

Maximum Paintball The Field Standard Tournament Rules

Objective

The objective of the game is to obtain the flag, eliminate as many opposing players as possible and hang the flag at the opposing team's flag station within a certain time period using up to 2 pods and 1 hopper of paintballs.

Duration of games is 5 minutes.

The Playing Field

Field boundaries are marked down both sides in white material or paint. A player touching the side lines is considered out of bounds and therefore eliminated. The space outside the white line is also considered out of bounds.

Each team will have a start/ flag station at each end of the field. Start/ flag stations may not be used as a bunker.

Each team will have a designated 'Dead Box'. Players must go directly behind the dead box when they are eliminated.

The playing field will be available for examination the day before the tournament.

The Captains Meeting

A Captains meeting will be held at 8AM in the paddocks. The purpose for this meeting is to provide information to the players concerning safety, rules, and conduct.

Roster

Players must be 18 years of age or older and have a signed waiver. Players who are 10 to 17 years of age may play with a parent or guardians written request (waiver).

Players may not play on multiple rosters. Roster changes are allowed prior to the start of the tournament as long as event staff has approved the change.

Equipment

Jerseys may not be designed to cause confusion with Referee's orange shirts. Players must wear one pair of full length pants and one long sleeved jersey. Players may wear only one layer of under clothing consisting of, at maximum, one pair of under-shorts and one short or long sleeve t shirt, provided that it contains no padding. Players may not wear sweatshirts. Any other soft padding in garments is prohibited.

Players clothing must fit well. Jerseys must be tucked into player's pants or harness. Players may not wear any oversized clothing. Players clothing must be free from tears or rips. If clothing is ripped during the game, the player must change or make repairs before the next game starts.

Players may wear head protection (i.e. beanie, headwrap). Players may wear gloves with padding.

Players may not wear metal cleats.

Goggles/ Face Masks

Any individual on the playing fields must wear full face protection manufactured for use in paintball games in its original form. Goggles must meet or exceed ASTM standards for eye protection and lenses be in good repair. Goggles must have adequate ear protection.

Protective Padding Separate from Clothing

Players may wear one layer of protection, over or under clothing, protecting body parts (listed below) provided that the padding has not been modified from the manufacturer's original design.

- *Forearm Protection
- *Shin and Knee Protection
- *Groin Protection
- *Chest protection

Players may wear neck protection consisting of a single layer of neoprene type material. Neck protectors must cover the neck only.

Paintguns

All paintball guns shall only operate in semi auto and may not operate in other modes such as burst, enhanced trigger or fully automatic. Players may not make adjustments to their guns while on the playing field. Paintguns are subject to inspection at any time during the tournament. Any player found to be using an illegal paintball gun will be called out of the current game, will not be able to use that gun until it is fixed and approved by the Ultimate Judge, and that team would have to play without that player for up to 3 games (final decision is up to the Ultimate Judge).

Velocity will not exceed 300 fps (average of 3 shots).

Barrel Bags must be properly placed on the marker in any goggles off area.

Other Equipment

Hoppers

Hoppers may not be covered with cloth or neoprene.

Air Tanks

All compressed air tanks must be within the current test date specified as by the manufacturer. All tanks are subject to visual inspection. Remote coils are allowed.

Pods/ Packs/ Squeegees

Players may carry any size pack (pod holder) as long as the tournament round limit is not exceeded. Players may carry 100 round, 140 round, or 160 round pods intended for paintball. Players must walk onto the playing field with up to 2 pods on their person. Once on the playing field, players may redistribute pods as they see fit.

Packs may not be constructed in such a fashion that they constitute padding. Players may carry multiple squeegees.

Paintballs

Paintballs must be labeled .68 caliber in size. Prohibited paintballs include:

- *Monster Ball
- *Players Choice

- *Reaction
- *Demon Balls
- *Impact
- *Red Filled Paintballs

-prohibited paintballs will be confiscated until the end of the day.

