



A New Era In Paintball Games

Game Format & Rule Book

(TOURNAMENT EDITION)

X BALL™ PAINTBALL

Game Format & Rule Book

TOURNAMENT EDITION

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Game Highlights

“THE *XBALL™* GAMES ARE THE MOST EXCITING PAINTBALL YOU’LL EVER WITNESS”, says Richmond Italia of DraXxus Paintball.

Richmond Italia is a world class pro paintball player, and a Paintball Industry veteran since the early nineties. The new ***XBALL™*** format has been brewing in his head for over ten years...

He goes on to point out, “Paintball has been evolving for twenty years, and the audiences are getting bigger all the time.

XBALL™ takes the great game of paintball, and adds exciting twists borrowed from hockey, football and auto racing, to make the game a *lot* faster, *way* more dramatic, and *much* more fun to watch”.

With ***XBALL™***, spectators will see *extreme* paintball games, formatted more like the team sports played in the Olympics, and on the prime-time television extravaganzas.

Italia continues, “***XBALL™*** is still Paintball as we know it, but with a giant dose of steady action and constant excitement. Think of paintball in the Mad Max ThunderDome – and you’ve got ***XBALL™***”

1. Game Format

MULTI-GAME MATCHES

XBALL™ matches will be played in two (2) 20-minute halves. Teams will be motivated to hang the flag ***as many times as possible*** before the buzzer marks the end of each half. Every flag-hang marks the end of the game, the beginning of a 2-minute pit stop, and then, a new game.

The same teams will face each other,
hang after hang,
game after game,
period after period,
until the match is over.

2. Teams

BETWEEN GAMES: **MBALL™** was designed with 5-player teams in mind. Although any number of players can be substituted, just like football, basketball and hockey, 5-player teams will be used throughout this description and the rules.

PLAYER SUBSTITUTIONS:

Teams can dress more than 5 players in order to make substitutions as required over the course of the match.

After every flag hang, during the two-minute Pit-Stop, coaches can decide *which five players* will return to the field based on the coach's own evaluation. Coaches' decisions will factor the score, time left, team strategy, individual player strengths and talent, possible injuries, and remaining player stamina.

GAME COACHING

Just like basketball and baseball, you'll see coaches communicating with players, calling last minute strategy change-ups, plays, and occasionally throwing tantrums and other outbursts.

3. Field

The field will consist of a custom-designed airball field with optimum bunker positions for rapid advancement of players and maximum action in a spectator-friendly format.

On the side of each field are the "PITS". The PITS are team staging areas and are a frenzied hotbed of excitement, all by themselves!

THE PITS

SO, AS YOU CAN IMAGINE, the pits are a frenzied hotbed of excitement, all by themselves!

With only two minutes to get back out for another game, you'll see teams with Pit-Crews, *scrambling* to get their players re-set between games.

Pit-Crew will get players ready for every re-start, and back on the field as fast as physically possible.

In just two minutes "The Pit Crews" must:

BUT, WHAT IF YOU'RE LATE? Then your team plays that game without you...

- clean off the paint hits,
- top up the air tanks,
- re-fill the packs,
- squeegee the barrels,
- quench the thirst,
- clean the goggle lenses, and then,

- stuff the players through the nets
- *just in time* for the re-start...

COMMENTATOR'S COMMAND-TOWER

The Official's Command Tower is a mainstay feature in every legitimate professional sport, from Soccer to Hockey, from Baseball to Football, and now, Paintball.

From their high vantage point in the command tower, top officials can communicate freely with field judges for critical on-field calls and updates. All the critical information can be amassed and instantly entered into the command center computers.

Viewers from every part of a stadium, arena, or game field can glance at the tower-mounted scoreboard, and instantly monitor the vital signs of the Game in play.

4. Scoring

FOUR SCORE and seven flag hangs ago...

The complex scoring of paintball has been replaced by simply awarding teams one point for each successful flag hang. The team with the most points at the end of regulation time is the winner. Tie matches will be decided by a sudden-death game.

THE SCOREBOARD

A digital “**SOFTBALL™**” scoreboard mounted high atop the commentator's Command Tower will be visible to the players and spectators.

The Scoreboard will display:

- Score,
- Remaining game time,
- Time-out status,
- Remaining penalty times, and
- Chronograph speeds from on-field r.f. chronograph transmitters!

5. Penalties

Players that commit infractions normally resulting in eliminations, penalty points, or one-for-one penalties can be sent to the penalty box. And, just like hockey, *that team plays short-handed* during that player's penalty.

Assessed penalty times are based on the severity of the infraction.

ON-FIELD CHRONOGRAPH SPEEDS ON SCOREBOARD VIA R.F. SIGNALS

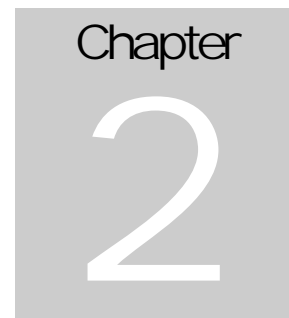
**THE WHOLE
CROWD KNOWS**

INSTANTLY when a
chronograph judge nails a
speed violator.

board, for all to see.

SOBALL™ Paintball takes a strong stand in favour of safety. On-field chronograph speed violations are one of the infractions that result in an immediate penalty.

Judges will periodically conduct random on-field chronograph checks, and the results will be instantaneously sent via r.f. transmitters to the **SOBALL™** score-



Rule Book

Designed for 5-player team format.

- (Adapted from 2001 NPPL Tournament Rules – with permission.)

1. FIELDS

1.1. FIELD DESIGN

- 1.1.1. All game fields shall be free from anything that would pose an unnecessary risk to players, including cliffs, areas with jagged rock, etc.
- 1.1.2. Players and judges should be able to move freely on game fields. Game fields should not contain significant wet or swampy areas, dense undergrowth, or other obstructions likely to be an impediment to free movement or the safety of players and judges.
- 1.1.3. All field borders will be free of doglegs, and no section of a border will be constructed in such a manner that allows players to shoot over a boundary and back onto the playing field.
- 1.1.4. Fields will contain a team flag station centered at each end, and a center flag station.
 - 1.1.4.1. The center flag station will be placed at midfield in such a manner as to assure that players from either team flag station can reach the center flag station in the same amount of time. The flag will be hung at the center flag station at the start of each game.
 - 1.1.4.2. The team flag stations will serve as the starting point for play as well as the final destination of a flag hang.
- 1.1.5. Taking into account terrain, cover, ability to move, fire lanes and topography, game fields shall be balanced.

