



NXL Rulebook

July 1, 2015

[rev. 3]

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1. Organization

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1.1. Information

- 1.1.1. The most recent, official version of the NXL rulebook can be found <http://xball.com/nxl/wp-content/uploads/2015/05/NXL2015-1.pdf>
- 1.1.2. It is the responsibility of the players and staff of any and all participating teams to know and understand the rules governing NXL sponsored events.
- 1.1.3. If the meaning of any portion of this rulebook is unclear the simplest interpretation and the one most consistent with the body of the rules is most likely the correct one. Omissions are not loopholes. When examples are provided they are not intended to be the sum of all possibilities, but simply representative examples.
- 1.1.4. If an event is stopped due to weather or any other unforeseen circumstance the NXL reserves the right to move the playoff and or finals to the day preceding the next scheduled event.

1.2. Officiating

- 1.2.1. Each field's head referee is the highest authority on that field.
- 1.2.2. Any call made by the head referee on their field is final.
- 1.2.3. Ultimate Referee will not overturn any on field calls by a head referee.
- 1.2.4. The Ultimate Referee is the highest authority at an event in regards to play-of-the-game or on field disputes.
- 1.2.5. Any decision of the Ultimate Referee is final.

2. Equipment

2.1. Clothing

- 2.1.1. Players shall wear up to, but not exceeding one pair of full-length pants.
- 2.1.2. Players shall wear up to, but not exceeding one long-sleeved jersey.
 - 2.1.2.1. No short sleeve or "sleeveless" vest type jerseys will be worn as the outer most layer.
 - 2.1.2.2. (See 2.1.9) for padding limitations.
- 2.1.3. A player's jersey must be worn underneath the player's harness (pod pack).
 - 2.1.3.1. It may be tucked in loosely in the back, so long as all pods are visible, and less so in the front.
 - 2.1.3.2. Loose jersey material shall not be so loose as to cover the straps of the harness or Hang away from the player's body.¹
 - 2.1.3.3. Jerseys for the Professional division shall meet league specific standards.
 - 2.1.3.3.1. Players will be limited to single or double digit number which shall appear in three places on the player's jersey.
 - 2.1.3.3.1.2. 8 inch high numerals centered on the back with a baseline no more than 16 inches down from the shoulder inseam, and
 - 2.1.3.3.1.3. On the center line of each sleeve in numerals 3.5 inches high with a baseline no more than 10 inches from the collar, and
 - 2.1.3.3.1.4. The player's last name shall appear on the back of the jersey in letter 3.5 inches high between the player's number and the collar in one of the approved font types (Compacta Blk, Serpentine D and Agency).
- 2.1.4. Players may wear up to, but not exceeding one layer of underclothing² consisting of,
 - 2.1.4.1. One pair of under-shorts and
 - 2.1.4.2. One short sleeve t-shirt.
- 2.1.5. Players may wear up to, but not exceeding one pair of socks.
 - 2.1.5.1. Socks shall not extend higher than below the knee, and
 - 2.1.5.2. Must not be of a quilted or padded nature, and
 - 2.1.5.3. Count as one layer of clothing.

¹ Subject to specific requirements by the head referee on the field of play as per 2.1.13

² Any item containing padding of any nature will not be considered underclothing but will be considered protective gear.

- 2.1.6. Players shall wear up to, but not exceeding one pair of footwear.
- 2.1.6.1. Footwear shall not be modified from the manufacturer's original form, and
 - 2.1.6.2. Shall not include metal cleats³ or pointed spikes of any material. Players on the field of play with such shoes will be assessed a gross penalty per 6.4.
- 2.1.7. Players may wear up to, but not exceeding, two items on their head.⁴
- 2.1.7.1. "Turtle" caps may be worn as the ONLY layer on the head.
 - 2.1.7.2. Hats, caps and headbands shall not be modified from the manufacturer's original form, and
 - 2.1.7.3. Shall not extend more than one inch below the collarbone or below the shoulder blades, and
 - 2.1.7.4. Headbands shall be no wider than two inches.
- 2.1.8. No part of a player will be covered by more than two layers of clothing.
- 2.1.9. Either the jersey or the undershirt may be padded but not both.
- 2.1.9.1. Any layer of clothing that is thicker than a standard 100% cotton t-shirt is considered to be padding.
 - 2.1.9.2. Padding in jerseys is not limited to specific areas; provided the thickness does not exceed 5mm (0.197").
 - 2.1.9.3. Padding material is limited to an open cell foam, and
 - 2.1.9.4. Must not be modified from the manufacturer's original form.
- 2.1.10. Prohibited colors – any player/team found to be wearing clothing that may impede the referee's ability to make a proper call, may be asked to remove such clothing.
- 2.1.10.1. This includes the "protected" or restricted color, yellow as described in 2.7.2 & 2.7.2.1.
- 2.1.11. Players shall not wear extremely oversized clothing.
- 2.1.11.1. Clothing is oversized if,
 - 2.1.11.2. When tightly gathered about the body or limb with excess clothing pinched together and away from the body, the excess clothing extends more than four inches from the body or limb.⁵
- 2.1.12. Players shall not wear clothing that is made out of highly absorbent or slick material, such as felt, fleece, nylon or rubber.
- 2.1.13. Any head referee may prohibit a particular item of clothing.
- 2.1.14. A player who continues to play with illegal clothing will be assessed a gross penalty. (See 6.4)

2.2. *Protective Gear*

- 2.2.1. Players shall wear a complete goggle system that meets ASTM standards⁶ and is in good repair and not otherwise damaged in a manner that affects their ability to protect the player.⁷
- 2.2.2. A Person who fails to wear an acceptable goggle system in a designated goggles-on area, including the field of play, will be assessed a minor penalty.⁸ (See 6.2)
- 2.2.3. No material may be removed from the manufacturer's original form. Items not of a padded or absorbent or moisture resistant or repelling nature may be added to the goggle system provided they do not adversely impact the ability of the goggle

³ Similar "cleats" are often found on baseball cleat.

⁴ As an example, one sandanna and one beanie or one headband and one sandanna.

⁵ The article of clothing should be grabbed at a single point and pulled away from the body or limb. Once this has been done, the clothing should be pinched on opposite sides of this point so these two points are brought together next to the body or limb. The clothing will then be tight around the body or limb, with any extra clothing pulled through the pinch and held at the original grab point.

⁶ Goggle manufacturers must submit independent laboratory test results to the promoter at least 10 days prior to the start of a tournament demonstrating the goggle system meets or exceeds ASTM standards for any system such manufacturer wishes to be allowed for use during that tournament.

⁷ Cracks in the lens, however slight, affect the ability of the goggles to protect the player.

