



PSFA RULEBOOK POLICY

2026

Contents

1	REGULATIONS.....	5
1.1	INFORMATION	5
1.2	FIELD SIZE AND REQUIREMENTS	5
2.	PSFA FIRING MODE	5
1.3.	FIRE MODE REQUIREMENTS AND INFRACTIONS:	5
3.	THE REFEREES	7
3.1	REFEREE TEAM	7
3.2.	OFFICIATING.....	7
3.3.	REFEREE HAND SIGNALS AND FLAGS	7
4.	TEAMS	9
4.1.	TEAM MEMBERS	9
4.2.	ROSTERS	9
4.3.	ROSTER SIZE LIMITS:.....	10
4.4.	NATIONAL TEAM CRITERIA	10
4.5.	NATIONAL ROSTER CRITERIA	11
5.	TOURNAMENT STRUCTURE	11
5.1.	WILL BE DETERMINED BY THE TOURNAMENT ORGANISER.....	11
5.2.	ADVANCING FROM THE PRELIMINARY ROUNDS	12
6.	EQUIPMENT	13
6.1.	GENERAL REQUIREMENTS	13
6.2.	GOGGLE/MASK.....	13
6.3.	BARREL SOCK.....	13
6.4.	CLOTHING	14
6.5.	PROTECTIVE GEAR	15
6.6.	PAINTBALLS.....	15
6.7.	OTHER EQUIPMENT	16
6.8.	PROHIBITED EQUIPMENT	17
7.	PAINTBALL MARKER.....	17
7.1.	AIR SYSTEM.....	17
7.2.	MARKER.....	17
7.3.	BARREL	19
7.4.	LOADER (HOPPER).....	19
8.	MATCH STRUCTURE.....	19
8.1.	WILL BE SET BY THE TOURNAMENT ORGANISER.....	19
8.2.	National Series Rules.....	19
8.3.	SPLIT DECK SYSTEM	20
8.4.	SCORE SHEETS	21
9.1.	PIT AREA	21
9.2	PRE-GAME MARKER INSPECTION.....	21
9.3	GAME START	23
9.4	START PROCEDURE	24

9.6	PAINT CHECKS	24
9.7	TIMEOUT	24
9.8	GAME INTERRUPTION	25
9.9	BUZZER PUSH	26
9.10	TOWEL THROWING	26
9.11	LAST 60 SECONDS RULE	26
9.12	OVERTIME : TIE BREAKER	27
9.13	Overtime (Elimination Rounds: Quarterfinals, Semifinals, Finals, etc.)	27
9.14	GAME END	27
10	HITS AND ELIMINATIONS	27
10.1	DEFINITION OF A HIT	27
10.2	PLAYERS AND HITS	28
10.3	ELIMINATIONS	28
11	SCORING	29
11.1	POINTS	29
11.2	FORFEITS	30
11.3	ROUND SCORE	30
11.4	TIE BREAKERS (PRELIMINARY GAMES)	30
11.5	TOURNAMENT SERIES RANKING	31
12	PENALTIES	31
12.1	ASSESSMENT OF PENALTIES	31
12.2	NOT ENOUGH PLAYERS RULE	33
12.3	COLLUSION	33
13	SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS DUE TO SEVERE UNSPORTSMANLIKE CONDUCT	33
13.1	ASSESSMENT OF SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS DUE TO SEVERE UNSPORTSMANLIKE CONDUCT	33
13.2	CONFLICT IN THE RULES	35
14	MISCELLANEOUS	36
14.1	MAINTENANCE AND CLEANUP	36
14.2	APPEALS	36

1 REGULATIONS

1.1 INFORMATION

- 1.1.1. It is the responsibility of the players and staff of any and all participating teams to know and understand the rules governing any PSFA events.
- 1.1.2. If the meaning of any portion of this rulebook is unclear, the simplest interpretation and the one most consistent with the body of the rules is most likely the correct one. Omissions are not loopholes. When examples are provided, they are not intended to be the sum of all possibilities, but simply representative examples.

1.2. FIELD SIZE AND REQUIREMENTS

- 1.2.1. The suggested standard field size is 45x36 meters with a grid of 3x3 meters although alternative field size may be set by the tournament organizer.
- 1.2.2. A start base must be 2x1.2 meters wide and placed in the middle of the back boundary of the field.
- 1.2.3. The playing-field boundary shall be marked clearly and placed a minimum of 1 meter off the netting.
- 1.2.4. Obstacles should be placed a minimum of 1.5 meters off the boundary. The order of the obstacles on the field should meet the official event layout.
- 1.2.5. Each field must be provided with 2 pit-areas for the teams on each side of the field and a referee's tent between the pit-areas.
- 1.2.6. No player or team member is allowed to change the playing field at any time. Altering the field layout during the game on purpose will lead to elimination of that player. Any player altering the field at any other time before or during the tournament will be suspended for that on-going tournament.

2. PSFA FIRING MODE

1.3. FIRE MODE REQUIREMENTS AND INFRACTIONS:

- 2.1.1. Firing modes may be set by the tournament organizer and should be strictly adhered to.
- 2.1.2. National Series Firing Mode
 - 2.1.2.1. The firing mode will be set to ramping (10.5bps)
- 2.1.3. If ramping is allowed markers may enter ramping on the fourth trigger pull following three semi-automatic trigger pulls, as long as the time between each trigger pull does not exceed 200 milliseconds (5 trigger pulls per second).
 - 2.1.3.1. Markers may then remain in ramping until the time between any two consecutive trigger pulls exceeds 200 milliseconds.
- 2.1.4. If at any time the trigger is not pulled within 200 milliseconds of the previous trigger pull, the following three shots (minimum) must be in semi-automatic.
- 2.1.5. Markers shall fire no more than one paintball within a 95 millisecond (10.5bps) period of time.
- 2.1.6. A player on the field of play whose marker fires two shots at 10.6 to 10.8 bps will be





- assessed a major penalty.
- 2.1.7. A player on the field of play whose marker fires two shots at 10.9 to 12.4 bps will be assessed a major penalty (assessed on the next point) and the point in which the infraction occurred would automatically go to the opposing team.
 - 2.1.8. A player on the field of play whose marker fires two shots above 12.5 bps and above will be assessed a major penalty (assessed on the next point) and the point in which the infraction occurred will automatically go to the opposing team. The player who receives the penalty will be suspended for the remainder of the tournament.
 - 2.1.9. Any illegal marker (illegal mode and/or settings) is not allowed on the field of play. Players carrying an illegal marker on the field of play will be assessed a major penalty. A player bringing an illegal marker onto the field of play after being informed by a referee that the marker is illegal will be assessed a gross major penalty.



Millisecond Range		Shots Per Second Range		
	95ms	0 bps	10.5 bps	Legal
94.3ms	92.5ms	10.6bps	10.8 bps	Major Penalty
91.7ms	80.6ms	10.9bps	12.4 bps	Major Penalty and Point for the other team
80.7ms		12.5bps		Major Penalty, Point for other team and Player Suspension from the tournament

3. THE REFEREES

3.1 REFEREE TEAM

- 3.1.1. The suggested Referee Team consists of:
- (a) Head Referee on each field.
 - (b) Field Referees.
 - (c) Scorekeeper.
- 3.1.2. All Field Referees and Head Referees are under direct control of the Ultimate Referee.

