



Smoky Mountain Indoor
3v3 / 5v5

CONTENT

1 REGULATIONS.....	4
1.1 INFORMATION	4
2 SMOKY MOUNTAIN INDOOR FIRING MODE.....	4
2.1 FIRE MODE REQUIREMENTS AND INFRACTIONS:.....	4
3 THE REFEREES	5
3.1 REFEREE TEAM.....	5
3.2 OFFICIATING.....	5
3.3 REFEREE HAND SIGNALS AND FLAGS	5
4 TEAMS.....	6
4.1 TEAM MEMBERS	6
4.2 ROSTERS.....	6
4.3 ROSTER SIZE LIMITS (3V3).....	6
4.4 ROSTER SIZE LIMITS (5V5).....	6
4.5 DETERMINING CLASSIFICATION RATING	6
5 TOURNAMENT STRUCTURE.....	7
5.1 PRELIMINARY ROUND SEEDING	7
5.2 ADVANCING FROM THE PRELIMINARY ROUND	7
5.3 PLAYOFF SEEDING.....	7
5.4 PLAYOFF BRACKET SCHEDULE (3V3, 5V5)	7
5.6 PLAYOFF STRUCTURE.....	7
6 EQUIPMENT.....	7
6.1 GENERAL REQUIREMENTS.....	7
6.2 GOGGLE.....	7
6.3 BARREL SOCK.....	8
6.4 CLOTHING.....	8
6.5 PROTECTIVE GEAR	9
6.6 PAINTBALLS.....	9
6.7 OTHER EQUIPMENT	9
6.8 PROHIBITED EQUIPMENT.....	9
7 PAINTBALL MARKER.....	10
7.1 AIR SYSTEM.....	10
7.2 MARKER	10
7.3 MARKER (CLASSIC DIVISION)	10
7.4 BARREL	10
7.5 LOADER (HOPPER).....	10
8 MATCH STRUCTURE.....	11
8.1 3v3 & 5V5	11
8.2 SCORE SHEETS	11
9 THE GAME.....	11
9.1 STAGING-AREA.....	11
9.2 PREGAME MARKER INSPECTION.....	11
9.3 GAME START	12
9.4 START PROCEDURE.....	12
9.5 ON FIELD CHRONOGRAPHING	12
9.6 PAINT CHECKS.....	13
9.7 GAME INTERRUPTION.....	13

9.8 Flags	13
9.9 Flag Hangs.....	13
9.10 GAME END.....	14
10 HITS AND ELIMINATIONS.....	14
10.1 DEFINITION OF A HIT	14
10.2 PLAYERS AND HITS.....	14
10.3 ELIMINATIONS	15
11 SCORING	16
11.1 5 Man Format.....	16
11.2 3 Man Format.....	16
11.3 Forfeits.....	16
11.4 TIE BREAKERS.....	16
12 PENALTIES	17
12.1 ASSESSMENT OF PENALTIES	17
12.2 NOT ENOUGH PLAYERS RULE.....	18
12.3 COLLUSION.....	18
13 SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT.....	19
13.1 ASSESSMENT OF SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT	19
13.2 APPEALS	20
13.3 CONFLICT IN THE RULES.....	20
14 MISCELLANEOUS.....	20
14.1 MAINTENANCE AND CLEANUP.....	20
14.2 UNFORESEEN CIRCUMSTANCES	20

1 REGULATIONS

1.1 INFORMATION

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

2 Smoky Mountain Indoor FIRING MODE

2.1 FIRE MODE REQUIREMENTS AND INFRACTIONS:

- 2.1.1. Markers may enter ramping on the fourth trigger pull following three semi-automatic trigger pulls, as long as the time between each trigger pull does not exceed 200 milliseconds (5 trigger pulls per second).
 - 2.1.1.1. Markers may then remain in ramping until the time between any two consecutive trigger pulls exceeds 200 milliseconds.
- 2.1.2. If at any time the trigger is not pulled within 200 milliseconds of the previous trigger pull, the following three shots (minimum) must be semi-automatic.
- 2.1.3. Markers shall fire no more than one paintball within a 95 millisecond (10.5 bps) period of time.
- 2.1.4. A player on the field of play whose marker fires two shots at 10.6 to 10.8 bps will be assessed a major penalty.
- 2.1.5. A player on the field of play whose marker fires two shots at 10.9 to 12.4 bps will result in the match automatically go to the opposing team.
- 2.1.6. A player on the field of play whose marker fires two shots above 12.5 bps will result in the match automatically go to the opposing team. The player who receives the penalty will be suspended for the rest of the tournament.
- 2.1.7. Any illegal marker (illegal mode and/or settings) is not allowed on the field of play. Players carrying an illegal marker on the field of play will be assessed a major penalty. A player bringing an illegal marker onto the field of play after being informed by a referee that the marker is illegal will be assessed a gross major penalty.

