player eliminated
  - 6.1.1.4. 5 points per active player on the team at the end of the game
- 6.1.2. Any judge or designated official may complete a score sheet. The ultimate judge will show the score sheet to captain of each team.
- 6.1.3. Any correction made to the score sheet must be initialed by an ultimate judge, unless the correction corrects an obvious mathematical error, the correction may also be initialed by a scorekeeper.
- 6.1.4. 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 ultimate judge may decide whether the score sheet must be amended and/or validate the score sheet himself.
- 6.1.5. An ultimate judge or a scoreboard official may correct clerical or mathematical errors on the scoreboard at any time prior to the start of the next round of play.

## **6.2. Tiebreakers**

- 6.2.1. In the event of a tie, ties will be broken by
  - 6.2.1.1. Head-to-head competition, followed by
  - 6.2.1.2. Fewest games played, followed by
  - 6.2.1.3. Most opponents eliminated, followed by
  - 6.2.1.4. Fewest players eliminated, followed by
  - 6.2.1.5. Scores in preceding rounds, most recent round first, followed by
  - 6.2.1.6. Seed into the tournament

## **6.3. Advancing from Preliminary Round**

- 6.3.1. In divisions of 9 or less teams, the top four seeded teams will advance to finals.
- 6.3.2. In divisions of 10 to 15 teams,
  - 6.3.2.1. The top two seeded teams will advance to finals, and
  - 6.3.2.2. The 3rd through 6th seeded teams will advance to semi-finals.
- 6.3.3. In divisions of 16 to 23 teams, the top eight seeded teams will advance to semi-finals.
- 6.3.4. In divisions of 24 to 29 teams,
  - 6.3.4.1. The top four seeded teams will advance to semi-finals, and
  - 6.3.4.2. The 5th through 12th seeded teams will advance to quarter-finals.
- 6.3.5. In divisions of 30 teams or more, the top 16 teams will advance to quarter-finals.

## **7. Equipment**

### **7.1. Clothing**

- 7.1.1. Players must wear only one pair of full-length pants and only a long-sleeved jersey. Players may wear only one layer of underclothing consisting of, at maximum, one pair of undershorts and one short or long sleeve t-shirt. The one under layer can also consist of an approved tight-fitting chest protector.
- 7.1.2. Tight-fitting non-padded spandex is not considered a layer.
- 7.1.3. Prohibited colors – any player/team found to be wearing clothing that may impede the judge's ability to make a proper call, may be asked to remove such clothing.
- 7.1.4. No part of a player may be covered by more than two layers of clothing.
- 7.1.5. Padding in jerseys is not limited to specific areas; provided that the thickness does not exceed 5mm (0.197"). Padding material is limited to open cell foam and must not be modified from the manufacturer's original form.
- 7.1.6. No short sleeve or "sleeveless" vest type jerseys can be worn as the outermost layer.
- 7.1.7. Any layer of clothing that is thicker than a standard 100% cotton T-shirt is padding.
- 7.1.8. Players may not wear extremely oversized clothing. Clothing is oversized if, when tightly gathered about the body or limb with excess clothing pinched together and away from the body, the excess clothing extends more than 4 inches from the body or limb.
- 7.1.9. Players may not wear clothing that is made out of highly absorbent or slick material, such as felt, fleece, nylon or rubber.
- 7.1.10. Players may wear up to, but not in excess of three items on their head: as an example, one sandana, one headband, and one beanie. Hats, caps and headbands may not be modified from the manufacturer's original form, and may not extend more than one inch below the collarbone or below the shoulder blades, and headbands may be no wider than 2".
- 7.1.11. Players may wear one pair of socks. Socks may not extend higher than below the knee, and must not be of a quilted or padded nature, and count as one layer of clothing.
- 7.1.12. Players may wear one pair of footwear.
  - 7.1.12.1. Footwear must not be modified from the manufacturer's original form, and
  - 7.1.12.2. Must not include metal cleats or spikes
- 7.1.13. A player who continues to play with illegal clothing will be assessed a gross penalty.
- 7.1.14. Any ultimate judge may prohibit a particular item of clothing.

### **7.2. Protective Gear**

- 7.2.1. Players must wear a complete goggle system that meets ASTM standards and is in good repair and not otherwise damaged in a manner that affects their ability to protect the player. A person who fails to wear an acceptable goggle system in a designated goggles-on area, including the field of play, will be assessed a minor penalty.
- 7.2.2. No material may be removed from the manufacturer's original form. Items not of a padded or absorbent nature<sup>52</sup> may be added to the goggle system provided they do not adversely impact the ability of the goggle system to protect the player.
- 7.2.3. Players must wear the full-face protection provided with the goggle system as it is designed and sold by the manufacturer.
- 7.2.4. Players must wear the ear protection provided with the goggle system as designed and sold by the manufacturer.
- 7.2.5. Players may wear one layer of padding and/or other protection on the elbow, forearm, knee or shin, provided that padding and/or protection has not been modified from the manufacturer's original form. <sup>53</sup>
- 7.2.6. Players may wear a single pair of gloves. Gloves may not have material in addition to the manufacturer's original form.
- 7.2.7. Players may wear neoprene neck protection of a single layer not to exceed 0.5 cm in thickness.
- 7.2.8. Male players may wear groin protection and female players may wear breast protection.