3.2. OFFICIATING

- 3.2.1. Each field's Head Referee is the highest authority on that field.
- 3.2.2. Referees have discretion to request a sticker or other item be removed from a player's person or equipment (or sufficiently covered) if it interferes with the fair and reasonable assessment of whether the player has been eliminated.
- 3.2.3. Any call made by the head referee on their field is final.
- 3.2.4. The Ultimate Referee will not overturn any on field calls by a Head Referee.
- 3.2.5. The Ultimate Referee is the highest authority at an event in regard to play-of-the-game or on field disputes.
- 3.2.6. Any decision of the Ultimate Referee is final.

3.3. REFEREE HAND SIGNALS AND FLAGS

- 3.3.1. **Eliminated** – Referee will signal when a player is eliminated by putting one hand on his head and pointing with the other hand stretched and flat at the eliminated player. At the same time the referee shouts loud and clearly "OUT". The referee cannot put a player back in after calling them eliminated with a hand signal.
- 3.3.2. **Clean** – A referee will signal that a player is clean of any valid hits and has not been eliminated, by lifting a finger in the air and moving it in a circular motion and verbally calling "PLAY ON"

3.3.3. Penalty signals

- 3.3.3.1. Referees signal penalties by throwing either a yellow flag (minor penalty) or





red flag (major or gross major penalty) into the air.

- 3.3.3.2. The type of penalty signals used by referees must remain consistent among all the referees during a match.

3.3.4. Minor (One-for-one) penalty signal

Referees will first signal the elimination of the player who committed the infraction. Then he will signal the penalty by verbally calling “PENALTY” and tossing a yellow penalty flag into the air. The penalizing referee will then signal the penalty by a double fist up and down motion with both arms in front of the body to the additional player. The referee will shout “PENALTY OUT” to the additional eliminated player.

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

Referees will first signal the elimination of the player who committed the infraction. Then he will signal the penalty by verbally calling “PENALTY” and tossing a red penalty flag into the air. The penalizing referee will then signal the penalty by a double fist up and down motion with both arms in front of the body to all additional players. The referee will shout “PENALTY OUT” to all additional eliminated players.

- 3.3.6. **60 seconds remaining in the match** – All referees will lift their hands, hitting with one fisted hand repeatedly against the other flat stretched hand.



- 3.3.7. **10 seconds before the start of a point** – All referees will raise both hands with flat stretched hands facing the field at the 10-second buzzer sign. The Head Ref may shout “10 seconds”. All referees shall lower their arms immediately after the buzzer starts.
- 3.3.8. **Time** – One or more referees raise their hands forming a “T” above their heads with both flat stretched hands.

4. TEAMS

4.1. TEAM MEMBERS

4.1.1. Team Representative, Coach, Captain

- (a) Representative, as team leader, is responsible for the organization, supervising and discipline of the team members.
- (b) The team representative is the only person authorized to discuss questions with the Head Referee or Tournament officials.
- (c) The representative must be present at the captains or technical meetings, if held.
- (d) One person can fulfill the obligations of Team Representative and Coach at the same time.

4.1.2. Players

- (a) Only players in compliance with the tournament regulations can participate in the tournament.
- (b) Players must abide by the tournament rules and regulations.
- (c) Players may not interfere in the referees' work.
- (d) Any spare player from the tournament roster can replace a basic or suspended player at any time during the tournament except to fulfill a penalty.

4.1.3. Pit crew

- (a) The pit crew is part of the team, and responsible for assisting players between the points and games.
- (b) Pit crew members are not allowed to play for the team, unless they are registered as players.
- (c) The pit crew can enter the field only if referees allow it.

4.2. ROSTERS

- 4.2.1. All the team's players taking part in the event should be included in that team's roster.
- 4.2.2. Only people included in the team's roster as players have a right to play in PSFA events.
- 4.2.3. No player may appear on more than one team roster per Division according to the criteria for each Division, eg. a player from Division 1 (Pro) can play in one team in Division 1 and one team in Division 2 (Semi Pro) at any one event.
- 4.2.4. Only one player from a higher Division may play on a team in a lower Division.
- 4.2.5. All teams must submit complete rosters at the registration. A player may not be removed from a team's roster after the start of the tournament. Team rosters will be accepted only after all applying fees have been completely paid.
- 4.2.6. A player that plays in the same tournament for 2 different teams in the same Division



will get immediately suspended from the tournament and all the games he has played will be declared as a loss.

4.3. ROSTER SIZE LIMITS:

- 4.3.1. There may be no more than 8 players on a 5-man roster.
- 4.3.2. There may be no more than 6 players on a 3-man roster.
- 4.3.3. There may be no more than 10 players on a 7-man roster.

4.4. NATIONAL TEAM CRITERIA

- 4.4.1. The National Team must be sanctioned by the highest paintball authority in their respective country (Federation/Association/National League) as recognized by the UPBF (United Paintball Federation)
- 4.4.2. Only one team from a country per category is allowed to enter as per the above recognized body for the country.
- 4.4.3. If a country does not have a national paintball organization/league/business that is registered with the UPBF, the UPBF can, after approval from the executive committee, approve a country to compete if all other criteria are met relating to the team and players.



4.5. NATIONAL ROSTER CRITERIA

4.5.1. Mens Category:

- 4.5.1.1. Participants: Men's National Teams only, consisting of players from the country represented.
- 4.5.1.2. Age Limit: No Limits
- 4.5.1.3. Gender: Male

4.5.2. Veterans Category:

- 4.5.2.1. Participants: Players turning 40 and older during the year of the tournament, consisting of players from the country represented.
- 4.5.2.2. Age Limit: Born during or prior to the current year of the tournament - 40
- 4.5.2.3. Gender: Any

4.5.3. Womens Category 5-player and 3-player:

- 4.5.3.1. Participants: Women national players only, consisting of players from the country represented
- 4.5.3.2. Age Limit: No limits
- 4.5.3.3. Gender: Female

4.5.4. U19 Category:

- 4.5.4.1. Participants: National players turning 19 years and younger during the year of the tournament, consisting of players from the country represented.
- 4.5.4.2. Age Limit: Born during or after the current year of the tournament - 19
- 4.5.4.3. Gender: Any

4.5.5. U16 Category:

- 4.5.5.1. Participants: National players turning 16 years and younger during the year of the tournament, consisting of players from the country represented.
- 4.5.5.2. Age Limit: Born during or after the current year of the tournament - 16
- 4.5.5.3. Gender: Any

5. TOURNAMENT STRUCTURE

5.1. WILL BE DETERMINED BY THE TOURNAMENT ORGANISER

5.1.1. National Series Rules

5.1.2. PRELIMINARY ROUNDS

- 5.1.2.1. Teams will be split up into their respective divisions. E.g. Division 1 (Pro), Division 2 (Semi-Pro), Division 3 (Amateur).
- 5.1.2.2. Teams in each division in the preliminary round will be seeded according to their rank in the division they will be playing.
- 5.1.2.3. Teams will be seeded into the preliminary round brackets in the following manner. E.g. If there are 8 Pro teams, Round 1 will be as follows:

Game 1	Seed 8	Seed 4
Game 2	Seed 7	Seed 3
Game 3	Seed 6	Seed 2
Game 4	Seed 5	Seed 1

- 5.1.2.4. In preliminary brackets of 8 teams, each team will play each other team in



the brackets once.