Millisecond Range		Shots Per Second Range		
	95ms	0 bps	10.5 bps	Legal
94.3ms	92.5ms	10.6bps	10.8 bps	Major Penalty
91.7ms	80.6ms	10.9bps	12.4 bps	Match win for other team

Feet Per Second Range / Penalty		
0 fps	300 fps	Legal
301 fps	314 fps	Minor Penalty
315 fps	329 fps	Major Penalty
330 fps		Gross Major and Minor Suspension

3 THE REFEREES

3.1 REFEREE TEAM

- 3.1.1. The suggested Referee Team consists of:
 - (a) Head Referee on each field.
 - (b) Field Referees.
 - (c) Scorekeeper.
- 3.1.2. Each field is recommended to be staffed with a minimum of:
 - (a) 3 Field Referees, plus one Head Referee for 3v3 format.
 - (b) 6 Field Referees, plus one Head Referee For 5v5 Format.
- 3.1.3. All Field Referees and Head Referees are under direct control of the Ultimate Referee.

3.2 OFFICIATING

- 3.2.1. Each field's Head Referee is the highest authority on that field.
- 3.2.2. The Ultimate Referee Is the highest authority at an event in regard to play-of-the-game or on field disputes.
- 3.2.3. Any decision of the Ultimate Referee is final.

3.3 REFEREE HAND SIGNALS AND FLAGS

- 3.3.1. **Eliminated** – Referee will signal when a player is eliminated by putting one hand on his head and pointing with the other hand stretched and flat at the eliminated player. The referee cannot put a player back in after calling them eliminated with a hand signal. At the same time the referee shouts loud and clearly “OUT”.
- 3.3.2. **Clean** – A referee will signal that a player is clean of any valid hits and has not been eliminated, by lifting a finger on a towel in the air and moving it in a circular motion.
- 3.3.3. **Penalty signals**
 - 3.3.3.1. Referees can signal penalties by throwing either a yellow flag (minor penalty) or red flag (major or gross major penalty) into the air.
 - 3.3.3.2. The type of penalty signals used by referees must remain consistent among all the referees during a match.
- 3.3.4. **Minor (One-for-one) penalty signal**
 - 3.3.4.1. Referees will first signal the elimination of the player who committed infraction. Then he will signal the penalty by tossing a yellow penalty flag into the air. The referee will also verbally call the penalty. The referee will hold one arm in the air until the penalty is assessed. The referee will shout “OUT” to each of the eliminated players.
- 3.3.5. **Major (two-for-one) or Gross Major (three-for-one) penalty signal**
 - 3.3.5.1. Referees will first signal the elimination of the player who committed the infraction. Then he will signal the penalty by tossing a red penalty flag into the air. The referee will also verbally call the penalty. The referee will hold two arms in the air, dropping them as penalties are assessed. The referee will shout “OUT” to each of the eliminated players.
- 3.3.6. **Time**– One or more referees raise their hands forming a “T” above their heads with both flat stretched hands.

4 TEAMS

4.1 TEAM MEMBERS

4.1.1. Team Representative, Coach, Captain

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

4.1.2. Players

- (a) Only players in compliance with the Tournament Regulations can participate in the tournament.
- (b) Players must abide by the tournament Rules and Regulations.
- (c) Players may not interfere in the referee's work.
- (d) Any spare player from the tournament roster can replace a basic or suspended player at any time during the tournament.

4.1.3. Pit crew

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

4.2 ROSTERS

- 4.2.1. All the team's players taking part in the event should be included in that team's roster.
- 4.2.2. Only people included in the team's roster as players have a right to play in Smoky Mountain Indoor.
- 4.2.3. No player may appear on more than one team roster per format
- 4.2.4. All teams must submit complete rosters at the registration. A player may not be removed from a team's roster after the start of the tournament. Team rosters will be accepted only after applying fees have been completely paid.

4.3 ROSTER SIZE LIMITS (3V3)

- 4.3.1. There may be no more than 5 people on a roster.
- 4.3.2. There may be no more than 5 players on a roster.
- 4.3.3. There may be no more than 2 staff members on a roster.

4.4 ROSTER SIZE LIMITS (5V5)

- 4.4.1. There may be no more than 10 people on a roster.
- 4.4.2. There may be no more than 8 players on a roster.
- 4.4.3. There may be no more than 5 staff members on a roster.

4.5 ROSTER CLASSIFICATION LIMITS (3V3) & (5v5)

- 4.10.1. No Pros will be allowed.

5 TOURNAMENT STRUCTURE

5.1 PRELIMINARY ROUND SEEDING

- 5.1.1. Teams in the preliminary round will be randomly seated.

5.2 ADVANCING FROM THE PRELIMINARY ROUND

- 5.2.1. The same number of teams from each bracket will advance, except
- 5.2.2. If the number of teams advancing is not evenly divisible by the number of brackets, the number of wildcard teams necessary to meet the number of advancing teams will also advance.
- 5.2.3. Teams will first be selected on a per-bracket basis (Same number of teams from each bracket) based on round score amongst teams in the same bracket, and then any wildcard teams will be selected based on score amongst remaining teams in all brackets.

