

NATIONAL PROFESSIONAL  
**NPPL**  
PAINTBALL LEAGUE

# 2011 OFFICIAL RULEBOOK



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# Preamble

## **Preamble**

The National Professional Paintball League, Inc. (the “NPPL” or the “League”) is committed to sanctioning safe, fair, competitive paintball tournaments worldwide. The NPPL will continue to develop the sport of Paintball, making it better for players, sponsors and the general public. The League will continue to modify and change rules as needed. The NPPL Rules Committee is in place to address all issues pertaining to the rules. The Referees are in place to enforce the rules. The Rules Committee, Owners Board or “The Board”, the Commissioner and Head Referees will meet prior to every NPPL Super 7 World Series sanctioned tournament with the purpose of reviewing rules and standards insuring a safe, fair, competitive tournament for members, players, spectators and sponsors. The NPPL would like to thank all individuals committed to this sport and who help the League be all that it is.

# I. General

## 1. The Sport and the League

1.01 **The Sport.** Paintball is a sport played by two teams with the number of players ranging from three to seven per team. Teams shall field a maximum of five or seven players at NPPL Super 7 World Series tournaments depending on division entered. The objective of the game is for each team to capture the flag of the opposing team and to eliminate as many opposing players as possible, while capturing and returning the opposing team's flag to its own flag station within a limited time period. Games played in the NPPL Super 7 World Series will have a 5 to 7 minute limited time period, depending on the format.

1.02 **The Rules Committee.** The Rules Committee is responsible for formulating the official playing rules ("Rules") for the sport of paintball. The Rules Committee will meet as needed to review and issue interpretations of these Rules.

1.03 **Equipment.** The Rules Committee is responsible for determining what paintball equipment will or will not be permitted to be used by players. The League advises that manufacturers planning innovative changes in paintball equipment to submit the equipment to the Rules Committee for review before production. Significant changes to the Uniform Rules, Section 5, must be announced by the NPPL by June for the following season's rules. The Board will directly oversee the Rules Committee. All players are responsible for the performance of their equipment.

1.04 **Referees.** The Referees are responsible for strict enforcement of these Rules promulgated by the Rules Committee. See Rule 11.

1.05 **Divisions.** The League will have 6 divisions consisting of: Professionals ("Pro"); Division 1 ("D1"); Division 2 ("D2"); Division 3 ("D3"); Division 4 5 Man and Pump Division Teams.

## 2. The Field and Adjacent Areas

2.01 **The Playing Field.** The playing field shall be a rectangle, 180 feet (54.86 m) long and 100 feet (30.48 m) wide. The 7 Man playing field shall have two Flag Stations, one at each end of the field, which will be placed central across the field. The flag stations will be a minimum of five feet (1.52 m) from the nearest bunker. Flag stations may not be used as a bunker at any time. Bunkers will be positioned throughout the playing field and will be at least five feet (1.52 m) inside of the playing field. The 5 Man and Pump playing fields will have 1 flag placed on the 50 of the playing field.

2.02 **Out-of-Bounds.** Field boundaries are marked down both sides in either yellow or white material or a paint line. There is no back line. Touching the side lines constitutes out of bounds in which the player will be eliminated. Any ground space outside of the playing field shall be out-of-bounds and result in elimination for the player. If any non disposable equipment touches the side lines or goes out of bounds, the player that the equipment belongs to is considered out of bounds and will be eliminated. See (5.11)

2.03 **Dead Boxes.** There will be two dead boxes next to the playing field in the out-of-bounds area where players must go when eliminated. See Rule 20.01

**2.04 Safety Netting.** The playing field, out-of-bounds area and the dead boxes will be surrounded in safety netting. Netting must comply with ASTM Standard F2278-03, F2184-02.

**2.05 Spectator Safety Zone.** All fields will have a roped off safety zone no less than five feet from any side of the field netting. Players and spectators will stay behind the roped off safety area. Those individuals who choose go into the safety zone are subject to immediate removal from the site by NPPL Staff.

**2.06 Field Orientation.** Any team competing in an NPPL Super 7 World Series tournament may examine any and all playing fields on the day prior to the first day of the tournament, but may not in any way alter any playing field. However, no team or player may play any field prior to any tournament, unless such play is for promotional purposes and the team or player has been authorized by a representative of the League.

**2.07 Filming and photography of games.** Only approved individuals will be allowed in any camera tower, media tower or to enter any field to film, photograph, tape, or record games and must possess a current pass for each event from the NPPL. No photographers are allowed on the playing field at any time. To maintain continuity, safety, and game flow, Photographers will comply with directions from the NPPL Referees. If a photographer's position impedes or influences the game, the photographer will be asked to leave the field. At no time is a coach, or (took out player) support person from a team allowed on the field or in a media tower during the game.

### **3. Tournament Administration**

**3.01 NPPL Membership.** Players must have a valid NPPL ID card to participate in any NPPL tournament and players must be able to produce their ID at anytime while on the premises of an NPPL tournament. A player will not be allowed to enter the field without a valid ID card (plastic) or temporary card (paper) and authorized NPPL event colored wristband.

**3.02 ID/Membership cards and fees.** NPPL player cards can be purchased online at [www.nppl.com](http://www.nppl.com) or at any NPPL sanctioned tournament. The regular administrative fee for a NPPL ID card is \$60.00 USD. NPPL ID cards are valid for one calendar season. The NPPL may offer a \$20.00 discount on ID cards applied for online before an event. The deadline for the discounted ID cards is typically two weeks before the event. Replacement IDs will be issued for \$10.00 USD. ID Cards purchased at events will be at the regular NPPL price of \$60.00. All ID card applications require two pieces of valid federal or state/provincial government ID for completion.

**3.03 Role of the League.** The league will supply tournament information concerning entry fee, a schedule of events, including time and place for the Rules Committee/The Board meeting and the Captains' Meeting, hotel information, and an Insurance waiver to any player or team having entered an NPPL tournament. Teams must adhere to the administrative rules and regulations administered by the league for any given tournament (e.g., no filming, shooting photographs or otherwise recording games).

**3.04 Entry Fees.** Entry fees must be paid to the league of the NPPL tournament. Entry fees for Pro, D1, D2, D3, D4-5Man and Pump Division teams will be established by the league. Team rosters will be accepted and player wristbands issued only after all administrative fees have been paid in full. Entry fees are non-refundable.

**3.05 Captains Meeting.** A Captains' Meeting will be held on the evening prior to the beginning of each NPPL tournament. The purpose of this meeting is to provide information to the players concerning the League, any administrative changes to the League or the Rules, and other regulations governing teams' participation in the NPPL tournament.

## 4. Rosters

**4.01 Pro Rosters.** Pro teams must submit complete rosters 2 weeks prior to each event, after this point the roster cannot be changed or added to. Pro teams may have up to 12 active players on their roster and 6 team supporters. See Rule 23.08

**4.02 Divisional Rosters.** D1, D2 and D3 teams must submit complete rosters prior to play. Team rosters may not be changed or added to after the start of the first game. 7 man teams may have up to 10 active players on their roster and 4 team supporters. 5 man teams may have up to 7 active players on their roster and 2 team supporters. See Rule 23.08.

Any team submits a roster that does not qualify for the division they have applied to enter can/will be bumped to the qualifying Division with no notice from the League. Increased entry fees will be due before the team is allowed to play. The team may also pay the higher "late fee" for registering, approximately \$200.00

**4.03 Team Supporters.** All team supporters are required to register at each event. Each supporter must fill out a waiver, sign onto their team's roster and receive paddock credentials. An administration fee of \$10.00 will be required. Supporter Paddock Passes are only valid for one event.

**4.04 Age Requirements.** Players must be 18 years of age or older, except that players 10 through 17 years of age may play with written consent from a parent or legal guardian.

**4.05 No Players on Multiple Rosters in the same format.** No player may appear on more than one team roster in the same format, in any NPPL tournament. See Rule 23.08.