⁸ This does not apply to players who accidentally lose their mask during an active point.

system to protect the player.⁹

- 2.2.4. Players must wear the full-face protection provided with the goggle system as it is designed and sold by the manufacturer.
- 2.2.5. Players must wear the ear protection provided with the goggle system as designed and sold by the manufacturer.
- 2.2.6. Players may wear up to, but not exceeding one layer of padding and/or other protection on the elbow, forearm, knee or shin, provided that padding and/or protection has not been modified from the manufacturer's original form.¹⁰
- 2.2.7. Players may wear one pair of slider shorts as long as they are unaltered from the manufacturer's original form and do not overlap with any other allowed protective gear.
- 2.2.8. Players may wear up to, but not exceeding a single pair of gloves. Gloves shall not have material in addition to the manufacturer's original form.
- 2.2.9. Players may wear up to, but not exceed a single layer neoprene neck protection not to exceed 0.5 cm in thickness.
- 2.2.10. Male players may wear groin protection and female players may wear breast protection.

2.3. *Markers*

- 2.3.1. Players may carry a single, .68 caliber, pump or semi-automatic paintball marker that includes a single barrel and a single trigger.
- 2.3.2. Prohibited colors – any player found to be using a marker whose color may impede the referee's ability to make a proper call, may be asked to discontinue the use of that marker.
 - 2.3.2.1. This includes the "protected" or restricted color, yellow as described in 2.7.2 & 2.7.2.1.
- 2.3.3. A marker covered in whole or in part by a material of an absorbent, padded, moisture resistant or repelling nature is illegal.
- 2.3.4. A trigger is a movable lever that causes a marker to fire when force is applied directly to the trigger with a vector parallel and opposite to the vector the marker fires paintballs. A marker that can be caused to fire by any other means is illegal.¹¹
- 2.3.5. A trigger guard, that is unaltered from the grip frame manufacturer's original form, must protect the trigger of the marker.
- 2.3.6. A marker with any electronic components¹²
 - 2.3.6.1. Any marker capable of ramping shall fire no more than one shot per press and release of the trigger unless,
 - 2.3.6.1.1. The trigger has been pressed and released four times,¹³ and
 - 2.3.6.1.2. The trigger has been pressed and released at least once every 200 milliseconds.
 - 2.3.6.2. Shall fire no more than one paintball within a 95 millisecond (10.5 bps) period of time.
 - 2.3.6.2.1. A player on the field of play whose marker fires two shots at 10.6 to 11.7 bps will be assessed a minor penalty. (See 6.2)
 - 2.3.6.2.2. A player on the field of play whose marker fires two shots at 11.8 to 12.9 bps will be assessed a major penalty. (See 6.3)
 - 2.3.6.2.3. A player on the field of play whose marker fires two shots at 13 to 14.1 bps will be assessed a gross penalty. (See 6.4)
 - 2.3.6.2.4. A player on the field of play whose marker fires two shots above 14.1 will be assessed a minor suspension. (See 7.2.1.1)

⁹ Goggle fans and decorative additions that are not padded or absorbent are acceptable.

¹⁰ Hits on padding are obvious and subject to a major penalty. Players should not wear so much padding that they cannot feel hits.

¹¹ They may operate if and only if the trigger is pulled, and shall not fire if it is hit, dropped, shaken or sneezed on.

¹² Batteries, circuit boards, chips, wires, etc...

¹³ If the trigger is pulled one, two or three times, the marker shall fire no more than the number of times the trigger is pulled. Essentially any marker capable of ramping must shoot three rounds in semi-auto before ramping.

Millisecond Range		Shots Per Second Range		
	95 ms	0 bps	10.5 bps	Legal
94.3ms	85.5ms	10.6bps	11.7 bps	Minor Penalty
84.7ms	77.5ms	11.8bps	12.9 bps	Major Penalty
76.9ms	70.9ms	13 bps	14.1 bps	Gross Penalty
70.4ms		14.2bps		Suspension

- 2.3.7. A marker with no electronic components
- 2.3.7.1. Shall not fire more than one shot per press and release of the trigger,¹⁴ and
 - 2.3.7.2. Shall only fire a shot when the trigger is pressed, and
 - 2.3.7.3. Shall not increase or decrease the force required to pull or hold the trigger to or at any position without the use of tools.¹⁵
 - 2.3.7.4. "Beaver tails" must be in place on any 'Autococker' based markers.
- 2.3.8. A pump marker may only be manually re-cocked between each shot, thus allowing for the hammer to reset.
- 2.3.8.1. This pump action must consist of one complete backward (pull) and return forward (push) cycle of the pump mechanism.
 - 2.3.8.2. "Beaver tails" must be in place on any 'Autococker' based pump markers.
 - 2.3.8.3. The trigger may consist of one of two types:
 - 2.3.8.3.1. A standard which requires a pull and release for each pump cycle, or
 - 2.3.8.3.2. An auto-trigger, which consists of a trigger which can be held in the 'pull' position while cycling the pump mechanism.
- 2.3.9. A marker with settings, whether mechanical, pneumatic, or electronic, that may be adjusted without the use of tools to allow the marker to operate in an illegal manner is illegal.¹⁶ A player who operates buttons, switches, valves or other adjustable device on a marker on the field of play without the permission of a referee will be assessed a minor penalty. (See 6.2) The team of A player who operates buttons, switches, valves or other adjustable device on a marker on the field of play after being instructed to provide the marker to an official, or prior to being instructed to do so, will receive a major penalty and that player will receive a minor suspension. (See 7.2.1.1)
- 2.3.10. Marker barrels may be equipped with porting, but may not have a sound suppressor attached or integral to the construction of the barrel.
- 2.3.11. A marker with any valve, expansion chamber, or other item or device except a barrel or screw-in air source¹⁷ that may be adjusted on the field of play to increase or decrease velocity without the use of tools is illegal.
- 2.3.12. Any person possessing a marker that is attached to an air source, and
- 2.3.12.1. does not have a barrel sock¹⁸ properly installed over the end of the barrel, and
 - 2.3.12.2. is not at a designated chronograph station, and
 - 2.3.12.3. Is not on a live field.
 - 2.3.12.4. Will be assessed a minor penalty. (See 6.2)
- 2.3.13. Any illegal marker is not allowed on the field of play. Players carrying an illegal marker on the field of play will be assessed a gross penalty. (See 6.4) 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 penalty and a minor suspension. (See 7.2.1.1)

¹⁴ Once the marker is fired, the player must reduce the force applied to the trigger and allow the trigger to travel forward past the firing point and then reapply the force on the trigger and bring the trigger back past the firing point before the marker may fire again, i.e., no bounce.

¹⁵ No reactive triggers. The trigger force may change as the position of the trigger changes, but the force exerted against the trigger finger at any given trigger position should not change, for example, as a result of the marker firing.

¹⁶ Essentially, anything that can adjust velocity, shot mode, de-bounce, etc., must be locked.

¹⁷ This exception only applies to screwing in or unscrewing the air source – any settings on the air tank itself must not be adjustable without the use of tools.

¹⁸ Notice this does not say barrel swab, squeegee or plug. It must be a barrel sock manufactured specifically for paintball markers.