5.3 PLAYOFF SEEDING

- 5.3.1. Teams will be placed into semi-final groups using the snake method based on their preliminary ranking.
- 5.3.2. Teams will be placed into the final round group using the snake method based on their semi-final ranking.

5.4 PLAYOFF BRACKET SCHEDULE

- 5.4.1. In every round proceeding to the preliminary round, teams will play two games within a three-team group.
- 5.4.2. The top team in each group of a two group (6 team) semi-finals will advance to the final round.
- 5.4.3. The top team in each group of a three group (9 team) semi-finals will advance to the final round.

5.5 PLAYOFF STRUCTURE

- 5.5.1. In divisions of four teams or less, no playoffs will be played.
- 5.5.2. In divisions of five to seven teams, the top three teams advance directly to finals.
- 5.5.3. In divisions of 8 to 12 teams, the top 5 teams will advance directly to the semi-finals (the top 2 teams will receive a first-round bye and advance directly to the finals).
- 5.5.4. In divisions of 13 to 15 teams, the top 7 teams will advance directly to the semi-finals (the top team will receive a first-round bye and advance directly to the finals).
- 5.5.5. In divisions of 16 to 30 teams, the top 9 teams will advance directly to the semi-finals.
- 5.5.6. In divisions of 31 or more teams, the top 21 teams will advance directly to the quarterfinals (the top three teams will receive first round byes).

6 EQUIPMENT

6.1 GENERAL REQUIREMENTS

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

6.2 GOGGLE

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

6.3 BARREL SOCK

- 6.3.1. Barrel socks must be properly attached at all times to all markers with an air system attached at the tournament site, anywhere in the vicinity of the tournament site including, but not limited to, parking lots/car parks and at hotels used in connection with the tournament. Removing the barrel or part of the barrel, or inserting a squeegee, swab or barrel plug will not suffice to fulfill the requirements of this rule.
- 6.3.2. The only exceptions to this requirement are:
 - (a) During velocity check at chronograph stations
 - (b) During test shooting in locations setup for such purposes
 - (c) On the field prior to the start of a game
 - (d) While cleaning markers
- 6.3.3. Violation of deploying barrel socks will result in an official warning given to the captain of the player's team for the first offense, for the second offense, the offending team member being excluded from playing the tournament. If the person can't be associated with any team, the person should be ejected from the site.

6.4 CLOTHING

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

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

6.5 PROTECTIVE GEAR

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

6.6 PAINTBALLS

- 6.6.1. Players may carry any number of paintballs.
- 6.6.2. Event Paint Only

6.7 OTHER EQUIPMENT

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

6.8 PROHIBITED EQUIPMENT

- 6.8.1. Prohibited Equipment Includes:
- Listening Devices, communication devices or any form of electronic surveillance device.
 - Incendiary Devices Or smoke-producing devices.
 - Propellant cylinders with expired certification dates, without valid certification seals, which are not in a good working order and/or have had safety warnings removed or covered.

- 6.8.2. Players with prohibited equipment, devices or cylinders will not be allowed on the field. If found during the game, such players will be eliminated.
- 6.8.3. Teams found using prohibited paintballs or carry-prohibited paintballs in their pods or loaders (hoppers) or with an open box of such paintballs will be subject to suspension and or fine.
- 6.8.4. Any other clothing or equipment not expressly permitted by the rules is prohibited unless permitted by the Ultimate Referee. Players possessing prohibited clothing or equipment on the field of play will be removed from the tournament.

7 PAINTBALL MARKER

7.1 AIR SYSTEM

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

7.2 MARKER

- 7.2.1. Players may use a single paintball marker of .68 or .50 caliber, which consists of a single barrel and a single trigger system. Double-action triggers are prohibited.
- 7.2.2. The definition of a trigger is the movable lever or button that comes in contact with the finger. The cycling of a trigger requires an exertion of force by the finger on the trigger and a release of force by the finger on the trigger for each trigger cycle.
- 7.2.3. The marker must have a trigger guard that is unaltered from the manufacturer's original grip frame. The trigger guard must protect the trigger of the marker.
- 7.2.4. Markers with electronic firing systems must be locked in a tournament mode. The player may not be able to adjust dwell, de-bounce or shooting mode while on field. A paintball marker capable of firing in other than tournament legal mode shall be rendered incapable of firing in such mode in such a manner that requires the use of external tools or substantial disassembly of the marker.
- 7.2.5. All markers with any form of external velocity adjusters must be modified in such a way that the velocity adjuster is not readily accessible during the course of the game. All regulators require tournament caps such that they cannot be adjusted without tools.
- 7.2.6. Players may not use cloth, neoprene or other material to cover the paint loaders, barrels or markers.
- 7.2.7. Stickers on markers are limited to one 5x10 cm (2x4 inches) sticker on each side of the marker. Sticker colors may not contain yellow.