**4.06 Roster Changes.** Divisional teams may make unlimited changes to their roster between events. The League will impose a 4-day roster freeze before each event. Any changes made to a team's roster at the event will incur a \$20.00 roster change charge for every player added at the event check in. For Pro players between events that a team has played in a season, a team may remove any number of players but the addition of players is subject to the following maximum criteria (except under exceptional circumstances and approved by the league):

### 4.07 Player Rankings

*All player rankings are determined by the players status as of January 01st of the current year's season whether they have previously played the NPPL series or any other National or International series.*

**(1)** A "Pro Player" is a player that has been on the roster of an NPPL or other National or International Professional Team in the past 10 years, or a or International Professional Semi-Pro team in the past 10 years.

**(2)** A "D1 Player". Anyone who has played or has been on the roster of a D1 Team in two D1 Tournaments or has been on the roster of a National D2 series championship team.

**(3)** A "D2 Player" is a player that has played or has been on the roster of a D2 Team in two D2 Tournaments or has been on the roster of a National D3 series championship team.

**(4)** A "D3 Player" is a player that has played or has been on the roster of a D3 Team in two D3 Tournaments or has been on the roster of a National D3 5man series championship team.

**(7)** A "D4-5 Man Player" is a player who has played in two D4-5 or less than four D3-5 Man events the previous season. D4 players that have played on a D4 National series championship team must move to D3 7man.

**(7)** A Pump Player status is Open. Any player can play in the Pump division.

**4.08 Changes to Player Status.** Player status is based on playing history dating back to the 2003. Any player may request reclassification. Any Pro player can be reclassified down 1 division

(with approval from the league); the player cannot play Division 2 at anytime. A \$50 USD fee will apply to all applications. (Regardless of the outcome of the decision), by visiting [www.nationalpaintballplayers.com](http://www.nationalpaintballplayers.com) <<http://www.nationalpaintballplayers.com>>. Player's who think they have been unfairly ranked in a National paintball series **other than the NPPL** may apply for re-classification for no charge; a \$50.00 deposit must be paid at the time of application. The fee will be refunded no matter what the outcome.

#### **4.09 Inter-Divisional Play.**

- (1) Any player may be on a Pro team roster
- (2) D1 may have unlimited D1 players and up to 2 Pro or Semi-Pro players
- (3) D2 may have all D2 players, two D1 players and no Pro or Semi-Pro players
- (4) D3 may have all D3 players, up to one D2 player, no D1, Pro or Semi-Pro players
- (5) D4-5 Man may have all D4 players. And one D3 player, no D2, D1, Pro or Semi-Pro players

#### **4.10 National/International Classification Conversion Chart**

**(If you have other National or International classifications, your NPPL classification will be whichever is higher) Ranking as of January 1st of the current season apply. Series championship teams and players must move up one division as noted in 4.07**

- 2010 Pro NPPL = NPPL '11 Pro
- 2010 D1 NPPL = NPPL '11 D1
- 2010 D2 NPPL = NPPL '11 D2
- 2010 D3 NPPL = NPPL '11 D3
- Other National or International Pro = NPPL Pro
- Other National or International SP = NPPL Pro
- Other National or International D1 = NPPL D1
- Other National or International D2 = NPPL D2
- Other National or International D3 = NPPL D3
- Other National or International D4/D5 = NPPL D4

## II. Equipment

### 5. Uniform

5.01 **Protected Color.** Players' uniforms may not contain the color yellow, which is reserved as the "Protected Color" for paint.

5.02 **Jerseys.** Team players are encouraged to wear jerseys consisting of the same color and style. Jerseys may not have black and white stripes or be designed to cause confusion with Referees or contain designs that resemble paint splats/hits. Pro Team players must wear jerseys consisting of the same color and style. Pro Teams may not play an opposing Pro Team that is wearing an identical or substantially similar jersey color; therefore, all Pro Teams must have two sets of jerseys with distinctive and contrasting colors. The players on the Pro Team having a lower ranking going into the event will be required to change their jerseys in advance of the game if the opposing, higher-ranked, Pro Team is wearing an identical or substantially similar jersey. Jerseys must not at anytime hang lower than the inseam crotch area.

5.03 **Padding in Jersey's.** Padding in Jersey's is not limited to specific areas provided that the thickness does not exceed 5mm (0.197"). Padding material is limited to an open cell foam and must not be modified from the manufacture's original form. Jersey's must be submitted to the Rules Committee and approved in writing from the NPPL to be considered legal.

5.04 **Patches.** Patches may not exceed 4" x 4" and may not resemble a paintball splat or contain the protected color.

5.05 **Layers and Padding.** Players must wear only one pair of full-length pants and only a long-sleeved jersey. Players may wear only one layer of underclothing consisting of, at maximum, one pair of under-shorts and one short or long sleeve t-shirt, provided that it contains no padding, except for chest protector, and at its furthest point, does not hang lower than the inseam crotch area. Players may not wear sweatshirts. Any other soft padding in garments is prohibited. The NPPL will allow for extra chest protection for female players.

5.06 **Appearance.** Players' clothing must fit well. Jerseys must be tucked into player's harness. Players may not wear any oversized clothing. Players clothing including pants and jersey must be free from tears and rips. If clothing is torn or ripped during the course of a game the player must change or repair any torn or ripped clothing prior to starting the next game. The penalty will be the player is eliminated from the game.

5.07 **Headgear.** Players may wear Headgear to protect the head. Players Headgear may not extend more than one inch below the shoulder blades. Players may not wear bandanas and/or handkerchiefs anywhere other than on the head or neck.

5.08 **Gloves.** Players may wear a single pair of gloves, with or without full fingers. Gloves may be padded.

5.09 **Prohibited Materials.** Players may not wear jerseys and or pants which are made out of highly absorbent material, such as felt or fleece, or of a highly padded or slick nature, such as nylon or rubber.

5.10 **Metal Cleats.** Players wearing metal or ceramic cleats or cleats that may injure other players or damage the playing field (e.g., puncture a bunker), will not be allowed onto the playing field.

5.11 **Non Disposable Equipment.** Equipment that a player may not leave more than 5 feet from his position. (Anything other than squeegees, the game flag, rags, or full or empty pods).

5.12 The NPPL may at it's own discretion alter equipment rules for unique circumstances such as accommodating disabled and or handicapped players.

## 6. Protective Gear

**6.01 Facemask / Goggles.** Players, officials and any other individuals present in a goggle-safe area (e.g., the playing field and Chrono-station) must wear Goggles with 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. See ASTM Standard F1776

**6.02 Protective Padding Separate from Clothing.** Players may wear one layer of protection, over or under clothing, protecting the below body parts, provided that the padding has not been modified from the manufacturer's original form. The following protective padding has been approved for use:

- (1) Forearm and elbow protection;
- (2) Shin and knee protection;
- (3) Groin protection;
- (4) Chest protection

**6.03 Neck Protection.** Players may wear neck protection consisting of single layer of neoprene type material. Neck protectors must cover the neck only and may extend a maximum of 1 inch passed the collarbone. Players may wear bandanas as long as the bandana is rolled up and does not pass the collar bone.

## 7. Markers

**7.01 Marker Specifications.** Players may use a single, 68 or .50 caliber, pump or semi automatic paintball marker, which consists of a single barrel and single trigger. All Paintball Markers shall only operate in semi auto or pump mode and may not operate in other discharge modes such as burst, enhanced trigger, trigger bounce or fully automatic discharge mode during league play. Paintball markers may not fire over 15 balls per second. See ASTM F2272-03

**7.02 Trigger.** A "trigger" is the moveable lever or button that comes in contact with the finger. The contacts of a switch are not a trigger. A trigger pull requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger during every shooting cycle. Markers may shoot at any rate of fire, and may shoot any number of paintballs, provided that it shoots in semi auto or pump mode only. This means that no more than one paintball may be discharged during each shooting cycle of a trigger pull.