**PENALTY-BOX
TIME-OUTS.**
Don't do the crime,
if you can't do the
time.

- 1.1.6. The field size for a 5-player game is 125 feet wide by 150 feet long. (See Appendix A)

1.2. FIELD STAFFING

- 1.2.1. Each game field shall be staffed by a minimum of six (6) field judges and one (1) ultimate judge.
- 1.2.2. Only judges authorized by the ultimate judge of a field may actually make calls on that field.
- 1.2.3. There shall be a minimum of two (2) chronograph judges for each field.

2. OFFICIATING

2.1. STANDARDS

- 2.1.1. All judges shall be thoroughly familiar with the rules and regulations contained herein and shall put forth their best efforts in discharging their duties as judges.
- 2.1.2. All judges shall perform their duties and shall make decisions in an unbiased manner. If a judge is biased in his judging activities for or against any team, such person shall be removed from the judging team for the remainder of the tournament.
- 2.1.3. Judges will wear shirts and pants of bright colors that will distinguish the judges from the players. Ultimate judges will wear shirts that indicate their status on the game field.
- 2.1.4. Clerical or mathematical errors may be corrected at any time prior to the start of the next game.

2.2. INFORMATION

- 2.2.1. If necessary, team pit areas/flag stations will be determined by coin toss prior to the start of the game.
- 2.2.2. Judges will not provide information to teams regarding the location of flag stations, terrain, boundaries, game time, or progress of a game during the game, except with respect to safety concerns.
- 2.2.3. Judges will not, through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game.
- 2.2.4. Judges will not impede the progress of the game.

2.3. GAME CONTROLS

- 2.3.1. The ultimate judge on the field will begin a game when the time-out clock reaches zero (0). When the time-out clock reaches zero (0), the game will start by a signal such as a buzzer, whistle, air-horn, siren, or verbally so that each team may hear.

- 2.3.2. A game will end with the ultimate judge on the field announcing "Game over" and can be accompanied by a buzzer, whistle, air-horn, siren, or other suitable means.
- 2.3.3. In the event of an emergency situation, the judge discovering the emergency will request that all judges stay off the radios and request all action to stop immediately. Game time will also be halted for the duration of the emergency.

3. GAME STRUCTURE

3.1. START PROCEDURES

- 3.1.1. Each team is expected to report to the entry point of the game field at least 20 minutes prior to the scheduled start of the game.
- 3.1.2. Players will be stationed in a controlled area adjacent to the game field. A judge or other tournament official will supervise this area. Players may not leave this area, except to enter the field.
- 3.1.3. Players are responsible for removing old hits or bringing the same to the attention of a field judge so that they may be dealt with in a manner that would not result in an elimination of the players.
- 3.1.4. Players are not allowed to bring tools or other prohibited equipment on the game field. Presence of such equipment may result in a penalty and/or disciplinary proceedings against the offending players and/or teams.
- 3.1.5. Players must have one foot in their team flag station prior to the start of play and their markers pointed down below the waist of the player and touching the net. Any player without one foot in their team flag station or their guns pointed down or NOT touching the net at the start of play will be eliminated.
- 3.1.6. At the start of game, when the teams are assembled at their respective flag stations, the ultimate judge will signal the time-out clock to start the two (2) minute countdown and will begin the game as defined in Section 2.3.1.

3.2. SCORING

- 3.2.1. A team will receive one (1) point for the following reasons:
 - 3.2.1.1. A successful flag hang.
 - 3.2.1.1.1. A successful flag hang occurs when a player breaks the plane of a team flag station with a flag
 - 3.2.1.1.2. Flag hangs may be awarded to the team that is not in possession of the flag when it is hung. The team flag station where the flag is hung determines which team receives the point for the game.
 - 3.2.1.1.3. Points will not be immediately awarded upon the flag breaking the boundary plane of a flag station. The status of the flag carrier will first be verified before a flag hang is considered official.

- 3.2.1.2. The coach of the opposing team “throws in the towel”
 - 3.2.1.2.1. No flag carrier checks will be performed when a point is awarded to a team in this manner.
- 3.2.1.3. The opposing team is assessed a penalty that results in a 4th player in the penalty box
 - 3.2.1.3.1. No flag carrier checks will be performed when a point is awarded to a team in this manner.
- 3.2.1.4. The opposing team is assessed a major penalty in the final 90 seconds of the game.
 - 3.2.1.4.1. No point is awarded if both teams are assess a major penalty at the same time in the final 90 seconds
- 3.2.2. The team with the most points at the end of regulation time will be declared the winner of the game.
 - 3.2.2.1. If the score is tied at the end of the regulation time there will be a two minute intermission before commencing a 10 minute overtime period. Teams will NOT switch ends. The first team to successfully hang the flag will be declared the winner of the game.

3.3. PRE-GAME CHRONOGRAPHING

- 3.3.1. Referees may chronograph players’ markers prior to start of play.
 - 3.3.1.1. Players are responsible for ensuring that their markers are operating at or below the posted field limit (typically 300 feet per second (fps)).
 - 3.3.1.2. Any marker found to be in excess of the field limit (300 fps) cannot be used until adjusted. No penalty will be assessed at this point. Players whose markers are found to be in excess of the field limit can:
 - Change markers if time permits
 - Play without a marker
 - Change player and marker if time permits
- 3.3.2. If during the chronographing process, a judge determines that a marker is illegal under section 5.3, the marker will be held by the game officials until the end of the game.
 - 3.3.2.1. A marker held by the game officials may be subject to further examination by game and/or League officials

3.4. FLAGS

- 3.4.1. Flags will be a minimum of 12 inches wide and a minimum of 24 inches long.

4. TOURNAMENT INFORMATION

4.1. PROMOTER

- 4.1.1. The promoter will supply tournament information to any team having entered the competition including and not limited to:
 - 4.1.1.1. Entry fee,
 - 4.1.1.2. Schedule of events, including time and place for the rules meeting and the captains' meeting,
 - 4.1.1.3. Hotel information,
 - 4.1.1.4. Waiver,
 - 4.1.1.5. Roster form,
 - 4.1.1.6. Updated ~~XXXXXX~~TM rules

4.2. RULES MEETING

- 4.2.1. A rules meeting will be held prior to each competition for the judging staff to answer questions concerning the rules governing the tournament.

4.3. CAPTAINS' MEETING

- 4.3.1. A captains' meeting will be held prior to the competition to provide information to the captains of the teams attending concerning the organization, administration, and rules governing the tournament.

4.4. TOURNAMENT SCHEDULE

- 4.4.1. A complete schedule for the event, consisting of field numbers and scheduled game times, will be distributed during the day prior to the beginning of the competition and, thereafter, posted on the scoreboard.

4.5. PLAYING FIELD REVIEW

- 4.5.1. All playing fields will be available for review by any team competing in the event at least 24 hours prior to play.
- 4.5.2. No team or member thereof shall in any way alter the playing field. The penalty for a player modifying a field three days or less prior to the start of play or during the tournament days is a suspension from that tournament.