Attempts to conceal or repackage prohibited paintballs will result in suspension from the tournament.

Officiating

All Referees are under direct control of the Ultimate Judge.

A Referee may require a player to change clothing and/ or modify or substitute equipment prior to the start of a game in order to comply with the rules.

Chronographing on the field may be done at any time at the discretion of any field Referee.

Paint checks are performed by Referees for the purpose of determining if a paintball has broken on and marked a player.

Referees may, but are not obligated to, perform a paint check after a player has requested one.

No flag carrier will ever be stopped for the purpose of performing a paint check unless requested by the flag carrier.

Hand Signals

10 seconds to game start. The Referee will signal 10 seconds to game start by raising both hands above his head.

The Referee will signal the game start by dropping both hands and saying, "Go, Go, Go".

Referee will signal when a player is eliminated by holding his right hand on top of his head and pointing his left arm at the player. The Referee cannot put a player back in after calling a player eliminated with the hand signal.

Referee will signal safe by waving both hands in front of his body. This 'safe' signal indicates that a player is considered clean of a hit and is still an active part of the game.

Referee will call a player eliminated for a One-for-One using the eliminated signal first followed by a double fist up and down movement, both arms in front of his body.

Referee will signal a flag hang by placing both arms over his head and holding the left wrist with the right hand.

Referee will signal the game end or game stop by waving both hands overhead so that the wrists cross.

Emergencies

In the event of an emergency situation, the Referee will blow a whistle. All Referees will then make sure that all play is stopped.

Pre Game

Inspection Procedure

Each team will assemble at the chrono station where players will surrender their paintgun to the Referee so that the trigger can be checked for enhanced trigger modes and the velocity is set within limits.

Players whose paintguns do not pass inspection will be given an opportunity to remedy the situation, time permitting.

Teams must carry all paintballs and air equipment to be used during the course of the game on their person at the start of the game.

Players are responsible for removing old hits or bringing the same to the attention of the Referee prior to game time.

A Coin Flip will determine a team's choice of start station.

The Game

Game Start Warning

The Referee will instruct the teams to get ready for the start. Players will remove their barrel bags.

Paintguns

Players must have the barrels of their paintball guns touching the start station.

Game Start

The Referee will begin the game by saying, "ten second silent countdown in 3, 2, 1, ten seconds". Thereafter, the game will start by the Referee shouting, "Go, Go, Go".

Time

Official game time will be kept by the Referee. A one minute warning signifying the end of the game will be given by the Referee.

Game Stoppage

Games may be stopped by the Referees if there is an emergency, dangerous weather conditions, or a physical altercation. Players must put their guns down if the whistle is blown signifying game stoppage. Once the game is stopped, the Referees will ensure that players remain in their locations. Players may not reload or rear during this time. Referees will confer to review the sequence of events prior to the game stoppage. Players with hits may be reinstated and penalties may be assessed during this time. Restart will take place with the players in their last position and the game will commence with another 10 second countdown.

Game End

Players may not fire their paintguns following instruction from the Referee to cease fire, a successful flag hang, or 5 minutes after the start of the game. All live players at the end of the game must present themselves to the Referee for inspection. At this time the Referee will inspect the player for hits. If hits are found, proper penalties will be assessed.

The game is over when the Referee on the field announces, 'Game Over'.

Flags

Players carrying the flag must carry them in full view. Players cannot attempt to hide or disguise the flag in any way.

Players may pass the flag to another live player.

If a player is eliminated while in possession of the flag, the player will remain on the playing field holding the flag at arms length and at eye level until the flag is recovered by another player.

Flag Hangs

When a player touches his or her team's flag station with flag, the Referee immediately calls time and the time of the call is recorded. The Referee then checks the flag carrier for paint hits.

If the flag carrier is found to have been marked, then the proper penalties will be assessed. The Referee will reposition the flag and the game will be restarted with the correct amount of time remaining.