7.3 BARREL

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

7.5 LOADER (HOPPER)

- 7.5.1. A solid color loader is suggested but not required, solely to not impede the referee's judgment. A Head Referee does have the right to ban a player's hopper if he feels that the colors do impede the referee's judgment.
- 7.5.2. Loaders cannot be covered with any kind of materials.
- 7.5.3. Stickers on loaders will not be allowed except for one 5 x 10 cm (2x4 inches) sticker on each side of the loader. Sticker colors may not contain yellow.
- 7.5.4. Transparent lids on loaders are permitted.
- 7.5.5. Only one player per player will be allowed on the field.

8 MATCH STRUCTURE

8.1 3V3 / 5V5

8.1.1. Each match will consist of a limited game time.

3v3

- Each match will start with 3 minutes of game time.

5v5

- Each match will start with 5 minutes of game time.

8.2 SCORE SHEETS

8.2.1. Any referee or designated official may complete the scoresheet. The scorekeeper may show the scoresheet to the captain of each team.

8.2.2. Any correction made to the score sheet must be initiated by a Head Referee, unless the correction corrects an obvious mathematical error, the correction may also be initiated by a scorekeeper.

8.2.3. In The event that one or both team captains do not agree with the contents of a score sheet and thus will not sign the score sheet, the Head Referee may decide whether the score sheet must be amended and/or validate the score sheet themselves.

8.2.4. A Head Referee or a scoreboard official may correct clerical or mathematical errors on the scoreboard at any time.

9 THE GAME

9.1 STAGING-AREA

9.1.1. No person appearing on the roster of a team may employ an electronic or mechanical device or voice enhancing device like a megaphone to communicate with any other person during any of the team's games.

9.1.2. No communication is allowed by anyone from the designated staging area or spectator to the active field of play during any game. "Communication" at the referee's discretion may be determined to be non-verbal as in sounds, signals, physical gestures, etc.

9.1.2.1. Any such communication may result in a simple warning or up to a major penalty.

9.1.2.2. With the penalty to be assessed at the time of the infraction, the referee making the call will impose the penalty on the nearest active players of the team penalized.

9.1.3. Should a pattern of illegal communication be determined the team committing the infraction(s) is subject to fine and/or game forfeiture.

9.1.4. Circumventing paddock and/or staging area security may result in ejection from the event and even future events at the discretion of the event organizer.

9.1.5. Choosing side

9.1.5.1. The starting bases will be decided by a coin flip.

9.1.5.2. Either the field head referee or scorekeeper will perform the coin flip.

9.1.5.3. A representative of both teams must be present for the coin flip.

9.1.5.4. The Event Official that performs the coin flip will decide which team representative calls heads or tails.

9.2 PREGAME MARKER INSPECTION

9.2.1. All games will be preceded by a pre-game marker inspection, pursuant to which each player's marker will be chronographed and checked for compliance with the marker rules. Pre-game marker inspection will be performed on the field before the scheduled games.

9.2.2. The referees may take a player's marker and inspect it for the following:

- (a) Presence of foreign matter in the barrel, feed port or loader (hopper);
- (b) Any device, part, item, adjustment or lack thereof which would enable a player to increase either the

velocity of the marker or change the shooting mode on the game field without resorting to the use of tools.

9.2.3. After a marker passes the above inspection, such marker may then be checked for bounce, runaway, velocity, rate of fire and illegal modes.

9.2.4. Marker Checking Procedure:

(a) **"Runaway Guns" test** - All markers will be checked for "runaway" triggers. The marker will be fired rapidly. The testing judge, while rapidly firing the marker will suddenly cease to pull the trigger. Any marker that fires more than 1 additional shot after the final trigger activation, with a maximum delay of 100 ms, will be deemed to be a "Runaway Gun" and will not be allowed on the field.

(b) **Marker Velocity and rate of fire test** - All markers will be chronographed prior to going onto the field. The maximum velocity allowed will be 300 feet per second. Electronic markers rate of fire will be tested prior to but not limited to the start of the game. The maximum rate of fire allowed will be 10.25 balls per second.

9.2.5. Players whose markers do not pass such inspection will be informed and will be given an opportunity to remedy the situation if the time permits.

9.2.6. Players who are unable to bring their markers into compliance with the rules on a timely basis, which allows the game to start according to schedule, may choose to enter the playing field without their markers and play the game or stay in the staging area.

9.2.7. All markers are subject to a more rigorous inspection at any time of the game at the discretion of the Head Referee to check for compliance with the marker rules.

9.3 GAME START

9.3.1. Team may start the game with a short squad. The opposing team will receive 4 points for each player that a team starts short.

9.3.2. Players must start with game armbands placed on their left arm.

9.3.3. Players start the game inside the playing field boundaries with the muzzle(tip) of their barrels (or touching with the hand if they play without marker) touching the front of the base.

9.3.4. Any player who falsely starts by removing the tip of the barrel of the gun (or hand) from the start gate before the start signal is given, will NOT be automatically pulled from the game, as long as they immediately return it to the gate (touchback).

9.3.5. Even if the signal goes before, they have returned it, they may still return their barrel to the gate (touch back) and then can continue. If they fail to return the barrel to the gate (touch back) either before or after the start signal is given, they will be eliminated.