5. EQUIPMENT

5.1. CLOTHING

- 5.1.1. Each player may wear only one layer of underclothing consistent with the weather of the day for all but unseasonably cold weather.
- 5.1.2. Each player must wear only one pair of full-length pants and only a long-sleeved jacket or shirt, either button or pullover style, as long as the colors on the outer garments are not the same as any flags or judges apparel chosen for use at the event.

- 5.1.3. Players must wear pants or shirts or jackets that fit well. Players may not wear oversized clothing. If a judge deems that a player's clothing is oversized, the judge may require new attire or make temporary adjustment using tape, pins, etc.
- 5.1.4. Players may not wear jackets and or pants, which are made of highly absorbent material, such as felt or fleece, or of a highly padded or slick nature, such as nylon or rubber. If a player is found to be wearing such material, then he will be required to obtain and wear suitable replacement clothing.
- 5.1.5. Players may wear a single pair of gloves, with or without full fingers. Gloves may be padded.
- 5.1.6. Players may wear neck protection of a single layer. Turtleneck shirts are allowed.
- 5.1.7. Players may wear headgear that does not extend beyond one inch below the collarbone or below the shoulder blades.
- 5.1.8. Orange or pink colours are not allowed on exposed clothing.

5.2. PROTECTIVE GEAR

- 5.2.1. Players must wear goggles manufactured for use in paintball games in good repair and with lenses that are not damaged. Goggles must meet or exceed ASTM Standard F1776.
- 5.2.2. Players must wear full-face protection as it comes from the manufacturer in original form.
- 5.2.3. Players must wear ear protection that is part of the goggle system that was made by the manufacturer for that goggle system.
- 5.2.4. Players may wear forearm, elbow, shin, and/or knee 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.
- 5.2.5. Players may wear groin protection and female players may wear breast protection.
- 5.2.6. The promoter has the right to refuse any article of protective clothing deemed unsuitable for the event.

5.3. MARKERS

- 5.3.1. The definition of a trigger is a device operated by the user of a marker that is typically a movable lever or button that comes in contact with the finger. The contacts of a switch will not be considered to be a trigger. A trigger cycle is the movement of the trigger through the discharge position and returning to a reset or recycle position. A trigger cycle usually requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger during every firing cycle. Markers may operate at any discharge rate to a maximum of fifteen (15) balls-per-second (bps).

- 5.3.1.1. The rate of fire is determined by the time between any two (2) consecutive paintballs only.
- 5.3.2. Players may use a single, 68-caliber paintball marker that consists of a single barrel and a single trigger. Double action triggers are prohibited.
 - 5.3.2.1. Markers must not discharge a paintball after the trigger has been released.
 - 5.3.2.2. If a trigger has been at rest for more than one second, only one ball per trigger cycle is allowed until AFTER the third trigger pull.
 - 5.3.2.3. Markers must not discharge more than three (3) paintballs per trigger cycle.
- 5.3.3. All markers with any form of external velocity adjusters must be made in such a way that the velocity adjuster is not readily accessible during the course of the game. Some markers may require beaver tails and/or tournament caps. All regulators require tournament caps such that they cannot be adjusted without a tool with the gun gassed or degassed.
- 5.3.4. All markers are subject to inspection at any time by tournament officials. A team or player found to be using a marker in violation of Rule 5.3 will be suspended.
- 5.3.5. Gun barrels may be equipped with porting, slots, rifling, but may not have a sound suppressor attached or integral to the construction of the barrel. A player may only have one barrel on the field.
- 5.3.6. Players may wear a remote tank hook-up. The remote line may not be worn underneath clothing.
- 5.3.7. Players may not use cloth, neoprene, or other material to cover the paint loaders on the marker. Cloth and neoprene tanks covers will be allowed.
- 5.3.8. At all times in a goggle-off area or designated areas, markers must have a barrel blocking device capable of preventing an intact paintball or shell fragments greater than 3mm by 5mm from exiting the barrel or barrel blocking device.
 - 5.3.8.1. A team will receive one warning (documented) then each successive infraction will result in a penalty to the offending player.
 - 5.3.8.1.1. If the owner of the marker cannot be identified, the player closest to the offending marker will serve the penalty.
 - 5.3.8.1.2. Teams will not play short handed as a result of this type of penalty.
 - 5.3.8.1.3. The penalty will start at the next resumption of play (players from staging area cannot enter penalty box during active play and penalties do not start until the player is in the penalty box.).
 - 5.3.8.1.4. If the penalty time expires during active play, players must remain in penalty box until a stoppage in play
 - 5.3.8.1.5. Because this type of penalty does not result in a team playing short-handed, this penalty does NOT expire when the opposing team scores a point.

5.4. OTHER EQUIPMENT

- 5.4.1. Players may carry any number of pouches, clips or loaders.

- 5.4.2. Vests and pouches may not be constructed in such a fashion that they constitute padding.
- 5.4.3. Players may carry multiple squeegees and or swabs.
- 5.4.4. Loaders must be of a single colour and are allowed to have one (1) 2 inch by 4 inch sticker on each side only. The stickers can only contain the colours: black, white, and Pantone™ Red 032.
 - 5.4.4.1. Faded and variations of the colours may not be allowed.

5.5. PROHIBITED EQUIPMENT

- 5.5.1. Prohibited equipment includes listening devices, communication devices and any form of electronic surveillance device, incendiary devices, smoke producing devices, toxic paint, non-biodegradable paint, and paint that has a shell, fill or both altered or augmented in any way from the manufacturer's original form.
- 5.5.2. Anything not specified in Sections 5.1 through 5.4 inclusive, shall be prohibited unless allowed by the ultimate judge.

5.6. POSSESSION AND EXCHANGE

- 5.6.1. Two live players may exchange equipment.
- 5.6.2. Players who are eliminated must exit the field with all equipment they were carrying when they were eliminated.
- 5.6.3. Players must carry all paint, gas and equipment to be used during the course of the game on their person at the start of the game.

6. TEAMS

6.1. TEAM ROSTERS

- 6.1.1. Teams rosters consist of players, pit-crew members, assistant coaches, and a coach.

6.2. PLAYER

- 6.2.1. Teams may have up to 18 players on their roster, but may field a maximum of five at any time.
 - 6.2.1.1. Teams must dress a minimum of 5 players to begin a game.
- 6.2.2. No player may appear on more than one roster.
- 6.2.3. All players under 18 years of age must have written permission from a parent or legal guardian to play.

- 6.2.4. All teams must submit complete rosters prior to play.
 - 6.2.4.1. Team rosters for a tournament will only be accepted after all fees have been paid in full.
- 6.2.5. Players may assist the pit-crew between points.
- 6.2.6. Players in the pit area may not communicate with players on the field.