5.2. ADVANCING FROM THE PRELIMINARY ROUNDS

5.2.1. The top 4 teams from each division will advance to the finals, where they will play off for finals placings.

Game 1	1	2
Game 2	3	4

6. EQUIPMENT

6.1. GENERAL REQUIREMENTS

- 6.1.1. PSFA is authorized to publish a specific list of allowed or banned equipment from its tournaments. It is strongly recommended for players to use equipment allowed by the PSFA to avoid potential suspension of tournaments.
- 6.1.2. Two live players may exchange equipment during the game.

6.2. GOGGLE/MASK

- 6.2.1. The goggle/mask systems used by players and all others must be manufactured for paintball use, in good repair and with undamaged lenses. These goggles/masks must meet or exceed ASTM Standards. Goggle/Mask manufacturers must submit independent laboratory test results to the league at least 10 days prior to the start of a tournament demonstrating that the goggle/mask system meets or exceeds ASTM standards for any goggle/mask system such manufacturer wishes to be allowed for use during that tournament.
- 6.2.2. Goggles/Masks must be worn at all times in areas where markers are allowed to be discharged, including but not limited to:
 - Playing fields
 - Chronograph stations
 - Shooting ranges
- 6.2.3. Violation of the rules in this section will result in an official warning given to the captain of the player's team for the first offence. For the second offence, the offending team member will be excluded from playing the tournament. If the person can't be associated with any team, the person should be ejected from the site.
- 6.2.4. Anyone on the field must wear full-face protection as it comes from the manufacturer in its original form. The face or ear protection of goggle/mask systems will not be allowed to be turned or twisted upward or in any way modified from their original form at any time or place where goggles/masks are required.
- 6.2.5. Goggle/Mask fans and decorative additions that are not padded or absorbent are acceptable.

6.3. BARREL SOCK

- 6.3.1. Barrel socks must be properly attached at all times to all markers with an air system attached at the tournament site, anywhere in the vicinity of the tournament site including, but not limited to, parking lots/car parks and at hotels used in connection with the tournament. Removing the barrel or part of the barrel, or inserting a squeegee, swab or barrel plug will not suffice to fulfill the requirements of this rule.
- 6.3.2. The only exceptions to this requirement are:
 - (a) During velocity check at chronograph stations
 - (b) During test shooting in locations set up for such purpose On the field prior to the start of a game
 - (c) While cleaning markers WITHOUT AIR SYSTEM ATTACHED and marker discharged
- 6.3.3. Violation of deploying barrel socks will result in an official warning given to the captain of the player's team for the first offence, for the second offence, the offending team member will be excluded from playing the tournament. If the person can't be



associated with any team, the person should be ejected from the site.

6.4. CLOTHING

- 6.4.1. Each player may only wear two layers of clothing (Each layer consists of a standard cotton T-Shirt garment with approximately 150g/m) unless the temperature has been officially announced to be below 10°C (50°F) in which case three layers will be allowed. This clothing shall consist of one pair of underpants (or, additionally, a pair of long underpants with the lower temperature) and one (or two with the lower temperature) short-sleeve or long-sleeve undershirt(s).
- 6.4.2. Players must wear full pants, and long sleeve jerseys as their outer layer.
- 6.4.3. Player uniforms may not contain the prohibited color yellow, except that a player's jersey, pants, gloves or shoes may have yellow, so long as no part of the yellow colouring is more than 0.25 cm from some other color, and no more than 10% of any 5cm-by-5cm square on clothing or item is yellow. Player uniforms containing white must be reasonable clean, if there is too much staining, a referee can demand a player change this part of the uniform.
- 6.4.4. Players clothing including pants and jersey must be free from rips and tares, must fit well and cannot be oversized. Players may not wear pants or jerseys that are made from highly absorbent material, such as felt or fleece, or of a highly padded or slick in nature material, such as nylon or rubber.





- 6.4.5. Quilting is defined as two layers of clothing stitched over each other. Quilting counts as two layers of clothing in the area that is quilted.
- 6.4.6. Players may not wear shoes with metal/ceramic cleats, sharp-pointed cleats, or spikes.
- 6.4.7. Jerseys or tops must be fully tucked into the player's pants or harness.
- 6.4.8. Players may wear a single pair of padded gloves.
- 6.4.9. Players may wear up to, but not exceeding, two items on their head.
 - 6.4.9.1. Players may wear headgear that does not extend beyond 2cm below the shoulders.
 - 6.4.9.2. Sweatbands are only allowed as headbands as long as they don't exceed 5cm width and 1 cm thickness.
- 6.4.10. If a player is found to be wearing illegal clothing during the game, he will be eliminated.
- 6.4.11. Stickers are not allowed on clothing.
- 6.4.12. Vests and pouches may not be constructed in such a fashion that they constitute padding.

6.5. PROTECTIVE GEAR

- 6.5.1. A Player's protective gear cannot be modified from the manufacturer's original form and must meet the international standards. Other protection is prohibited.
- 6.5.2. Players may wear one layer of forearm and elbow protection, provided that the padding on such protection has not been modified from the manufacturer's original form. Such protection may be worn over or under clothing.
- 6.5.3. Players may wear one layer of shin and knee protection, provided that the padding has not been modified from the manufacturer's original form. Such protection may be worn over or under clothing.
- 6.5.4. Players may wear one layer of chest protection manufactured for the use in paintball, provided that the padding has not been modified from the manufacturer's original form. Chest protector's total layers thickness must not exceed 2cm. A chest protector will count as one layer of the two allowed layers clothing.
- 6.5.5. Players may wear sliding pants, provided that the padding has not been modified from the manufacturer's original form.
- 6.5.6. Players may wear groin protection.
- 6.5.7. Players are encouraged to wear neck protection consisting of close-fitting neoprene around the whole neck, with a total layer's thickness not exceeding 2cm. Scarves and similar clothing are forbidden.
- 6.5.8. Players are encouraged to wear head protection for the purpose of protecting the cranial area with a maximum thickness of 1 cm.

6.6. PAINTBALLS

- 6.6.1. Players may carry any amount of paint as determined by the tournament rules.
- 6.6.2. Players will not be eliminated if they pick up and use paintballs during play.
- 6.6.3. Eliminated players will not be allowed to intentionally drop pods that contain any paintball on the field of play.
- 6.6.4. Paintballs used at PSFA events must comply with ASTM standards and meet the league's non-staining & environmental criteria.
- 6.6.5. Paintballs must be completely water-soluble.
- 6.6.6. Paintballs with RED fill are prohibited.
- 6.6.7. Only authorized paintball manufacturers paint shall be shot at PSFA events.



6.7. OTHER EQUIPMENT

- 6.7.1. Players may carry any number of pods (as determined by the tournament rules) and squeegees that are not padded or absorbent in nature.