**7.03 External Adjusters.** Markers with electronic firing systems must be locked in a tournament semi auto mode. The player may NOT be able to adjust dwell, debounce, shooting mode etc. while on the playing field. Markers with any form of external velocity adjusters must be modified in such a way that the velocity adjuster is not readily accessible during the course of the game. Depending upon make or model of the markers, some may require locking tournament caps or may require multiple locking tournament caps. All regulators require locking tournament caps such that they cannot be adjusted without a tool with the marker gassed or degassed. Locking Tournament caps are devices used to lock down or prevent on field adjustments.

**7.04 Inspection.** Markers are subject to inspection at any time during and within three days after any NPPL Super 7 World Series tournament, provided that the markers are taken for inspection prior to tournament completion. The team of any player found to be using a marker in violation of Rules 7.01 through 7.03 shall be penalized according to Rule 23.07.

**7.05 Surrender of Marker.** Players must surrender their marker immediately upon the request of any Referee or League representative at anytime. Players may not alter, pull the trigger, turn on or off, push any buttons or make any other movement that might cause a firing mode to change. See Rule 23.07.

**7.06 Marker Velocity and Rate of Fire.** Markers may not exceed a maximum velocity of 300 feet per second or fire over 15 balls per second. All markers must be chronographed at a chrono station prior to start of each game. See rules 22.02(12), 22.03(6) and 23.04(4).

**7.07 Sound Suppressors.** Marker barrels may be equipped with porting, slots and/or rifling, but may not have a sound suppressor attached or integral to the construction of the barrel.

**7.08 Barrels.** Players may only bring one barrel on the playing field. The barrel must be attached to the marker.

**7.09 Ball Detection Systems.** Players may turn on or off the ball detection system (e.g., eye, etc.), before game play if the player's marker has such functionality.

**7.10 Barrel Blocking Devices.** Markers must have a Blocking device that meets or exceeds ASTM Standard F2271 over or in their barrel at all times that the marker is in any ungoggled area. See Rule 23.04 (Three-Game Suspension).

**7.11 Stickers.** Stickers on markers and barrels are limited to two 2" by 4" sticker on each side of marker. Stickers on loader lids are allowed. Colors of stickers may not contain the Protected Color or resemble a paint splat.

**7.12 Exposed Markers.** Players may not have any exposed markers, tanks or barrels outside of the Players Paddocks. All markers taken outside the player paddocks must be concealed. See Rule 23.04 (Three-Game Suspension).

## **8. Other Equipment**

**8.01 Paint Loaders.** Loader colors or designs may not resemble a hit or paintball mark. Stickers on loaders or other feed devices are prohibited, except for two 2" by 4" sticker on each side of the loader or other feeding devices in any color, except the Protected Color. Loaders may not be clear or contain the solid Protected Color. Clear lids on hoppers are permitted. Players may not use cloth or neoprene loader covers.

**8.02 Air Tanks.** All compressed air (or other) tanks must be within the current test date specified as per the manufacturers recommendations. Further to this, all tanks must be free from dents or other defects and are subject to a visual inspection. Air tanks or air tank valves may not have covers of highly absorbent material (Sweatband Material).

**8.03 Remote Tank.** Players may wear a remote tank hook-up. The remote line may not be worn underneath clothing. Air Tank Valves must meet or exceed ASTM Standard F1750-96 and ASTM Standard F2030-00

**8.04 Pouches, Pods or Tubes.** Players may carry any number of pouches, pods, or tubes. Pods and Tubes may not contain the protected color. Pouches may not be constructed in such a fashion that they constitute padding.

**8.05 Squeegees.** Players may carry multiple squeegees and or swabs. Players may carry anti-fog cloths or spray.

**8.06 Flags.** Flags will be a minimum of 12 inches wide and a minimum of 24 inches long.

## **9. Paintballs**

**9.01 Specifications.** In accordance with marker requirements, paintballs must be .68 or .50 caliber. Paintballs used at any NPPL tournament must be purchased onsite from the League or a sponsor paintball manufacturer that has certified compliance with ASTM standards and meets NPPL non-staining criteria available on the official NPPL website [www.nppl.com](http://www.nppl.com) Players may not bring any paintballs onto the site which are not supplied from within the Players Paddocks. See Exhibits ASTM Standard F1979-04. **Paintballs not supplied on site by approved onsite NPPL vendors is considered Prohibited Paint.** See Rule 18.01 (5)

**9.02 Pink and Red Paint Prohibited.** Players may not use pink or red filled paint ("Prohibited Paint"). Players using Prohibited Paint or paintballs that do not comply with ASTM standard F1979-04 or NPPL non-staining criteria will do so at their own risk and will be subject to penalties in Rule 18.01(5), including assumption of full responsibility for any resulting injury or property damage.

## **10. Prohibited Equipment**

**10.01 Protected Color.** Players' equipment (including uniforms as provided in Section 5) may not contain yellow, which is reserved as "Protected Color" for paint. Loaders may not contain the color "Yellow".

**10.02 Specifically Prohibited Items.** Players may not use any listening devices, communication devices or any form of electronic surveillance. Subject to Disqualification rule 23.08.

**10.03 Generally Prohibited Items.** Players may not bring any item not specified permitted for use in NPPL tournaments in Rules 5 through 10 onto the playing field unless approved by the NPPL Ultimate Referee prior to game start.

# III. Officiating

## 11. Referees

**11.01 PRO Refs.** NPPL Super 7 World Series tournaments shall be officiated by Pro Refs ("Referees"). The term "Referee" will include: "Ultimate Ref", "Ref Manager", "Head Refs", "Chrono-Refs", "Corner Refs", "Flag Refs" and "Field Refs". Each playing field will be staffed with a minimum of eight Refs including one Head Ref and 1 Chrono Ref.

**11.02 Authorization.** All Referees are under direct control of the Commissioner. Only Referees approved, authorized and assigned to a playing field or Chrono-Station by the Commissioner may make calls on that respective playing field or Chrono-Station.

**11.03 Pregame Equipment Inspection.** The Chrono-Ref or the Head Ref 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 Rules 5 through 10. Players that cannot comply with any Referee requirement before game start will not be permitted on the playing field.

**11.04 On Field Chronographing.** Chronographing on the field may be done at any time at the discretion of any Field Referee to determine if a marker's muzzle velocity has risen above legal limits. See rule 7.06. Referees will seek to perform on field chronographing in a manner which least interferes with play. Players will not be subject to Referee chronographing after game end, but may be required to surrender their marker for inspection pursuant to Rule 7.04 and 7.05. Chronographing will be performed with equipment authorized by the Commissioner. The NPPL may use different brands and or types of official chronographs that may give slightly different testing results. Whatever device used at the time of testing will be the official result.

**11.05 Paint Checks.** Paint checks are performed by Referees for the purpose of determining if a paintball has broken on and marked a player. Paint checks are performed by a Referee when the Referee has observed a player taking shots, or when shots are directed into an area occupied by a player that the Referee cannot directly observe, when the physical location that a paintball may have broken on is not visible to the Referee, or when the Referee is directed to do so by another Referee.

**(1) Player Requested Paint Checks.** Referees may, but are not obligated to, perform a paint check after a player has requested one on another player.

**(2) Flag Carriers.** No flag carrier will ever be stopped for the purposes of performing a paint check, unless requested by the flag carrier.

**(3) Not Easily Verifiable.** Players, who are hit in obvious locations, which are not easily verifiable, such players may call for a paint check.

**11.06 Hand Signals.** Hand signals will be as follows:

**(1) 10 Seconds to Game Start.** The Head Ref will signal 10 seconds to Game Start by raising his hand.

**(2) Game Start.** The Head Ref will signal the game start by dropping his hand.

**(3A) Eliminated.** Referee will signal when a player is eliminated by holding a hand on top of his head and pointing his other arm at the player who is eliminated and tapping the player, letting the player know he or she is eliminated. The Referee cannot put a player back in after calling a player eliminated with a hand signal. Once a Referee has eliminated a player, that player must place a hand on the top of his/her head and immediately exit the field in the quickest and safest direction.