6.3. PIT-CREWS

- 6.3.1. Pit-crews in the active pit area can consist of a maximum of three (3) persons.
- 6.3.2. Pit-crews are responsible for the preparation and maintenance of equipment and supplies required by the players including and not limited to:
 - 6.3.2.1. Replenish paint and air as required.
 - 6.3.2.2. Clean and/or replace goggles.
 - 6.3.2.3. Remove splatter and marks on players and equipment.
 - 6.3.2.4. Provide players penalized with markers over the posted field velocity limit with new markers or adjust faulty markers.
- 6.3.3. Players, assistant coaches, or coaches can assist pit-crew members.
- 6.3.4. Pit-crew members are NOT allowed to communicate to players on the field during game play.

6.4. ASSISTANT COACHES

- 6.4.1. Teams can have a maximum of (2) designated assistant coaches in the pit area for any game.
- 6.4.2. Assistant coaches are allowed to communicate to the coach but NOT to players on the field during game play
 - 6.4.2.1. Communication to the coach must be in a manner that cannot be heard on the field
- 6.4.3. Assistant coaches may assist pit-crews as required.

6.5. COACHES

- 6.5.1. Teams can have one (1) designated coach for any game.
- 6.5.2. Coaches will be allowed to call plays and instructions to players on the field during game play as long as the coach is confined to the coach's box.
 - 6.5.2.1. The coach's box is a 10' long area on the sidelines of the pit area ending 5' from the mid-field point.
- 6.5.3. Coaches may assist the pit-crews as required.

- 6.5.4. Coaches will be allowed to “throw in the towel” to cause stoppage of play. In doing so, the opposing team is awarded a point and the time-out clock will begin a 2-minute count-down.
 - 6.5.4.1. Players on the field will be checked upon exiting as in section 8.4.2.

7. CHRONOGRAPHING

7.1. GAME CHRONOGRAPHING

- 7.1.1. Chronographing on the field may be done at any time at the discretion of any field judge to determine if a marker's muzzle velocity is above the legal limits. Judges will seek to perform field chronographing with minimal interference to the play.
- 7.1.2. Players with markers chronographed on the field during a game at the legal limit (typically 300 fps as determined by the NXL™) or less (one, two or three shots at the discretion of the field judge) will continue to play without penalty.
- 7.1.3. Players with markers shooting over the legal limit will be assessed a penalty.
- 7.1.4. The chronograph judge can take a marker from a player during stoppage of play or upon elimination of the player, and inspect it for the following:
 - 7.1.4.1. The presence of foreign matter in the barrel, feed port or loader;
 - 7.1.4.2. Tightness of screws, barrel, tank and other working parts which can increase or decrease velocity;
 - 7.1.4.3. Presence of valves or expansion chambers which can be turned on or off; all valves will be placed in the fully open position;
 - 7.1.4.4. Presence of external velocity adjusters which are not covered or fixed in place; and
 - 7.1.4.5. Any other device, part or item which would enable a player to increase the muzzle velocity of the marker on the game field without resorting to the use of tools.
- 7.1.5. Only gloveRADAR™ chronographs will be used as an official game chronograph.

8. GAME PROCEDURES

8.1. GAME TIMES

- 8.1.1. A game will consist of two (2) 20-minute halves.
 - 8.1.1.1. Teams will switch ends at the start of each half.
- 8.1.2. The game time will continue to run at each flag hang, a “towel thrown in”, assessment of the 4th consecutive penalty, or elimination of the last player(s) on the field.
- 8.1.3. The game time will stop upon the occurrence of:
 - 8.1.3.1. a point awarded as per section 3.2 with less than five (5) minutes to play in a half
 - 8.1.3.2. in case of an emergency as per section 8.6

- 8.1.3.3. at the conclusion of regulation time for a half.
 - 8.1.3.4. the use of a team time out
- 8.1.4. A two (2) minute game time-out will intercede each point, or elimination of the last player(s) on the field.
- 8.1.5. There will be a five (5) minute time-out between the first and second halves.
- 8.1.6. Play will end at the earliest of:
- 8.1.6.1. A flag hang
 - 8.1.6.2. End of regulation game time.
 - 8.1.6.3. A coach “throws in the towel”
 - 8.1.6.4. Assessment of 4th consecutive penalty to a team
 - 8.1.6.5. Assessment of a major penalty in the final 90 seconds of a game (including over-time) that results in a point being awarded per section 12.1.2.2
 - 8.1.6.6. Elimination of last player(s) on the field
 - 8.1.6.6.1. Players in the penalty box are not considered live players “on the field”. When play stops, the penalty time stops and will resume with play.
- 8.1.7. When a condition described in 8.1.6 occurs, the ultimate judge will communicate to all judges and live players, "Time Out" that can be accompanied by a buzzer, whistle, air-horn, siren, or other suitable means.
- 8.1.8. The ultimate judge, a field judge appointed by the ultimate judge, or an official timekeeper, will keep the official game time. In no event shall a flag judge keep the official game time. In the event that a game is to be interrupted because of a medical emergency, or otherwise, the game time will be stopped. The ultimate judge will restart the game by resetting the remaining live players at their respective team flag station. The time-out clock will begin a two (2) minute countdown to resume play as specified in Section 2.3.1. Time will begin to run from the point of interruption upon such restart.

8.2. TEAM TIME-OUTS

- 8.2.1. Each team will have available, one (1) two-minute team time-out per half to use at the coach’s discretion.
- 8.2.1.1. Unused time-outs do not carry over to the next half or the next game.
- 8.2.2. A Team Time-out stops the game time and resets the time-out clock to two minutes (e.g. at end of a half or after a flag hang) and can only be called during an existing time-out.
- 8.2.3. Only one Team Time-out can be used by either team at any time.

8.3. GAME ENDING PROCEDURES

- 8.3.1. Game play will end at the earliest of:
- 8.3.1.1. A successful flag hang
 - 8.3.1.2. End of regulation time.
 - 8.3.1.3. A coach “throws in the towel”

- 8.3.1.4. Assessment of a penalty resulting in a 4th player in a team's penalty box
- 8.3.1.5. Elimination of last player(s) on the field.

8.3.2. Play will end as described in Section 2.3.2

8.3.3. At least one field judge will be assigned to inspect live players exiting the field at the assigned exit point at the end of play as directed in section 8.4.

8.4. CHECKOUT PROCEDURES

8.4.1. Eliminated players must immediately exit the field via their entry point by the most direct route or as directed by a field judge. Players that take routes that are not the most direct and conceal such player's elimination from the other team or players that refuse to follow a judge's direction on leaving the field constitute playing-on and will be assessed the appropriate penalty.

8.4.2. Live players at the end of play must present themselves to a field judge at their exit point for inspection. A field judge will inspect the player for hits and if any are found, the ultimate judge will be notified and proper penalty will be assessed.