6.7.2. National Series Rules

- 6.7.2.1. Players may carry any number of pods in their packs or on their body.
- 6.7.3. Players may wear up to, but not exceeding one pack, designed to carry pods.
- 6.7.4. Players may carry up to, but not exceeding one time keeping device.
- 6.7.5. Players may carry or wear items that are made necessary by a medical condition or to protect an existing injury, as long as such objects are not unnecessarily padded or absorbent. It is the player's responsibility to bring the use of such items to the attention of the refereeing crew prior to play beginning in order to assure no calls are made by mistake.



6.8. PROHIBITED EQUIPMENT

- 6.8.1. Prohibited equipment includes:
- Yellow (or any color similar to Pantone color 101, 102, 107, 108, 109, 116, 3945, 3955, 3965, and 803) color equipment (hopper, marker, jersey, pants etc.);
 - Listening devices, communication devices or any form of electronic surveillance device;
 - Incendiary devices or smoke-producing devices;
 - Paintballs with red, or pink fill, paintballs which are toxic or not biodegradable or indelible, or paintballs which have a shell, fill or both altered or augmented in anyway;
 - Propellant cylinders with expired certification dates, without valid certification seals, which are not in a good working order and / or have had safety warnings removed or covered.
- 6.8.2. Players with prohibited colored equipment, devices or cylinders will not be allowed on the field. If found during the game, such player will be eliminated.
- 6.8.3. Teams found using prohibited paintballs or carrying prohibited paintballs in their pods or loaders (hoppers) or with an open box of such paintballs will be subject to suspension.
- 6.8.4. Any other clothing or equipment not expressly permitted by the rules is prohibited unless permitted by the Ultimate Referee. Players possessing prohibited clothing or equipment on the field of play will be assessed a minor penalty.

7. PAINTBALL MARKER

7.1. AIR SYSTEM

- 7.1.1. Only air and CO² are permitted as gas propellants. The filling stations must meet the requirements of the specific type of gas filling. Must have fitted the relevant manufacturer's safety devices that are not to be modified in any manner. The maximum pressure permitted for air systems is 4500 psi or any local legal requirements if lower. All date stamps must be in date for the entirety of an event.
- 7.1.2. Cylinders/bottles must be originally manufactured to meet the international safety standards. Using of the cylinders/bottles with an expired certification date is forbidden. Violation of this will cause suspension of player from the event.
- 7.1.3. High-pressure cylinders/bottles can be covered by neoprene for safety reasons.
- 7.1.4. A player may enter the field with only one cylinder/bottle, and it must be connected to the marker.
- 7.1.5. It is strictly forbidden to throw the cylinder/bottle to the ground (especially if connected to the marker body) for any reasons. Violation of this will cause suspension of player from the event.

7.2. MARKER

- 7.2.1. Players may use a single paintball marker of .68 caliber, which consists of a single barrel and a single trigger system. Double-action triggers are prohibited.
- 7.2.2. The definition of a trigger is the moveable lever or button that comes in contact with the finger. The cycling of a trigger requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger for each trigger cycle.
- 7.2.3. The marker must have a trigger guard that is unaltered from the manufacturer's original





- grip frame. The trigger guard must protect the trigger of the marker.
- 7.2.4. Markers with electronic firing systems must be locked in a tournament mode. The player may not be able to adjust dwell, de-bounce or shooting mode while on field. A paintball marker capable of firing in other than tournament legal mode shall be rendered incapable of firing in such mode in such a manner that requires the use of external tools or substantial disassembly of the marker.
 - 7.2.5. All markers with any form of external velocity adjusters must be modified in such a way that the velocity adjuster is not readily accessible during the course of the game. All regulators require tournament caps such that they cannot be adjusted without a tool.
 - 7.2.6. Players may not use cloth, neoprene or other material to cover the paint loaders, barrels or markers.
 - 7.2.7. Stickers on markers are limited to one 5x10 cm (2x4 inches) sticker on each side of marker. Sticker colors may not contain yellow.



- 7.2.8. A marker with no electronic components
 - 7.2.8.1. Shall not fire more than one shot per press and release of the trigger.
 - 7.2.8.2. Shall only fire a shot when the trigger is pressed.
 - 7.2.8.3. Shall not increase or decrease the force required to pull or hold the trigger to or at any position without the use of tools (“reactive trigger”, “pneumatic trigger assists”).
 - 7.2.8.4. “Beaver tails” must be in place on any ‘Autococker’ based markers that use a cocking rod.
- 7.2.9. A pump marker may only be manually re-cocked between each shot, thus allowing for the hammer to reset.
 - 7.2.9.1 This pump action must consist of one complete backward (pull) and return forward (push) cycle of the pump mechanism.
- 7.2.10. The trigger may consist of one of two types:
 - (a) A standard trigger that requires a pull and release for each pump cycle.
 - (b) An auto-trigger, which consists of a trigger that can be held in the ‘pull’ position while cycling the pump mechanism.

7.3. BARREL

- 7.3.1. Barrels may be equipped with porting, slots and/or rifling and inserts, but may not have a sound suppressor attached or integral to the construction of the barrel.
- 7.3.2. Only one barrel per player will be allowed on the field.
- 7.3.3. Barrels with a control system modifying the ball curve are prohibited.
- 7.3.4. Barrels may not be covered with any kind of materials. Stickers are not allowed on the barrel.

7.4. LOADER (HOPPER)

- 7.4.1. Loaders cannot be clear.
- 7.4.2. A solid color loader is suggested but not required, solely to not impede with the referee’s judgment. A head referee does have the right to ban a player’s hopper if he feels that the colors do impede with the referee’s judgment.
- 7.4.3. Loaders cannot be covered with any kind of materials.
- 7.4.4. Stickers on loaders will not be allowed except for player ID number sticker on each side of the loader. Sticker colors may not contain yellow.
- 7.4.5. Transparent lids on loaders are permitted.
- 7.4.6. Only one loader per player will be allowed on the field.
- 7.4.7. Loaders in limited paint formats can have up to a maximum capacity of 280 paintballs or 1500ml.

8. MATCH STRUCTURE

8.1. WILL BE SET BY THE TOURNAMENT ORGANISER

8.2. National Series Rules

- 8.2.1. 5 man teams on field



- 8.2.2. Race to 3 points. E.g First team to win 3 points
- 8.2.3. 7-minute game time
- 8.2.4. The match ends if,
 - A team has scored the required points as set by the tournament rules.
 - The game time has expired.
 - A team forfeits.

8.3. SPLIT DECK SYSTEM

- 8.3.1. Events that use the split deck system will follow the normal PSFA format structure with the additions outlined below.
- 8.3.2. Teams A and B play a point followed by a break period. During the break period of teams A and B, teams C and D will play a point.
- 8.3.3. A break period for a match (A and B) will be at least two minutes long.
- 8.3.4. The break time between the points of the two games being played in a split deck format is 45 seconds.
- 8.3.5. In the event that either match (A and B) or (C and D) ends, the remaining match will continue with the standard 2-minute-break period.