**(3B) Player Eliminated.** When a player is eliminated due to a referee signaling the elimination, marked with paint or due to a penalty, that player must signal the elimination by saying "Hit" or "Out" only once, placing a hand on the top of his/her head and exiting the field in the safest and quickest direction possible. See Rules 21.01 (3) and 22.03

**(4) Safe.** 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.

**(5) One-for-One.** 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 and tossing a red flag. Referee will then eliminate the player and again signal a One-for-One. The double fist up and down movement may be repeated as necessary for Two-for-One and Three-for-One eliminations.

**(6)Out of Bounds.** A referee will signal a player out of bounds with a swing of both arms towards the direction where the player is out of bounds.

**(7)Flag Hang.** Referee will signal a Flag hang by placing both arms over his/her head and holding the left wrist with the right hand.

**(8) Game End and Stoppages.** The Head Ref will signal the game end or game stop by waving both hands overhead so that the wrists cross

**11.07 Emergencies.** In the event of an emergency situation, the Referee discovering the emergency will request that all Referees stay off the radios. Other Referees on the field will immediately cause all action to stop. Game time will also be halted for the duration of the emergency.

**11.08 Referee Communications.** Referees may only engage in rules related communications during games. Referees shall not: (1) through action or inaction, deliberately reveal or conceal the locations or actions of players during the course of a game or (2) impede the progress of any competition.

**11.09 Bias.** Referees shall perform their duties and shall make decisions in an unbiased manner. A Referee showing bias in a call, for or against any team, shall be removed as a Referee and will be subject to penalty as determined by the “Referee Disciplinary Committee” (RDC).

**11.10 Disputing Referee Calls.** If there is a dispute on a field regarding a call that a referee made during game play, then the player involved must communicate with the Team Captain or Team Owner. The referee involved must communicate with the Head Referee. Both, the Head Referee and the Captain, only, will resolve the dispute in a timely manner. If the Head Referee feels necessary, the dispute will be taken off the field where the Assistant Head Referee will carry on the duties of the Head Referee until the Head Referee returns. Off the field, the Head Referee and the Team Captain or the Team Owner will resolve the dispute. If necessary, the Commissioner will be called only to clarify the call made on the field.

**11.11 Commissioners Discretion.** In case of a situation that is not covered by the rulebook, the Commissioner will use his/her best judgment to resolve the issue.

# IV. Pregame Procedures

## 12. Pre-Game

**12.01 Inspection Procedure.** Each team must report to the Chrono-Station at least 10 minutes before the game is scheduled to begin. Each player's clothing and ID cards, and wristbands will be inspected and markers will be chronographed by a Chrono-Ref in a designated area outside of the field prior to each game.

**12.02 Marker Inspection.** Players will surrender their markers to the Chrono-Ref who will inspect it for the following:

**(1) Mechanical Parts Locked.** Screws, barrel, tank and other working parts which can increase or decrease velocity are adequately tightened. Any external velocity adjusters are covered or fixed in place. No device, component or item which could enable a player to increase the muzzle velocity of the marker on the game field without resorting to the use of tools is present on the marker.

**(2) Electronic Parts Locked.** Shooting modes of electronic markers may not be adjusted on field as to allow dwell, debounce, trigger bounce, or ramping.

**(3) Valves.** Valves must be placed in the fully open position and no valves or expansion chambers can be turned on or off.

**(4) Foreign Matter.** No foreign matter may be in the barrel, feed port or loader.

**12.03 Chronographing.** The Chrono-Ref shall chronograph each marker as it would be shot effectively on the playing field at its maximum velocity. The Chrono-Ref will shoot a minimum of three shots over the chronograph. Markers will pass inspection if no one shot is greater than 300 feet per second and has no "Bounce".

**12.04 Remedial Measures.** Players whose markers do not pass inspection or chronographing will be so informed and will be given an opportunity to remedy the situation, time permitting. Players whose markers have not passed the chronograph may elect to enter the field without a marker or be counted as eliminated.

**12.05 Pre-Game Restricted Area.** 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 Referee or other tournament official. Players who have passed the chronograph may not leave this area, except to enter the field with a Referee. Players in this area may not accept any items from any person outside of this area, except through the Chrono-Ref. Players may not fill up air after passing chrono inspection. If a player chooses to fill up air then that marker must be re-inspected before entering the playing field.

**12.06 Choice of Flag Station.** The team that wins a coin-toss shall choose which Flag Station it will defend in preliminary rounds. For the quarterfinals, semi-finals and final rounds teams will flip for the first and third games, if necessary. In the second game of these rounds teams shall defend the opposite flag station, that they defended in the first round. Professional teams do not start best of three until the semi-final round. If both teams agree on which side they would like to defend, no coin toss is necessary.

12.07 **Equipment.** 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. All players are responsible for the performance of their equipment on and off the field.

12.08 **Old Hits.** Players are responsible for removing old hits.

# V. The Game

## 13. Game Start

**13.01 Flag Station Chronograph.** Before the 10 second warning, the referees have the option to chronograph players. A player who is found to consistently shoot over 300 fps will be eliminated.

**13.02 Ten Second Warning.** The Head Ref on the field will begin game by saying “Players, remove your barrel protection and get ready for the 10 second warning”! The Head Ref will then say 10 second warning in 3, 2, 1, 10 second warning and raise a hand in the air so that each team may hear and see clearly such warning.

**13.03 Markers.** Players must have the barrels of their markers, below the waist, touching or breaking the plane of the Start Station. Players must also start in front or the side of, but not behind the Start Station with the markers touching or breaking the plane of the Start Station. Rule 22.02.

**13.04 Game Start.** The Head Ref will give such warning with a countdown of get ready for 10 second warning then 10 seconds in “Three, two, one, ten-seconds.” Thereafter, the game will start by the Head Ref shouting so that each team may hear, by radio or otherwise, either, “Game on”! or “Go, go, go”!

**13.05 Time.** Official game time will be kept by the Head Ref or a Field Ref appointed thereby, 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, the Head Ref will mark the time or cause the Field Ref appointed thereby to keep the official game time to mark the time.

## 14. Game Stoppages

**14.01 False Start.** In a situation where a false start happens due to a Referee mistake or miscommunication, the Head Ref will stop the game and restart as if the game had never started.

**14.02 Reasons for Game Stoppage.** Only the Head Ref may declare the game stopped. Game stoppages will only occur in case of an emergency, dangerous weather conditions, other “acts of God” or a physical altercation on the game field.

**14.03 Procedure.** 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 remain in those locations. Players will place their markers on the ground in front of them to mark the spot where they were when the game was stopped. Referees will check all players and will remove any players who were eliminated prior to the game being stopped. Players may not reload or refill air during this time. Referees will confer to review the sequence of 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 Referees determine, at their discretion, that a player was eliminated after the game was declared stopped or as a direct result of illegal actions, which led directly to the game stoppage.

**14.04 Restart.** Once the condition causing the game stoppage has abated or been resolved, all the live players and flags are placed in proper positions by the Field Refs, the Head Ref will restart the game in accordance with the procedures specified in Rule 13. Time will begin to run upon such restart.

## 15. Game End

15.01 **Cease Shooting.** Players may not fire their markers following:

- (1) An instruction from a Field Ref to cease fire;
- (2) When a player hangs the Flag and the Flag Referee calls and signals time. Rule 17.03
- (3) When Official Game Time expires.

15.02 **Inspection.** All live players at the end of a game must present themselves to a Field Ref 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 a player fails to check in and is not counted, then that player will be considered eliminated.

15.03 **Game End.** A game will end only by the Head Referee on the field announcing, "Game over"! and doing the appropriate hand signal.

## 16. Flags

16.01 **Team Flags.** Once a team flag is hanged in its flag station prior to the start of a game, it is not to be touched by its own team. A Player intentionally touching their own team's flag will be eliminated.

16.02 **No Flag at Flag Station.** In the event where a player is at the opponents flag station and there is no flag due to referee error or an "Act of God", then the player will notify a referee that there is no flag, then touch the flag station and then touch his flag station as if he has a flag in possession signaling a flag hang. The referee will follow the player and communicate with the flag referee where the hang is to take place and inform the flag referee of the situation.