8.4.3. Players may not re-enter the playing field without the permission of a field judge.

8.5. FORFEITS

8.5.1. A team will forfeit their game for one of the following reasons:

8.5.1.1. A forfeit will be declared for each game that a team fails to report in a timely fashion for its pre-game check-in, or for any game in which a team refuses to take the field, as long as its opponent is willing to and/or does take the field. In the event that both teams fail to show for a game or both teams are unwilling to take the field, both teams will have forfeited that game.

8.5.1.1.1. A team scheduled to oppose a team that has forfeited a game is declared the winner of the game.

8.5.1.2. A forfeit will be declared if a team fails to dress the minimum required players as defined in section 6.2.1.1.

8.5.2. A forfeited game will result in a score of 1-0.

8.6. GAME STOPPAGE

8.6.1. 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.

8.6.2. Only the ultimate judge may declare the game stopped.

8.6.3. All field judges will note the locations of the players at the time that the game is stopped. Once the game has been stopped, the field judges will insure that players remain in those locations. Judges will check all players and will remove any players who were eliminated prior to the game being stopped. Judges will confer to review the sequence of events prior

to the game stoppage. If penalties need be assessed, they will be assessed at such time. Players with hits may be reinstated into the game if the field judges determine, in their discretion, that a player was eliminated as a direct result of illegal actions that led directly to the game stoppage. Once the condition causing the game stoppage has been resolved the ultimate judge will restart the game by resetting the remaining live players at their respective team flag station. The time-out clock will begin a two (2) minute countdown to begin the game as specified in Section 2.3.1. Time will begin to run from the point of interruption upon such restart.

9. PAINT CHECKS

9.1. WHEN PERFORMED

- 9.1.1. Paint checks are performed by judges for the purpose of determining if a paintball has broken on and marked a player.
 - 9.1.1.1. Paint checks are performed by a judge when the judge has observed a player taking fire in an area that the judge cannot directly observe or when the judge is directed to do so by another judge.
- 9.1.2. Judges may, but are under no obligation to, make a paint check after a player has requested one.

9.2. NEUTRALITY

- 9.2.1. A judge, at his discretion, may declare a player neutral.
- 9.2.2. Judges will make every effort to perform a paint check without calling a player neutral.
- 9.2.3. No flag carrier will ever be stopped and declared neutral for the purpose of performing a paint check.
- 9.2.4. A judge calling a player neutral will indicate the same to all players on the field by standing over the player, shouting, "Neutral" and holding his arms above his head or waving his arms
- 9.2.5. A player declared neutral and in the state of neutrality may not leave his bunker, discharge his marker, signal to other players, or behave in a manner that communicates to anyone on or off the field.
- 9.2.6. A player declared neutral and in the state of neutrality, cannot be eliminated from the game or moved on, either by opposing team members or his own teammates.
- 9.2.7. A judge may move a neutral player's equipment and/or request that such player expose additional areas for examination.
- 9.2.8. Players not declared neutral may be eliminated while being checked.

10. ELIMINATIONS

10.1. OBVIOUS HITS

- 10.1.1. Obvious hits are those that impact and break on easily observable and verifiable places on the body or equipment being carried or those that likely have been felt by the player. A judge will determine whether a player felt a hit by where that paintball impacted his body and whether they reacted upon being hit.
- 10.1.2. Players who are hit in an obvious location are expected to immediately signal their elimination by announcing, "HIT" or "OUT" at the time of such elimination and hold one hand above their head.
- 10.1.3. Such players must then install their barrel-blocking device, hold the marker in the air above the head, and exit the field immediately by the most direct route or upon the instructions of a field judge.
- 10.1.4. Players with obvious hits may not call for a paint check. Calling for a paint check under such circumstances constitutes continuing play.
- 10.1.5. Players who are in motion with an obvious hit will immediately turn their motion away from the opposition and stop play.
- 10.1.6. Players with obvious hits in areas that are not easily verifiable, such as the back, may continue to play, but must immediately call on a teammate who can easily verify whether or not the paintball broke to indicate if the player was eliminated. The teammate must respond immediately. If the hit player is eliminated, they must cease play, signal their elimination and exit the field pursuant to the provisions of Section 8.4.1. Failure to call a teammate for verification or failure of a teammate to immediately respond constitutes playing-on by the hit player.
 - 10.1.6.1. If a teammate is not available for verification, the player must immediately call for a paint check by a field judge. Failure to call for such a paint check immediately will constitute playing-on by the player.

10.2. UNOBVIOUS HITS

- 10.2.1. Unobvious hits are those that impact and break on players or equipment in areas not easily observable or hits that players receive and give no indication or knowledge of them having occurred.
- 10.2.2. A player with an unobvious hit becoming aware, through his own actions or through information provided by teammates, that he has been validly marked, shall consider the hit to be an obvious hit.

10.3. OTHER TYPES OF ELIMINATIONS

- 10.3.1. A player is eliminated if a paintball shot by a live member of the opposing team or a player's team strikes that player or anything he is wearing or carrying and such paintball breaks upon the object struck.
 - 10.3.1.1. 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.
 - 10.3.1.2. If a player is hit and marked by a paintball shot by an eliminated member of the opposing or player's team, such player is not eliminated.
 - 10.3.1.3. If a judge does not see a paintball shot by a live member of the opposing or player's team strike that player or another object, but that player has paint on himself or anything he is wearing or carrying that resembles a hit, such player will be eliminated by such judge.
 - 10.3.1.4. If the paint marking is reasonably solid and the size of a quarter (approx. 1") or larger, it will be considered a valid hit.
 - 10.3.1.5. If two opposing players are simultaneously hit and marked, or if the judges cannot determine which player was hit and marked first, both players will be eliminated.
 - 10.3.1.6. No player will be allowed to continue play with paint that is considered non-valid until it is wiped clean by a judge. Judges will wipe splatter or non-valid hits off a player at the time they are inspected.
- 10.3.2. Players will be eliminated if any part of their bodies or anything that they are wearing or carrying breaks the plane separating the field from the out-of-bounds area.
 - 10.3.2.1. Such elimination will take place immediately upon the breaking of such plane.
- 10.3.3. Players that are found with tools or prohibited equipment on the field will be eliminated.
- 10.3.4. Players that separate from any piece of equipment or clothing that they brought onto the game field, by more than five (5) feet, except squeegees or pods used in holding paintballs, will be eliminated.
- 10.3.5. Players will be eliminated for engaging in unsportsmanlike conduct, including, and not limited to:
 - 10.3.5.1. Failure to obey a judge's directions,
 - 10.3.5.2. Moving on a neutral player,
 - 10.3.5.3. Deliberate avoidance of a judge in a manner to prevent a judge from chronographing a marker or prevent him from making a call,
 - 10.3.5.4. Shooting at judges,
 - 10.3.5.5. Shooting at an eliminated player, coaches, spectators, game officials,
 - 10.3.5.6. Requesting of paint checks or using judges to locate opposition players,
 - 10.3.5.7. Verbal or physical abuse of opposition players, judges, League officials, or spectators
- 10.3.6. Players that take action which would cause members of the opposing team to reasonably believe that such players have been eliminated, including but not limited to calling themselves out or hit, holding the markers in positions above the shoulders, or placing objects in the barrels of the markers and carrying them in view of members of the opposing teams, will be eliminated.