### **7.3. Markers**

- 7.3.1. Players may carry a single, .68 caliber, pump or semi automatic paintball marker that

- includes a single barrel and a single trigger.
- 7.3.2. Prohibited colors – any player found to be using a marker whose color may impede the judge’s ability to make a proper call, may be asked to discontinue the use of that marker.
  - 7.3.3. A marker covered in whole or in part by a material of an absorbent or padded nature is illegal.
  - 7.3.4. A trigger is a movable lever that causes a marker to fire when force is applied directly to the trigger with a vector parallel to the vertical plane of the marker. A marker that can be caused to fire by any other means is illegal.
  - 7.3.5. A trigger guard that is unaltered from the manufacturer’s original form must protect the trigger of the marker.
  - 7.3.6. A marker may fire at a maximum rate of 12.5 balls per second or 80 milliseconds.
    - 7.3.6.1. A player on the field of play during a game whose marker shoots more than one paintball within 65 milliseconds will receive a gross penalty.
    - 7.3.6.2. A player on the field of play during a game whose marker shoots more than one paintball within 70 milliseconds will be assessed a major penalty.
    - 7.3.6.3. A player on the field of play during a game whose marker shoots more than one paintball within 75 milliseconds will be assessed a minor penalty.
  - 7.3.7. A marker may fire no more than three shots per press and release of the trigger, and no more than three shots between presses of the trigger. A player, who carries a marker onto the field of play that fires more than three shots per press and release of the trigger, or more than three shots between two presses of the trigger, will receive a gross penalty and a minor suspension.
  - 7.3.8. A marker that has not been fired within the previous second may fire no more than one shot per press and release of the trigger until after the marker has been fired three times. A player who carries a marker onto the field of play that will fire more than one shot per press and release of the trigger before the marker is fired at least three times after not having been fired for at least one second will receive a gross penalty on the first offense and a minor suspension on the second offense.
  - 7.3.9. Any person possessing a marker that is attached to an air source, does not have a barrel sock properly installed over the end of the barrel, is not at a designated chronograph station being chronographed and is not on the field of play will be assessed a minor penalty.

## **7.4. Velocity**

- 7.4.1. A judge may chronograph a marker on the field of play at any time, including before, during, or after games.
- 7.4.2. Any player whose marker fires a shot in excess of 300 feet per second will be assessed a penalty as follows:

<b>FPS</b>	<b>Penalty</b>
301-310	Minor Penalty
311-330	Major Penalty
331-370	Gross Penalty
371+	Minor Suspension

- 7.4.3. A player may only be assessed one velocity penalty per game

## **7.5. Paintballs**

- 7.5.1. Players may carry any number of paintballs.
- 7.5.2. Paintballs must be completely water-soluble.
- 7.5.3. Paintballs must not stain.

## **7.6. Other Equipment**

- 7.6.1. Players may carry one constant air or CO2 tank, including any tank attached to the player's marker, or any number of disposable CO2 cartridges.
  - 7.6.1.1. Constant air or CO2 tanks may have a neoprene or plastic protective cover, provided no material has been added to the protective cover's original form.
  - 7.6.1.2. Constant air and CO2 tanks may not have any stickers not present on the tank at the time of original sale.

- 7.6.1.3. All constant air and CO2 tanks must have a DOT stamp, and must be within the DOT-certified hydro-testing certification date. Players using uncertified or out-of-date tanks will be fined \$100 and receive a major penalty.
- 7.6.2. Players may carry any number of pods and squeegees, but no pods that are padded or absorbent in nature.
- 7.6.3. Players may carry one hopper.
  - 7.6.3.1. Hoppers may not be covered by any absorbent or padded material.
  - 7.6.3.2. Hoppers are allowed to have one (1) 2" x 4" sticker on each side only. The stickers may NOT contain the colors: yellow, orange, or pink.
- 7.6.4. Players may carry any number of batteries.
- 7.6.5. Players may wear one pack, designed to carry pods and/or an air source.
- 7.6.6. Players may carry one remote line that connects their air source to their marker.
- 7.6.7. Players must carry a barrel sock.
- 7.6.8. Players may carry one time keeping device.
- 7.6.9. Stickers may be affixed to equipment other than an air source. A judge may require that stickers be removed if the judge believes the stickers interfere with their ability to officiate.
- 7.6.10. 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.

## **8. Miscellaneous**

### ***8.1. Appeals***

- 8.1.1. Calls made on the field of play may be appealed to the ultimate judge of the field.
- 8.1.2. No judge may overturn eliminations.
- 8.1.3. The decision of the ultimate judge of a field is final, except for game penalties, suspensions and ejections, or other actions that extend past the end of the match where a call was made.
- 8.1.4. A team may file a written grievance with the Referee Coordinator regarding the decision of authorized personnel, a scoring official, a judge, or an ultimate judge.

### ***8.2. Rules Modifications***

- 8.2.1. Judges have the authority to interpret, extend and apply the rules to situations not already covered by the rules.
- 8.2.2. Under exceptional circumstances, the promoter may modify one or more rules for the duration of the event. Teams must be informed of any modifications during the captains' meeting.
- 8.2.3. Should any reasons for a modification arise during the tournament, the Referee Coordinator may issue a modification to the rules, upon which time a captains' meeting will be called to inform the teams of the change. Teams will not be held accountable for any changes made to the rules prior to the completion of such meeting.