

Paintball Valley X Tournament

Rules and Regulations

1. Equipment

1.1 Armbands

Armbands must be at least 2 inches in width and long enough to fit around the upper arm and constructed so that they are adjustable in length and can be firmly affixed to the arm. The sets of arm bands will be of contrasting colors as to be easily distinguishable. Armbands shall be worn on the left upper arm.

1.2 Flags

Flags will be a minimum of 12 inches wide and 14 inches long. Flags may be of any solid color. Event information and sponsors may be printed on the flags.

1.3 Clothing

Each player may only wear one layer of underclothing consistent with the weather of the day for all but unseasonably cold weather. This shall consist of, at minimum, one pair of under shorts and one short or long sleeve T-shirt. Each player may only wear one pair of full-length pants and only long-sleeved jacket, shirt or jersey either button or pullover style, as long as the colors on the outer garment are not the same as any armbands, flags, refs apparel or paint chosen for the event. No multi-colored or patterned clothing that makes it difficult to see or distinguish a splat mark (such as "Hawaiian shirts") will be allowed. Players must wear pants or shirts or jackets that fit well. Players may not wear oversized clothing. If a ref deems that a player's clothing is oversized, the ref may require new attire or make temporary adjustments using tape, pins, etc.. Players may not wear jackets, shirts and or pants which are made out of highly absorbent material, such as felt or fleece, or a highly padded or slick nature, such as rubber or plastic. If a player is found to be wearing such material, then he will be required to obtain and wear suitable replacement clothing. Padding in Garments will be limited to elbow, forearm, knee, shin, & hips, provided that the padding has not been modified from the manufacturer's original form. Any other soft padding in garments is prohibited unless it is manufactured as such. Players may wear a single pair of gloves, with or without full fingers. Gloves may be padded. Players may wear neck protection of a single layer. Arms and legs must be fully covered.

1.4 Protective Gear

Players must wear goggles manufactured for use in paintball games in good repair and with lenses that are not damaged. All goggles must be ASTM approved. Players must wear full face protection. No facemask modifications other than Manufacturer's allowance. Players must wear ear protection. T-Shirts, bandanas and goggle straps are not considered ear protection. No modifications allowed. Players may wear forearm and elbow protection, provided that the padding on such has not been modified from the manufacturer's original form. Such protection may be worn over or under clothing. Padding in Garments will be limited to elbow, forearm, knee, shin, & hips, provided that the padding has not been modified from the manufacturer's original form. Any other soft padding in garments is prohibited unless it is manufactured as such. Players may wear 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. Male players may wear groin protection and female players may wear breast protection.

1.5 Markers

Players may use a single, 68 caliber, pump or semi automatic paintball marker, which consists of a single barrel, a single trigger and a gravity feed style magazine. Double action triggers are prohibited. All markers must have a trigger guard firmly mounted to the marker. All markers with any form of external velocity adjuster must be modified in such a way such that the velocity adjuster is not readily accessible during the course of the game. Depending upon make or model of the markers, some may require beaver tails and or tournament caps or may require multiple tourney caps. All tourney locks/caps, regardless of mechanical or electronic must be in place and activated. Autococker type markers, or markers with an externally accessible cocking rod, are required to have a Beaver Tail. Markers may fire at any rate of fire, and may shoot any number of paintballs, provided that no more than one burst of gas and one paintball are delivered down the barrel for each pull and release of the trigger. A trigger pull is defined as a conscious mental effort to pull and release the trigger. Trigger bounce is not allowed. There must be only one ball projected for each pull and release of the trigger. Bounce is described as, but not limited to, the switch in the gun giving more than one electronic "pull" signal per pull and release of the physical trigger. The first offense is an elimination of the offending player, even if it is after the game at the chronograph station. The second and subsequent offenses are elimination and a 50 point penalty, per offense. Reactive triggers fall under the bounce rule since there is a physical bounce to the trigger, not an electrical one.

Ramping is Allowed. 15 Balls Per Second Will Be Enforced with a Timer! Full Auto is NOT Allowed.