- 2.3.14. Any player whose marker has been modified from the manufacturer's original form to disguise its mode of operation or to allow the player to change the mode of operation on the field without the use of tools will receive a major suspension. (See 7.2.1.2)
- 2.3.15. A marker may be confiscated for inspection at any time, and may be kept for up to three days following the conclusion of the event.

2.4. *Velocity*

- 2.4.1. A referee may chronograph a marker on the field of play at any time, including before, after, or between points.
- 2.4.2. No player's marker shall shoot any paintball in excess of 300 feet per second during an active point.
- 2.4.2.1. A player on the field of play whose marker fires a shot between 301 and 310 feet per second will be assessed a minor penalty. (See 6.2)
- 2.4.2.2. A player on the field of play whose marker fires a shot between 311 and 325 feet per second will be assessed a major penalty. (See 6.3)
- 2.4.2.3. A player on the field of play whose marker fires a shot over 325 feet per second will be assessed a gross penalty. (See 6.4)

FPS	Penalty
301-310	Minor Penalty
311-325	Major Penalty
326+	Gross Penalty

2.5. *Paintballs*

- 2.5.1. Players may carry any number of paintballs.
- 2.5.2. Paintballs must be completely water-soluble.
- 2.5.3. Paintballs shall NOT contain PINK, RED, or ORANGE fill.
- 2.5.4. Paintballs shall not stain.
- 2.5.5. Only authorized paintball manufacturers paint shall be shot at NXL events.

2.6. *Other Equipment*

- 2.6.1. Players may carry one constant air or CO2 tank, including any tank attached to the player's marker, or any number of disposable CO2 cartridges.
- 2.6.1.1. Constant air or CO2 tanks may have a neoprene or plastic protective cover, provided no material has been added to the protective cover's original form.
- 2.6.1.2. Constant air and CO2 tanks shall not have any stickers not present on the tank at the time of original sale, except
- 2.6.1.2.1. A sticker showing re-certification of the hydro test so long as it is affixed according to DOT standards.
- 2.6.1.3. All constant air and CO2 tanks must have a DOT stamp, and must be within the DOT-certified hydro-testing certification date.
- 2.6.1.4. Players using uncertified or out-of-date tanks will be fined \$100 and receive a major penalty. (See 6.3)
- 2.6.2. Players may carry any number of pods and squeegees, but no pods that are padded or absorbent in nature.
- 2.6.3. Players may carry up to, but not exceeding one hopper.
- 2.6.3.1. Hoppers shall not be covered by any absorbent or padded material.
- 2.6.3.2. Hoppers are allowed to have one (1) 2 inch by 6 inch sticker on each side only. The sticker may contain the colors Red, White, Blue, Gray, and Black.
- 2.6.3.3. A hopper in the Professional division shall be black and are subject to league specific requirements.
- 2.6.3.3.1. A 3.5 inch high, white, single or double digit number shall be prominently displayed on both sides of the hopper in one of the three approved font by

- the NXL (Compacta Blk, Serpentine D or Agency).
- 2.6.3.3.2. Alternative hopper color(s) and numbers may be used but is not recommended. Alternative colors must be approved prior to use.
- 2.6.4. Players may wear up to, but not exceeding one pack, designed to carry pods and/or an air source.
- 2.6.5. Players may carry one remote line that connects their air source to their marker.
- 2.6.6. Players may carry up to, but not exceeding one time keeping device.
- 2.6.7. Stickers may be affixed to equipment other than an air source. A referee may require that stickers be removed if the referee believes the stickers interfere with their ability to officiate.
- 2.6.8. 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.

2.7. *Prohibited Equipment*

- 2.7.1. Any operable electronic signaling or communication device is prohibited. Players with such a device will be assessed a gross penalty. (See 6.4)
- 2.7.2. The color yellow is prohibited on any players equipment or clothing, except
- 2.7.2.1. That a player's jersey, pants, gloves or shoes may have yellow so long as no part of yellow coloring is more than 0.25 cm from some other color, and
- 2.7.2.2. No more than 10% of any 5cm by 5cm square on clothing or item is yellow.
- 2.7.3. For reference purposes, 'yellow' is any color similar to Pantone colors 101, 102, 107, 108, 109, 116, 3945, 3955, 3965, and 803, although any head referee may prohibit any equipment they believe interferes with the referees' ability to officiate effectively.
- 2.7.4. 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. (See 6.2)

3. Match Structure

3.1. *Professional, Semi-Pro, D2, D3, and D4*

- 3.1.1. Each match will consist of a series of points.
- 3.1.2. Each match will start with a limited amount of game time.
- 3.1.2.1. A Professional match starts with 16 minutes of game time.
- 3.1.2.2. A Semi-Pro and D2 match starts with 15 minutes of game time.
- 3.1.2.3. A D3 and D4 match stars with 12 minutes of game time.
- 3.1.3. Game time begins to decrement (count down) at the start of the first point of the match.
- 3.1.4. Each team starts the first point at the starting station on the same side of the field as the team's pit
- 3.1.5. Teams switch starting stations after every even point scored.¹⁹
- 3.1.5.1. Teams do not switch sides for the overtime point.
- 3.1.6. A break period follows the conclusion of each point.²⁰
- 3.1.6.1. Game time stops decrementing for the duration of the break period.
- 3.1.6.1.1. A standard break period is two minutes.
- 3.1.6.2. A team may extend the break period by calling a timeout.²¹
- 3.1.6.2.1. Each team starts a match with one timeout.

¹⁹ The sum of both teams' scores is odd, i.e. 2-0, 4-2, 3-5, etc. Note that if no point is scored, teams do not switch sides.

²⁰ Including prior to any overtime points.

²¹ It is permissible to use a timeout between regulation and overtime points, if a team has their timeout remaining from regulation time, but teams do not get additional timeouts for overtime.

- 3.1.6.2.2. A timeout extends the break period by one minute.
- 3.1.6.2.3. A timeout cannot be called with 10 seconds or less remaining in the break period.

3.1.6.3. Teams may use their timeouts within the same break period.

3.1.6.4. Failure to call a timeout prior to the 10 second disable feature may result in a Walkover.

- 3.1.6.4.1. A Walkover occurs when a team fails to call a timeout and has no players present at the start when the horn sounds.

- 3.1.6.4.2. A Walkover results in a point scored for the 'active' team as nobody was present to contest the point.

- 3.1.6.4.2.2. An active player must still hang the flag in a Walkover situation.

3.1.7. If there is less than 10 seconds of game time remaining at the end of a point, game time expires.

3.2. *Split deck system*

3.2.1. Events that use the split deck system will follow the same structure as listed in 3.1 except as outlined below

- 3.2.1.1. Team A and B play a point followed by a break period. During the break period of team A and B team C and D will play a point.

- 3.2.1.1.1. A break period will be at least two minutes long.