16.03 **Carrying the Flag.** Players carrying flags must carry them in full view. Players cannot attempt to hide or disguise the flag in any way.

16.04 **Passing the Flag.** Flags may be passed from live players to live players.

16.05 **Eliminated while Carrying Flag.** A player eliminated while in possession of a flag will remain on the field of play, holding the flag, until that flag is recovered by another player.

## 17. Flag Hangs

17.01 **Calling Time.** When a player touches his or her team's flag station with the opposing team's flag, the Flag Ref immediately calls time and the time of the call is recorded. The Flag-Ref then paint checks the flag carrier.

17.02 **Re-Hang.** If the flag carrier touching his or her team's flag station with the opposing team's flag and is found to have a hit, then the proper penalties will be accessed. Time will be restarted and the referee will yell "Game On". The flag must then be returned, by a live player, to the opposing flag station, re-hanged and brought back to their teams flag station under the time remaining on the clock. If the flag is not hung again, the team will not receive the hang.

17.03 **Game End.** If the flag carrier touching his or her team's flag station with the opposing team's flag is found not to have a hit, then the hang will be successful and the game will be declared over as of the time the flag carrier touched his or her team's flag station.

## 18. Forfeiture

18.01 **Forfeiture.** A forfeit will be declared for each game that;

(1) A team fails to report in a timely fashion for its pre-game chronographing.

(2) A team that has been disqualified from the event

(3) For any game in which a team refuses to take the field.

(4) In the event that both teams fail to show for a game or are unwilling to take the field, both teams will have forfeited the game.

(5) Using Prohibited Paintballs during a game. See Rules 9.01 and 9.02

18.02 **Scoring.** Any team which is scheduled to oppose a team that has forfeited a game will receive 95 points or the average of all their games in that round, whichever is higher and the forfeited team will receive zero points for that game.

18.03 **Finality.** 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 due to the schedule.

18.04 **Declaring a Forfeit.** A Head Referee may suggest a forfeit but only the Commissioner can declare and finalize a forfeit.

## 19. Marked with Paint

19.01 **Marked with Paint.** A player will be eliminated if such player is marked with paint.

(1) A player is marked with paint if a paintball shot out of a paintball marker by any live player, including members of the opposing team or a player's own team, strikes that player or anything he/she is wearing or carrying and the paintball breaks upon the object struck and leaves a paint mark.

(2) If a Referee does not see a paintball shot by a live member of the opposing team or the player's own team strike that player or anything he or she is wearing or carrying, but that player or that player's equipment is marked with paint, then such player will be eliminated. Generally, if the paint marking is reasonably solid and the size of a nickel, it will be considered a valid hit. If the referee witnesses the ball hit and break and leaves less than a nickel size it will be considered a valid hit.

(3) Conversely, a player will not be eliminated if a player is hit and marked by a paintball shot by an eliminated member of the opposing team or if a paintball strikes the player or anything he is wearing or carrying but does not break or if a paintball strikes another object first and breaks upon that object before marking a player or anything he/she is wearing or carrying.

(4) Referees will wipe splatter or non-valid hits off a player at the time they are inspected. Players playing with paint that is considered non-valid will do so at their own risk, until it is wiped clean by a Referee.

(5) Players who are in motion while hit in obvious locations, which are easily verifiable, will immediately turn their motion away from the opposition, and stop. If two opposing players are hit and marked, as provided in this Rule simultaneously, or if the Referee cannot determine which player was hit and marked first, both players will be eliminated.

(6) Pods with Non Valid Hits. A Player may use disposed pods that have been marked with paint, but still contain paintballs as long as the player notifies the nearest referee that the pod has a non-valid hit. If player does not notify a referee, the player may use the pods at his/her own risk of being eliminated.

**19.02 Obvious Hits.** 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 by announcing "HIT" or "OUT" and placing a hand on top of their head at the time of such elimination, and go straight to elimination box.

**19.03 Obvious, but not Easily Verifiable while wearing goggles.** Players with obvious hits in areas which are not easily verifiable, 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. 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 on such 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 a paint check immediately will constitute playing on by such player.

**19.04 Unobvious Hits.** Unobvious hits are those which impact and break on player's harnesses & tubes located on players back. Players with un-obvious hits will be eliminated but will not be penalized. Should a player with an un-obvious hit become aware, through his/her own actions or through information provided by teammates that he/she has been validly marked, such hit at such time shall then be deemed to constitute an obvious hit. Any part of the harness located in front of a players hips are considered obvious.

## **20. Field Exit**

**20.01 Procedure.** Eliminated players must proceed directly to the dead box closest to team flag station with a hand on top of their head, using the most direct route or according to the direction of a Field Ref, if any is given. Players shall remain in the dead box until directed to leave by a Referee. Eliminated players shall exit the field with all equipment that they were carrying at the time of elimination. See Rules 22.03, 23.04 and 23.05.

## **21. Illegal Activities**

**21.01 Playing-On.** A player that continues to play after being marked, in an obvious location, with paint is Playing-On. Playing-On includes, but is not limited to:  
See Rule 22.03

- (1)** Continuing to shoot or otherwise engage the opposition with the intent to change the outcome of the game,
- (2)** Continuing to move, except with respect to exiting the field by the most direct route or at the direction of a Referee,
- (3)** Talking, signaling or otherwise communicating, either to a Referee, opposing players or teammates, except that a player may say, "Hit" or "Out" or something to that effect once,
- (4)** Impeding the progress of opposition players or a Referee,
- (5)** Hampering a Referee in making a paint check or a call,
- (6)** Discharging or degassing the marker or providing teammates with paintballs or equipment.
- (7)** Remaining in the game while making no effort to leave the field.

**21.02 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 other players in the train. Referees will allow a freight train to continue, but will assess penalties for Playing-On.

**21.03 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.

**21.04 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. See Rule 22.02.

**21.05 Spectator Interference.** Spectators may be allowed to observe games and the activities on a field but may not:

- (1) Issue instructions to players on the field,
- (2) Make comments about play which are likely to be heard by players on the field,
- (3) Have markers in their possession, or
- (4) Otherwise interfere with play in any manner whatsoever.
- (5) 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.
- (6) Any spectator found in violation of any section of 21.05 shall be removed from the event.

**21.06 Unsportsmanlike Conduct.** Players will be eliminated if they engage in unsportsmanlike like conduct and will be subject to further penalties, see Rules 23.04 and 23.05. Unsportsmanlike conduct may include, but is not limited to:

- (1) Deliberately shooting at Referees.
- (2) Excessively shooting an eliminated player with intent to injure.
- (3) Requesting of paint checks to distract Referees from checking themselves or teammates.
- (4) Verbally abusing any players, spectators or Referees.
- (5) Throwing equipment.
- (6) Placing marker down in an unsafe manner.

**21.07 Embarrassing, Dangerous or Destructive Behavior.** Teams and players participating in an NPPL sanctioned tournament shall not engage in conduct that would bring the NPPL, the promoter or any sponsor into disrepute. During any tournament weekend, players must not: discharge loaded markers 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 displaying offensive pictures, words or logos; intentionally damage or destroy private property (including hotels), or engage in any other criminal, destructive, dangerous activity that would cast the sport of paintball in a negative light. Any player caught violating this rule will be ejected for a full season. See Rule 23.06.

**21.08 Act Paintball Responsible.** The NPPL encourages all player members while attending NPPL events to be paintball responsible. This includes, keeping paintball markers safe and concealed when not in the private players paddocks or on the playing field. Players should not shoot markers outside the venue or in hotels or public places. Players when speaking to public should speak of Paintball in a respectful clean positive way. Players need to obey and respect all local laws. Players who do not act paintball responsible will be subject to rule 23.06 and may have their membership card revoked indefinitely.