- 10.3.7. Eliminated players will immediately exit the field via their entry point or according to a judge's directions.

11. FLAGS

11.1. FLAG CARRIERS

- 11.1.1. Players carrying flags must carry them in full view. Players cannot attempt to hide or disguise the flag in any way.
- 11.1.2. Flags may be passed from live players to live players.
- 11.1.3. A player eliminated while in possession of a flag will immediately drop the flag and leave the field as in section 8.4.1.
- 11.1.3.1. If a judge recovers the flag from an eliminated player, the judge will proceed to the point of elimination and drop the flag.
- 11.1.3.2. A flag in transit by a judge or held by an eliminated player can be intercepted by another player from either team.

11.2. FLAG HANGS

- 11.2.1. When a player breaks the plane of a team's flag station, the flag judge immediately calls time out and the time-out clock is started. The flag judge then performs a paint-check on the flag carrier.
- 11.2.1.1. If the flag carrier is determined to be free of "HITS", then the flag hang will be successful.
- 11.2.1.2. If the flag carrier is determined to be "HIT", the hang and subsequent point for the game will be nullified, and a penalty for playing-on (see Section 12.2.1) will be assessed. The time-out clock will not be stopped and game play will resume in the normal fashion.

12. PENALTIES

12.1. DEFINITIONS

12.1.1. MINOR PENALTY

- 12.1.1.1. An infraction for a **minor** penalty will result in the player leaving the game for two (2) minutes of regulation time.

12.1.2. MAJOR PENALTY

- 12.1.2.1. An infraction for a **major** penalty will result in the player leaving the game for five (5) minutes of regulation time.
- 12.1.2.2. If a major penalty is assessed in the last 90 seconds of the game (including over-time), the penalty is served and a point is awarded to the team that did not receive the penalty

- 12.1.2.2.1. A point will be awarded for each player that commits such an infraction.
- 12.1.2.2.2. If simultaneous major penalties are awarded to each team, points will NOT be awarded.

12.1.3. MISCONDUCT PENALTY

- 12.1.3.1. An infraction for a **misconduct** penalty will result in the player leaving the game for ten (10) minutes of regulation time.
- 12.1.3.2. A misconduct does not result in short-handed play unless accompanied by a lesser penalty.
 - 12.1.3.2.1. If a lesser penalty is assessed with a misconduct, a player that was on the field with the offending player during the last play, is placed in the penalty box for the offending player and the substituted player will enter the game at the end of the lesser penalty time
- 12.1.3.3. The team of the offending player will be assessed a minimum of a major penalty.

12.1.4. MATCH MISCONDUCT

- 12.1.4.1. A player assessed a **match misconduct** will be suspended from play for a period time not to exceed:
 - 12.1.4.1.1. The balance of the game if the infraction occurs in the first half of regulation time
 - 12.1.4.1.2. The balance of the existing game AND the entire next game if the infraction occurs in the second half of regulation time.
- 12.1.4.2. A match misconduct does not result in short-handed play unless accompanied by a lesser penalty.
 - 12.1.4.2.1. If a lesser penalty is assessed with a match misconduct, a player that was on the field with the offending player during the last play, is placed in the penalty box for the offending player and the substituted player will enter the game at the end of the lesser penalty time
- 12.1.4.3. The team of the offending player will be assessed a minimum of a major penalty.

12.1.5. SUSPENSION

- 12.1.5.1. A player that is suspended will not be able to play for a period determined by the Commissioner.

12.2. OTHER INFRACTIONS

12.2.1. PLAYING-ON

- 12.2.1.1. Playing-on entails continuing to act as a player in the game after being eliminated. Playing-on includes but is not limited to, continuing to fire or otherwise engage the opposition, continuing to move, except with respect to exiting the field by the most direct route or at the direction of a judge, talking, signaling or otherwise communicating either to a judge, opposing players or teammates, except that a player may say "HIT" or "OUT" or something to that effect once, impeding the progress of opposition players or a judge, hampering a judge in making a paint check or a call, discharging or degassing the marker or providing teammates with paintballs or equipment.

12.2.1.1.1. “Spinning” is reactionary and occurs within three (3) seconds of being hit.

12.2.1.1.2. “Advancing” is a deliberate attempt to play-on and occurs after three (3) seconds of being hit.

12.2.2. WIPING

12.2.2.1. Wiping is the active and deliberate removal of paint by a player in order to avoid elimination or avoid a judge's call.

12.3. DECORUM

12.3.1. Teams, Players, Team Officials will be subject to disciplinary action for inappropriate behaviour such as, and not limited to:

12.3.1.1. Wearing or otherwise displaying offensive pictures, words or logos at the site where games are being played.

12.3.1.2. Engaging in any conduct that would bring the NXLT[™], the promoter, or any sponsor into disrepute, including and not limited to the trashing of hotel rooms, the discharge of loaded markers in goggle-off areas, the willful destruction of private property, engaging in physical altercations, or the commission of a criminal act.

12.4. ASSESSMENT OF PENALTIES

12.4.1. Judges will assess penalties in accordance to the following schedule:

INFRACTION	PENALTY
Re-entering field after elimination (Section 8.4.3)	10 minute misconduct
Wiping (Section 12.2.2)	10 minute misconduct
Fighting or hostile contact (Section 10.3.5.7)	Match misconduct plus minimum of 1 game suspension
Rate-of-fire (ROF) equal to or greater than 20 bps (0.050s)	Match misconduct Minor
Illegal Marker (Section 5.3)	Match misconduct
Marker tools on the field (Sections 3.1.4 and 10.3.3)	Match misconduct
Playing on non-roster team (Section 6.2.2)	10 minute misconduct + suspension
Acting in a manner similar to being out (Section 10.3.6)	Elimination
Failure to obey judge's directions (Section 10.3.5.1)	Elimination
Foot outside flag station OR gun not pointed down below the waist of the player OR not touching the net at start of game (Section 3.1.5)	Elimination
Moving on a neutral player (Section 10.3.5.2)	Elimination
Out-of-bounds (Section 10.3.2)	Elimination
Separated from clothing or equipment by more than 5 feet (Section 10.3.4)	Elimination
Forfeited Game (Section 8.5)	Lose Game
Rate-of-fire (ROF) equal to or greater than 17 bps (0.058s) and less than 20 bps (0.051s)	Major
Marker velocity over field limit in excess of 25 fps (Section 7.1.3)	Major
Playing-on: advancing (Section 12.2.1)	Major
Playing-on: obvious hit (Section 10.1)	Major
Shooting at judges (Section 10.3.5.4)	Major