- 3.2.1.1.2. In the Professional division there will be 45 seconds between the completion of a point between team A and B and the beginning of the point between team C and D.

- 3.2.1.1.3. In Semi-Pro, D2, D3, and D4 there will be one minute between the completion of a point between team A and B and the beginning of the point between team C and D.

- 3.2.1.1.4. In the event that either match (A and B) or (C and D) ends according to 3.3, the remaining match will continue with the standard break period.

3.3. *Prelim match conclusion*

3.3.1. The match ends if,

- 3.3.1.1. Game time has expired and one team has scored more points than the other team, or

- 3.3.1.2. A team forfeits, or

- 3.3.1.3. A team has scored

- 3.3.1.3.1. Seven more points than the opposing team in Professional Division

- 3.3.1.3.2. Five more points than the opposing team in Semi-Pro or D2

- 3.3.1.3.3. Four more points than the opposing team in D3 or D4

3.3.2. In prelim matches in which time expires and both teams have scored the same number of points,

- 3.3.2.1. In Semi-Pro, D2, D3, D4 the game ends in a tie, and

- 3.3.2.2. Each team receives one match point.

- 3.3.2.3. In the Professional division the result is a single three minute overtime point.

- 3.3.2.3.1. If the overtime period ends with no point scored the match will be declared a draw and each team will receive one match point.

3.4. *Overtime*

3.4.1. Overtime is only played in playoff matches except as indicated in 3.3.2.3 and follows the structure and outline as listed.

3.4.2. Should any playoff match be tied at the end of regulation, overtime will determine the match winner.

3.4.3. The first overtime period is a three minute period.

- 3.4.3.1. The overtime period is sudden death; first team to score wins. 8
- 3.4.3.2. Should the overtime period also end in a tie score the next, and final, overtime option is the Shootout.

3.4.4. The Shootout is a series of five 60 second long 1-on-1's separated by one minute break periods. The Shootout will begin immediately after the game clock is reset and after the standard two minute break period.

- 3.4.4.1. No player may compete more than once during the Shootout.
- 3.4.4.2. A team scores a point during the Shootout when a player touches the buzzer on the start station, or
 - 3.4.4.2.1. As the result of a penalty per 3.4.4.5.
- 3.4.4.3. The first team to touch the buzzer twice wins the match.
- 3.4.4.4. Any minor penalty called during the shootout results in the immediate elimination of that player, but
 - 3.4.4.4.1. An active opponent must still push the buzzer for purposes of recording the time.
- 3.4.4.5. Any major penalty during the Shootout results in that player's elimination and an immediate point for the opposing team at the time of the infraction and concludes the match if it constitutes a second point.
- 3.4.4.6. Should the Shootout end in a tie score the team that scored a point in the shortest period of time wins the match, which includes point times that are the result of a penalty.
- 3.4.4.7. Should the Shootout end with no score the team that scored first to begin the match is declared the winner.

4. Scoring

4.1. Point Score

- 4.1.1. A team scores one point each time
 - 4.1.1.1. Any active player²² pushes the buzzer on either team's starting station,²³ or
 - 4.1.1.2. An opponent concedes,²⁴ or
 - 4.1.1.3. A player on the opposing team receives a major penalty, (See 6.3), removing all active players on that team from the field.

4.2. Round Score

- 4.2.1. Semi-Pro, D2, D3, D4
 - 4.2.1.1. Teams in non-head-to-head rounds are ranked by the number of match points scored in that round.
 - 4.2.1.1.1. A team scores five match points for each match won.
 - 4.2.1.1.2. A team scores one match point for each match tied.
 - 4.2.1.1.3. A team scores 0 match points for all other matches.
 - 4.2.1.2. In the event of a tie in a non-head-to-head round, ties will be broken, in order, by
 - 4.2.1.2.1. Number of matches won, followed by
 - 4.2.1.2.2. Number of matches won amongst the tied teams, followed by
 - 4.2.1.2.3. Head-to-head competition amongst the tied teams,²⁵ followed by

²² Note this does not say an active player from the team scoring the point; players are welcome to score points for their opponents. Teams score points based upon which buzzer is pushed.

²³ A referee will avoid signaling a point scored if a player who appears to be eliminated attempts to score the point. The referee will signal a point score once the player has been verified as active.

²⁴ As an alternative to the NXL buzzer system event promoters may decide to locate a single white flag tied to a fixed object at the midfield line between the two coaches and require coaches to tug this flag to surrender.

²⁵ Head-to-head tiebreakers are applied by comparing the group of all teams with the same match score and number of wins in the following manner:

1. A team wins the head-to-head tiebreaker if the team
 - a. Has, for any opponent played in the current round, won more matches in the current round against that opponent than lost; and

- 4.2.1.2.4. Margin of victory in all matches in the current round, followed by
- 4.2.1.2.5. Total points scored in all matches in the current round, followed by
- 4.2.1.2.6. Greatest time remaining in games/matches won,²⁶ followed by
- 4.2.1.2.7. Least time remaining in games/matches lost,²⁷ followed by
- 4.2.1.2.8. Place in previous rounds, most recent round first, followed by
- 4.2.1.2.9. Seed into the tournament.

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

- 4.2.1.3.1. I one team wins a tiebreaker, that team is removed from the group and is ranked higher than all other teams in the group.
- 4.2.1.3.2. If no team wins and one team loses a tiebreaker, that team is removed from the group and is ranked lower than all other teams remaining in the group.
- 4.2.1.3.3. Once a team is removed from the group, tie-breaking the remaining teams in the group are restarted with the first tiebreaker. (see 4.2.1.2)

4.2.1.4. Team eliminated in the same head-to-head round will continue to be ranked according to their place in the most recent non-head-to-head round.

4.2.2. Professional

4.2.2.1. Teams in non-head-to-head rounds are ranked by the number of match points scored in that round.

- 4.2.2.1.1. A team scores five match points for each match won.
- 4.2.2.1.2. A team scores one match point for each match tied.
- 4.2.2.1.3. A team scores 0 match points for all other matches.

4.2.2.2. In the event of a tie in a non-head-to-head round, ties will be broken, in order, by

- 4.2.2.2.1. Head-to-head competition amongst the tied teams, followed by
- 4.2.2.2.2. Point margin with in the pool (cross pool point margin does not count towards the tiebreaker), followed by
- 4.2.2.2.3. Total points scored within the pool (cross pool points do not count towards the tiebreaker), followed by
- 4.2.2.2.4. Least points scored against within the pool (cross pool points scored against do not count towards the tiebreaker), followed by
- 4.2.2.2.5. Greatest time remaining in matches won, followed by
- 4.2.2.2.6. Least time remaining in matches lost, followed by
- 4.2.2.2.7. Place in previous rounds, most recent round first, followed by
- 4.2.2.2.8. Seed into the tournament.

4.3. Forfeits

4.3.1. A match will be scored as a loss for any team that forfeits a match.

4.3.2. A match will be scored as a win for any opponent of a team that forfeits a match, if the opponent does not also forfeit the match.