Players may wear a remote tank hook up. The remote line may be worn over or under clothing. Players may not use cloth, neoprene, or other material to cover the paint loader on the marker. Approved barrel bags/condoms/cozies are required at all times except on the field or the target range. Barrel plugs, squeegees, swabs and mops are not allowed to be used as barrel plugs at any time. Degassing or firing your marker before chronographing off the field will be a 20 point penalty.

1.6 Other Equipment

Players may carry any number of pouches, clips or loaders. Vests and pouches may not be constructed in such a fashion that they constitute padding. Players may carry a single hand towel or wash cloth, provided that it is not of the same color as armbands, flags or refs apparel. Players may carry multiple squeegees and or swabs/mops. Players may carry extra air/N2 and/or CO2 tanks.

1.7 Prohibited Equipment

Prohibited equipment includes listening devices, communication devices and any form of electronic surveillance device, incendiary devices, smoke producing devices, red paint, paint which is toxic and not biodegradable and paint which has a shell, fill or both altered or augmented in any way. Anything not specified in any section of these rules inclusive as permitted shall be prohibited unless allowed by the head ref.

2. Tourney Standards

2.1 Referees/Refs

All refs shall be thoroughly familiar with the rules and regulations contained herein and shall put forth their best efforts in discharging their duties as refs. All refs shall perform their obligations and shall make decisions in a totally unbiased manner. If any ref is found to have been bias in his judging activities for or against any team, such person shall be dropped from the judging team for the remainder of the tournament. Radios will be used by the judging staff if available for communication with each other.

Refs will wear shirts and pants of bright colors that will distinguish the refs from the players. Head refs will wear shirts that indicate their status on the game field.

Only refs authorized by the head ref of a field or the ultimate Ref may actually make calls on that field. Radios for each of the following: ultimate ref, head ref on each field, scorekeeper, and field rep. These radios should have at least 14 different channels and a minimum range of 1 mile. Clerical or mathematical errors may be corrected at any time prior to the start of the next round of play. Which end a team starts from in the preliminary, semi-finals and final rounds will be determined by coin toss prior to the start of the game, unless mutually agreed upon by the teams. Refs will not provide information to teams regarding the location of flags, flag stations, terrain, boundaries, game time or progress of a game during the game, except with respect to safety concerns. Refs will not, through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game. Refs will not impede the progress of the game. Only stationary radar chronographs will be used for an official game chronograph. Handhelds may be used on the field but penalty points may only be assessed using the stationary radar chronographs.

2.2 Game Controls

In the event of an emergency situation, the ref discovering the emergency will request that all refs stay off the radios. Other refs on the field will immediately cause all action to stop. The game will also be halted for the duration of the emergency.

Players are responsible for removing old hits or bringing the same to the attention of a field ref so that it may be dealt with in a manner that would not result in an elimination of a player. Players are not allowed to bring tools or other prohibited equipment onto the game field. Presence of such equipment may result in a penalty and disciplinary proceedings against the offending player and/or team. Each player will be given an armband in a distinctive team color and will wear the same on his upper left arm.

2.3 Chronographs

One chronograph per field located outside the field of play, not in a spectator area. If 2 fields are used and both fields have a common entry area then one chronograph in that area will be allowed. One chronograph in a designated tuning area, netted off from spectator area.

There will be a pre-game chronographing and marker inspection session prior to the start of play.

Multiple chronographs may be designated for each playing field so that in the event that a chronograph is not working, one which was available to the teams can be substituted.

The chronograph ref can take a marker from a player and inspect it for the following; a) the presence of improper foreign matter in the barrel, feed port or loader; b) the tightness of screws, barrel, tank and other working parts which can increase or decrease velocity; c) the presence of valves or expansion chambers which can be turned on or off, (all valves will be placed in the fully open position), d) presence of external velocity adjusters which are not covered or fixed in place and any other device, part or item which would enable a player to increase the muzzle velocity of the marker on the game field without resorting to the use of tools.

Marker Chronographing - All markers will be chronographed prior to going onto the field. The maximum muzzle velocity allowed will be 300 feet per second. Markers will be tested by firing over RADARCHRON paintball chronographs.