8.4. SCORE SHEETS

- 8.4.1. Any referee or designated official may complete a score sheet. The scorekeeper may show the score sheet to the captain of each team.
- 8.4.2. Any correction made to the score sheet must be initialed by a head referee, unless the correction corrects an obvious mathematical error, the correction may also be initialed by a scorekeeper.
- 8.4.3. In the event that one or both team captains do not agree with the contents of a score sheet, the head referee may decide whether the score sheet must be amended and/or validate the score sheet themselves.
- 8.4.4. A head referee or a scoreboard official may correct clerical or mathematical errors on the scoreboard at any time.

9. THE GAME

9.1. PIT AREA

- 9.1.1. Each team will be provided with a staging area adjacent to the field of play.
- 9.1.2. No person appearing on the roster of a team may employ an electronic or mechanical device or voice enhancing device like a megaphone to communicate with any other person during any of the team's points.
- 9.1.3. No communication is allowed by anyone from the designated staging area to the active field of play during any team points from the 10 second to game start warning. "Communication" at the referee's discretion may be determined to be non-verbal as in sounds, signals, physical gestures, etc.
 - 9.1.3.1 Any such communication may result in a simple warning, minor penalty for next violation and major penalty for any further violations.
 - 9.1.3.2 With the penalty to be assessed at the time of the infraction, the referee making the call will impose the penalty on the nearest active players of the team penalized.
- 9.1.4 Should a pattern of illegal communication be determined the team committing the infraction(s) is subject match forfeiture.
- 9.1.5 Rostered players and staff must not loiter in or near opposing teams pit-area during the match.
 - 9.1.5.1 Any such loitering may result in a simple warning or up to a major penalty.
 - 9.1.5.2 Rostered players and staff will be allowed to quickly pass through the opposing teams pits if necessary during the match time.
- 9.1.6 Only authorized, rostered, and checked in persons will be permitted in the staging area.

9.1.7 Coach

- 9.1.7.1 Each team must have a designated coach. The designated coach must stay in the pit area all the time. If the designated coach is a player, he can function as coach only from the pit area. Only the designated coach may throw the towel, ask for a timeout or may ask for an explanation of a call (only to the Head Referee, only if Head Referee is off the field and only during breaks).

9.1.8 Choosing side

- 9.1.8.1 The starting bases should be the same as written in the games schedule.

9.2 PRE-GAME MARKER INSPECTION

- 9.2.3 All games will be preceded by a pre-game marker inspection, pursuant to which each





player's marker will be chronographed and checked for compliance to the marker rules. Pre-game marker inspection will be performed on the field before the scheduled games.

- 9.2.4 The referees may take a player's marker and inspect it for the following:
- (a) Presence of foreign matter in the barrel, feed port or loader (hopper);
 - (b) Any device, part, item, adjustment or lack thereof which would enable a player to increase either the velocity of the marker or change the shooting mode on the game field without resorting to the use of tools.
- 9.2.5 After a marker passes the above inspection, such marker may then be checked for bounce, runaway, velocity, rate of fire and illegal modes.
- 9.2.6 Marker Checking Procedure:
- (a) **“Runaway Guns” test** - All markers will be checked for “runaway” triggers. The marker will be fired rapidly. The testing judge, while rapidly firing the marker will suddenly cease to pull the trigger. Any marker that fires more than 1 additional shot after the final trigger activation, with a maximum delay of 100 ms, will be deemed to be a “Runaway Gun” and will not be allowed on the field.



- 9.2.7 **Marker Velocity and rate of fire test** - All markers will be chronographed prior to going onto the field. The maximum velocity allowed will be 300 feet per second. Markers rate of fire will be tested prior but not limited to the start of the match. The maximum rate of fire allowed will be set by the tournament organiser. Players whose markers do not pass such inspection will be informed and will be given an opportunity to remedy the situation if the time permits.
- 9.2.8 Players who are unable to bring their markers into compliance with the rules on a timely basis, which allows the game to start according to schedule, may choose to enter the playing field without their markers and play the game or stay in the pit area.
- 9.2.9 All markers are subject to a more rigorous inspection in anytime of the game at the discretion of the Head Referee to check for compliance with the marker rules.

9.3 GAME START

- 9.3.3 Team may start the point with a short squad.
- 9.3.4 Players must start the point inside the playing field boundaries with the muzzle (tip) of their barrels (or touching with the hand if they play without marker) touching the front of the base.
- 9.3.5 Any player false starting by removing the tip of the barrel of the gun (or hand) from the start gate before the start signal is given, will NOT be automatically pulled from the point, as long as they immediately return it to the gate (touch back).
- 9.3.6 Even if the signal goes before they have returned it, they may still return their barrel to the gate (touch back) and then can continue. If they fail to return the barrel to the gate (touch back) either before or after the start signal is given, they will be eliminated.
- 9.3.7 However, if a player posts their marker or fires it before or after the start signal regardless as to whether they later touch back, they will be eliminated in the normal manner.
- 9.3.8 Players must carry all equipment to be used during the course of the game on their person at the start of the game.
- 9.3.9 Players may remove their barrel socks after entering the field.
- 9.3.10 The game time will begin to countdown at the start of the first point of the match.

9.3.11 Switch ends

- Teams will switch which side of the field that they start on after every point scored.
- If a point is started but ends in a null point (neither team scores), the teams do not switch sides in the following point.
- Each team will play the first point of the game on the side of the field where their pit is located.
- Teams will start overtime on their pit side of the field.

9.3.12 Break period (Pit-stop)

- A break period follows the conclusion of each point.
 - The game time stops counting down for the duration of the break period.
 - A standard break period is a minimum of two minutes.
 - A break period may exceed two minutes in a split-deck format.
- 9.3.13 The Scorekeeper will keep the official game time with the countdown timer.



9.4 START PROCEDURE

9.4.3 Point start.

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

9.5 ON FIELD CHRONOGRAPHING

- 9.5.3 Chronographing on the field may be done at any time, at the discretion of any Field Referee to determine if a marker's velocity has risen above legal limits or the Rate of Fire Cap is being exceeded. Referees will seek to perform on field chronographing in a manner which least interferes with play.
- 9.5.4 Players with markers chronographed during a game at 300 feet per second or less and shoots less or equal than the tournament set bps limit they will continue to play without elimination or penalty.
- 9.5.5 Players with markers which velocity is over 300 feet per second but less than or equal to 314 feet per second will be eliminated from play and given a Minor penalty.
- 9.5.6 Players with markers which velocity is over 314 feet per second, but less than or equal to 329 feet per second will be eliminated from play and given a Major penalty.
- 9.5.7 Players with markers which velocity is 330 feet per second or above will be eliminated from play and given a Gross Major penalty.
- 9.5.8 When 10.5 bps is the tournament limit, A player on the field of play whose marker fires two shots at 10.6 to 10.8 bps will be assessed a major penalty.
- 9.5.9 A player on the field of play whose marker fires two shots at 10.9 to 12.4 bps will be assessed a major penalty (assessed on the next point) and the point in which the infraction occurred will automatically go to the opposing team.
- 9.5.10 A player on the field of play whose marker fires two shots above 12.5 bps will be assessed a major penalty (assessed on the next point) and the point in which the infraction occurred will automatically go to the opposing team. The player who receives the penalty will be suspended for the rest of the tournament.
- 9.5.11 In all instances of on-field chronographing that results in a penalty, the referee will show the chronograph result to the player who was chronographed.