INFRACTION	PENALTY
Unauthorized clothing (Section 5.1)	Major
Rate-of-fire (ROF) equal to or greater than 16 bps (0.064s) and less than 17 bps (0.059s)	Minor
Marker velocity over field limit by 11 to 24 fps (Section 7.1.3)	Double Minor
Rate-of-fire (ROF) greater than 15 bps (0.065s) and less than 16 bps (0.063s)	Minor
Delay of game (Section 12.2.3)	Minor
Deliberate avoidance of judge (Section 10.3.5.3)	Minor
Excessive shooting (Section 10.3.5.5)	Minor
False paint checks (Section 10.3.5.6)	Minor
Marker velocity over field limit by less than or equal to 10 fps (Section 7.1.3)	Minor
Playing-on: unobvious hit (Section 10.2)	Minor
Playing-on: spinning (Section 12.2.1)	Minor
Verbal abuse (Section 10.3.5.7)	Minor
Altering field before or during tournament (Section 4.2.2)	Suspension

12.4.2. Players in the penalty box at the end of play will return to the penalty box at the start of play (of the same game) to serve the balance of their penalties.

12.4.3. Penalty times will stop with the stoppage of play.

12.4.4. If, while a team is short-handed because of one or more minor penalties the opposing team successfully hangs the flag or the opposing team “throws in the towel”, the first of such penalties shall automatically terminate.

12.4.4.1. In the case where a player is serving two, consecutive minor penalties at the time the opposing team hangs the flag or the “towel is thrown in”, the first minor penalty shall be terminated

12.4.4.2. The player serving the terminated penalty shall return to the game if serving no other penalties.

12.4.4.3. In the case where the player that incurs the infraction is the last player on the field, that player must wait for the second point to be scored or completion of the penalty time to return to the field.

12.4.5. Players in the penalty box may not be substituted during time-outs.

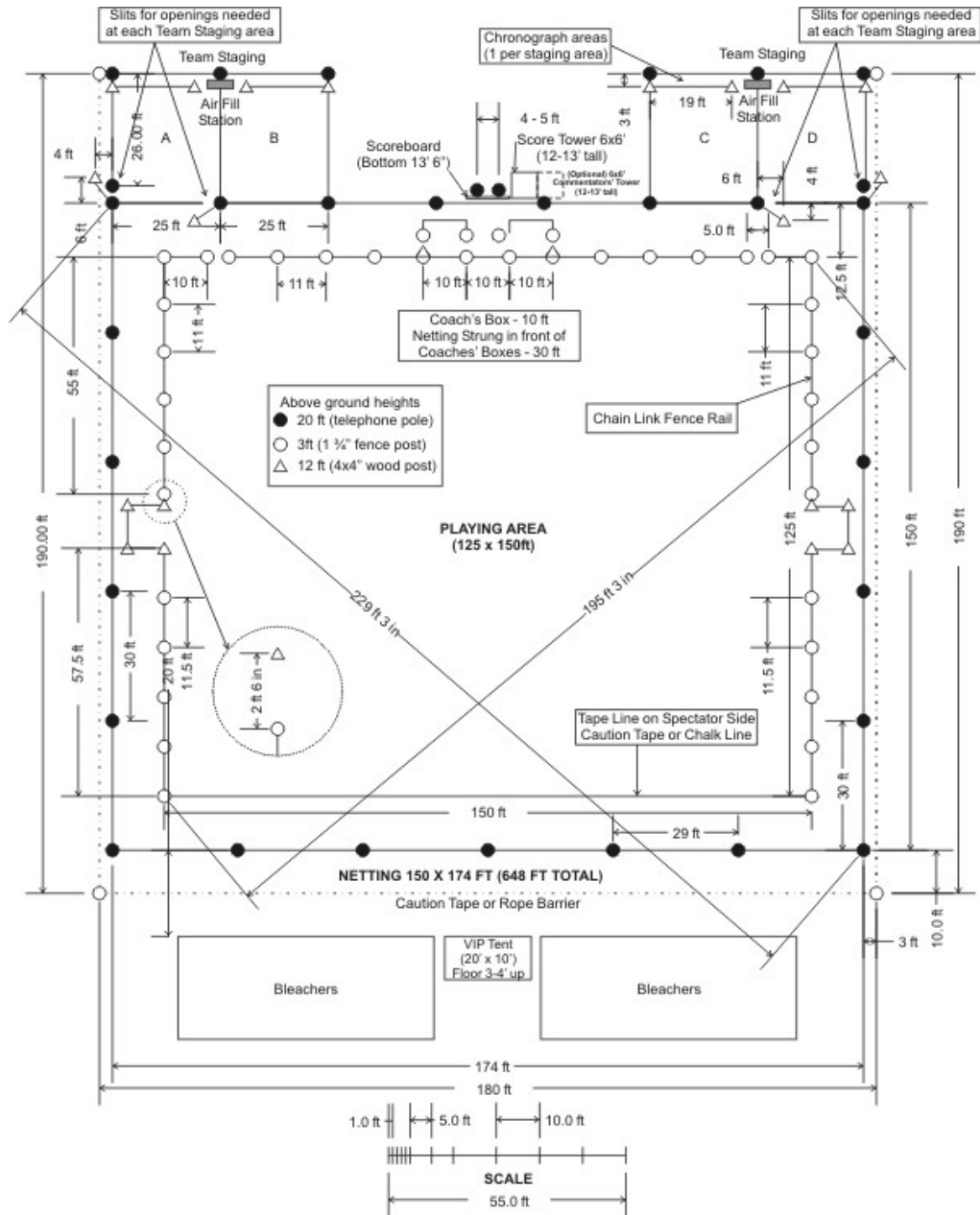
- 12.4.6. Players in the penalty box may replenish supplies and equipment during a time-out.
- 12.4.7. Players serving time for a marker over the field limit must adjust their marker or receive a new marker before re-entering the field.
- 12.4.8. A penalty assessed to an eliminated player will result in the elimination of the player (if a valid elimination –see Section 10) and a live player from the field must serve the penalty of the eliminated player.
 - 12.4.8.1. The player closest to the eliminated player will serve the penalty.
- 12.4.9. When a player is assessed both a minor and major penalty at the same time, the major penalty shall be served first.

12.5. MAXIMUM PENALTIES

- 12.5.1. A team may not serve more than three (3) consecutive penalties. Assessment of a fourth consecutive penalty will result in immediate conclusion of play and a point awarded to the opposing team.
 - 12.5.1.1. The offending team will start play with three (3) players in the penalty box to serve the balance of their time.
 - 12.5.1.2. The player that caused the fourth penalty will not have to serve time in the penalty box.
 - 12.5.1.3. A point awarded in this manner will not cause the oldest minor penalty to be terminated as is 12.4.4.