Chronographing may, at the head ref's discretion, be done after each game.

The chronograph ref will fire 1 clearing shot then three shots over the chronograph. Markers will pass inspection if each of the three shots is 300 feet per second or less.

Players who have passed the chronograph will be stationed in a controlled area adjacent to the chronograph area. This area will be supervised by a ref or other tournament official. Players who have passed the chronograph may not leave this area, except to enter the field with a ref. Players in this area may not be handed guns or tools.

Chronographing on the field may be done at any time at the discretion of any field ref to determine if a marker's muzzle velocity has risen above the legal limits. Refs will seek to perform on the field chronographing in a manner which least interferes with play. Refs will seek to do both ends of the field equally, as to avoid penalizing only one team. Players with markers chronographed on the field during a game at 300 FPS or less (one, two or three shots at the discretion of the field ref) will continue to play without penalty. Markers which are shooting over 300 FPS; the player using that marker will be eliminated from play. Players who are observed working on their marker during the course of the game, with the exception of cleaning paint out of the barrel, loader or feed ports or changing constant air tanks can be immediately removed from play at the discretion of the field ref. A team with a player refusing to chronograph when directed to do so by a ref will be assessed a 50 point penalty, per player refusing to chronograph. Other penalties will be assessed. Teams may be assessed hot gun penalties for each player chronographed. Such penalties consist of three shots fired over a chronograph, the velocities of each shot added together, and anything over a value of 900 will be the penalty points assessed against that player's team. If the player is taking more than one tank onto the game fields, the chronograph ref may elect to chronograph the marker with all tanks. All players whose markers have not passed the chronograph may elect to enter the field without a marker or be counted as eliminated.

2.4 Scoring

Scoring for the game will be conducted on a 100 point system and will be awarded as follows.

3 man games:

Flag hang=50 points

First flag pull=30 points

Eliminated players=10 points each

A first flag pull occurs when a player not eliminated, physically removes the flag from the flag station before a player from the other team manages to do the same.

2.5 Time and Start

3 player center flag game, 3 minutes

There will be a 5 second warning prior to the start of each game so that each team may hear clearly such warning. The head ref will give such warning with a countdown of "three, two, one, 5 seconds" Thereafter; the game will be started and stopped by the Timekeeper.

Players must have their barrel tips against the front of the flag station and they must be facing away from the field at the game on signal. Any player failing to follow this rule will be eliminated.

2.7 Game Stoppage

Games stoppages will only incur in case of emergency, dangerous weather conditions, other acts of god, or a physical altercation on the game field. Only the head ref may declare the game stopped. All field refs will note the locations of the players at the time that the game is stopped. Once the game has been stopped, the field refs will insure that players will remain in those locations. Refs will check all players and will remove any players who are eliminated prior to the game being stopped. Refs will confer to ref the sequence or events prior to the game stoppage. If penalties need to be assessed, they will be so assessed at such time. Players with hits may be reinstated into the game if the field refs determine, in their discretion that a player was eliminated as a direct result of illegal actions which led directly to the game stoppage. Once the conditions causing the game stoppage has abated or been resolved and all the live players and flags are placed in proper positions by the field refs, the head ref will restart the game.

2.8 Paint Checks When Performed

Paint checks are performed by refs for the purpose of determining if a paintball has broken on and marked a player. Paint checks are performed by a ref when the ref has observed a player taking fire, when fire is directed into an area occupied by a player that a ref cannot directly observe, when the physical location that a paintball may have broken on is not visible to the ref, or when the ref is directed to do so by another ref. Refs may, but is under no obligation to, make a paint check after a player has requested one.

2.9 Neutrality

Refs will make every effort to perform a paint check without calling a player neutral. However a ref, at his discretion, may declare a player neutral. No flag carrier will be stopped and declared neutral for the purpose of performing a paint check with less than one minute left in the game. A ref calling a player neutral will indicate the same to all players on the field by standing over the player, calling "neutral" and holding his arms above his head or waving them. A ref WILL declare a player neutral if the actions of the ref may impede or interfere with such player's ability to continue to play. A player is neutral if a ref touches him or his gear with the exception of the arm band. A player declared neutral cannot be eliminated from the game or moved on, either by the opposing team members or his own team mates, while in the state of neutrality. A ref may move a player's equipment and or request that such player expose additional areas for examination. If the ref touches the player or his equipment, excluding the arm band, he is immediately neutral. Players not declared neutral may be eliminated while being checked. While the player is declared neutral, he may not shoot his gun, signal teammates or in any way continue play until the referee puts him back into active play.