9.6 PAINT CHECKS

- 9.6.3 Paint checks are performed by referees for the purpose of determining if a paintball has broken on and marked a player.
- 9.6.4 Paint checks are performed by a referee when the referee has observed a player taking shots, or when shots are directed into an area occupied by a player that the referee cannot directly observe, when the physical location that a paintball may have broken on is not visible to the referee, or when the referee is directed to do so by another referee.
- 9.6.5 Referees may, but don't have to, make a paint check after a player has requested one.

9.7 TIMEOUT

9.7.3 Game timeout

- (a) Each team is entitled to ask for one timeout of 2 minute per match.
- (b) Designate captains or coaches should be the ones to call timeouts, made by informing either the Head Referee, the Scorekeeper, or by an electronic



system.

- (c) Timeout cannot be taken in the last 10 seconds before the start of a point.
- (d) Teams may use their timeouts within the same break period.
- (e) A Timeout, if available can be used before the overtime period.

9.7.4 Technical timeout

- (a) Technical timeouts may be applied by maintenance staff or can be assigned by the Head referee for technical reasons.
- (b) Technical timeout lasts as long as necessary for maintenance staff to solve technical problem on the field.
- (c) If technical timeout must be taken during 10 seconds, after technical issue is fixed, time counting automatically starts from 10 seconds.

9.8 GAME INTERRUPTION

- 9.8.3 In a situation where a false start happens due to a Referee mistake or miscommunication the Head Referee will stop the game and restart as if the game had never started.
- 9.8.4 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.
- 9.8.5 All Field Referees will note the locations of the players at the time that the game is stopped. Once the game has been stopped, the Field Referees will ensure that players remain in those locations. Once the condition causing the game stoppage has been resolved, all the live players are placed in the proper positions by the Field Referees, the Head Referee will restart the game in accordance with the procedures specified in game start section.
- 9.8.6 The referees calling “Time” will indicate game stoppages. Each player has to remain in the position he was in when the time call was made.
- 9.8.7 In the event that a game has to be interrupted because of an emergency, or otherwise, the Head Referee will stop the countdown timer. When the game is restarted the “Start” procedure of these rules will be used. Time will begin to run upon such restart.
- 9.8.8 In the event that a game has to be interrupted because of an emergency, the Head Referee may instruct all player to place their markers on the ground until he deems that field of play is once again safe.



9.9 BUZZER PUSH

- 9.9.1 If there are buzzers installed on the bases.
- 9.9.2 Any live player can push the buzzer on the base.
- 9.9.3 When a player pushes the buzzer on the opposite team`s base, the time on the electronic scoreboard stops. If there is no scoreboard, then referees make a call “Time!” and the time is stopped. The game will automatically freeze, and no player is allowed to leave his position. The player who pushes the buzzer will be paint checked.
- 9.9.4 If the player that presses the buzzer is declared clean by the referee, a point will be awarded for that team.
- 9.9.5 If the player that presses the buzzer is found to have a hit on them, penalties will be assessed.
- 9.9.6 A team cannot win a point if their player who hits the buzzer is found to have a hit on them.
- 9.9.7 The player who pushes the buzzer will be checked for paint hits in any case, even if this player marks himself as eliminated after the buzzer push, accidentally or on purpose.
- 9.9.8 If the player that presses the buzzer receives a penalty and there are more than enough active players to fulfill the penalty and the opposing team has no active players, it will be ruled a no point.
- 9.9.9 If the player that presses the buzzer receives a penalty and there are not enough players to pull, the result will be an automatic point for the opposing team. The team who was assessed the penalty will also have to start the following point minus the amount of players that will fulfill the penalty.
- 9.9.10 If the player that presses the buzzer receives a penalty and the team has the exact number of active players to fulfill the penalty, leaving no active players on the field, it will result in a “no point” and no point will be awarded to any team.
- 9.9.11 If the player that presses the buzzer receives a Major or Gross Major Penalty and the team has the exact number of active players to fulfill the penalty, leaving no active players on the field, the point will automatically be awarded to the opposing team.
- 9.9.12 If the player that presses the buzzer receives a penalty and the opposing team has any number of active players. The point will automatically be awarded to the opposing team, regardless of the number of active bodies on the team that pressed the buzzer.

9.10 TOWEL THROWING

- 9.10.1 At any time during the point, a team may decide to finish the point by throwing the towel and giving a point to the opposing team.
- 9.10.2 If a designated coach decides to throw the towel, he should loudly call “Towel” to the Head referee or Scorekeeper.
- 9.10.3 After the “Towel” call the point will be finished automatically and a point awarded to the opposing team. Head referee announces the “Towel” call loudly so everyone is aware.
- 9.10.4 Fields may be equipped with an electronic system that can be used to “throw the towel”.

9.11 LAST 60 SECONDS RULE

- 9.11.1 The 60 seconds rule is about the last sixty seconds of the match time and overtime.
- 9.11.2 During this period any penalty of Major or Gross Major stops the game time and automatically gives point to the opposing team.



9.12 OVERTIME: TIE BREAKER

- 9.12.1 Overtime is only played in finals matches.
- 9.12.2 Should any match be tied at the end of regulation, overtime will determine the match winner.
- 9.12.3 Teams will start the overtime period on their pit side of the field.

9.13 Overtime (Elimination Rounds: Quarterfinals, Semifinals, Finals, etc.)

- 9.12.4 If two teams are tied at the end of a match regulation time, a 5-minute 5-on-5 (golden point) overtime is played.
- 9.12.5 The overtime period is sudden death; first team to score wins.
- 9.12.6 If there is no result from the first game another golden point is played and so on until a winner is decided.
- 9.12.7 The “60 seconds rule” applies in the last sixty seconds of overtime.

9.14 GAME END

- 9.13.1 A game will officially be considered over when the Head Referee announces the result after the occurrence of any of the game-ending situations. However, players and their equipment can still be inspected until they exit the field.
- 9.13.2 Point-ending situations are any one of the following:
 - (a) A buzzer is pushed by a player;
 - (b) “Towel thrown” by opposite coach/captain.
 - (c) A penalty (two-for-one or more) in the last 60 seconds of regular time or in last 60 seconds of overtime;
 - (d) If team starts to play with a greater number of players than set by rules or by Head referee;
 - (e) If the last player gets penalized Minor, Major or Gross Major. In that case the point goes to the opposite team.
 - (f) If a player gets penalized Minor, Major or Gross Major, and the team does not have enough players to pull. In that case the point goes to the opposite team.
 - (g) If regulation game time comes to an end.
- 9.13.3 Players may not re-enter the playing field without the permission of a Field Referee.

10 HITS AND ELIMINATIONS

10.1 DEFINITION OF A HIT

- 10.1.1 A player is eliminated if a referee observes a paintball fired from a paintball marker by a live player strikes that player or anything he is wearing or carrying and such paintball breaks and leaves a mark, regardless of the size.
 - If a referee observes a paintball strike the player or anything he is wearing or carrying but does not break and leave a mark, such player is not eliminated.
 - If a referee observes a paintball strikes another object first and breaks upon that object before marking a player or anything he is wearing or carrying, such player





is not eliminated.