4.3.2.1. If a team scores a match win by a forfeit, the match will be scored with

- b. Is, for any opponent not played in the current round, ranked ahead of that opponent in the remaining tiebreakers.
- 2. If no team wins the tiebreakers as in (1.), a team loses the head-to-head tiebreaker if the team
 - a. Has, for any opponent played in the current, lost more matches in the current round against that opponent than won; and
 - b. Is, for any opponent not played in the current round, ranked behind that opponent in the remaining tiebreakers.
- 3. If no team wins or loses the head-to-head tiebreakers as in (1.) or (2.) (For example, three teams have played each other and each won once), proceed to successive tiebreakers until a tiebreaker is reached where at least one team is not tied with the others.
 - a. If one team wins that tiebreaker, they are removed from the tied group and the remaining teams in the tie should have their tie broken starting with the very first tiebreaker, otherwise
 - b. Split the tied teams into two groups; the first group with all tied to win that tiebreaker, and the other group with the remaining teams, then break the ties for each group separately starting with the very first tiebreaker. All teams from the first group are ranked ahead of all teams from the second group.
- 4. Once a team has won or lost the tiebreaker, remove it from the group assigning it the highest rank for a win or the lowest rank for a loss, and then start back at step one with the remaining teams in the group, repeating until only one team remains.

²⁶ Total of time remaining in each match won.

²⁷ Total of time elapsed in each match lost.

- 4.3.2.1.1. Margin points equal to the higher of²⁸
 - 4.3.2.1.1.2. The margin points of the match if the match was played, or
 - 4.3.2.1.1.3. The average margin of the team's other matches in the current round, or
 - 4.3.2.1.1.4. The average margin against the opponent in the opponent's other matches in the current round, and
- 4.3.2.1.2. Total points scored determined in the same manner as margin was determined in 4.3.2.1.1 .²⁹

4.4. *Score Sheets*

- 4.4.1. Any referee or designated official may complete a score sheet. The scorekeeper may show the score sheet to the captain of each team.³⁰
- 4.4.2. Any correction made to the score sheet must be initialed by a head referee,³¹ unless the correction corrects an obvious mathematical error, the correction may also be initialed by a scorekeeper.
- 4.4.3. In the event that one or both team captains do not agree with the contents of a score sheet and thus will not sign the score sheet, the head referee may decide whether the score sheet must be amended and/or validate the score sheet themselves.
 - 4.4.3.1. A head referee or a scoreboard official may correct clerical or mathematical errors on the scoreboard at any time.³²

5. Game Structure

5.1. *Staging Area*

- 5.1.1. Each team will be provided with a staging area adjacent to the field of play.
- 5.1.2. 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. (See 2.7.1)
- 5.1.3. No communication is allowed by anyone from the designated staging area to the active field of play during any team points. "Communication" at the referee's discretion may be determined to be non-verbal as in sounds, signals, physical gestures, etc.
 - 5.1.3.1. Any such communication may result in a simple warning or up to a major penalty assessed on the pit, (See 6.3)
 - 5.1.3.2. 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.
- 5.1.4. Should a pattern of illegal communication be determined the team committing the infraction(s) is subject to fine and/or match forfeiture.
- 5.1.5. Only authorized, rostered, and checked in persons will be permitted in the paddock and/or staging area(s).
- 5.1.6. All players, staff, and authorized personnel must possess and display upon request their NXL I.D. Failure to do so will result in access to paddock and/or staging area(s) being denied, no exceptions.
- 5.1.7. Circumventing paddock and/or staging area security may result in fine(s), suspensions or ejection from the event and even future events at the discretion of the General Manager of the NXL.

²⁸ A team that has played no matches in the current round has NO average margin scored, NOT zero, and thus a negative margin cannot be replaced by a zero if the forfeiting team has not played any other matches.

²⁹ If margin is based on the match played, then points scored is based on the match played; if margin is based on the team's average, then points played is based on the team's average; and if margin is based on margin against the forfeiting team, points are based on points scored against the opposing team.

³⁰ A scorekeeper is not required to hunt a team down to show them the score sheet. A team has a right to see the final score sheet and should do so to verify the scores are recorded properly.

³¹ This allows teams to do the "right thing" if they agree on a scoring error. If two teams are intentionally doing the wrong thing to fix the score, they should be dealt with as any other team intentionally fixing scores.

³² The scoreboard is ONLY the scoreboard – copying scores to the scoreboard wrong, or calculations in error on the scoreboard, will be corrected by scorekeepers. The scoreboard does NOT include score sheets.

5.2. *Field of Play*

- 5.2.1. The field of play will consist of a level rectangular area called the "in-bounds" area, and any area between the in-bounds area and the netting surrounding the in-bounds area.
- 5.2.2. The field of play will be free of any undue obstacle or hazard to participants or officials.
- 5.2.3. The edge of the in-bounds area will be marked by a boundary line. The boundary line and any object or ground outside of the boundary line is out-of-bounds.
- 5.2.4. The in-bounds area will include at least 40 obstacles arranged symmetrically across the midpoint or the midline of the in-bounds area.
- 5.2.5. Obstacles will be at least 1 meter away from any boundary line.
- 5.2.6. The field of play will include a portion of the starting station in the center of and parallel to the boundary line at each end of the in-bounds area consisting of
 - 5.2.6.1. A vertical rectangular surface at least one meter high by two meters wide, or
 - 5.2.6.2. An inflatable obstacle at least one meter high and at least two meters wide.
- 5.2.7. The inward facing surface of the starting station is in-bounds.
- 5.2.8. Each team may field up to five players for each point. Any team that has more than five players on the field of play during a point will be assessed a minor penalty (See 6.2) for every player in excess of the five allowed.
- 5.2.9. Teams will be permitted to examine the field of play during field-walking times designated by the promoter.
- 5.2.10. Any person who intentionally alters the field of play will be assessed a minor suspension. (See 7.2.1)
- 5.2.11. Any team whose player, staff or affiliated member alters the field of play may be subject to a fine.
 - 5.2.11.1. Any team discovered to show a pattern of disregard for the rules will be subject to a fine and/or a suspension and may be ejected from the event.
- 5.2.12. Players and staff may be on the field of play for a point in which their team is scheduled, or during the break period directly before or after such point, or
 - 5.2.12.1. With permission of the Head Referee.
 - 5.2.12.2. Any player or staff, not involved in the active point, on the field of play without the consent of the Head Referee will be assessed a minor penalty.³³ (See 6.2)
 - 5.2.12.2.1. 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.

5.3. *Point Start*

- 5.3.1. Points will be preceded by a break period. The point starts when the break period ends. The point start will be signaled by the scoreboard buzzer or other sound generating device.