2.10 Flag Carriers

When a player carrying a flag breaks the plane of the start station/dead box boundary, the flag ref will signal "time" and the player carrying the flag is immediately declared neutral. The flag carrier will be subjected to a paint check immediately upon being declared neutral. If the flag carrier is clean, the flag ref will declare "game over" to the head ref who will then announce the completion of the game. Players carrying flags must carry them openly. Flags may be passed from live player to live player. A player eliminated while in possession of a flag will drop the flag immediately on the field of play, so it can be recovered by a referee who will hang it on the nearest bunker. Intentionally tossing the flag under a bunker or out of sight will be considered interfering with play and a 50 point penalty will be assessed to his team upon completion of play.

2.11 Possession and Exchange

Two live players may exchange equipment. Players who are eliminated must exit the field with all equipment they were carrying when they were eliminated, (with the exception of empty paint pods, squeegees, mops, swabs and flag.) Players must have all paint, gas, and equipment to be used during the course of the game on their person at the start of the game.

2.12 Eliminations

Eliminations points will be awarded to the opposing team for every opponent removed from the field during play. A player may be removed from the field for any valid hit, obvious or not obvious to the player eliminated, the surrender or voluntary exit from the field pursuant to which the player acknowledges that he has a hit by indication his elimination, any erroneous elimination by an official, even though it may later be determined that the call was not valid, any elimination for penalties assessed against a teammate, including the one-for penalties. A player is eliminated if a paintball shot by a live member of the opposing team or such players team strikes that player or anything he is wearing or carrying and such paintball breaks upon the object struck. If the paintball strikes the player or anything he is wearing or carrying but does not break and leave a mark, such player is not eliminated. If a ref does not see a paintball shot by a live member of the opposing team or a player's team strike that player or another object, but that player has paint on himself or anything he is wearing or carrying that resembles a hit, such player will be eliminated by such ref. Generally, if the paint marking is reasonably solid and at least the size of a quarter, it will be considered a valid hit. If 2 opposing players are hit and marked, as per provided in this section simultaneously, or if the refs cannot determine which player was hit and marked first, both players will be eliminated. Refs will wipe splatter or non-valid hits off a player at the time they are inspected. No player will be allowed to continue play with paint that is considered non-valid until it is wiped clean by a ref or at a ref's direction. Players will be eliminated if any part of their bodies or anything they are wearing or carrying breaks the plane separating the field from the out of bounds area. Such elimination will take place immediately upon the breaking of such plane. Refs in their discretion, may warn players once and only once, if they are getting close to the boundary line of the field. Players will be eliminated if they are not wearing arm bands issued prior to the start of the games, fully exposed on their left upper arms. If a ref sees a player's arm band come off accidentally, the ref may replace it or have the player replace it at the ref's discretion. Players that are found with tools or other prohibited equipment on the field (also see Playing Rules and Penalties Quick Reference rule 06.07) will be immediately eliminated or those working on their markers in violation of the provisions specified in section 3.19.0 hereof will be eliminated in a one for one. Players that separate from any piece of equipment or clothing during a game by more than 5 feet, except squeegees, rags, or paint pods used in holding extra paintballs, will be immediately eliminated. Once a player pulls the flag, then it too becomes a piece of his/her equipment. If the player separates by more than 5 feet from the flag