If the flag carrier is clean of any hits, the game will be declared over.

Forfeiture

If a team does not get on the field in a timely fashion, is disqualified, or if the team refuses to take the field, a forfeiture will be declared.

Marked with Paint

Player is marked with paint if a paintball shot out of a paintgun by any live player strikes that player or anything he or she is wearing or carrying and the paintball breaks upon the object struck and leaves a paint mark.

Generally, if the paint marking is reasonably solid and the size of a quarter, it will be considered a valid hit. If the Referee witnesses the ball hit and break and leaves less than a quarter size mark, it will be considered a valid hit.

If a paintball hits a player or anything the player is carrying and does not break, that player will not be eliminated. If the paintball strikes another object first and breaks before marking the player, that player will not be eliminated.

Referees will wipe splatter or non-valid hits off a player at the time they are inspected.

If two opposing players are hit and marked simultaneously or if the Referee cannot determine which player was hit and marked first, both players will be eliminated.

Obvious hits are those which impact and break on observable places on the body or equipment. Players who are hit in an obvious location are expected to immediately signal their elimination. Such players are to go straight to the dead box.

Players with obvious but not easily verifiable hits, such as the back must immediately call on a teammate who can easily verify whether or not the paintball broke to indicate whether or not such player was eliminated. Failure to call on a teammate or failure of the teammate to respond constitutes playing on by the marked player. If no such teammate is available, such player must immediately call for a paint check by a Referee. Failure to call for a paint check will constitute playing on by the marked player.

Unobvious hits are those which impact and break on a player's harness or pods located on the players back. Players with unobvious hits will be eliminated but will not be penalized. Any part of the harness/ pack located in front of a players hips are considered obvious.

Field Exit

Eliminated players must put their barrel bag on their paintgun and proceed directly to the dead box closest to the team start station.

Illegal Activities

Playing On

A player that continues to play after being marked in an obvious location with paint is playing on. Playing on includes:

- Continuing to shoot or otherwise engage the opposition
- continuing to move, except with respect to exiting the field.
- talking, signaling or otherwise communicating, either to a Referee, opposing player, or teammates with the exception of 'hit' or 'out' once.
- impeding the progress of opposition players or a Referee
- hampering a Referee in making a paint check or call
- discharging or degassing the marker or providing teammates with paintballs or equipment.
- remaining in the game while making no effort to leave the field.

Freight Training

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 other players in the train. Referees will allow a freight train to continue, but will assess penalties for playing on.

Wiping

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

Modification of Markers

Players may not modify markers during the course of a game with the exception of cleaning paint out of barrels, loaders or feed ports.

Spectator Interference

Spectators may be allowed to observe games and the activities on a field but may not:

- issue instructions to players on the field
- make comments about play which are likely to be heard by player on the field
- have markers in their possession
- interfere with play in any manner whatsoever
- team members and associates of the competing teams who interfere or communicate with the play of that game will immediately receive a penalty as if a player played on.

Unsportsmanlike Conduct

Players will be eliminated if they engage in unsportsmanlike conduct and will be subject to further penalties. Unsportsmanlike conduct may include, but is not limited to:

- deliberately shooting at Referees
- excessively shooting an eliminated player with intent to injure
- verbally abusing any players, spectators or Referees
- throwing equipment

Dangerous or Destructive Behavior

Teams and players must not discharge loaded paintguns in any un-goggled areas, harass or intimidate any individuals (including event staff and spectators), provoke a physical altercation or otherwise incite violence, wear or display offensive pictures, words or logos; intentionally damage or destroy private property or engage in any other criminal, destructive, dangerous activity that would cast the sport of paintball in a negative light.