# VI. Eliminations and Penalties

## 22. Assessment of Penalties

22.01 **Verbal Warnings.** Referees may issue verbal warnings on the field or at the Chronograph Station for the following reasons:

- (1) First Offenses. First offenses for wrongfully calling for a paint check, or use of inappropriate language. (Inappropriate language used to vent out of frustration).
- (2) Verbal Warning may be given for not having a barrel blocking device on in goggle safe area or having an unbagged marker outside of player's paddocks. See rule 23.04.
- (3) Player leaving the dead box during a game. See rule 23.04.
- (4) Players marker having "Bounce" at the Chrono Station. See rule 23.05

22.02 **Eliminations.** Referees will eliminate players for the following reasons:

- (1) Hit. Player is marked with paint.
- (2) Out-of-Bounds. Player, any part of player's body or non-disposable equipment, touches the line or goes out-of-bounds (irrespective of whether the boundary tape, if any, is moved).
- (3) First Offense of Inappropriate Language. (When a player directs the inappropriate language at another player, spectator or referee). See rule 23.03 (3)
- (4) Second Offenses. Second offenses for wrongfully calling for a paint check, or use of inappropriate language. (Inappropriate language used to vent out of frustration)
- (5) Surrender. Player without being hit raises marker above head, or shouts "hit" or "out", walks with eliminated player(s) or otherwise creates the appearance of having been hit.
- (6) Faulty Start. Player's marker barrel is not touching or breaking the plane of the flag station at the game start. Players that leave early and do not shoot, may return and touch the flag station, without penalty.
- (7) Abandoned Equipment or Uniform. Player abandons equipment (other than squeegees, the game flag, rags, or full or empty pods), on the field by more than five feet.
- (8) Compressing Bunkers. Players found to be altering a bunker to gain an advantage for elimination, such as pushing the marker or body between two bunkers, compressing the shapes, stepping or jumping on, or moving the bunker off its axis will be eliminated. The initial contact of the hand on the bunker will be allowed provided it does not compress the shape excessively or move it off its axis. Players may also not use pods or equipment to fill gaps between bunkers. . Players may not push themselves through 2 bunkers that are touching to gain access to the other side.
- (9) Faulty Check-Out. Live player checks-out at game end with an unobvious hit.
- (10) Dead Man Walks are prohibited: as defined herein: Players that take such action that would cause members of the opposing team or field referees to reasonably believe that such players have been eliminated, including but not limited to, calling themselves hit or out, holding the markers above the shoulders, placing objects in the barrel, walking with eliminated player(s), turning away from oncoming aggressive player(s) will be eliminated. Players who have been marked by a player doing a dead man walk will be reinstated in the game unless the player has already been eliminated by a referee.
- (11) Player is hit in an obvious location.
- (12) Failure to wear goggles.
- (13) Velocity Violation. Shooting 301 feet per second (FPS) to 309 FPS.

(14) Players who are observed working on their markers during the course of the game, with the exception of cleaning paint out of barrels, loaders or feed ports will be immediately removed from play.

22.03 **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 infractions:

(1) **Playing-On.** A player that continues to play after an obvious hit with the intent to change the outcome of the game is Playing- On, but does not materially influenced the course of the game. (Eliminating an opponent)

(2) **Disobedience.** Player fails to obey a direct instruction of a Referee (discretionary).

(3) **Physical Aggression.** Player attempts physical contact with another person on the field in a hostile manner.

(4) **Affiliated Spectator Interference.** Spectator that is known to be affiliated with team or player on team provides strategic advice. (Spectator is removed and player is eliminated)

(5) **Tools.** Player possesses, but does not use tools on playing field.

(6) **Velocity Violation.** Shooting 310 FPS up to 319 FPS.

(7) **Distraction Tactics.** Requesting a paint check to distract a Referee from a hit on player or a player's teammate.

(8) **Freight training,** applied for each infraction

22.04 **Two-for-One.** Assessment of the two-for-one rule (the removal of the player committing the infraction and two teammates) may take place for the following infractions:

(1) **Playing-On.** Player continues to play after an obvious hit and materially alters of the course of the game. (Shooting and eliminating an opponent)

(2) **Faulty Check-Out.** Live player checks-out at game end with an obvious hit.

22.05 **Three-for-One.** Assessment of the three for-one rule (the removal of the player committing the infraction and three teammates) may take place for the following infractions:

(1) **Playing-On.** Player fires marker after acknowledging elimination, with the intent to eliminate an opposing player.

(2) **Wiping.** Player deliberately removes paint in order to avoid elimination.

22.06 **Elimination of Last Player(Swing Points).** 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 7 live players. The Referees will allow the team with players remaining to pull and hang the flag so that the outcome of the game will be clear to the spectators. If time should run out prior to the team being able to hang the flag, or should no live players be left, the referees will then award the flag hang to that team.

22.07 **Finality of Calls.** Referee's calls during a game will stand and cannot be changed after a game except in extreme circumstances when the Head Ref becomes involved.

### **23. Suspensions, Disqualifications, Fines**

23.01 **Issuing Suspensions and Disqualifications.** All Suspensions will be issued by the Head Referee of each field and kept track by the Commissioner. All Disqualifications will be issued by the Commissioner.

23.02 **Team Responsibility.** Teams are responsible for the conduct of everyone on their roster which includes both players and supporters. During the event the following will apply to fines, suspensions and ejections.

23.03 **Suspensions.** Players may be issued a one game, three-game, six-game, event or one year suspensions. Suspensions must be served immediately. Suspensions are issued to the player only or to the player and to the team. If a suspension is issued to a player and team, the team for which that player plays will have to play short as though that player was eliminated from all games played by that team during the term of such suspension up-to a maximum of six games. Suspensions will carry over from tournament to tournament until the suspension is fulfilled. Suspensions stay with the team, if the suspended player leaves the team. The team must still serve the suspension and the player may not play for the other team until the suspension is fulfilled. If the suspension is a player only suspension then that player must fulfill that suspension and the team may substitute the suspended player with a rostered player. Player only suspensions will be issued at the discretion of the Head Referee. Rule 23.01.

23.04 **One Game Suspension- Bouncing Marker.** A player who is found to have a "Bouncing Marker" during a game will be issued a 1 game Team/Player suspension and the team will be issued a warning. If the same team has a second or more offenses of a "Bouncing Marker", then a 6 game Team/Player suspension will be issued.

23.05 **Three-Game Suspension.** Players may be suspended, causing the team to play short for three games for the following infractions:

- (1) **Outbursts.** Throwing smaller equipment (e.g., goggles, harness) in an unsportsmanlike like manner.
- (2) **Physical contact.** Physical contact during or after play that does not result in injury (e.g., shove, grab, shoulder-bump).
- (3) **Verbal Abuse.** Verbally abusing any individual during or after play.
- (4) **Shooting at a Velocity of 320fps or higher.**
- (5) **Not having a Barrel Blocking Device on marker in un goggled area.**
- (6) **Not having the marker bagged outside Players Paddocks.**
- (7) **Illegal Reentry.** Player leaves the dead box and reenters the field, but does not shoot any paintballs after being warned by a referee not to leave the dead box.
- (8) **Placing marker down in an unsafe manner.**

**23.06 Six-Game Suspension.** Players will be ejected and the team will play short for six games for the following:

- (1) Outbursts. Throwing marker or air system.
- (2) Physical contact. Physical contact during or after play (e.g., spit, punch or kick).
- (3) Over Shooting. Over shooting any other player with the intent to injure.
- (4) Deliberately Shooting Referees
- (5) Shooting from the Dead Box.
- (6) Second offense for Bounce. Any player of the same teams marker having “Bounce” during a game. Mandatory Team/Player Suspension.

**23.07 One-Year Suspension.** Any player or team that violates Rule 21.07 shall be prohibited from competing in any NPPL tournament for a period of up to one year from the date of the infraction. Examples of rules violations likely to lead to civil or criminal exposure include, but are not limited to the use of Prohibited Paint, velocity violations, and verbal or physical abuse.

**23.08 Illegal Marker.** Offending player is ejected from the event and the following event, offending team will receive 0 points for the game, and a minus 100 points and serve a 6 game suspension. The team will retain seed points. Opposing team will receive 95 points or better, depending on the outcome of the game or their average points from the current round. Rules 7.01, 7.02, 7.03 and 7.05.