9.3.6. However, if a player posts their marker or fires it before or after the start signal regardless as to whether they later touch back, they will be eliminated in normal manner.

9.3.7. Players must carry all equipment to be used during the course of the game on their person at the start of the game.

9.3.8. Players may remove their barrel socks after entering the field.

9.3.9. The game time will begin to countdown at the start of the game.

9.3.10. The official game time will be kept with a countdown timer by either the Field Scorekeeper or Head Referee.

9.4 START PROCEDURE

9.4.1. **Game start**

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

9.5 ON FIELD CHRONOGRAPHING

9.5.1. Chronographing on the field may be done at any time, at the discretion of any Field Referee to determine if a

- marker's velocity has risen above legal limits or the Rate of Fire Cap is being exceeded. Referees will seek to perform on field chronographing in a manner which least interferes with play.
- 9.5.2. Players with markers chronographed during a game at 300 feet per second or less and shoots less or equal than one ball in 181ms (5.5 bps) will continue to play without elimination or penalty.
 - 9.5.3. Players with markers whose velocity is over 300 feet per second but less than or equal to 314 feet per second will be eliminated from play and given a Minor penalty.
 - 9.5.4. Players with markers whose velocity is over 314 feet per second, but less than or equal to 329 feet per second will be eliminated from play given a Major penalty.
 - 9.5.5. Players with markers whose velocity is 330 feet per second or above will be eliminated from play given a Gross Major Penalty.
 - 9.5.6. A player on the field of play whose electronic marker fires two shots at 5.6 to 5.9 bps will be assessed a major penalty.
 - 9.5.7. A player on the field of play whose electronic marker fires two shots at 6.0 to 7.0 bps will result in the game win automatically going to the opposing team with a score of 100. The penalized team will receive a score of 0 for that game.
 - 9.5.8. A player on the field of play whose electronic marker fires two shots above 7.0 bps will result in the game automatically going to the opposing team with a score of 100. The player who receives the penalty will be suspended for the rest of the tournament and the team will receive a score of -30 for the game.
 - 9.5.9. In all instances of on-field chronographing that results in a penalty, the referee will show the chronograph result to the player who was chronographed.

9.6 PAINT CHECKS

- 9.6.1. Paint checks are performed by referees for the purpose of determining if a paintball has both broken on and marked a player.
- 9.6.2. Paint checks are performed by a referee when the referee has observed a player taking shots, or when shots are directed into an area occupied by a player that the referee cannot directly observe, when the physical location that a paintball may have broken on is not visible to the referee, or when the referee is directed to do so by another referee.
- 9.6.3. Referees may, but don't have to, make a paint check after a player has requested one.
- 9.6.4. Referees may call players neutral if they feel they cannot thoroughly perform a paint check without doing so.
- 9.6.5. A player may not be eliminated while a referee declares them neutral.

9.7 GAME INTERRUPTION

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

9.8 FLAGS

- 9.8.1. Prior to the start of each game, the flag will be hung in the center of the field.
- 9.8.3. Once a player captures the flag, they must carry the flag in full view.
- 9.8.4. The flag may be exchanged between teammates.
- 9.8.5. A player carrying the flag may not conceal the flag at any time.
- 9.8.6. If a player carrying a flag becomes eliminated, the player must stop and return the flag to the nearest referee.

The referee will return the flag to the center flag station.

9.9 FLAG HANGS

- 9.9.1. When a player carrying a flag touches the flag to the opponent's start base a referee will declare that player neutral.
- 9.9.2. A referee will immediately perform a paint check on the player to determine if the flag hang was clean.
- 9.9.3. If the referee performing the paint check determines that the player was not hit before they hung the flag the referee will declare that the game is over.
- 9.9.4. If the referee performing the paint check determines that the player was hit before they hung the flag the referee will declare that player eliminated and apply the appropriate penalty. The referee will then return the flag to the center flag station or request that a replacement flag be hung.
 - 9.9.4.1. If the team still has any number of active players after the penalty is assessed the game will continue and they may try and recapture the flag and touch it to their opponent's base.
 - 9.9.4.2. If neither team has any players alive after the penalty is assessed the game will end and neither team will receive points for hanging the flag.
 - 9.9.4.3. If the team does not have enough active players to full fill the penalty the opposing team will automatically receive 70 points for a flag pull and a flag hang, plus any points they earned for eliminations and active players. The penalized team will still receive their points for eliminations and flag pull.

9.10 GAME END

- 9.10.1. A game will officially be considered over when the Head Referee announces the result after the occurrence of any of the game-ending situations. However, players and their equipment can still be inspected until they exit the field.
- 9.10.2. Match-ending situations are anyone of the following:
 - (a) Flag Hang
 - (b) If The game time comes to an end.
- 9.10.3. Players may not re-enter the playing field without the permission of a Field Referee.

10 HITS AND ELIMINATIONS

10.1 DEFINITION OF A HIT

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

10.2 PLAYERS AND HITS

- 10.2.1. Players Are Responsible for Becoming Aware of Hits.
- 10.2.2. If being hit a player has to immediately cease play and signal his elimination. Failing to do so constitutes playing on.