5.4. *Player Status*³⁴

- 5.4.1. An "active" player is any player in the in-bounds area at the start of the current point whose barrel is touching the starting station at the sound of the buzzer or horn that signals the start of a point and has not subsequently become inactive or eliminated.
 - 5.4.1.1. If a player leaves the starting station early (prior to the buzzer or horn sounding) or accidentally fails to touch their barrel to the starting station prior to the start of the point the player may retroactively "tag up", so long as it is done within five seconds, and play out the point on the condition no actions occurred in between to alter the

³³ This effectively establishes a minor penalty for entering the field of play at any time without a referee's approval or checking in.

³⁴ During a point, a player is always active, inactive, or eliminated. Inactive is when a player is out of the point and his shots should not count, but the player would not be expected to know he was out of the point (i.e. the player's foot touches tapeline, then the player bunkers two people – the player should be eliminated with no penalty and the two people bunkered should be left in). Eliminated is when a player should know they should not still be playing, either because a referee has told them they are eliminated, or because they have an obvious hit, or because they were never on the field at the start of the point to begin with. Thus, when assessing appropriate penalties, a referee must only determine whether the player was active, inactive, or eliminated when the infraction was committed.

player's status³⁵ such as

5.4.1.1.1. Pointing their marker downfield regardless as to whether they have fired the marker or not.

5.4.2. An "inactive" player is a previously active player who has not been eliminated by an obvious hit or a referee's decision but is subject to elimination due to one of the following,

5.4.2.1. An attempt to enter the field of play after the start of a point, or

5.4.2.2. Player discharged a marker downfield in the general direction of their opponent prior to the point start, or prior to "tagging up", or

5.4.2.3. Has touched any ground, area or object outside the in-bounds area, unless the Breakout Exception applies,

5.4.2.3.1. The Breakout Exception allows "active" players to make incidental contact with the back boundary lines and out-of-bounds within 10 feet of the start station at the beginning of a point.

5.4.2.4. Has an unobvious hit, or

5.4.2.5. Has lost possession of an item of mandatory equipment such as a marker, goggle system, or harness (pod pack), (See 5.5.1.2) or

5.4.2.6. Has passed between two bunkers that were in physical contact with each other.

5.4.3. An inactive player will be eliminated by a referee.

5.4.4. An "eliminated"³⁶ player is any player

5.4.4.1. With an obvious hit; or

5.4.4.2. Who was not on the field of play at the start of the point; or

5.4.4.3. Who has signaled their elimination by

5.4.4.3.1. Removing or losing their goggles, or

5.4.4.3.2. Saying "hit" or "out", or

5.4.4.3.3. Raising their marker or an open hand above their head, or

5.4.4.3.4. Placing their barrel sock on their barrel; or

5.4.4.4. Who has been eliminated by a referee.

5.4.5. Under no circumstances may an eliminated player be made inactive or active or may an inactive player be made active except as noted in 5.4.1.1.

5.4.6. A player aware of an approaching official may not advance. Players who knowingly advance to avoid an official will be eliminated and subject to further penalty. Any additional infractions made while avoiding the referee will merit additional penalties are assessed by the referee.³⁷

5.5. *Occupation, Possession and Exchange*

5.5.1. Every item of equipment or gear on a player's person upon entering the field of play is considered to be in the player's possession. Items subject to 'loss of possession' must remain in the player's possession³⁸ for the duration of the point while items not subject to 'loss of possession'³⁹ may be discarded, intentionally or unintentionally.

³⁵ Leaving early and failing to touch your barrel to the start station prior to the start of a point both result in a change of status to "inactive" and liable to be eliminated by the referee. "Tagging up" restores a player's active status but does not undue any subsequent results, for example, player is hit and eliminated making the effort to return to start station and "tag up" moot.

³⁶ Note that in these rules, the phrases "is active" and "is eliminated" means the player's status is IMMEDIATELY and AUTOMATICALLY changed to inactive or eliminated, respectively, without any action by the referee. The phrase "eliminated by a referee" means the player maintains their current status until a referee informs them that they are eliminated, either verbally or by signal.

³⁷ The minor penalty is in addition to any eliminations/playing on penalties. If the player is not hit and avoided the official, that player is eliminated. If the player is inactive and avoided, they are eliminated (for being inactive) and a teammate is eliminated (for the minor penalty). If the player has an obvious hit, they are eliminated, a teammate is eliminated (playing on) and another teammate is eliminated (official avoidance). If the referee determines the player was unaware of the official's approach there is no avoidance penalty.

³⁸ Merely touching equipment does not establish physical control. Generally, any equipment that will advance with the player if the player advanced can be considered to be in the physical control of the player. This includes bunkers – so if you move a bunker because you accidentally run into it, you're ok, but if you intentionally move the bunker, you're eliminated.

³⁹ If you start the point with an item or are transferred it, you possess it, and if any such item is hit by a paintball that breaks the player is subject to elimination.

5.5.1.1. 'Loss of possession' occurs when any object previously in the player's control passes out-of-bounds or is separated from the player by more than five feet or in the case of goggles become dislodged and exposes any part of the player's head and/or face normally covered and protected.

5.5.1.1.1. Any player whose goggles become dislodged is eliminated. (For safety reasons.)

5.5.1.2. Items subject to 'loss of possession' are marker, goggles and harness (pod pack).

5.5.1.2.1. For purposes of rule 5.6.2 a marker is defined as all the connected elements that make up a "marker" including air system and barrel.⁴⁰

5.5.1.3. Items like squeegees, pods, paint, hats or caps and hoppers are not subject to 'loss of possession'.

5.5.2. Players may not possess any equipment during a point that was not in their or their teammate's possession at the start of the point, except players may take possession of loose paintballs on the ground or by transfer between active teammates.⁴¹

5.5.2.1. When transferring items players may pass items not subject to 'loss of possession' to active teammates by hand or by tossing such items in the general direction of the intended recipient.

5.5.2.2. Players who take possession of any discarded equipment subject to loss of possession, whether it was discarded intentionally or unintentionally will be subject to elimination.

5.5.2.2.1. 'Discarded' refers to items or equipment left or abandoned on the field of play but not to an ineffectual or poor effort to transfer an item or equipment to an active teammate.

5.5.3. Players on the field of play who lose possession of any item subject to 'loss of possession' will be eliminated, except

5.5.3.1. A referee may take equipment from a player, and

5.5.3.2. An eliminated player may discard equipment out-of-bounds.

5.5.4. Players who lose physical control of any equipment that has a valid hit, except equipment taken by a referee, will be assessed a gross penalty. (See 6.4)

5.6. *Eliminated Players*

5.6.1. An eliminated player must immediately and swiftly raise their marker or an open hand above their head and proceed out-of-bounds by the most direct route or as directed by a referee.