**23.09 Disqualification plus Forfeiture.** A team will be disqualified from an NPPL Super 7 World Series tournament and will forfeit all points from the tournament to respective opposing teams for the following Rules violations:

- (1) Prohibited Player. Playing with a prohibited player (due to the player not appearing on the roster, no valid current NPPL player card, appearance on another team’s roster, suspension or other ineligibility).
- (2) Game Fixing. Two opposing teams conspiring to fix the outcome of any game.
- (3) Using Specifically prohibited items, Rule 10.02.

# VII. Scheduling, Scoring And Ranking

## 24. Scheduling

**24.01 Scheduling Preliminary Rounds.** A complete schedule for preliminary round play consisting of each team's opponents, the fields it will play on, and its scheduled competition times will be distributed the day prior to the beginning of the tournament and will thereafter be posted in the NPPL registration area.

**24.02 Team Draw.** The NPPL will break the teams up into groups, using the snake numbering system.

## 25. Seeding

**25.01 Seeding.** Teams will be seeded in accordance to ranking points awarded at Official Super 7 World Series sanctioned NPPL events of the current season. For the first event of the season, teams will be seeded in accordance with the ranking points earned during the previous season. If teams have no ranking points, then they will be seeded in alphabetical order, not taking into account city, state, country or other jurisdiction forming a part of the name and/or the words "the" and "team".

**25.02 Re-Seeding After Preliminary Rounds.** Team positions at the end of the preliminary round are determined by the total points earned by the teams in all of their preliminary games subject to the tie breaking criteria outlined in Rule 27.04. After the preliminary round, teams will be re-seeded.

## 26. Tournament Rounds of Play

**26.01 Preliminary Round.** All teams will be scheduled to play eight games in the preliminary round as long as there are 9 teams or more in the division. If there are 8 teams or less in a division, then the teams will play less than 8 games or be moved up a division. All games will be played against teams from the same division.

### 26.02 Pro Schedule.

a. Preliminary Rounds. The Pro Teams will be split into 4 brackets of 4 teams each. The brackets will be determined from the team's current NPPL ranking, and will be split as follows: Group A will have the 1st, 8th, 9th, and 16th seeded teams; Group B will have the 2nd, 7th, 10th, and 15th seeded teams; Group C will have the 3rd, 6th, 11th, and 14th seeded teams; Group D will have the 4th, 5th, 12th, and 13th seeded teams. Groups A and D will play their preliminary games on Saturday, and Groups B and C will play their preliminary games on Friday. If a team fails to show up for an event, that team will forfeit every game (see Rule 18.1). Every team will play every other team within their Group in a best of 3 match. The top two teams from each Group will advance to the Quarter Final Round.

b. Pro Tie Breakers. In the Preliminary and Quarter Final Rounds teams seeds within their Group will be determined based on the following criteria in their order of importance; 1) Matches Won; 2) Head to Head result; 3) The teams average score (their total points scored in the preliminary OR quarter final round divided by the number of games they played in that round; no points are awarded from any 1-on-1 tie breakers); 4) Coin Toss

In the case that a team fails to show up to the event, the team will forfeit every game. See Rule 18.01.

**26.03 Quarter Final Round.** D1, D2, D3 and D4 teams will qualify for the Quarterfinal rounds in the following manner:

**(1)** If there are 10 teams or less in the division, there will be no quarter final round and the top four teams will qualify directly for the Semi Final round.

(2) If the Division has 11 teams, but less than 24 teams then the top 8 teams will qualify for the quarterfinal round. Then the 8 teams will skip the Sweet 16 round and advance to the Elite 8 round of the quarterfinals.

(3) If the Division has 24 or more teams, the top 16 teams will qualify for the quarterfinal round. The teams will be paired according to their preliminary round ranking. The highest ranked team will always play the lowest ranked team, throughout the final rounds. Once these games are finished there will be a second round of play in the quarterfinals, known as the Elite 8. Teams will keep their ranking from the preliminary round and again the highest ranked team will play the lowest ranked team. The final 4 will move onto the semi-final round. All games in the quarterfinals will be best two out of three. Win, Lose or Draw (No Points).

**26.04 Pro Quarter Final and Semi Final Rounds.** Quarter Finals: The top 2 teams from each Pro Group will advance to the Pro Quarter Finals. They 8 teams advancing will be split into two Pools of 4 teams as follows: Pool 1 will have the Winner of Group A and Group D, and the Runner Up from Group B and Group C; Pool 2 will have the Winner of Group B and Group C and the Runner Up from Group A and Group D. Every team will play every other team within their Pool in a best of 3 match.

Semi Finals: The Winner of Pool 1 will play the Runner up from Pool 2 and the Winner of Pool 2 will play the Runner Up from Pool 1 in a best of 3 match

**26.05 Semi Finals Round.** After the Quarterfinals, four teams from each division will advance to the Semi finals to play a best of three game format.

(1) In the case of a one-bracket quarter final, the top seeded team will play the 4<sup>th</sup> seed team while the 2<sup>nd</sup> seed team plays the 3<sup>rd</sup> seeded team.

(2) In the case of a two bracket quarter final the top seeded team from bracket 1 will play the second seed from bracket two while the second seed from bracket 1 will play the first seed from bracket two.

**26.06 Final Round.** After the Semi finals the winner from each match will play for 1<sup>st</sup> and 2<sup>nd</sup> place whilst the losing teams play for 3<sup>rd</sup> and 4<sup>th</sup> place. Best of three game format.

**26.07 Sister Teams.** In the Pro division, if two sister teams are scheduled to play each other in the preliminary or quarter final rounds then these games will be moved to the beginning of the schedule for that round.

## **27. Scoring**

**27.01 Game Scoring.** Scoring for games will be conducted on a 100 point system and will be awarded as follows:

(1) Eliminated Players. Both teams will be awarded 3 points for every player eliminated on the opposing team

(2) Remaining Players. Both teams will be awarded 1 point for every player on such team not eliminated.

(3) Flag Pull. The first team to pull its opponent's flag will be awarded 32 points. Flag pull points will be awarded only to the first team that pulls its opponent's flag.

(4) Flag Hang. The first team to successfully hang the opposing team's flag at its flag station will be awarded 40 points.

### **27.02 Score Sheet Procedures.**

(1) The score sheets will be filled out by a Field Referee and shown to both team captains.

(2) Nothing on the score sheet may be crossed out or written over.

(3) It is the responsibility of each team captain to check the score sheet. If a team captain finds a mistake on the score sheet, a new one will be filled out.

(4) When both team captains agree on the score sheet, they will sign it and the score sheet will not be modified even if mistakes are discovered afterwards with the exception of mathematical errors. Team captains are responsible to sign and make sure scores are correct at the end of each game.

(5) If a team captain refuses to sign the sheet because of a disagreement, a Head Referee may be called. The Head Referee will talk with the Field Referees and both team captains. The Head Referee will decide whether the score sheet must be amended, and if the team captain still refuses to sign the sheet, the Head Referee or the Ultimate Referee will validate the score if the Head Referee is not present.

(6) Score sheets will be filled out in two copies. The original copy will go to the scores table via runner and a duplicate will stay with the head referee.

(7) Mathematical errors may be corrected at any time prior to the start of the next round of play. Mathematical error is defined by the addition on the score sheet and not counting live players at the end of the game.

(8) Only mathematical errors may be corrected after the score has been posted on the scoreboard.

(9) Once the next round of play has begun, the score sheet cannot be changed even if a mathematical error is found.

#### 27.03 **Session Scoring.**

(1) During the preliminary rounds, teams will be ranked by the sum of all points earned in the games played in the round.

(2) Best of Three. In the quarter, semi and final rounds teams will play in a best of three format. Individual game points will not be taken into account and a team must successfully hang their opponent's flag for the game to be considered a win. If a team has two wins after the second game, the third game will not be played. If a team has 1 win and the other 2 games are draws, then the team with the 1 win moves on.

27.04 **Tie Score.** In case of a tie score among teams in Preliminary or Quarter final rounds, such tie will be broken due to the following criteria:

(1) Head to head competition. Most recent game first, then previous in the event.