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

10.3 ELIMINATIONS

- 10.3.1. Referees will eliminate players on the field for the following infractions (not only limited to)
 - a) Abusive calls for paint checks.
 - b) Subsequent failure to obey a referee's instructions.
 - c) Going out of bounds or moving the boundary tape.
 - d) Marked with a valid hit.
 - e) Failure to make a touchback while not having the barrel tip touching the front of the base at the start signal.
 - f) Posting of the marker or firing it after the start signal regardless as to whether they later touchback.
 - g) Failure to wear goggles inside the field during the game period.
 - h) Failure to wear or fasten goggles chinstrap during the game period.
 - i) Interference or communication during the game in the pit-area by a person affiliated with the team.
 - j) Excessive shooting (shooting a player more than is reasonably enough to effect elimination).
 - k) Altering the playing field in game on purpose.
 - l) A player forcing themselves between two bunkers that have been positioned together to create one bunker.
 - m) Players that are found with prohibited equipment on the field or those working on their markers in violation of the provisions specified in the marker section will be immediately eliminated.
 - n) Players that separate themselves from any piece of equipment or clothing that they brought onto the game field by more than 2 meters, except squeegees, pods, harnesses and loaders will be immediately eliminated.
 - o) Players who pick up any equipment (also abandoned), which has a hit on it are considered eliminated.
 - p) A Player placing a barrel sock on their barrel while the opposing team has any number of active players.
- 10.3.2. Players that engage in unsportsmanlike conduct will be eliminated. Unsportsmanlike conduct includes, but is not limited to:
 - (a) Failure to obey a referee's call.
 - (b) Deliberate avoidance of a referee in a manner that prevents a referee from chronographing a marker on the field or prevents him from making a call.
 - (c) Shooting at referees.
 - (d) Shooting a clearly eliminated player with malicious intent to injure or intimidate.
 - (e) Excessive shooting which is defined as shooting a player more than is reasonably enough to effect elimination.
 - (f) Requesting paint checks to distract referees from checking themselves or teammates or to use referees to locate opposition players.
- 10.3.3. Players are responsible for removing old hits or bringing the same to the attention of a referee prior to game time, so that they may be dealt with in a manner that would not result in the elimination of the players.
- 10.3.4. Players that get eliminated, shall do following immediately after:
 - (a) Stop playing.
 - (b) Signal their elimination by putting one hand on their head.
 - (c) Leave the playing field with all equipment they were carrying at the time of their elimination by the most direct route off-field, or any other route directed by a referee. Players that take routes that are not the most direct and that are meant to conceal from the other team such players' eliminations or players that refuse to follow a referee's direction on leaving the field will be

considered to be “playing on”.

11 SCORING

11.1 5-Man Format

11.1.1. The game format for 5-Man events will be center flag. At the start of the game a single flag will be placed in the center of the field. The object of the game is to capture the flag and hang it in the opposing team's flag station. Game time will be limited to 5 minutes.

11.1.2 Game scoring will be conducted on a 100-point system and will be awarded as follows.

- a) Eliminating players on the opposing team will count as 4 points.
- b) Players left alive on your team will count as 2 points.
- c) Flag Pulls. The first team to pull the center flag will be awarded 20 points. Flag pull points will only be awarded to the first team that pulls the flag.
- d) Flag Hang. The first team to successfully hang the flag at its opponent's flag station will be awarded 50 points.

11.2 3-Man Format

11.2.1. The game format for 3-Man events will be center flag. At the start of the game a single flag will be placed in the center of the field. The object of the game is to capture the flag and hang it in the opposing team's flag station. Game time will be limited to 3 minutes.

11.2.2 Game scoring will be conducted on a 100-point system and will be awarded as follows.

- A) Eliminating players on the opposing team will count as 5 points.
- B) Players left alive on your team will count as 1 point.
- C) Flag Pulls. The first team to pull the center flag will be awarded 32 points. Flag pull points will only be awarded to the first team that pulls the flag.
- D) Flag Hang. The first team to successfully hang the flag at its opponent's flag station will be awarded 50 points.

11.3 FORFEITS

11.3.1. A forfeit will be declared for each game that a team fails to report in a timely fashion for its pre-game chronographing or for any game in which a team refuses to take the field. If both teams fail to show their pre-game chronographing or both teams are unwilling to take the field, both teams will have forfeited that game.

11.3.2. Any team that is scheduled to oppose a team that has forfeited a game will receive a win and will record as a game time the average margin of their other games won, or the average time of the games lost by the forfeiting team, whichever is greater.

11.3.3. The forfeited team will receive the opposite score for that game.

11.3.4. Once a forfeit has been declared, the forfeited game will not be rescheduled and the score will stand, except if the reason for having missed the game was a fault from the organization staff and the relevant round is not over yet.

11.4 TIE BREAKERS

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

11.4.2. If one team wins a tiebreaker, that team is removed from the group and is ranked higher than all other teams in the group.