5.6.1.1. An eliminated player who fails to follow the procedure in 5.6.1, except as provided in 5.7.6, will be assessed a minor penalty. (See 6.2)

5.6.2. An eliminated player who fires or otherwise operates or adjusts their marker or air system prior to exiting the field of play will be assessed a major penalty. (See 6.3)

5.6.3. An eliminated player who intentionally re-enters the in-bounds area during the point will be assessed a gross penalty. (See 6.4)

5.6.4. An eliminated player who shoots at an opposing player from in-bounds will be assessed a major penalty (See 6.3) and may be subject to a minor suspension.⁴² (See 7.2.1)

5.6.5. An eliminated player who shoots at a player from out-of-bounds will be assessed a gross penalty (See 6.4) and may be subject to a minor suspension. (See 7.2.1)

5.7. *Hits*

5.7.1. A paintball is live from the time it is shot from a paintball gun in the possession of an

⁴⁰ Does not include disposable CO2 cartridges.

⁴¹ Taking possession of any item in any other manner results in a minor penalty.

⁴² This means that in addition to getting a major for playing on, an additional player should be pulled for any opponent the playing-on player manages to shoot, whether the opponent is erroneously eliminated by a referee or not.

active player until the paintball comes to rest.

- 5.7.2. Any live paintball striking and breaking on a player or any equipment in a player's possession, or any mark indicating such a strike occurred, is a hit.⁴³
- 5.7.3. An invalid hit is any paint mark that a referee observes is not from a live paintball striking and breaking on a player. 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.
- 5.7.4. A valid hit is any paint mark that is not an invalid hit. If a valid hit is removed from an in-bounds player by any means other than by a referee, or a player attempts to remove a valid hit, that player will be assessed a gross penalty. (See 6.4)
- 5.7.5. An obvious hit is any valid hit that leaves a mark and that the receiving player should have seen, heard or felt, including, but not limited to, any valid hit anywhere other than the player's mask, pack and its contents, gun, hopper and tank.⁴⁴ A player with an obvious hit is eliminated.
- 5.7.6. A player with an obvious hit that is in a location that the player cannot verify may ask a referee or teammate to verify the hit before proceeding as otherwise required by 5.6.1, but may take no other action.
- 5.7.7. Players who are in motion when they receive an obvious hit in a location they cannot verify themselves may proceed to the nearest cover while waiting for a referee or teammate to verify the hit as in 5.7.6.
- 5.7.8. A player who asks a teammate or referee to verify a hit that the player could have verified unassisted will be assessed at least a minor penalty.⁴⁵ (See 6.2)
- 5.7.9. Unobvious hits are any valid hit that is not obvious. A player with an unobvious hit is inactive and will be eliminated by a referee.
 - 5.7.9.1. An inactive player eliminated by a referee due to an unobvious hit not observed by the referee will be assessed a minor penalty.⁴⁶ (See 6.2)
- 5.7.10. A player who becomes aware of an unobvious hit on themselves or equipment in their possession is eliminated.

5.8. *Point Stoppages*

- 5.8.1. If a point must be stopped due to injury, a point stoppage will be signaled by the buzzer and referees will instruct active players to remain in their current positions.
 - 5.8.1.1. Once the cause of the point stoppage has been resolved, a 10-second break period will be placed on the scoreboard and play will be restarted.
 - 5.8.1.2. A player who fails to touch their barrel to the ground after the buzzer restarting the point sounds prior to pointing their gun downfield or at any opponent will be eliminated.
- 5.8.2. If a point is stopped due to any other reason, (inadvertent horn)
 - 5.8.2.1. The point stoppage will be signaled by the buzzer, and
 - 5.8.2.2. Any outstanding penalties will be assessed, and
 - 5.8.2.3. "Active" players will return to the start box, and
 - 5.8.2.4. A 10-second break period will be placed on the scoreboard and the point will be restarted as normal except only players who were active when the point was stopped may restart the point.

⁴³ Notice it say breaking on a player or any equipment in a player's possession OR any mark indicating such a strike. This means a paintball breaking on a player or their equipment that does not leave a visible mark is still a valid hit.

⁴⁴ If it hits the hopper and sprays on your goggles, it's obvious. If it smacks into your ear flap, it's obvious. If it hits your facemask and sprays on your face, it's obvious. If it hits your elbow pad and that pad is 2" thick and you don't feel it, it's still obvious – players should not wear padding so thick they cannot feel hits. If it grazes off the side of your hopper where you can't see the hit or it's in your pack then it may not be obvious if the referee does not have any reason to believe you should know a paintball hit you there.

⁴⁵ It is the player's responsibility to call themselves out when they have an obvious hit. It is the referees' job to penalize players who continue to play with an obvious hit, so if you call a referee over to check a hit you could have checked yourself, expect a penalty too. If called for a paint check and the referee deems the hit to be an obvious hit a major penalty will be assessed.

⁴⁶ If a referee observes a player receive an unobvious hit, the referee should eliminate that player immediately without penalty. If a referee finds an unobvious hit on a player, the referee will eliminate that player and assess a minor penalty as the referee does not know how long the player has been playing with the hit nor does he know what type of impact the player has had on the point while playing as an inactive player.

- 5.8.3. Players must put barrel socks on their markers when a point is stopped and keep their goggles on, unless given permission to remove them by a referee. 15

5.9. *Point Completion*

- 5.9.1. A point will end at the earliest of:
- 5.9.1.1. A referee signaling a valid buzzer, or
 - 5.9.1.2. The elimination of all players due to a major penalty as in 4.1.1.3, or
 - 5.9.1.3. A team pushing the concede button,⁴⁷ or
 - 5.9.1.4. The end of match time.

6. Penalties

6.1. *General Penalty Information*

- 6.1.1. Any referee may issue a penalty on the field of play.
- 6.1.2. Any authorized event staff may issue penalties outside of the field of play.
- 6.1.3. Penalties are assessed to people. Action is taken against the penalized person and/or the penalized person's team.
- 6.1.4. A person's team is the team that has that person listed as a player or staff on its roster, or the team on whose behalf the player is acting if the person is not listed as a player or staff on any roster.
- 6.1.5. No more than one penalty may be assessed for a particular action by a player or team. In the event that a given action qualifies for more than one penalty, the most severe penalty will be assessed.
- 6.1.6. If a penalty is assessed against an active player, the player receiving the penalty must be one of the players eliminated.
- 6.1.7. If there are insufficient active players remaining on the field of play to satisfy the penalty, the team will be assessed a penalty strike for each player unable to be eliminated.⁴⁸
 - 6.1.7.1. A team starts a point one player short for each penalty strike a team has at the start of the point.
 - 6.1.7.2. A limit of two penalty strikes is removed at the start of each point.
 - 6.1.7.3. If at any time a team has five or more penalty strikes, three penalty strikes are removed and the opposing team scores one point.
- 6.1.8. If a penalty is assessed before a match or during a break period, the team will have a penalty strike assessed in lieu of each player that would otherwise have been eliminated.