(2) Previous round scores, most recent round first, the earlier rounds in the event.

(3) Least eliminations scored against the team in this round in the event.

(4) NPPL Super 7 World Series ranking going into the event.

27.05 **Tie Score Best of Three.** If the teams involved have a win each and a draw (or all three games end in a draw), such tie will be broken by the following criteria:

(1) Both teams will choose one player to play one-on-one with a 2 minute time period.

(2) If the one-on-one match ends in a draw each team will choose another player and play another one on one until a winner is decided.

(3) A coin toss will determine side. Players will alternate sides until a winner is determined.

(4) Teams will be allowed a maximum of five minutes to select and prepare their first player for the one-on-one and two minutes for subsequent rounds.

(5) Teams are only playing for elimination. No need to pull and hang the flag.

## **28. Ranking.**

**28.01 Format.** The 2011 NPPL Super 7 World Series Title is based on points accumulated from 4 National events. A Series Cup will be awarded to each Divisional Series winner. Teams do not have to attend all 4 events to be ranked.

**28.02 Divisional Ranking Points.** Team ranking points for D1, D2, D3 and D4 are earned as follows:

1<sup>st</sup> = 50; 2<sup>nd</sup> = 46; 3<sup>rd</sup> = 43; 4<sup>th</sup> = 40; 5<sup>th</sup> = 36; 6<sup>th</sup> = 34; 7<sup>th</sup> = 32; 8<sup>th</sup> = 30; 9<sup>th</sup> = 26; 10<sup>th</sup> = 24; 11<sup>th</sup> = 22; 12<sup>th</sup> = 20; 13<sup>th</sup> = 18; 14<sup>th</sup> = 16; 15<sup>th</sup> = 14; 16<sup>th</sup> = 12; 17<sup>th</sup> thru 30<sup>th</sup> = 6; 31<sup>st</sup> thru 40<sup>th</sup> = 4; 41<sup>st</sup> thru 50<sup>th</sup> = 2; 51<sup>st</sup> and up = 1

**28.03 Pro Ranking Points.** Team ranking points for Professional teams are earned as follows:-; 1<sup>st</sup> Place 21 points; 2<sup>nd</sup> Place 19 points; 3<sup>rd</sup> Place 17 points; 4<sup>th</sup> Place 15 points; 5<sup>th</sup> Place 13 points; 6<sup>th</sup> Place 12 points; 7<sup>th</sup> Place 11 points; 8<sup>th</sup> Place 10 points; 9<sup>th</sup> Place 8 points; 10<sup>th</sup> Place 7 points; 11<sup>th</sup> Place 6 points; 12<sup>th</sup> Place 5 points; 13<sup>th</sup> Place 4 points; 14<sup>th</sup> Place 3 points; 15<sup>th</sup> Place 2 points; 16<sup>th</sup> Place 1 point.

**28.04 Tie Scores.** In case of a tie score between teams in the rankings, the tie will be broken as follows:

(1) Head to head competition. Most recent game first, then previous, of the current season.

(2) Previous event placing.

**28.05 Team Promotions.** Any team that elects to change its status from D2 to D1, from D3 to D2 or from D4 to D3 will keep a percentage of their points based on which tournament of the year that they move up.

(1) After the first tournament: 80%

(2) After the second tournament: 60%

(3) After the third tournament: 40%

(4) After the fourth tournament: 20%

## VIII. Other Formats

### 29. 5-Man Format and Masters Division

29.01 **Rule Changes.** For 5-Man events and Masters Division, the following rule changes will apply.

29.02 **The Playing Field.** Will be a maximum of 180 feet long by 100 feet wide.

29.03 **Game Format.** The game format for 5-Man events will be centre flag. At the start of the game a single flag will be placed in the centre of the field. The object of the game is to capture the flag and hang it in the opposing teams' flag station. Game time will be limited to 5 minutes.

29.04 **Number of players.** Any reference within these rules to seven players shall be changed to five players for 5-Man events.

29.05 **Rosters.** Teams may have up-to 7 active players on their roster and 4 team supporters.

29.06 **Game Scoring.** Scoring for games will be conducted on a 100 point system and will be awarded as follows:

(1) **Eliminated Players.** Both teams will be awarded 4 points for every player eliminated on the opposing team

(2) **Remaining Players.** Both teams will be awarded 2 points for every player on such team not eliminated.

(3) **Flag Pull.** The first team to pull the center flag will be awarded 20 points. Flag pull points will be awarded only to the first team that pulls the flag.

(4) **Flag Hang.** The first team to successfully hang the flag at its opponent's flag station will be awarded 50 points.

29.07 **Masters Division Roster.** Only players who are of 40 years of age and older may be on a Masters Division Roster.

### 30. 3-Man Format.

30.01 **Rule Changes.** For 3-Man events, the following rule changes will apply.

30.02 **The Playing Field.** Will be a maximum of 180 feet long by 100 feet wide.

30.03 **Game Format.** The game format for 3-Man events will be centre flag. At the start of the game a single flag will be placed in the centre of the field. The object of the game is to capture the flag and hang it in the opposing teams' flag station. Game time will be limited to 3 minutes.

30.04 **Number of players.** Any reference within these rules to seven players shall be changed to three players for 3-Man events.

30.05 **Rosters.** Teams may have up-to 5 active players on their roster and 4 team supporters.

30.06 **Game Scoring.** Scoring for games will be conducted on a 100 point system and will be awarded as follows:

(1) **Eliminated Players.** Both teams will be awarded 5 points for every player eliminated on the opposing team

(2) **Remaining Players.** Both teams will be awarded 1 point for every player on such team not eliminated.

(3) **Flag Pull.** The first team to pull the center flag will be awarded 32 points. Flag pull points will be awarded only to the first team that pulls the flag.

(4) **Flag Hang.** The first team to successfully hang the flag at its opponent's flag station will be awarded 50 points.

### **31. 3 man – 5 man Pump Division**

**31.01 Pump Marker.** A Pump Marker must be manually re-cocked between shots. This is performed by moving the handle or the grip forward and then back along the barrel of the marker. Pulling the trigger in these markers causes the hammer from the previous pumping action to hit into the valve stem, releasing air and pushing the paintball through the barrel. It is the player's duty to pump the marker. The pump action will reset the hammer and allows a paintball to drop into the breach, and pumping back forward will allow the hammers sear to come into contact with the trigger. Any pump marker that is "AutoCocker" based must have a beaver tail. (Except the Karnivore)

**31.02 Auto Trigger.** Pump Markers may have Auto Triggers. Auto Trigger is the action of "pumping the marker" (Process of completing 1 shooting cycle) while holding the trigger down and the marker shooting.

**31.03 Velocity of Pump Markers.** A pump marker may shoot at a max. fps (Feet Per Second) 300 fps.

**31.04 Penalties for shooting over the limit.**

See Rules 22.02 (13), 22.03(6) and 23.05(4)

**31.05 Game Format and Scoring.** The game format and scoring will remain the same as the 5 man and 3 man formats. In the Pump format the players may use 10 round tubes or any sized Loader( Gravity fed or Force fed loaders)

**31.06 Illegal Items.** There will be no mechanical or electric markers allowed. Tuning rods or tools to adjust the velocity on the playing field.

## IX. Exhibits

ASTM standards are available to purchase on [www.astm.org](http://www.astm.org)  
F1750-96 Standard Specification for Paintball Gun Threaded-Propellant Source Interface  
F1777-02 Standard Practice for Paintball Field Operation  
F1979-04 Standard Specification for Paintballs Used in the Sport of Paintball  
F2030-00 Standard Specification for Paintballs Cylinder Burst Disk Assemblies  
F2041-00 Standard Specification for Paintball Marker Warnings  
F2184-02 Standard Guide for Installation of Paintball Barrier Netting  
F2271-03 Standard Specification for Paintball Marker Barrel Blocking Devices  
F2272-03 Standard Specification for Paintball Markers (Limited Modes)  
F2278-03 Standard Test Method for Evaluating Paintball Barrier Netting