11.4.3. If no team wins and one team loses a tiebreaker, that team is removed from the group and is ranked lower than all other teams remaining in the group.

11.4.4. Once a team is removed from the group, tie-breaking the remaining teams in the group are restarted with the first tiebreaker.

11.4.5. In the event of a tie in a non-head-to-head round, ties will be broken, in order, by: •
Number of match points.

- Number of matches won.
- Head-to-head competition amongst the tied teams.

12 PENALTIES

12.1 ASSESSMENT OF PENALTIES

12.1.1. Verbal warnings

Referees will issue verbal warnings for the following infractions (not only limited to):

- (a) First offence of failure to obey a referee's instructions.

12.1.2. Elimination

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

- (a) Abusive calls for paint checks.
- (b) Subsequent failure to obey a referee's instructions.
- (c) Going out of bounds or moving the boundary tape.
- (d) Marked with a valid hit.
- (e) Failure to make a touch back while not having the barrel tip touching the front of the base at the start signal.
- (f) Posting of the marker or firing it after the start signal regardless as to whether they later touchback.
- (g) Failure to wear goggles inside the field during the game period.
- (h) Failure to wear or fasten goggles chinstrap during the game period.
- (i) Interference or communication during the game in the pit-area by a person affiliated with the team.
- (j) Excessive shooting (shooting a player more than is reasonably enough to effect elimination).
- (k) Altering the playing field in game on purpose.
- (l) A player forcing themselves between two bunkers that have been positioned together to create one bunker.
- (m) Players that are found with prohibited equipment on the field or those working on their markers in violation of the provisions specified in marker section will be immediately eliminated.
- (n) Players that separate themselves from any piece of equipment or clothing that they brought onto the game field by more than 2 meters, except squeegees, pods, harnesses and loaders will be immediately eliminated.
- (o) A Player placing a barrel sock on their barrel while the opposing team has any number of active players.

12.1.3. Minor penalty (removal of the player who committed the infraction and a teammate). Assessment of the one-for-one penalty to players on the field will take place for the following infractions (not only limited to):

- (a) Continuing to play with a hit on any part of a body or equipment (e.g.: shooting, posting, talking, moving forward).
- (b) Checking in as a live player at the end of a game with a hit.
- (c) Using a marker that is chronographed on the field at 301-314 feet per second.
- (d) Communicating to anyone after being signaled eliminated by a referee.
- (e) Possessing prohibited clothing or equipment on the field of play.
- (f) Any person who shoots towards the spectator sideline or opponent's end line during a break period.
- (g) Any person who engages in aggressive or insulting behavior towards another person, except a referee.
- (h) Starting with more players than allowed, one extra active player will be pulled for every player that a team starts with over the allowed amount.
- (i) Having any player or team staff members inside the netted playing area at the start of the match.

12.1.4. Major Penalty (removal of the player who committed the infraction and two teammates). Assessment of the two-for-one rule to players on the field will take place for the following infractions (but not only limited to):

- (a) Eliminating a player after being marked with a valid hit.
- (b) Passing multiple bunkers after being marked with a valid hit.
- (c) First offense of a player carrying an illegal marker on the field of play.
- (d) Using a marker that is chronographed on the field at 315-329 feet per second.

12.1.5. Gross Major Penalty (removal of the player who committed the infraction and three teammates).

Assessment of the three-for-one rule to players on the field will take place for the following infractions

(not only limited to):

- (a) **Wiping.** Wiping means that a player is actively and deliberately removing or attempting to remove paint markings in order to avoid being eliminated or avoid a referee's call.
- (b) Players who are observed discarding squeegees, rags or pods on which there is a hit or paint marks that resemble a hit in order to avoid elimination or avoid a referee's call shall be penalized for wiping.

12.1.6. **Minor Suspension** (removal of the player who committed the infraction and three teammates, also the player who committed the infraction will receive a minor suspension (suspended for the remainder of the game and the team's next game)). Assessment of the three-for-one rule to players on the field will take place for the following infractions (not only limited to):

- (a) An eliminated player who shoots at a player from out-of-bounds
- (b) **Re-entering the field** after elimination in order to interfere in the on-going game without being asked by a referee.
- (c) Second offense of a player carrying an illegal marker on the field of play.
- (d) Tampering with one's marker during the game of play. Using any tool or adjusting setting during the game is forbidden, including from the time the match starts until the time the player exits the field and re-enters the pit area. Excluding a player turning the marker on and off and turning the vision system of the marker on and off.
- (e) Any person who engages in aggressive or insulting behavior towards a referee
- (f) Any person who throws any equipment on the field of play other than an air source or disposable equipment.
- (g) Using a marker that is chronographed on the field at 330 feet per second or above.