(with exception to passing it to another player), that player will be eliminated and the flag will be re-hung in the flag station. Unsportsmanlike conduct, including, but not limited to, failure to obey a refs directions with respect to moving on a neutral player, deliberate avoidance of a ref in a manner to prevent a ref from chronographing a marker on the field or prevent him from making a call, shooting at refs, excessive shooting at an eliminated player, the requesting of paint checks to distract refs from checking themselves or teammates or to use refs to locate opposition players or verbal abuse of opposition players or refs. Players that take actions which would cause members of the opposing team to reasonably believe that such players have been eliminated, including but not limited to; calling himself out as if hit, hiding the armband, holding the marker in positions above the shoulders, placing objects in the barrels of the markers and carrying them in view of members of the opposing teams or walking in groups of eliminated players. (11.04) Fighting or other hostile physical contact If a player acts in a physically aggressive manner towards another player, ref or official on the field or off, I.E. Hitting, Kicking, Slapping, Shoving or Wrestling, said player or players.

Interference from spectators or non playing team members and associates of the competing teams who interfere with the play of that game. This includes talking/yelling from the sidelines and bird-dogging.

Players whose markers shoot on the field in excess of 300 FPS will be eliminated in accordance with the provisions of section Game Chronographing hereof. Players may be eliminated as a penalty called by a ref for infractions committed by teammates pursuant to the provisions of section Game Chronographing hereof. Eliminated players will surrender their armbands to the closest ref and exit the field of play immediately or at a ref's direction.

When a player is in the dead box, he shall lay his gun down and stay in the dead box until the game is called over.

2.13 Obvious Hits

Obvious hits are those which impact and break on easily observable places on the body or equipment being carried or those that have been felt by the player.

2.14 Unobvious Hits

Unobvious hits are those which impact and break on players or equipment in those areas defined as being not easily observable and those which players receiving the same, give no indication or knowledge of them having occurred.

2.15 Flag Hangs

Flag hang points are awarded when a player breaks the plane of a starting station/dead box with a flag. Flag hangs may be awarded in conjunction with or independently of first flag pulls. Flag hangs are only awarded when a flag breaks the plane of the starting station/dead box of either team. Flag hangs may be awarded to the team that is not in possession of the flag when it is hung since it is the flag hang and the station that it is hung in that determines the points awarded and to whom. Flag hangs will not be immediately awarded upon the flag breaking the boundary plane of starting station/dead box, the status of the flag carrying player will first be verified before a flag hang is considered to be official

When a player breaks the plane of a start station dead box with the flag, the flag ref immediately calls time. The flag ref then paint checks the flag carrier. If a flag carrier breaks the plane of start station dead box with the flag and is found to have a hit on him, the flag ref will return the flag to the center

flag station. If a flag carrier breaks the plane of the start station dead box with the flag and is found not to have a hit on him, then the hang will be successful and the game will be declared over as of the time the flag carrier broke the plane.

2.16 Checkout Procedures

Players that are eliminated, immediately upon elimination, must exit the field of play and enter the dead box by the most direct route or as directed by a field ref. Players that take routes that are not the most direct and are meant to conceal from the other team such players' elimination or players that refuse to follow a refs direction on leaving the playing field constitute playing on and appropriate penalties will be assessed. All live players at the end of the game must present themselves to a field ref before exiting the field of play for inspection. At this time a field ref will inspect the player for hits and if any are found, the head ref will be notified and proper penalties will be assessed if warranted. Players may not re-enter the playing field without permission of a field ref

2.17 Game Ending Procedures

Games will end upon a successful flag hang, the elimination of all players on the field or the elapse of game time. At least one field ref will be assigned to inspect live players before exiting the field at the assigned exit point at game end. When the game time has expired or a flag ref declares a flag hanger clean and the hang completed, the head ref will communicate to all refs the "Game Over" call and this will be repeated to all live players. Official game time will be kept by the head ref, a field ref appointed thereby or by the Timekeeper, but in no event shall the official game time be kept by a flag ref. In the event that a game is to be interrupted, because of a medical emergency, or otherwise, he will mark the time or cause the field ref appointed thereby to keep the official game time to mark the time. The head ref will restart the game and the time will begin by a one-minute warning followed by the 10 second and game on signals. The remaining time will begin to run upon such restart. If the finals cannot be completed for reasons of darkness, weather, etc., then the tournament team standings as they were at the end of the semi-finals will stand and no play-off points can be used. If the semi-finals cannot be completed for reasons of darkness, weather, etc., then the tournament team standings from the preliminary play will stand and no semi-final points can be used.