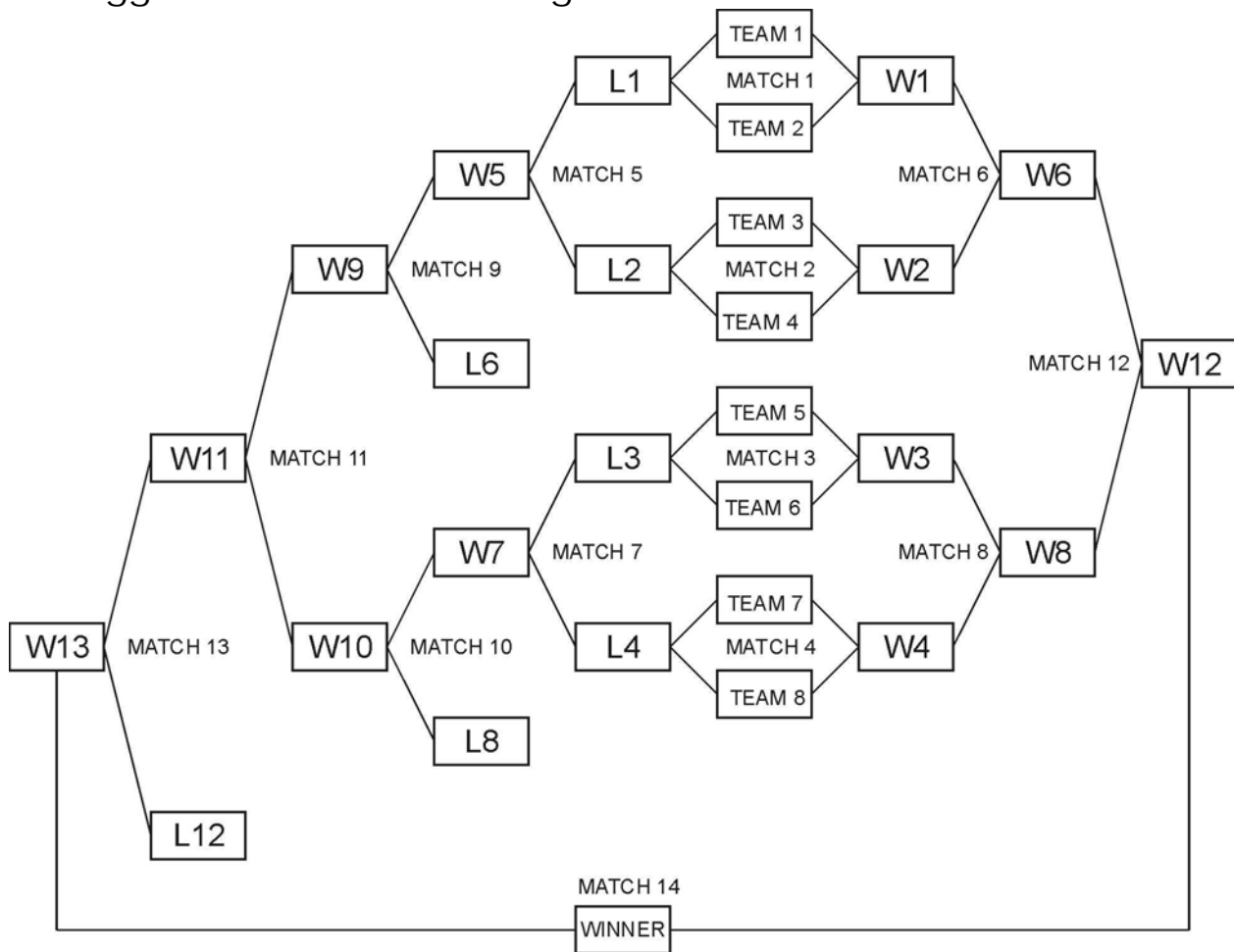
Appendix A

Suggested Field Layout



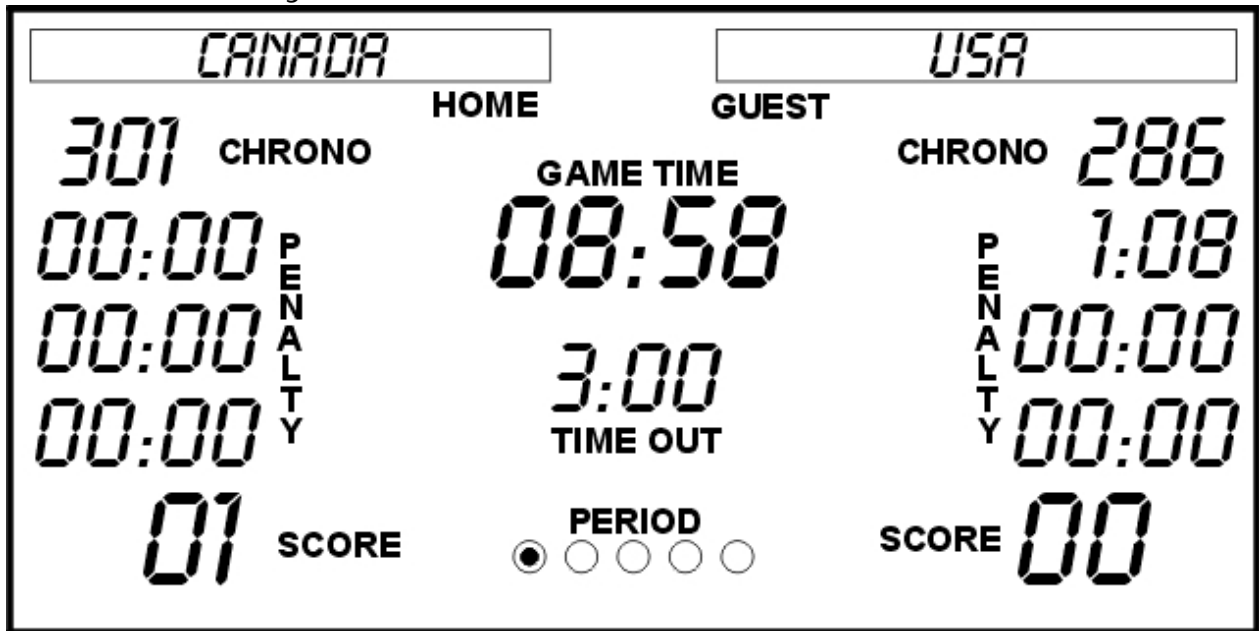
Appendix B

Suggested Schedule for Eight Teams



Appendix C

Scoreboard Layout



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