- 10.1.2 If the referee did not see the source of a paint marking a player but paint on him resembles a hit, referees knowledge and discretion applies, and such player will be declared eliminated (penalties may apply). Generally, if the paint marking is reasonably solid, appears to be a direct hit - rather than smear, splatter, spray, paint from kneeled-on or sat-on paintballs, it will be considered a valid hit.
- 10.1.3 In the event two opposing players are hit and marked simultaneously, or if the referee cannot determine which player was hit and marked first, both players will be eliminated.
- 10.1.4 Referees will make every effort to wipe smear, splatter, spray, or paint from kneeled-on or sat-on paintballs off a player at the time they are inspected. If a player continues to play with such paint such player does so at the risk of being eliminated for wearing paint that resembles a valid hit.
- 10.1.5 Only referees will remove invalid hits, except that a player may remove an invalid hit on the lens of their goggle system with the permission of a referee.

10.2 PLAYERS AND HITS

- 10.2.1 Players are responsible for becoming aware of hits.
- 10.2.2 If being hit a player has to immediately cease play and signal his elimination. Failing to do so constitutes playing on.
- 10.2.3 If a player gets shot at and he cannot check for a hit by himself at certain locations (for example visor, throat, back, harness) he has to immediately cease play and call a referee for a paint check. Failing to do so constitutes playing on.
- 10.2.4 Players who are in motion and get shot at may continue to the nearest cover whenever there is such cover between them and the nearest opponent. Upon arrival at such cover the player must immediately check himself for hits. Shooting, posting, communicating, failing to immediately check for a hit and failing to immediately signal his elimination, if indeed hit, will constitute playing on.
- 10.2.5 Players who are hit in locations that can be self-checked, may not call for a paint check. Calling for a paint check under such circumstances constitutes playing on.
- 10.2.6 Players who get shot in non-abandoned equipment to which they are separated less than 2 meters (except squeegees, pods and barrel socks) are considered hit.

10.3 ELIMINATIONS

- 10.3.1 Players will be eliminated if any part of their bodies or anything that they are wearing or carrying touches the ground outside the playing field boundary.
- 10.3.2 Players will be eliminated if they push out any tape or fencing used as a boundary line. The boundary markings will be considered to be in-bounds.
- 10.3.3 Players will be eliminated if they lose their goggles/masks.
- 10.3.4 Players that are found with prohibited equipment on the field or those working on their markers in violation of the provisions specified in marker section will be immediately eliminated.
- 10.3.5 Players that separate themselves from any piece of equipment or clothing whilst playing that they brought onto the game field, by more than 2 meters, except squeegees, pods and barrel socks will be immediately eliminated.
- 10.3.6 Players who pick up any equipment (also abandoned), which has a hit on it are considered eliminated.
- 10.3.7 Players that engage in unsportsmanlike conduct will be eliminated. Unsportsmanlike conduct includes, but is not limited to:
 - (a) Failure to obey a referee's call.
 - (b) Deliberate avoidance of a referee in a manner that prevents a referee from



- (c) chronographing a marker on the field or prevents him from making a call.
- (d) Shooting at referees.
- (e) Shooting a clearly eliminated player with malicious intent to injure or intimidate.
- (f) Excessive shooting which is defined as shooting a player more than is reasonably enough to effect elimination.
- (g) Requesting paint checks to distract referees from checking themselves or teammates or to use referees to locate opposition players.
- (h) Verbal abuse of any players, spectators or referees.
- (i) Physical contact with anyone deemed to be intentional and hostile.
- (j) Dead man's walk. Any player that acts in a way that makes other players or referee's think
- (k) you are an eliminated player shall be considered to be eliminated.
- (l) Additional penalties may apply

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

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

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

11 SCORING

11.1 POINTS

11.1.1 Points are awarded for:

- (a) Pressing buzzer of opposing base as active player.
- (b) "Throwing the towel" by opposing coach.
- (c) A penalty Major or Gross Major, the last 60 seconds of regular time or in last 60 seconds of overtime.
- (d) The opposing team starts with more players than set by the Rules (regular 5 players) or by the Head referee (start with less number of players).
- (e) If at any time in a game the opposing team receives a Major or Gross Major penalty, and the penalty removes all the remaining players on the opposing team.
- (f) If at any time in a game the opposing team receives a penalty Minor, Major or Gross Major, and doesn't have enough players to pull.



- (g) The last player of opposing team gets a penalty Minor, Major or Gross Major.
- (h) Opposing team has used a marker that is firing above 10.8bps. (if applicable to the tournament rule set)
- (i) If opposing team player who presses the buzzer is found to have been eliminated, and the team that did not hit the buzzer has any number of active players.

11.1.2 A point scored is awarded at the conclusion of the point played, by the Head Referee.

11.2 FORFEITS

- 11.2.1 A forfeit will be declared for each game that a team fails to report in a timely fashion for its pre-game chronographing or for any game in which a team refuses to take the field. In the event that both teams fail to show for its pre-game chronographing or both teams are unwilling to take the field, both teams will have forfeited that game.
- 11.2.2 Any team that is scheduled to oppose a team that has forfeited a game will receive maximum points and the maximum point difference according to the format (The mercy rule differential for the division will determine the maximum points). The forfeited team will receive the opposite score for that game.
- 11.2.3 Once a forfeit has been declared, the forfeited game will not be rescheduled and the score will stand, except if the reason for having missed the game was a fault from the organization staff and the relevant round is not over yet.

11.3 ROUND SCORE

- 11.3.1 Teams in rounds are ranked by the number of match points scored in that round. Scoring takes place as per the PSFA player management system in use.
 - 9.1.3.1. A team scores five match points for each match won.
 - 9.1.3.2. A team scores one match point for each match tied.
 - 9.1.3.3. A team scores 0 match points for all other matches.

11.4 TIE BREAKERS (PRELIMINARY GAMES)

- 9.12.1 Team positions at the end of a round of play are determined by total points earned by the teams in

such round, subject to the tie breaking provisions contained in here.

Tie Breakers:

Position of teams in Preliminary groups.

- 1. Number of Game points scored.
- 2. ED Scores
- 3. Difference between Round points Won & Lost.
- 4. Higher number of round points Won.
- 5. Higher number of Games won.
- 6. Result of direct match up (Face to Face encounter) – where applicable.



7. Seeding.

In all other rounds there is always the winner advancing, no ties possible.

11.5 TOURNAMENT SERIES RANKING

- 11.5.1 Ranking points and or seeding will be decided and announced by the tournament organizer prior to commencement of the first event.

12 PENALTIES

12.1 ASSESSMENT OF PENALTIES

12.1.1 Penalty Enforcement

- 12.1.1.1 Any penalties assessed before the referee confirms the player that has hit the buzzer is clean and the point is confirmed will be assessed in the current point.
- 12.1.1.2 Any penalties assessed after the referee confirms the player that has hit the buzzer is clean and the point is confirmed will be assessed in the following point.
- 12.1.1.3 Any penalties assessed after a point is conceded will be assessed in the following point.