Eliminations and Penalties

Verbal Warnings

A Referee may give verbal warnings for a variety of issues including but not limited to:

Inappropriate language
Arguing with a Referee
Player leaving the dead box during a game
Not using a barrel bag

Eliminations

Referees may eliminate players for the following reasons:

- Player is marked with paint
- Player stepping out of bounds
- Second warnings after a first verbal warning has been given
- Player, without being hit, raises marker above head and says 'out' or 'hit'
- Players barrel is not touching the start station. Players that leave early may return and touch the flag station, without penalty.
- Player abandons equipment (other than squeegees, pods, flags, rags) on the field by more than five feet.
- Players found to be altering a bunker to gain an advantage for elimination, such as pushing the paintgun or body between two bunkers, compressing the shapes, stepping or jumping on or moving the bunker will be eliminated.
- Live player checks out at game end with an unobvious hit.
- Player initiates a 'Dead Man Walk' defined as "any action that would cause the opposing team or Referees to reasonably believe that player has been eliminated".
- Player removes their goggles
- Players paintgun is exceeding velocity rules by up to 10 fps.
- Players who are observed working on their paintguns during the course of the game, with the exception of cleaning paint out of barrels, loaders, or fed ports).

One for One

Assessment of the One for One penalty (the removal of the player committing the infraction and a teammate) may take place for the following reasons:

- Playing On after an obvious hit, not influencing the course of the game.
- Disobedience
- Physical Aggression
- Affiliated Spectator Interference
- Possessing tools on the playing field
- Players paintgun is exceeding velocity rules over 10 fps.
- Live player checks out at game end with an obvious, not easily verifiable hit.
- Player requests a paint check to distract a Referee from a hit on player or a player's teammate.
- Freight Training, applied for each infraction.

Two for One

- Assessment of the Two for One (the removal of the player committing the infraction and two teammates) may take place for the following:
- Player continues to play after an obvious hit and alters the course of the game.
 - Live player checks out at game end with an obvious hit.

Three for One

- Assessment of the Three for One (the removal of the player committing the infraction and three teammates) may take place for the following:
- Player fires marker after acknowledging elimination with the intent to eliminate an opposing player
 - Player deliberately removes paint in order to avoid elimination.

Elimination of the last player

Assessments of the 1, 2, or 3 for 1 penalties where there are not enough live players left on the field, will result in the opposing team being awarded the pull and the hang. In addition, for every player that cannot be pulled out, the opposing team will receive a live player back on the score sheet, up to a maximum of 3 live players.

Tournament Suspensions

- Players will be removed from tournament competition and from the paintball park for the following reasons:
- Throwing equipment
 - Physical Contact
 - Verbal Abuse
 - Not having a barrel bag in an un-goggled area
 - Shooting Referees
 - Shooting from the Dead Box
 - Intentional Over Shooting (with intent to injure)
 - Game Fixing
 - Playing with a prohibited player
 - Using Prohibited Paint

Referees calls are final unless the Ultimate Judge changes the decision. The Ultimate Judge may issue game suspensions or tournament suspensions as he sees fit.

Scheduling and Scoring

Scheduling is dependant on number of teams entered.

A Round Robin Format will be used for up to 8 teams (for the Preliminaries).

Top 4 teams will move on to the Semi Final round. The team ranked highest will play the lowest ranked team throughout the final rounds. All games in the Semi Final round will be best 2 out of 3. Semi Final games are win, lose, or draw (no points).

After the Semi Final round, the winner from each match will play for 1st and 2nd place. The losing teams from each match will play for 3rd and 4th place. Best 2 out of 3 wins. Final Games are win, lose or draw (no points). If a team has two wins after the second game, a third game will not be played.

To break a tie score among teams in the Semi Final round the Referee would look to the last game the two teams played against each other. The winner of that game would decide the winner of the tied game. If the previous game was also a tie, the teams would play again to decide the winner.

Game Scoring will be conducted on a 100 point system and will be awarded as follows:

- 10 points for every eliminated player
- 20 points for the Flag Pull (only one flag pull per game)
- 50 points for the Flag Hang