3. Definitions

3.1 Bunker Banging

Intentional striking, slamming or banging into a bunker to dislodge or bounce out an opposing player is not allowed. This is considered unsportsmanlike conduct. (also see Playing Rules and Penalties Quick Reference rule 11.04)

3.2 Playing On

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

3.3 Wiping

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

3.4 Freight Training

Freight training is the act of utilizing multiple players who move and act in such a manner so that the lead players after being marked and eliminated impede or prevent the timely elimination of others players in the train.

3.5 Interference

Team members not actively playing, associates of one of the teams playing and spectators of the competing teams who interfere with the play of that game will immediately cause their team to receive a penalty as if a player played-on on the field and the result in the removal of one or more players from the associated team. This includes talking/yelling from the sidelines and bird-dogging.

3.6 Un-sportsmanlike conduct

Players that engage in unsportsmanlike conduct, including, but not limited to, failure to obey a refs directions with respect to moving on a neutral player, deliberate avoidance of a ref in a manner to prevent a ref from chronographing a marker on the field or prevent him from making a call, shooting at refs, excessive shooting at an eliminated player, the requesting of paint checks to distract refs from checking themselves or teammates or to use refs to locate opposition players or verbal abuse of opposition players or refs, a player acts in a physically aggressive manner towards another player, ref or official on the field or off, I.E. Hitting, Kicking, Slapping, Shoving or Wrestling,

3.7 Bye

A bye is scored as 80 points or the average of a team's other scores, whichever is higher. A bye occurs when there are not enough teams to fill brackets evenly. A representative from the team must go to the field and sign for the bye.

3.8 Game Forfeits

A forfeit will be declared for each game that a team failed to report in a timely fashion for its pre-game chronographing, or for any game in which a team refused to take the field, as long as its opponent is willing to and or does take the field. In the event that both teams fail to show for a game or both teams are unwilling to take the field, both teams will have forfeited that game. Any team which is scheduled to oppose a team that has forfeited a game will receive 90 points or the average of all their games, whichever is higher, for that game and the forfeited team will receive zero points, unless the opposing team also forfeited that game, in which case both teams will receive zero points for that game. 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 completely beyond the control of the team declared to have forfeited that game, such as travel or weather or schedule delays. A representative from the team must go to the field and sign for the forfeit.

4. Playing Rules and Penalties Quick Reference

4.1. Obvious Hits

1.1 Obvious hits are those which impact and break on easily observable places on the body or equipment being carried or those that have been felt by the player. A ref will determine whether a player felt a hit by where that paintball impacted his body and whether he reacted upon being hit.

1.2 Players who are hit in an obvious location are expected to immediately signal their elimination by announcing "hit or out" at the time of such Eliminations.

1.3 Such players must then remove their armbands and hold the marker in the air above their head and exit the field of play immediately and proceed to the dead box by the most direct route or upon the instructions of a field ref, if given.

1.4 Players who are hit in obvious locations which are easily verifiable by such players may not call for a paint check. Calling for a paint check under such circumstances constitutes "playing on".

1.5 Players who are in motion while hit in obvious locations which are easily verifiable, such as the back must immediately call on a team mate who can verify whether or not the paintball broke. The teammate must respond immediately and if the hit player was eliminated, he must cease play, signal his elimination and exit the field. Failure to call a teammate for verification or failure of such teammate to respond immediately constitutes playing on by the hit player. If no such teammate is available for verification, such player must immediately call for a paint check by a field ref. Failure to call for such paint check will constitute playing on by such player.

4.2. Refs must assess the penalty proscribed for playing on or wiping.

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

4.2.2 The penalty for playing on is the removal of a teammate in a one for one call, unless in the refs opinion such playing on has materially influenced the course of the game giving the offending players team an advantage, in which case the penalty for playing on is the removal of two teammates in a two for one call.

4.3. Unobvious Hits

4.3.1 Unobvious hits are those which impact and break on players or equipment in those areas defined as being not easily observable and those which players receiving the same give no indication or knowledge of them having occurred.