6.2. *Minor Penalties*

- 6.2.1. A referee will eliminate one active⁴⁹ player for each minor penalty received⁴⁹ by a team.
- 6.2.2. A referee may signal a minor penalty with a yellow flag and/or one arm raised in the air.
- 6.2.3. Minor penalties as outline in the rule book can be found in sections 2.2.2, 2.3.6.2.1, 2.3.9, 2.3.12.4, 2.4.2.1, 2.7.4, 3.4.4.4, 5.2.8, 5.2.12.2, 5.6.1.1, 5.7.8, 5.7.9.1, 7.1.1, 7.1.2, 7.1.3, 7.1.10

6.3. *Major Penalties*

- 6.3.1. A referee will eliminate two active players for each major penalty received by a team.
- 6.3.2. A referee may signal a major penalty with a red flag and/or two arms raised in the air.
- 6.3.3. Major penalties as outlined in the rule book can be found in sections 2.3, 2.3.9, 2.4.2.2, 2.6.1.4, 3.4.4.5, 4.1.1.3, 5.1.3.1, 5.6.2, 5.6.4, 5.9.1.2, 6.4.2, 7.1.10, 7.2.2

⁴⁷ A surrender flag may be substituted if the concede button is not working or is not available.

⁴⁸ Note that there are no active players between points, so any penalties assessed after the end of the point become strikes for the next point.

⁴⁹ Note the rule states one active player will be eliminated. If when a referee gets to the active player to be eliminate for the penalty and finds the player has already been eliminated due to a valid hit the referee must then find a different player that is active to pull for the penalty.

- 6.4.1. A referee will eliminate two active players for each gross penalty received by a team, and
 - 6.4.1.1. A player receiving a gross penalty may not play for the next 10 minutes of match time.⁵⁰
- 6.4.2. The team receives a major and the player receives the gross penalty. A referee will signal a gross penalty in the same fashion as a major penalty as outlined in 6.3.2.
- 6.4.3. Gross penalties as outlined in the rule book can be found in sections 2.1.6.2, 2.1.14, 2.3.6.2.3, 2.3.13, 2.4.2.3, 2.7.1, 5.5.4, 5.6.3, 5.6.5, 5.7.4, 7.1.4, 7.1.8

7. Interference, Sportsmanship, Suspensions and Ejections

7.1. Interference and Sportsmanship

- 7.1.1. Any person who distracts or impedes the referee in the performance of their duties may be subject to a minor penalty. (See 6.2)
 - 7.1.1.1. Distracting or impeding is determined by the referee and includes but is not limited to a refusal to leave the field when eliminated, engaging the referee in dialogue after elimination, etc.
- 7.1.2. Any person who shoots towards the spectator sideline or opponent's end line during a break period will be assessed a minor penalty. (See 6.2)
- 7.1.3. Any person who engages in aggressive or insulting behavior towards another person, except a referee, will be assessed at least a minor penalty. (See 6.2)
- 7.1.4. Any person who engages in aggressive or insulting behavior towards a referee may be assessed up to a gross penalty. (See 6.4)
- 7.1.5. 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 of play may be assessed up to a major suspension. (See 7.2.2)
- 7.1.6. Any person who engages in intentional physical contact with an official may be assessed up to a major suspension. (See 7.2.2)
- 7.1.7. Any person who throws an air source, whether attached to a marker or not, will be ejected from the tournament and will serve a suspension banning them from the next scheduled event.
- 7.1.8. Any person, who throws any equipment on the field of play other than an air source or disposable equipment, may be assessed up to a gross penalty. (See 6.4)
- 7.1.9. Any person who intentionally shoots in the direction of another person who is not wearing a paintball goggle system will be assessed a major suspension. (See 7.2.2)
- 7.1.10. Any person who engages in other minor acts of unsportsmanlike behavior may be assessed a minor or a major penalty. (See 6.2 & 6.3)
- 7.1.11. 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. (See 7.2.1& 7.2.2)
- 7.1.12. Every player on any team that intentionally gives up points to an opponent or plots to set scores with opponents will be assessed a major suspension. (See 7.2.2)

7.2. Suspensions

- 7.2.1. 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.
 - 7.2.1.1. A player who receives a minor suspension
 - 7.2.1.1.1. 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.
 - 7.2.1.1.2. 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.⁵¹

⁵⁰ If the current match ends prior to the expiration of the 10 minutes, the player serves the remainder during the subsequent match. Gross penalties do not carry over to another event.

⁵¹ The area will be near the scoring table. This is to prevent suspended players from becoming sideline coaches.

- 7.2.1.2. A person who receives a major suspension will be ejected from the event and
 - 7.2.1.2.1. May not be on-site at any event for the duration of the suspension, and
 - 7.2.1.2.2. May be suspended up to a year by the Ultimate Referee, and
 - 7.2.1.2.3. May be assessed a fine of up to \$1000. A person may not play any further events until such fine is paid.

- 7.2.2. The team of any player who receives a suspension will be assessed a major penalty. (See 6.3)
- 7.2.3. The team of any person who receives a major suspension will have their prize package for the event reduced by one fifth per player suspended.
- 7.2.4. Any team who has three or more players suspended in any event will be ejected from that event.

7.3. *Ejections*

- 7.3.1. Only the Ultimate Referee may eject a team from an event.
- 7.3.2. A team that is ejected from an event will forfeit any entry fee paid and any prizes or points earned at the event.
- 7.3.3. 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.

7.4. *Fines*

- 7.4.1. A person who has been assessed a fine will forfeit their ID card and event pass until such fine is paid.
- 7.4.2. No person with an outstanding fine may appear on or be added to any roster for any future event.

8. **Miscellaneous**

8.1. *Maintenance and Cleanup*

- 8.1.1. All persons shall adhere to the administrative rules and regulations promulgated by the promoter with respect to maintenance and cleanup of the event facility.
- 8.1.2. All persons will dispose of all trash they generate in designated trash receptacles.
- 8.1.3. Teams will remove paint boxes from enclosed team pit areas.
- 8.1.4. Any person that fails to adhere to rules and regulations contained in section 8.1 or promulgated by the promoter may be fined up to \$250 by authorized personnel.

8.2. *Appeals*

- 8.2.1. Calls made on the field of play may be appealed to the head referee of the field.
- 8.2.2. No referee shall overturn eliminations.
- 8.2.3. The decision of the head referee of a field is final, except for suspensions and ejections.
- 8.2.4. Any player or team subject to a suspension may appeal the imposition of that suspension to the Ultimate Referee immediately.
- 8.2.5. A team may file a written grievance with the Ultimate Referee regarding the decision of authorized personnel, a scoring official, a referee, or a head referee.

8.3. *Rules Modifications*

- 8.3.1. Referees have the authority to interpret, extend and apply the rules to situations not already covered by the rules.
- 8.3.2. Should, under exceptional circumstances, any reasons for a modification arise during the tournament, the Ultimate Referee may issue a modification to the rules, upon which time a captains' meeting will be called to inform the teams of the change or teams will be informed of the change at the field of competition prior to their next match.