12.1.7. **Major Suspension** - (removal of the player who committed the infraction and three teammates, also the player who committed the infraction will receive a major suspension (suspended for the remainder of the event, but not limited to). Assessment of the Major Suspension rule to players on the field will take place for the following infractions (not only limited to):

- a) Second offense of overshooting a player with the malicious intent to injure a player.
- b) Any person who engages in hostile physical contact with another person, including shooting another person who is not participating in a point or shooting from outside the field.
- c) Any person who engages in intentional physical contact with an official.
- d) Any person who throws an air source, whether attached to a marker or not.
- e) Any person who intentionally shoots in the direction of another person who is not wearing a paintball goggle system.
- f) Second offense of any google rule (6.2) violation.

12.2 NOT ENOUGH PLAYERS RULE

12.2.1. Assessments of Minor, Major and Gross Major penalties when not enough live players are left:

- The match is stopped, and the win is awarded to the opposing team,
- The opposing team does not need to have any active players to be awarded the win.

12.2.2. If the last player of a team gets a Minor, Major or Gross Major penalty, the match win automatically goes to the opposite team.

12.2.3. Assessments of Minor penalty when the exact number of live players are left to fulfill the penalty, and the opposing team does not have any active players. The match will end in a tie.

12.2.4. Assessments of Major or Gross Major penalty when the exact number of live players are left to fulfill the penalty, the point will be awarded to the opposing team. The opposing team does not need to have any active players to be awarded the win.

12.3 COLLUSION

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

13 SUSPENSIONS, EJECTIONS, DISQUALIFICATIONS AND FINES DUE TO SEVERE UNSPORTSMANLIKE CONDUCT

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

13.1.1. Responsibility of team members.

Teams are responsible for the conduct of everyone on their roster, which includes players, pit-crew and supporters. During the event the following may apply to fines, suspensions and ejections. When game suspensions are issued to a player, the team must play short if they do not have a substitute player on their roster.

13.1.2. Responsibility of spectators.

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

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

13.1.3. Player's Suspension.

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

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

Any person who engages in other major or severe acts of unsportsmanlike behavior may be assessed as a minor or major suspension by a Head Referee. ^[SEP]

13.1.4. Player's ejection

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

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

13.1.5. Minor Suspension

A player who receives a Minor suspension^[SEP]

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

13.1.6. Major Suspension

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

- (a) May not be on-site at any event for the duration of the suspension, and
- (b) May be suspended up to a year by the Ultimate Referee, and^[SEP]
- (c) May be assessed a fine of up to \$1000. A person may not play any further events until such a fine is paid.

13.1.7. Team ejections

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

13.1.8. Player's ejection, Player fines, and Player's suspension from several events

- All tournament suspensions are subject to future suspensions; all suspensions if deemed serious enough will be reviewed by the Event Promoter to determine if further actions need to be applied.

13.2 APPEALS

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

13.3 CONFLICT IN THE RULES

- 13.3.1. In case of a situation not covered by this Rulebook or any conflict between two sections of this Rulebook, the authorized officials will make their decision based on the laws and common sense.
- 13.3.2. Decisions taken by the responsible person(s) in a situation within the bounds of this section cannot be revised.
- 13.3.3. Any situation within the bounds of this section shall be passed to the Event Commissioner as soon as possible. The Event Commissioner has a right to modify or amend these Rules even if this amendment would go against the decision originally taken.

14 MISCELLANEOUS

14.1 MAINTENANCE AND CLEANUP

- 14.1.1. All persons shall adhere to the administrative rules and regulations promulgated by the promoter with respect to maintenance and cleanup of the event facility.
- 14.1.2. All persons will dispose of all trash they generate in designated trash receptacles.
- 14.1.3. Teams will remove paint boxes from enclosed team pit areas.
- 14.1.4. Any person that fails to adhere to rules and regulations contained in section 14.1 or promulgated by the promoter may be fined up to \$250 by authorized personnel.

14.2 UNFORESEEN CIRCUMSTANCES

- 14.2.1. In case of any unforeseen circumstances. The Event reserves the right to make any adjustments to the event.
- 14.2.2. Upon the start of the first game of the event, the event is considered to have happened and no refunds will be issued.
- 14.2.3. In the case of any unforeseen circumstances these adjustments may be made at any time but are not limited to
 - 14.2.3.1. Game times.
 - 14.2.3.2. Mercy rule limit.
 - 14.2.3.3. Number of games played.
 - 14.2.3.4. Number of teams that advance to the next round.
 - 14.2.3.5. Adjusting the schedule.
- 14.2.4. If the remainder of the tournament becomes canceled for any reason, event standings will be determined by the games that have already been played.
 - 14.2.4.1. If any points are scored in a canceled game the game will end with the current score. If the game is a head-to-head playoff game and the score is tied, the team with the highest seed in the prelim round will win the match.

- 14.2.4.2. If some teams have played more matches than other teams, teams who have played fewer matches will receive a tie-score for the number of matches necessary to 26 have the same number of matches played as the team with the greatest number of matches played.
- 14.2.4.3. If further rounds of playoffs are scheduled after the last fully or partially completed round, teams will be advanced to the next round based on the results of the last fully or partially completed round, with results of further rounds determined by teams' placement at the end of the preliminary round.
- 14.2.4.3.2. 3v3 and 5v5 scores will be scored as a tie with zero seconds remaining.