4.3.2 Players with unobvious hits will be eliminated but will not be penalized.

4.3.3 Should a player with an unobvious hit, become aware, through his own actions or through information provided by teammates, that he has been validly marked, such hit at such time shall then be deemed to constitute an obvious hit.

4.4. Only head refs may assess penalties that remove points earned on the field.

4.5. Refs will issue verbal warnings for the following infractions:

4.5.1. First offense failure to observe a neutral call.

4.5.2. Failure to use a barrel bag/cozy/condom.

4.5.3. First offense for abuse of calling for paint checks

4.5.4. First offense on the use of inappropriate language.

4.6. Refs will eliminate players for the following infractions:

4.6.1. Second offense failure to observe a neutral call.

4.6.2. Second offense abuse of calling for paint checks.

4.6.3. Second offense on the use of inappropriate language.

4.6.4. Aggressive movement during a neutral call within 60 feet of neutral player.

4.6.5. A player going out of bounds or moving a boundary tape.

4.6.6. A player hit in an unobvious location. (see rule 3. above)

4.6.7. A player having tools on the field.

4.6.8. Not being in the flag station at the start of a game.

4.6.9. Failure to wear goggles.

4.6.10. Disobeying a Ref's orders.

4.7. Assessment of the one for one rule (the removal of the player committing the infraction and a teammate) will take place for the following infractions. (also see rule 12.)

4.7.1. A player using tools on the field.

4.7.2. Freight training, applied for each infraction.

4.7.3. Continuing to play, hit in an obvious location.

4.7.4. Re-entering the field after elimination.

4.7.5. Interference during the course of the game by a person affiliated with the team not playing in the game.

4.7.6. Playing on. (see rule 2. above)

4.7.7. Talking after elimination is signaled or eliminated by a ref.

4.7.8. Un-sportsmanship conduct will cause the offending player to be eliminated and a penalty of 20 to 50 points depending upon severity

4.7.9. Interference will result in receive a penalty as if a player played-on on the field and result in the removal of one or more players from the associated team.

4.8. Assessment for the two for one rule (the removal of the player committing the infraction and two teammates) will take place for the following infractions. (also see rule 12.)

4.8.1. Continuing to play, hit in an obvious location which results in an alteration of the course of the game. (see rule 2. above)

4.8.2. Use of a fully automatic marker.

4.9. Assessment of the three for one rule (the removal of the player committing the infraction and three teammates) will take place for wiping. (also see rule 12.)

4.9.1. There will also be a 50 point penalty to the player's team and will swing +25 points to the opposing team that was affected by the wiping player.

4.10. Assessment of point penalties (other than hot gun penalties) will take place for the following infractions:

4.10.1. Checking in as a live player at the end of the game with a hit in an obvious location is a 50 point penalty.

4.11. A head ref may assess additional one for one penalties during the game or successive 10 point penalties off the field for the following infractions:

4.11.1. Each time a player fails to obey a ref's instruction.

4.11.2. Fighting or other hostile physical contact. Player will be eliminated immediately and, suspended for a period of 3 games. Said team that player or players are rostered on will play a man short for the next 3 games. (The penalty can be carried over to the next tournament if needed.) Also, that player or players will be on probation for a period of 90 days following the incident. If said player or players have any other unsportsmanlike penalties during that 90 day period, said player or players will receive a 3 tournament suspension.

4.11.3. Throwing equipment (especially including a live marker/tank). Team Disqualification!

4.12. If a penalty is called that results in the removal of the last player on a team, and a one 4 one penalty, or greater, is assessed, the other team will be awarded the flag hang automatically. If there are no players left to pull, the offending team will get a 12 point penalty for each player that could not be pulled.

4.13. A player prohibited from playing on a team, because his name appears on another teams roster, or otherwise will cause the forfeiture of all the games of the second team.

4.14. A player prohibited from playing in a tournament, because of his relationship with a judging team, or otherwise, will cause the forfeiture of all games of the team he is playing for.

4.15. Any team that intentionally gives up points to its opponents or plots to set scores will be disqualified from the tournament.