12.1.2 Verbal warnings

- 12.1.2.1 Referees will issue verbal warnings for the following infractions (not only limited to):
- 12.1.2.2 First offence of failure to obey a referee's instructions.
- 12.1.2.3 First offence to put their hand on their head after being eliminated.
- 12.1.2.4 First barrel sock violation
- 12.1.2.5 First offense abuse of calling for paint checks
- 12.1.2.6 First offense of the use of inappropriate language per incident

12.1.3 Elimination

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

- (a) Abusive calls for paint checks.
- (b) Subsequent failure to obey a referee's instructions.
- (c) Going out of bounds or moving the boundary tape.
- (d) Marked with a valid hit.
- (e) Continuing to play (without shooting or moving forward) with a hit in an unobvious location.
- (f) Failure to make a touch back while not having the barrel tip touching the front of the base at the start signal.
- (g) Posting of the marker or firing it after the start signal regardless as to whether they later touch back.
- (h) Failure to wear goggles/mask inside the field during the game period.
- (i) Interference or communication during the game in the pit-area by a person





- affiliated with the team.
- (j) Excessive shooting (shooting a player more than is reasonably enough to effect elimination).
 - (k) Altering the playing field in game on purpose.
 - (l) A player forcing themselves between two bunkers that have been positioned together to create one bunker.
 - (m) Unsportsmanlike conduct.
- 12.1.4 **Minor penalty** (removal of the player who committed the infraction and a teammate). Assessment of the one- for-one penalty to players on the field will take place for the following infractions (not only limited to):
- (a) Continuing to play with a hit on any part of a body or equipment (e.g.: shooting, posting, talking, moving forward).
 - (b) Checking in as a live player at the end of a game with a hit.
 - (c) Using a marker that is chronographed on the field at 301-314 feet per second.
 - (d) Communicating to anyone after being signaled eliminated by a referee.
 - (e) Possessing prohibited clothing or equipment on the field of play.
 - (f) Any person who shoots towards the spectator sideline or opponent's end line during a break period.
 - (g) Any person who engages in aggressive or insulting behavior towards another person, except a referee.
 - (h) Any eliminated player intentionally placing a pod containing paintballs on the field of play in limited paint categories.
- 12.1.5 **Major Penalty** (removal of the player who committed the infraction and two teammates). Assessment of the two-for-one rule to players on the field will take place for the following infractions (but not only limited to):
- (a) Playing on that materially influences the course of the game by passing multiple bunkers or eliminating one or more players giving the offending player's team a significant advantage.
 - (b) First offense of a player carrying an illegal marker on the field of play.
 - (c) Checking in as a live player at the end of a game with an obvious hit.
 - (d) Using a marker that is chronographed on the field at 315-329 feet per second.
- 12.1.6 **Gross Major Penalty** (removal of the player who committed the infraction and three teammates). Assessment of the three-for-one rule to players on the field will take place for the following infractions (not only limited to):
- (a) **Wiping.** Wiping means that a player is actively and deliberately removing or attempting to remove paint markings in order to avoid being eliminated or avoid a referee's call.
 - (b) Players who are observed discarding squeegees, rags or pods on which there is a hit or paint marks that resemble a hit in order to avoid elimination or avoid a referee's call shall be penalized for wiping.
- 12.1.7 **Minor Suspension** (removal of the player who committed the infraction and three teammates, also the player who committed the infraction will receive a minor suspension (suspended for the remainder of the game and the team's next game)). Assessment of the Minor Suspension rule to players on the field will take place for the following infractions (not only limited to):
- (a) An eliminated player who shoots at a player from out-of-bounds
 - (b) **Re-entering the field** after elimination in order to interfere in the on-going game without being asked by a referee.
 - (c) Second offense of a player carrying an illegal marker on the field of play.
 - (d) Tampering with one's marker during the game of play. Using any tool or adjusting setting during the game is forbidden, including from the time the point starts until the time the player exits the field and re-enters the pit area.



Excluding a player turning the marker on and off and turning the vision system of the marker on and off.

- (e) Any person who engages in aggressive or insulting behavior towards a referee
- (f) Any person, who throws any equipment on the field of play other than an air source or disposable equipment
- (g) Using a marker that is chronographed on the field at 330 feet per second or above.

12.2 NOT ENOUGH PLAYERS RULE

- 12.2.1 Assessments of Minor, Major and Gross Major penalties when not enough live players are left:
 - The point is stopped, and the point is awarded to the opposing team,
 - The opposing team does not need to have any active players to be awarded the point.
 - Next point the team that was penalized starts with fewer players in order to completely fulfill the assessed penalty.
- 12.2.2 If the last player of a team gets a Minor, Major or Gross Major penalty, point automatically goes to the opposite team.
- 12.2.3 Assessments of Minor penalty when the exact number of live players are left to fulfill the penalty, and the opposing team does not have any active players. The point will end and no point will be awarded to any team.
- 12.2.4 Assessments of Major or Gross Major penalty when the exact number of live players are left to fulfill the penalty, the point will be awarded to the opposing team. The opposing team does not need to have any active players to be awarded the point.

12.3 COLLUSION

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

13 SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS DUE TO SEVERE UNSPORTSMANLIKE CONDUCT

13.1 ASSESSMENT OF SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS DUE TO SEVERE UNSPORTSMANLIKE CONDUCT

13.1.1 Responsibility of team members.

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



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

13.1.2 Responsibility of spectators.

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

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

13.1.3 Player's suspension.

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

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

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



13.1.4 Player's ejection

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

- (a) Intentional physical contact (contact using a marker, chest bump, grabbing, pushing, spitting or similar).
- (b) Failure to surrender a marker upon request to a referee or activation of a switch, button or trigger when requested to surrender marker.
- (c) Any applicable marker infraction in section "Markers".
- (d) Abusive language directed at any player, referee or spectator.
- (e) Deliberately shooting from outside the field or boundary.
- (f) Deliberately shooting referees.
- (g) Re-entering the field after elimination in order to interfere in the on-going game without being asked by a referee.

13.1.5 Minor Suspension

A player who receives a Minor suspension:

- (a) Shall not play for the remainder of the match and the next match, even if the next match is in the next round or tournament.
- (b) Must be present for all points and matches played by their team and must silently remain in an area designated by the head referee for the duration of the match.

13.1.6 Major Suspension

A person who receives a major suspension will be ejected from the event and,

- (a) May not be on-site at any event for the duration of the suspension.
- (b) May be suspended up to a year by the Ultimate Referee.

13.1.7 Major suspensions include but are not limited to:

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

13.1.8 Team ejections

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

13.2 CONFLICT IN THE RULES

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

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



14 MISCELLANEOUS

14.1 MAINTENANCE AND CLEANUP

- 14.1.1 All persons shall adhere to the administrative rules and regulations promulgated by the promoter with respect to maintenance and cleanup of the event facility.
- 14.1.2 All persons will dispose of all trash they generate in designated trash receptacles.
- 14.1.3 Teams will remove paint boxes from enclosed team pit areas.

14.2 APPEALS

- 14.2.1 Calls made on the field of play may be appealed by the team captain only to the head referee of the field.
- 14.2.2 No referee shall overturn eliminations.
- 14.2.3 The decision of the head referee of a field is final, except for suspensions and ejections.
- 14.2.4 Any player or team subject to a suspension may appeal the imposition of that suspension to the Ultimate Referee immediately.

